

HERO SYSTEM GRIMMOIRE

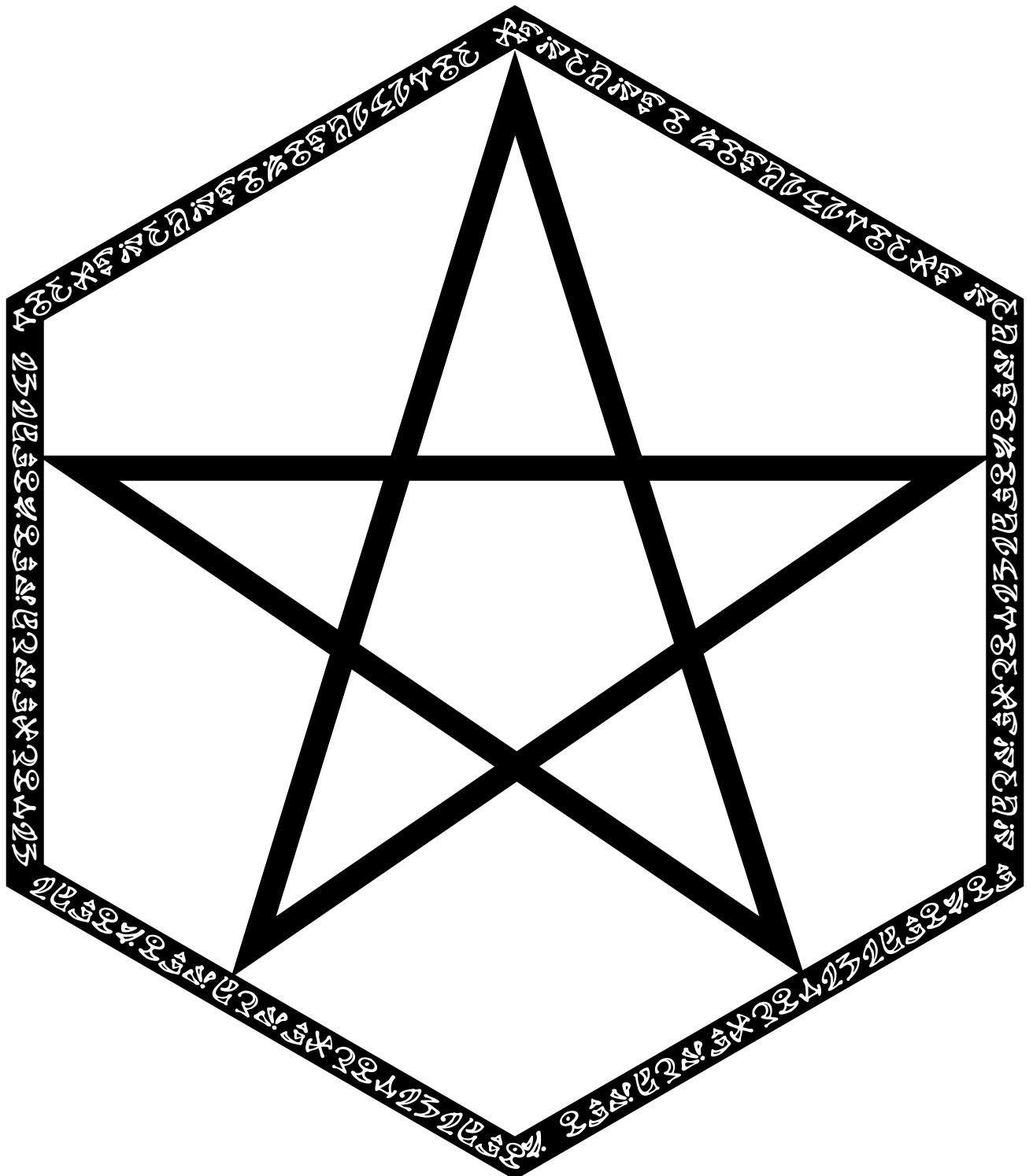


**HERO
SYSTEM**
SIXTH EDITION



STEVEN S. LONG

HERO SYSTEM GRIMOIRE



HERO SYSTEM GRIMMOIRE

A BOOK OF SPELLS FOR THE *HERO SYSTEM*

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INTRODUCTION



One of the most difficult and time-consuming chores facing potential *HERO System* GMs, particularly those running Fantasy Hero games, is the need to create spells for the campaign. Unless the GM is willing to let the players create their Rcharacters' spells, he has to go to considerable effort to design the spells characters can choose.

To help the GM with this task, *The HERO System Grimoire* presents thousands of pre-generated spells in a wide variety of categories — alchemy, necromancy, divine magic, and more. If you can't find the spell you want in this book, you can easily use its contents as guidelines for designing your own spells.

Spell Categories

For ease of reference, *The HERO System Grimoire* divides spells into 28 categories, or “arcana,” based on special effect, common use among gamers and in fiction, and so forth:

Alchemy, the Art of creating potions, elixirs, and the like by mixing and activating various substances and, in the process, unlocking the magical essences within them.

Arcanomancy, spells pertaining to magic, fundamental magical forces, and spellcasting.

Areomancy, also known as Battle Magic, spells for use in warfare.

Black Magic, spells that invoke evil energies or which spellcasters use for particularly evil ends.

Chaos Magic, the wizardry of the powerful but unpredictable force called Chaos.

Conjuration, the Art of summoning beings from this and other planes of existence, and of controlling and banishing them.

Cybermancy, magic dealing with machines, technology, and related phenomena.

Divination, the Art of finding and foretelling.

Divine Magic, the sacred and holy spells cast by priests, paladins, and other characters associated with the gods.

Druidry, spells relating to, using, or affecting animals, plants, and nature in general.

Elemental Magic, spells related to the four classical Elements — Air, Earth, Fire, and Water — as well as “lesser” substances or phenomena sometimes regarded as “Elements” in gaming settings (such as Ice and Light).

Enchantment, the Art of casting spells through enchanted items.

Monster Magic, spells learned and cast by various types of monsters.

Naming Magic, spells that derive their power from the caster's knowledge of the target's True Name.

Necromancy, magic pertaining to life, death, undeath, and related subjects, usually considered a black and evil Art.

Oriental Sorcery, magics derived from Asian occultism, folklore, myth, and philosophy.

Professional Magic, spells that adventurers and everyday folk in High Fantasy campaigns use to make their jobs easier and safer.

Rune Magic, the magic of carved and painted runes of power.

Shamanism, magic involving spirits and the Spirit World.

Song Magic, spells cast by or involving singing, poetry, jests, and the like.

Sorcery, magics of the mind, thought, illusion, and deception, regarded by many with suspicion and fear.

Superheroic Thaumaturgy, the body of common spells known to mystics in the Champions Universe setting.

Thaumaturgy, the Art of transforming, altering, and redirecting energies and matter, including shapeshifting and related spells.

Theurgy, magics pertaining to Divine and Infernal powers, and to the celestial bodies of the night sky.

Voodoo, fictional magics based on the mystic/religious practices of Voodoo.

Warrior-Magery, spells that enhance characters' ability to fight in melee combat.

Witchcraft, an Art combining various lesser aspects of other arts, such as Alchemy, Conjuration, Druidry, Elemental Magic, and Necromancy, as well as hedge magics and other “low spells,” but no less powerful than the other arcana for all that.

Wizardry, a catch-all term for magic and spellcasting in general, but also used to refer to any spells or bodies of mystic lore not a part of any other arcana, such as spells of general utility (e.g., spells that detect or dispel magic), naming-magic, spells of sheer mystic power, and the like.

ABBREVIATIONS

This book uses the following abbreviations to refer to other *HERO System* books:

6E1: *The HERO System 6th Edition, Volume I: Character Creation*

6E2: *The HERO System 6th Edition, Volume II: Combat And Adventuring*

APG: *The HERO System Advanced Player's Guide*

HSB: *The HERO System Bestiary*

HSEG: *The HERO System Equipment Guide*

HSMA: *HERO System Martial Arts*

HSS: *HERO System Skills*

Spell Design

Spells are most commonly (though not exclusively) used in Fantasy Hero campaigns, and in the vast majority of those campaigns tend to have certain aspects or elements in common. In keeping with this approach, most spells in *The HERO System Grimoire* are designed with the following Limitations:

- OAF (often an Expendable Focus of some kind)
- Gestures
- Incantations
- Requires A Magic Roll (all spells use “Magic Roll” for convenience, but depending on the magic system in the campaign a character may have to buy more than one type of *Power: Magic Skill*)

The options (described below) typically provide information about removing or changing these Limitations to make it easy for you to “customize” the spells to suit your campaign’s magic system.

THE SPELL TEMPLATE

This book describes each spell with a standard template. The information provided applies only to the standard spell; the options may have different areas of effect, ranges, END costs, and so forth.

Name indicates the name of the spell. You can, of course, rename it to suit your character or campaign if you prefer.

Effect lists the basic game effect of the spell in simple terms: Blast 8d6, Armor Piercing; Desolidification; Telekinesis (30 STR). This tells you quickly what a spell can do so you don’t have to delve into the full game write-up when making your selections.

Target describes who or what the spell affects. An attack spell usually indicates “one character” or the area covered due to the *Area Of Effect* Advantage. “Self” indicates the spell only works on the character using it (though it may still “affect” other characters; for example, other characters can perceive the effects of Shape Shift, even though it’s a “Self” spell.)

Casting Time indicates how long it takes to cast a spell. Most are Half Phase and/or Attack Actions.

Casting Procedures lists the procedures a character has to go through to cast a spell. Focus, Gestures, and Incantations are the most common.

Duration lists the spell’s duration, typically Instant, Constant, or Persistent (see 6E1 127-28). Some spells use the Time Limit rules (see 6E1 346-48) or even do Damage Over Time (see 6E1 328-31)

Range lists the range for the spell. Ranged spells usually have a range in meters (Base Points x 10m in most cases), but may have “LOS” (Line Of Sight) or “RBS” (Range Based On STR) range. “No Range” indicates the spell has No Range; “Self” that the spell only affects the character using it; “Touch” that the spell involves having to touch another character (which usually requires an Attack Roll).

Magic Roll Penalty indicates the penalty to the character’s Magic roll. Typically this equals the spell’s Active Points divided by 10.

END Cost lists the spell’s Endurance cost (in the case of potions and enchanted items, this may be *Charges* instead).

Description provides a (usually brief) textual description of the spell. This section notes any special rules or rules applications relevant to the spell.

Game Information is a full write-up of the spell in game terms, including Active Point and Real Point costs. (If only one point total is listed, that means the Active and Real Point costs are the same.) Depending on the nature of the campaign’s magic system, the Real Point cost may be what a character has to pay to learn the spell, or the cost may be different (for example, in some systems all spells have a flat cost of 1-3 points).

OPTIONS

Most spells have *Options* listed below the game information. These describe various standard ways to alter the spell to create a slightly different ability. The standard options for most spells include:

Strong: A version built with more Active Points than the standard version.

Weak: A version built with fewer Active Points than the standard version.

Free: A version with the *Focus* Limitation (typically either -1 or -1¼) removed. (If the spell doesn’t ordinarily have a Focus, this may change to *Focused*, an option applying that Limitation to the spell.)

Remove A +¼ Advantage: A version with +¼ less value of Advantages than the standard version (if it has any Advantages). Most commonly this is used to:

- remove Reduced Endurance (½ END; +¼), or reduce Reduced Endurance (0 END; +½) to Reduced Endurance (½ END; +¼), so that the spell costs full/partial END

Remove A +½ Advantage: A version with +½ less value of Advantages than the standard version (if it has any Advantages). Most commonly this is used to:

- remove Reduced Endurance (0 END; +½) so that the spell costs END

Remove A -¼ Limitation: A version with -¼ less value of Limitations than the standard version. Most commonly this is used to:

- remove Gestures (-¼) (a “Stilled” spell)
- remove Incantations (-¼) (a “Silenced” spell)
- reduce the Requires A Magic Roll penalty to -1 per 20 Active Points (rather than the usual -1 per 10 Active Points) (an “Easy” spell)
- convert an Expendable OAF (if valued at -1¼) to an ordinary OAF (-1)

Remove A -½ Limitation: A version with -½ less value of Limitations than the standard version. Most commonly this is used to:

- remove Gestures (-¼) and Incantations (-¼) (a “Stilled Silent” spell)
- remove Requires A Magic Roll (-½) (a “Master’s” spell)
- convert an Expendable OAF (if valued at -1½) to an ordinary OAF (-1)

Add A +¼ Advantage: A version with an additional +¼ Advantage, or which has an existing Advantage increased by +¼ value. Most commonly this is used to:

- make a spell cost Reduced Endurance (½ END; +¼), or make one that already has Reduced Endurance (½ END; +¼) cost Reduced Endurance (0 END; +½)
- add Armor Piercing (+¼)
- add Delayed Effect (+¼)
- add Usable By Other (+¼) so a character can cast the spell on another person instead of just on himself

Add A +½ Advantage: A version with an additional +½ Advantage, or which has an existing Advantage increased by +½ value. Most commonly this is used to:

- make a spell cost Reduced Endurance (0 END; +½)
- add Area Of Effect (1m Radius Accurate; +½)
- add Constant (+½)
- add Delayed Effect (x2 spells usable at once; +½)
- add Line Of Sight (+½) or No Range Modifier (+½)
- add Penetrating (+½)

Add A -¼ Limitation: A version with an additional -¼ Limitation, or which has an existing Limitation increased by -¼ value. Most commonly this is used to:

- make a spell take Concentration (½ DCV; -¼) to cast (an “Attentive” spell)
- add Side Effects (-¼) (an “Apprentice’s” or “Dangerous” spell)

Add A -½ Limitation: A version with an additional -½ Limitation, or which has an existing Limitation increased by -½ value. Most commonly this is used to:

- make a spell take Extra Time (Full Phase; -½) to cast (a “Lengthy” spell)
- make a spell have Increased Endurance Cost (x2 END; -½) to cast (a “Tiring” spell)
- require the caster to touch the target (*i.e.*, add No Range (-½)) to affect him
- increase the Requires A Magic Roll penalty to -1 per 5 Active Points (rather than the usual -1 per 10 Active Points) (a “Difficult” spell)
- add Side Effects (-½) (an “Apprentice’s” or “Dangerous” spell)

VARYING EFFECTS

Some of the spells in this book have aspects or effects that improve if the spellcaster makes his Magic roll by a significant amount. Typically this applies to the Duration of Time Limit spells. For example, a spell might have a Time Limit duration of “5 Minutes, +1 Minute per point by which the caster succeeds with his Magic roll.” In this situation, the GM may wish to impose some restriction on the absolute effect, such as double the base parameter, to keep wizards with high Magic rolls from unbalancing the game.

How To Use This Book

The HERO System Grimoire is a game aid for both players and GMs. It allows GMs to start campaigns without having to create dozens or hundreds of spells, and it lets players select spells for their characters without having to spend time calculating costs. It’s particularly helpful for campaigns where spellcasters can buy spells in Multipowers or Variable Power Pools.

WHAT THIS BOOK IS NOT

Having noted what this book *is*, it’s also important to note what it is *not*.

First, it’s not a book of magical items, except insofar as the “spells” of the Alchemy and Enchantment categories require the book to include such items. The topic of enchanted items is vast enough to merit a book of its own. However, you can easily convert most of the spells in this book to enchanted items by applying the appropriate Power Modifiers, such as *Focus* and *Charges*.

Second, it’s not comprehensive. No one book could describe every possible spell any one gamer — or even entire teams of gamers — could create using the *HERO System*. Instead, *The HERO System Grimoire* provides reasonable coverage of the major types of magic found in most campaigns. It should not only help you when designing characters, but hopefully inspire you to create other spells using your imagination and the rules.

Third, it’s not a blank permission slip to use any of these spells in your game. Some of these spells are powerful, with high Active Point costs, and may not be appropriate for every campaign. The GM should approve the use of any spells from the *Grimoire*.

Fourth, and most importantly, this book is not a straitjacket. You can often build a particular spell two or more ways using the *HERO System* rules, so don’t let the fact that this book chooses a particular method deter you from doing something else if you prefer. Rarely, if ever, is there an “official” way to build any given spell using the *HERO System*. The options provided for each spell often describe alternate ways of creating it to help spur your imagination.

CHANGING THE SPECIAL EFFECTS

With spells (as with any other *HERO System* power construct), special effects are paramount. If you don’t find a particular type of spell in one of the category, but do find it in another arcana, you can easily create a version for your preferred arcana simply by changing the name and the special effect. For example, the *Mystic Dart* spell (page 349) could become a Fire Dart, Shadow Dart, Light Dart, Ice Dart, Stone Dart, or the like. Remember, this is magic — anything is possible!

OTHER RESOURCES

Hero Games publishes many other books gamers may find useful when selecting or designing spells. These include:

The HERO System Bestiary, a collection of hundreds of monsters and animals that will provide any GM with plenty of adversaries for the PCs.

HERO System Martial Arts, which contain dozens of martial arts abilities you could convert into spells.

Champions Powers, which lists thousands of superpowers you can easily convert into spells by applying appropriate Limitations (OAF, Gestures, Incantations, Requires A Skill Roll, and the like).

Fantasy Hero, which has an entire chapter devoted to creating magic systems, spells, and enchanted items in *HERO System* terms.



ALCHEMY

Alchemy is the art of creating potions, elixirs, salves, unguents, and the like by mixing and activating various substances and, in the process, unlocking the magical essences within them. Alchemists can also create some magical constructs, such as golems. They spend long hours in their laboratories and workrooms, brewing potions based on time-tested formulae and trying to devise newer, more powerful potions of their own. Since most alchemists sell potions to adventurers, one who creates a useful new potion can become quite wealthy.

The potions and other items below are created using the rules on pages 322-24 of *Fantasy Hero*. Because they're built with Delayed Effect, you need to establish a way to calculate how many potions an alchemist can normally have at once. These writeups assume that an alchemist can have, for the base $+\frac{1}{4}$ value of Delayed Effect, no more than $INT/2$ of his own potions available for use at any time ("available for use" includes giving them to another person friendly to him, but not selling them to a stranger). Any character may have ready for use as many found or purchased potions as he likes (subject of course to the GM's approval). "Potions" in this sense means anything created by Alchemy other than a construct, including salves, dusts, and the like.

In the potion write-ups, Concentration, Extra Time, and Requires A Magic Roll are Storing Limitations; they apply only to the creation of the potion, not its use.

POTIONS

☼ POTION OF CLOUD FORM

Effect:	Desolidification
Target:	One character (usually self)
Quaffing Time:	Half Phase
Casting Procedures:	N/A
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-6 to brew
Charges:	4 Continuing Charges lasting 5 Minutes each

Description: A character who drinks this potion transforms into a cloud of mist for up to five minutes. While in mist form, he cannot pass through solid objects, but can fit through the smallest cracks (under doors, between the bars of a jail cell, through the rocks of a cave-in). In mist form he cannot be harmed, save by wind, heat, and chill.

Game Information: Desolidification (affected by heat, cold, or wind), Delayed Effect (may have available a number of potions equal to character's INT ; $+\frac{1}{2}$) (60 Active Points); OAF Fragile ($-1\frac{1}{4}$), Cannot Pass Through Solid Objects ($-\frac{1}{2}$), Concentration (0 DCV throughout brewing; -1), Extra Time (6 Hours to brew; $-3\frac{1}{2}$), Requires A Magic Roll (to brew; $-\frac{1}{2}$), 4 Continuing Charges lasting 5 Minutes each (-0). Total cost: 8 points.

Options:

- 1) Remove A $+\frac{1}{2}$ Advantage: 40 Active Points; total cost 5 points.
- 2) Remove A $-\frac{1}{4}$ Limitation: Total cost 8 points.
- 3) Remove A $-\frac{1}{2}$ Limitation: Total cost 8 points.
- 4) Add A $+\frac{1}{4}$ Advantage: 70 Active Points; total cost 9 points.
- 5) Add A $+\frac{1}{2}$ Advantage: 80 Active Points; total cost 10 points.
- 6) Add A $-\frac{1}{4}$ Limitation: Total cost 7 points.
- 7) Add A $-\frac{1}{2}$ Limitation: Total cost 7 points.

★ POTION OF ELEMENTAL RESILIENCE

Effect:	Resistant Protection (6 PD/6 ED), Only Works Against Fire/Heat And Ice/Cold Damage
Target:	One character (usually self)
Quaffing Time:	Half Phase
Casting Procedures:	N/A
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-2 to brew
Charges:	4 Continuing Charges lasting 1 Hour each

Description: This potion heightens the character's resistance to damage caused by fire, ice, or related phenomena. It doesn't make him more comfortable in hot or cold conditions, but it protects him from burns and frostbite.

Game Information: Resistant Protection (6 PD/6 ED), Delayed Effect (may have available a number of potions equal to character's INT; +½) (27 Active Points); OAF Fragile (-1¼), Concentration (0 DCV throughout brewing; -1), Extra Time (6 Hours to brew; -3½), Requires A Magic Roll (to brew; -½), Only Works Against Fire/Heat And Ice/Cold Damage (-¼), 4 Continuing Charges lasting 1 Hour each (-0). Total cost: 4 points.

Options:

- 1) *Strong Potion:* Increase to Resistant Protection (8 PD/8 ED). 36 Active Points; total cost 5 points.
- 2) *Weak Potion:* Decrease to Resistant Protection (4 PD/4 ED). 18 Active Points; total cost 2 points.
- 3) *Remove A +¼ Advantage:* 22 Active Points; total cost 3 points.
- 4) *Remove A +½ Advantage:* 18 Active Points; total cost 2 points.
- 5) *Remove A -¼ Limitation:* Total cost 4 points.
- 6) *Remove A -½ Limitation:* Total cost 4 points.
- 7) *Add A +¼ Advantage:* 31 Active Points; total cost 4 points.
- 8) *Add A +½ Advantage:* 36 Active Points; total cost 5 points.
- 9) *Add A -¼ Limitation:* Total cost 3 points.
- 10) *Add A -½ Limitation:* Total cost 3 points.

★ POTION OF ELOQUENCE

Effect:	+4 with Interaction Skills
Target:	One character (usually self)
Quaffing Time:	Half Phase
Casting Procedures:	N/A
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-3 to brew
Charges:	4 Continuing Charges lasting 1 Hour each

Description: For one hour after he drinks this potion, the imbiber can speak with extreme eloquence. He always seems to choose the right words, and he expresses himself in a manner that's almost guaranteed to attract the attention of his desired audience.

In game terms, this potion provides a +4 to any Interaction Skill Roll. The GM may decrease or forbid the use of the bonus for any use of an Interaction Skill that doesn't involve extended speaking (such as most uses of Animal Handling).

Game Information: +4 with Interaction Skills, Delayed Effect (may have available a number of potions equal to character's INT; +½) (24 Active Points); OAF Fragile (-1¼), Concentration (0 DCV throughout brewing; -1), Extra Time (6 Hours to brew; -3½), Requires A Magic Roll (to brew; -½), 4 Continuing Charges lasting 1 Hour each (-0). Total cost: 3 points.

Options:

- 1) *Strong Potion:* Increase to +6 with Interaction Skills. 36 Active Points; total cost 5 points.
- 2) *Weak Potion:* Decrease to +2 with Interaction Skills. 12 Active Points; total cost 2 points.
- 3) *Remove A +¼ Advantage:* 20 Active Points; total cost 3 points.
- 4) *Remove A +½ Advantage:* 16 Active Points; total cost 2 points.
- 5) *Remove A -¼ Limitation:* Total cost 3 points.
- 6) *Remove A -½ Limitation:* Total cost 3 points.
- 7) *Add A +¼ Advantage:* 28 Active Points; total cost 4 points.
- 8) *Add A +½ Advantage:* 32 Active Points; total cost 4 points.
- 9) *Add A -¼ Limitation:* Total cost 3 points.
- 10) *Add A -½ Limitation:* Total cost 3 points.





POTION OF FIRE BREATH

Effect: RKA 2d6
Target: 1m radius
Quaffing Time: Full Phase
Casting Procedures: N/A
Duration: Instant
Range: 16m
Magic Roll Penalty: -5 to brew
Charges: 4

Description: This strong, bitter-tasting, dark amber-colored potion doesn't work like most potions do, by altering the imbiber's body in some way. Instead, immediately after drinking a dose, the character can breathe forth a gout of flame!

Game Information: RKA 2d6, Area Of Effect (1m Radius; +¼), Delayed Effect (may have available a number of potions equal to character's INT; +½) (52 Active Points); OAF Fragile (-1¼), Concentration (0 DCV throughout brewing; -1), Extra Time (6 Hours to brew; -3½), Extra Time (Full Phase to quaff potion and breathe fire; -½), Limited Range (16m; -¼), Requires A Magic Roll (to brew; -½), 4 Charges (-1). Total cost: 6 points.

Options:

- 1) *Strong Potion:* Increase to RKA 3d6. 79 Active Points; total cost 9 points.
- 2) *Weak Potion:* Decrease to RKA 1d6. 26 Active Points; total cost 3 points.
- 3) *Remove A +¼ Advantage:* 45 Active Points; total cost 5 points.
- 4) *Remove A +½ Advantage:* 37 Active Points; total cost 4 points.
- 5) *Remove A -¼ Limitation:* Total cost 6 points.
- 6) *Remove A -½ Limitation:* Total cost 6 points.
- 7) *Add A +¼ Advantage:* 60 Active Points; total cost 7 points.
- 8) *Add A +½ Advantage:* 67 Active Points; total cost 7 points.
- 9) *Add A -¼ Limitation:* Total cost 6 points.
- 10) *Add A -½ Limitation:* Total cost 5 points.



POTION OF GIANT FORM

Effect: Growth
Target: One character (usually self)
Quaffing Time: Full Phase
Casting Procedures: N/A
Duration: Constant
Range: Self
Magic Roll Penalty: -7 to brew
Charges: 4 Continuing Charges lasting 5 Minutes each

Description: After quaffing this potion, the imbiber grows to storm giant size — 8 meters tall — in the blink of an eye. Now much stronger and tougher than normal, he can wreak havoc among his enemies... but can also be hit more easily by them.

Game Information: Growth (+30 STR, +10 CON, +10 PRE, +6 PD, +6 ED, +6 BODY, +12 STUN, +3m Reach, +24m Running, -12m KB, +4 to others' OCV to hit character, +4 to others' PER Rolls to perceive character, 8m tall, 4m wide, 6,400 kg), Delayed Effect (may have available a number of potions equal to character's INT; +½) (75 Active Points); OAF Fragile (-1¼), Concentration (0 DCV throughout brewing; -1), Extra Time (6 Hours to brew; -3½), Extra Time (Full Phase to quaff potion and grow; -½), Requires A Magic Roll (to brew; -½), 4 Continuing Charges lasting 5 Minutes each (-0). Total cost: 10 points.

Options:

- 1) *Strong Potion:* This version of the potion makes the imbiber twice as tall as a storm giant! Increase to Growth (+45 STR, +15 CON, +15 PRE, +9 PD, +9 ED, +9 BODY, +18 STUN, +7m Reach, +36m Running, -18m KB, +6 to others' OCV to hit character, +6 to others' PER Rolls to perceive character, 16m tall, 8m wide, 50,000 kg). 135 Active Points; total cost 17 points.
- 2) *Weak Potion:* This version of the potion only makes the imbiber about as tall as a hill giant. Decrease to Growth (+15 STR, +5 CON, +5 PRE, +3 PD, +3 ED, +3 BODY, +6 STUN, +1m Reach, +12m Running, -6m KB, +2 to others' OCV to hit character, +2 to others' PER Rolls to perceive character, 4m tall, 2m wide, 800 kg). 37 Active Points; total cost 5 points.
- 3) *Remove A +¼ Advantage:* 62 Active Points; total cost 8 points.
- 4) *Remove A +½ Advantage:* 50 Active Points; total cost 6 points.
- 5) *Remove A -¼ Limitation:* Total cost 10 points.
- 6) *Remove A -½ Limitation:* Total cost 10 points.
- 7) *Add A +¼ Advantage:* 87 Active Points; total cost 11 points.
- 8) *Add A +½ Advantage:* 100 Active Points; total cost 13 points.
- 9) *Add A -¼ Limitation:* Total cost 9 points.
- 10) *Add A -½ Limitation:* Total cost 9 points.



POTION OF GIANT'S STRENGTH

Effect: +40 STR
Target: One character (usually self)
Quaffing Time: Half Phase
Casting Procedures: N/A
Duration: Constant
Range: Self
Magic Roll Penalty: -6 to brew
Charges: 4 Continuing Charges lasting 5 Minutes each

Description: Upon drinking this potion, a character becomes as strong as a stone giant! The effect only lasts for five minutes, but that's enough time to slay many enemies, smash down castle walls, or carry a heavy load over a swollen stream.

Game Information: +40 STR, Delayed Effect (may have available a number of potions equal to character's INT; +½) (60 Active Points); OAF Fragile (-1¼), Concentration (0 DCV throughout brewing; -1), Extra Time (6 Hours to brew; -3½), Requires A Magic Roll (to brew; -½), 4 Continuing Charges lasting 5 Minutes each (-0). Total cost: 8 points.

Options:

- 1) *Strong Potion:* This form of the potion makes the imbiber as strong as a storm giant. Increase to +50 STR. 75 Active Points; total cost 10 points.
- 2) *Weak Potion:* This form of the potion makes the imbiber as strong as a hill giant. Decrease to +30 STR. 45 Active Points; total cost 6 points.
- 3) *Remove A +¼ Advantage:* 50 Active Points; total cost 7 points.
- 4) *Remove A +½ Advantage:* 40 Active Points; total cost 5 points.
- 5) *Remove A -¼ Limitation:* Total cost 8 points.
- 6) *Remove A -½ Limitation:* Total cost 9 points.
- 7) *Add A +¼ Advantage:* 70 Active Points; total cost 10 points.
- 8) *Add A +½ Advantage:* 80 Active Points; total cost 11 points.
- 9) *Add A -¼ Limitation:* Total cost 8 points.
- 10) *Add A -½ Limitation:* Total cost 8 points.

POTION OF HEALING

Effect: Simplified Healing 4d6
Target: One character (usually self)
Quaffing Time: Half Phase
Casting Procedures: N/A
Duration: Instant
Range: Self
Magic Roll Penalty: -6 to brew
Charges: 4

Description: A favorite of adventurers everywhere, this delightful-tasting elixir heals wounds so the imbiber may live to fight another day.

In game terms, all Potions Of Healing count as one single type of Healing for purposes of the rules about how often Healing can be applied to a single character (or a single wound). The GM may choose to make exceptions for radically different curing-potions (such as the potions brewed by two different schools of alchemy, or two different cultures), and may similarly choose to differentiate Potions Of Healing from the Salve Of Wound-Knitting (see below).

Game Information: Simplified Healing 4d6, Delayed Effect (may have available a number of potions equal to character's INT; +½) (60 Active Points); OAF Fragile (-1¼), Concentration (0 DCV throughout brewing; -1), Extra Time (6 Hours to brew; -3½), Requires A Magic Roll (to brew; -½), 4 Charges (-1). Total cost: 7 points.

Options:

- 1) *Strong Potion:* Increase to Simplified Healing 6d6. 90 Active Points; total cost 11 points.
- 2) *Weak Potion:* Decrease to Simplified Healing 2d6. 30 Active Points; total cost 4 points.
- 3) *Remove A +¼ Advantage:* 50 Active Points; total cost 6 points.
- 4) *Remove A +½ Advantage:* 40 Active Points; total cost 5 points.
- 5) *Remove A -¼ Limitation:* Total cost 7 points.
- 6) *Remove A -½ Limitation:* Total cost 8 points.
- 7) *Add A +¼ Advantage:* 70 Active Points; total cost 8 points.
- 8) *Add A +½ Advantage:* 80 Active Points; total cost 10 points.
- 9) *Add A -¼ Limitation:* Total cost 7 points.
- 10) *Add A -½ Limitation:* Total cost 7 points.

INCENDIARY OIL

Effect: RKA 2d6
Target: 8m Radius
Quaffing Time: Half Phase (Attack Action)
Casting Procedures: N/A
Duration: Instant
Range: RBS
Magic Roll Penalty: -6 to brew
Charges: 4

Description: Unlike most potions, this oily, orange-yellow-colored liquid isn't meant to be drunk. Instead, it's stored in small glass flasks for use as a throwing weapon. When the flask impacts a target and breaks, the oil creates a tremendous fireball-like explosion in an 8m radius.

Game Information: RKA 2d6, Area Of Effect (8m Radius; +½), Delayed Effect (may have available a number of potions equal to character's INT; +½) (60 Active Points); OAF Fragile (-1¼), Concentration (0 DCV throughout brewing; -1), Extra Time (6 Hours to brew; -3½), Requires A Magic Roll (to brew; -½), Range Based On STR (-¼), 4 Charges (-1). Total cost: 7 points.

Options:

- 1) *Strong Potion:* Increase to RKA 3d6. 90 Active Points; total cost 10 points.
- 2) *Weak Potion:* Decrease to RKA 1d6. 30 Active Points; total cost 3 points.
- 3) *Remove A +¼ Advantage:* 52 Active Points; total cost 6 points.
- 4) *Remove A +½ Advantage:* 45 Active Points; total cost 5 points.
- 5) *Remove A -¼ Limitation:* Total cost 7 points.
- 6) *Remove A -½ Limitation:* Total cost 7 points.
- 7) *Add A +¼ Advantage:* 67 Active Points; total cost 8 points.
- 8) *Add A +½ Advantage:* 75 Active Points; total cost 9 points.
- 9) *Add A -¼ Limitation:* Total cost 7 points.
- 10) *Add A -½ Limitation:* Total cost 7 points.



POTION OF INVISIBILITY

Effect:	Invisibility to Sight Group, No Fringe
Target:	One character (usually self)
Quaffing Time:	Half Phase
Casting Procedures:	N/A
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-4 to brew
Charges:	4 Continuing Charges lasting 5 Minutes each

Description: One dose of this potion, and the character fades from sight completely for five minutes. Even someone standing right next to him cannot see him.

Game Information: Invisibility to Sight Group, No Fringe, Delayed Effect (may have available a number of potions equal to character's INT; +½) (45 Active Points); OAF Fragile (-1¼), Concentration (0 DCV throughout brewing; -1), Extra Time (6 Hours to brew; -3½), Requires A Magic Roll (to brew; -½), 4 Continuing Charges lasting 5 Minutes each (-0). Total cost: 6 points.

Options:

- 1) Remove A +¼ Advantage: 37 Active Points; total cost 5 points.
- 2) Remove A +½ Advantage: 30 Active Points; total cost 4 points.
- 3) Remove A -¼ Limitation: Total cost 6 points.
- 4) Remove A -½ Limitation: Total cost 7 points.
- 5) Add A +¼ Advantage: 52 Active Points; total cost 7 points.
- 6) Add A +½ Advantage: 60 Active Points; total cost 8 points.
- 7) Add A -¼ Limitation: Total cost 6 points.
- 8) Add A -½ Limitation: Total cost 6 points.



POTION OF LONGEVITY

Effect:	Life Support (Longevity — +100 years lifespan)
Target:	One character (usually self)
Quaffing Time:	Half Phase
Casting Procedures:	N/A
Duration:	Persistent
Range:	Self
Magic Roll Penalty:	-1 to brew
Charges:	1

Description: This potion extends the imbiber's lifespan by 100 years, with corresponding increases in the length of time before the effects of old age set in.

In game terms, every Potion Of Longevity a character drinks increases his lifespan by 100 years. This is a slight alteration of the normal rules, but it works better for potions than the standard version of Life Support (Longevity).

Game Information: Life Support (Longevity: +100 years lifespan), Delayed Effect (may have available a number of potions equal to character's INT; +½) (1 Active Point); OAF Fragile (-1¼), Concentration (0 DCV throughout brewing; -1), Extra Time (6 Hours to brew; -3½), Requires A Magic Roll (to brew; -½), 1 Charge (-2). Total cost: 1 point.

Options:

- 1) Remove A +¼ Advantage: 1 Active Point; total cost 1 point.
- 2) Remove A +½ Advantage: 1 Active Point; total cost 1 point.
- 3) Remove A -¼ Limitation: Total cost 1 point.
- 4) Remove A -½ Limitation: Total cost 1 point.
- 5) Add A +¼ Advantage: 2 Active Points; total cost 1 point.
- 6) Add A +½ Advantage: 2 Active Points; total cost 1 point.
- 7) Add A -¼ Limitation: Total cost 1 point.
- 8) Add A -½ Limitation: Total cost 1 point.

POTION OF LOVE

Effect:	Major Transform 7d6 (person to person in love)
Target:	One character
Quaffing Time:	Half Phase
Casting Procedures:	N/A
Duration:	Instant
Range:	Self
Magic Roll Penalty:	-10 to brew
Charges:	1

Description: When a character drinks this potent potion, he immediately falls deeply in love with the next person of the appropriate gender he sees (usually the person who gave him the potion).

Game Information: Major Transform 7d6 (person into person with the Psychological Complication *Deeply In Love With [First Appropriate Person Seen After Drinking Potion]*; heals back by drinking another love-potion) (standard effect: 21 BODY), Delayed Effect (may have available a number of potions equal to character's INT; +½) (105 Active Points); OAF Fragile (-1¼), Concentration (0 DCV throughout brewing; -1), Extra Time (6 Hours to brew; -3½), Must Be Imbided (-½), No Range (-½), Requires A Magic Roll (to brew; -½), 1 Charge (-2). Total cost: 10 points.

Options:

- 1) *Strong Potion:* Increase to Major Transform 10d6. 150 Active Points; total cost 15 points.
- 2) *Weak Potion:* Decrease to Major Transform 5d6. 75 Active Points; total cost 7 points.
- 3) *Remove A +¼ Advantage:* 87 Active Points; total cost 8 points.
- 4) *Remove A +½ Advantage:* 70 Active Points; total cost 7 points.
- 5) *Remove A -¼ Limitation:* Total cost 10 points.
- 6) *Remove A -½ Limitation:* Total cost 11 points.
- 7) *Add A +¼ Advantage:* 122 Active Points; total cost 12 points.
- 8) *Add A +½ Advantage:* 140 Active Points; total cost 14 points.
- 9) *Add A -¼ Limitation:* Total cost 10 points.
- 10) *Add A -½ Limitation:* Total cost 10 points.

POTION OF THE OWL'S EYES

Effect:	Nightvision
Target:	One character (usually self)
Quaffing Time:	Half Phase
Casting Procedures:	N/A
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-1 to brew
Charges:	4 Continuing Charges lasting 1d6 Hours each

Description: This potion grants a character the ability to see in the dark as easily as an owl. Even the tiniest light is enough to let the character see.

Game Information: Nightvision, Delayed Effect (may have available a number of potions equal to character's INT; +½) (7 Active Points); OAF Fragile (-1¼), Concentration (0 DCV throughout brewing; -1), Extra Time (6 Hours to brew; -3½), Requires A Magic Roll (to brew; -½), 4 Continuing Charges lasting 1d6 Hours each (-0). Total cost: 1 point.

Options:

- 1) *Remove A +¼ Advantage:* 6 Active Points; total cost 1 point.
- 2) *Remove A +½ Advantage:* 5 Active Points; total cost 1 point.
- 3) *Remove A -¼ Limitation:* Total cost 1 point.
- 4) *Remove A -½ Limitation:* Total cost 1 point.
- 5) *Add A +¼ Advantage:* 9 Active Points; total cost 1 point.
- 6) *Add A +½ Advantage:* 10 Active Points; total cost 1 point.
- 7) *Add A -¼ Limitation:* Total cost 1 point.
- 8) *Add A -½ Limitation:* Total cost 1 point.

POTION OF STAMINA

Effect:	+40 END
Target:	One character (usually self)
Quaffing Time:	Half Phase
Casting Procedures:	N/A
Duration:	See text
Range:	Self
Magic Roll Penalty:	-1 to brew
Charges:	1

Description: This potion overcomes fatigue and gives a character an added boost of energy. It provides +40 END. The END lasts until used or until the character goes to sleep (this does not include being Knocked Out).

Game Information: +40 END, Delayed Effect (may have available a number of potions equal to character's INT; +½) (12 Active Points); OAF Fragile (-1¼), Concentration (0 DCV throughout brewing; -1), Extra Time (6 Hours to brew; -3½), Requires A Magic Roll (to brew; -½), 1 Continuing Charge lasting 1 Day (ends when imbibor uses up all the END or goes to sleep; -0). Total cost: 2 points.

Options:

- 1) *Strong Potion:* Increase to +60 END. 18 Active Points; total cost 3 points.
- 2) *Weak Potion:* Decrease to +30 END. 9 Active Points; total cost 1 point.
- 3) *Remove A +¼ Advantage:* 10 Active Points; total cost 1 point.
- 4) *Remove A +½ Advantage:* 8 Active Points; total cost 1 point.
- 5) *Remove A -¼ Limitation:* Total cost 2 points.
- 6) *Remove A -½ Limitation:* Total cost 2 points.
- 7) *Add A +¼ Advantage:* 14 Active Points; total cost 2 points.
- 8) *Add A +½ Advantage:* 16 Active Points; total cost 2 points.
- 9) *Add A -¼ Limitation:* Total cost 2 points.
- 10) *Add A -½ Limitation:* Total cost 1 point.



★ POTION OF SWIFTNESS

Effect:	+3 SPD
Target:	One character (usually self)
Quaffing Time:	Half Phase
Casting Procedures:	N/A
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-4 to brew
Charges:	4 Continuing Charges lasting 1 Minute each

Description: A character who imbibes this potion finds his reactions and reflexes heightened to incredible degrees. For the next minute, he can act much quickly (and thus more often) than normal.

Game Information: +3 SPD, Delayed Effect (may have available a number of potions equal to character's INT; +½) (45 Active Points); OAF Fragile (-1¼), Concentration (0 DCV throughout brewing; -1), Extra Time (6 Hours to brew; -3½), Requires A Magic Roll (to brew; -½), 4 Continuing Charges lasting 1 Minute each (-¼). Total cost: 6 points.

Options:

- 1) *Strong Potion:* Increase to +4 SPD. 60 Active Points; total cost 8 points.
- 2) *Weak Potion:* Decrease to +2 SPD. 30 Active Points; total cost 4 points.
- 3) *Remove A +¼ Advantage:* 37 Active Points; total cost 5 points.
- 4) *Remove A +½ Advantage:* 30 Active Points; total cost 4 points.
- 5) *Remove A -¼ Limitation:* Total cost 6 points.

- 6) *Remove A -½ Limitation:* Total cost 6 points.
- 7) *Add A +¼ Advantage:* 52 Active Points; total cost 7 points.
- 8) *Add A +½ Advantage:* 60 Active Points; total cost 8 points.
- 9) *Add A -¼ Limitation:* Total cost 6 points.
- 10) *Add A -½ Limitation:* Total cost 6 points.

★ POTION OF SYLPHEN AGILITY

Effect:	+10 DEX
Target:	One character (usually self)
Quaffing Time:	Half Phase
Casting Procedures:	N/A
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-3 to brew
Charges:	4 Continuing Charges lasting 1 Minute each

Description: A character who imbibes this potion suddenly has the grace and agility of a sylph. For the next minute, he can move more deftly, strike more accurately, and dodge more easily.

Game Information: +10 DEX, Delayed Effect (may have available a number of potions equal to character's INT; +½) (30 Active Points); OAF Fragile (-1¼), Concentration (0 DCV throughout brewing; -1), Extra Time (6 Hours to brew; -3½), Requires A Magic Roll (to brew; -½), 4 Continuing Charges lasting 1 Minute each (-¼). Total cost: 4 points.

Options:

- 1) *Strong Potion*: Increase to +15 DEX. 45 Active Points; total cost 6 points.
- 2) *Weak Potion*: Decrease to +5 DEX. 15 Active Points; total cost 2 points.
- 3) *Remove A +¼ Advantage*: 25 Active Points; total cost 3 points.
- 4) *Remove A +½ Advantage*: 20 Active Points; total cost 3 points.
- 5) *Remove A -¼ Limitation*: Total cost 4 points.
- 6) *Remove A -½ Limitation*: Total cost 4 points.
- 7) *Add A +¼ Advantage*: 35 Active Points; total cost 5 points.
- 8) *Add A +½ Advantage*: 40 Active Points; total cost 5 points.
- 9) *Add A -¼ Limitation*: Total cost 4 points.
- 10) *Add A -½ Limitation*: Total cost 4 points.

POTION OF TINY FORM

Effect:	Shrinking
Target:	One character (usually self)
Quaffing Time:	Full Phase
Casting Procedures:	N/A
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-4 to brew
Charges:	4 Continuing Charges lasting 5 Minutes each

Description: After quaffing this potion, the imbiber shrinks to become a mere five inches tall. Not only does this make it easy for him to slip into or through places he ordinarily could not fit, it also makes him harder to hit and to see.

Game Information: Shrinking (.125 m tall [about 5 inches], .025 kg mass, -8 to PER Rolls to perceive character, +8 DCV, takes +24m KB), Delayed Effect (may have available a number of potions equal to character's INT; +½) (36 Active Points); OAF Fragile (-1¼), Concentration (0 DCV throughout brewing; -1), Extra Time (6 Hours to brew; -3½), Extra Time (Full Phase to quaff potion and shrink; -½), Requires A Magic Roll (to brew; -½), 4 Continuing Charges lasting 5 Minutes each (-0). Total cost: 5 points.

Options:

- 1) *Strong Potion*: Increase to Shrinking (.032 m tall [about 1 inch], .0004 kg mass, -12 to PER Rolls to perceive character, +12 DCV, takes +36m KB). 54 Active Points; total cost 7 points.
- 2) *Weak Potion*: Decrease to Shrinking (.25 m tall [about 10 inches], .2 kg mass, -6 to PER Rolls to perceive character, +6 DCV, takes +18m KB). 27 Active Points; total cost 3 points.
- 3) *Remove A +¼ Advantage*: 30 Active Points; total cost 4 points.
- 4) *Remove A +½ Advantage*: 24 Active Points; total cost 3 points.
- 5) *Remove A -¼ Limitation*: Total cost 5 points.
- 6) *Remove A -½ Limitation*: Total cost 5 points.
- 7) *Add A +¼ Advantage*: 42 Active Points; total cost 5 points.

- 8) *Add A +½ Advantage*: 48 Active Points; total cost 6 points.
- 9) *Add A -¼ Limitation*: Total cost 4 points.
- 10) *Add A -½ Limitation*: Total cost 4 points.

POTION OF TRANSMUTATION

Effect:	Multiform (defined type of animal built on up to 250 Total Points)
Target:	One character (usually self)
Quaffing Time:	Full Phase
Casting Procedures:	N/A
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-7 to brew
Charges:	4 Continuing Charges lasting 1 Hour each

Description: This potion allows the imbiber to change his form to that of one specific type of animal. The alchemist must specify the type of animal when he creates the potion, and it cannot be built on more than 250 Total Points (the GM may, if he wishes, recalculate the cost of this potion for animals built on more or fewer points). While in animal form he has all the abilities of that animal — if it has wings, he can fly; if it can breathe water, so can he; if it has fearsome claws, so does he. However, he retains his own intelligence, memories, and ability to think. The change wears off after one hour.

Game Information: Multiform (defined type of animal built on up to 250 Total Points), Delayed Effect (may have available a number of potions equal to character's INT; +½) (75 Active Points); OAF Fragile (-1¼), Concentration (0 DCV throughout brewing; -1), Extra Time (6 Hours to brew; -3½), Extra Time (Full Phase to quaff potion and change; -½), Requires A Magic Roll (to brew; -½), 4 Continuing Charges lasting 1 Hour each (-0). Total cost: 10 points.

Options:

- 1) *Strong Potion*: Increase to Multiform (defined type of animal built on up to 350 Total Points). 105 Active Points; total cost 13 points.
- 2) *Weak Potion*: Decrease to Multiform (defined type of animal built on up to 150 Total Points). 45 Active Points; total cost 6 points.
- 3) *Remove A +¼ Advantage*: 62 Active Points; total cost 8 points.
- 4) *Remove A +½ Advantage*: 50 Active Points; total cost 6 points.
- 5) *Remove A -¼ Limitation*: Total cost 10 points.
- 6) *Remove A -½ Limitation*: Total cost 10 points.
- 7) *Add A +¼ Advantage*: 87 Active Points; total cost 11 points.
- 8) *Add A +½ Advantage*: 100 Active Points; total cost 13 points.
- 9) *Add A -¼ Limitation*: Total cost 9 points.
- 10) *Add A -½ Limitation*: Total cost 9 points.

POTION OF UNDERWATER COMFORT

Effect:	Life Support (Expanded Breathing: Breathe Underwater)
Target:	One character (usually self)
Quaffing Time:	Half Phase
Casting Procedures:	N/A
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-1 to brew
Charges:	4 Continuing Charges lasting 6 Hours each

Description: Quaffing this potion grants a character the ability to breathe underwater for a period of six hours.

Game Information: Life Support (Expanded Breathing: Breathe Underwater), Delayed Effect (may have available a number of potions equal to character's INT; +½) (7 Active Points); OAF Fragile (-1¼), Concentration (0 DCV throughout brewing; -1), Extra Time (6 Hours to brew; -3½), Requires A Magic Roll (to brew; -½), 4 Continuing Charges lasting 6 Hours each (-0). Total cost: 1 point.

Options:

- 1) *Remove A +¼ Advantage:* 6 Active Points; total cost 1 point.
- 2) *Remove A +½ Advantage:* 5 Active Points; total cost 1 point.
- 3) *Remove A -¼ Limitation:* Total cost 1 point.
- 4) *Remove A -½ Limitation:* Total cost 1 point.
- 5) *Add A +¼ Advantage:* 9 Active Points; total cost 1 point.
- 6) *Add A +½ Advantage:* 10 Active Points; total cost 1 point.
- 7) *Add A -¼ Limitation:* Total cost 1 point.
- 8) *Add A -½ Limitation:* Total cost 1 point.

POTION OF WIZARD'S SIGHT

Effect:	Fully Penetrative for Sight Group
Target:	One character (usually self)
Quaffing Time:	Half Phase
Casting Procedures:	N/A
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-2 to brew
Charges:	4 Continuing Charges lasting 1 Hour each

Description: Under the influence of this potion (which lasts for one hour), a character's eyes become magically charged, able to see through walls and other obstacles. Only magical barriers can block the character's sight.

Game Information: Fully Penetrative for Sight Group (stopped by magical barriers and fields), Delayed Effect (may have available a number of potions equal to character's INT; +½) (22 Active Points); OAF Fragile (-1¼), Concentration (0 DCV throughout brewing; -1), Extra Time (6 Hours to brew; -3½), Requires A Magic Roll (to brew; -½), 4 Continuing Charges lasting 1 Hour each (-0). Total cost: 3 points.

Options:

- 1) *Remove A +¼ Advantage:* 19 Active Points; total cost 3 points.
- 2) *Remove A +½ Advantage:* 15 Active Points; total cost 2 points.
- 3) *Remove A -¼ Limitation:* Total cost 3 points.
- 4) *Remove A -½ Limitation:* Total cost 3 points.
- 5) *Add A +¼ Advantage:* 26 Active Points; total cost 3 points.
- 6) *Add A +½ Advantage:* 30 Active Points; total cost 4 points.
- 7) *Add A -¼ Limitation:* Total cost 3 points.
- 8) *Add A -½ Limitation:* Total cost 3 points.

OINTMENTS, SALVES, AND UNGUENTS

Salves, ointments, and the like function similarly to potions, but usually must be rubbed on the user instead of imbibed, which takes time.

OINTMENT OF ARMOR ENHANCEMENT

Effect:	Resistant Protection (+3 PD/+3 ED), Only Adds To Worn Armors
Target:	One suit of armor
Quaffing Time:	1 Minute
Casting Procedures:	N/A
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-1 to brew
Charges:	4 Continuing Charges lasting 1 Hour each

Description: When applied to a suit of any type of armor, this ointment makes that armor tougher and sturdier, thus increasing its ability to protect the wearer. If applied directly to a character's skin, or to an object other than armor, it has no effect.

Game Information: Resistant Protection (+3 PD/+3 ED), Delayed Effect (may have available a number of potions equal to character's INT; +½) (13 Active Points); OAF Fragile (-1¼), Only Applies To Worn Armors (-½), Concentration (0 DCV throughout brewing; -1), Extra Time (6 Hours to brew; -3½), Extra Time (1 Minute to apply to armor; -1½), Requires A Magic Roll (to brew; -½), 4 Continuing Charges lasting 1 Hour each (-0). Total cost: 1 point.

Options:

- 1) *Strong Ointment*: Increase to Resistant Protection (+5 PD/+5 ED). 22 Active Points; total cost 2 points.
- 2) *Weak Ointment*: Decrease to Resistant Protection (+1 PD/+1 ED). 4 Active Points; total cost 1 point.
- 3) *Remove A +¼ Advantage*: 11 Active Points; total cost 1 point.
- 4) *Remove A +½ Advantage*: 9 Active Points; total cost 1 point.
- 5) *Remove A -¼ Limitation*: Total cost 1 point.
- 6) *Remove A -½ Limitation*: Total cost 1 point.
- 7) *Add A +¼ Advantage*: 16 Active Points; total cost 2 points.
- 8) *Add A +½ Advantage*: 18 Active Points; total cost 2 points.
- 9) *Add A -¼ Limitation*: Total cost 1 point.
- 10) *Add A -½ Limitation*: Total cost 1 point.

 STONYSKIN SALVE

Effect:	Resistant Protection (5 PD/3 ED)
Target:	One character (usually self)
Quaffing Time:	1 Minute
Casting Procedures:	N/A
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-2 to brew
Charges:	4 Continuing Charges lasting 1 Hour each

Description: When rubbed into a character's skin (it has no effect on nonliving beings or objects), this salve makes the skin stony hard for an hour, allowing him to resist damage easily. It provides slightly more protection against physical attacks than fire or other forms of energy.

It takes one minute to apply the Salve to a human-sized person. The GM may, in his discretion, decrease or increase this time for smaller or taller beings.

Game Information: Resistant Protection (5 PD/3 ED), Delayed Effect (may have available a number of potions equal to character's INT; +½) (18 Active Points); OAF Fragile (-1¼), Only Works On Living Skin (-0), Concentration (0 DCV throughout brewing; -1), Extra Time (6 Hours to brew; -3½), Extra Time (1 Minute to apply to character; -1½), Requires A Magic Roll (to brew; -½), 4 Continuing Charges lasting 1 Hour each (-0). Total cost: 2 points.

Options:

- 1) *Strong Salve*: Increase to Resistant Protection (7 PD/5 ED). 27 Active Points; total cost 3 points.
- 2) *Weak Salve*: Decrease to Resistant Protection (3 PD/1 ED). 9 Active Points; total cost 1 point.
- 3) *Remove A +¼ Advantage*: 15 Active Points; total cost 2 points.
- 4) *Remove A +½ Advantage*: 12 Active Points; total cost 1 point.
- 5) *Remove A -¼ Limitation*: Total cost 2 points.
- 6) *Remove A -½ Limitation*: Total cost 2 points.
- 7) *Add A +¼ Advantage*: 21 Active Points; total cost 2 points.
- 8) *Add A +½ Advantage*: 24 Active Points; total cost 3 points.
- 9) *Add A -¼ Limitation*: Total cost 2 points.
- 10) *Add A -½ Limitation*: Total cost 2 points.

 SALVE OF WOUND-KNITTING

Effect:	Simplified Healing 6d6
Target:	One character
Quaffing Time:	1 Minute
Casting Procedures:	N/A
Duration:	Instant
Range:	Self
Magic Roll Penalty:	-9 to brew
Charges:	4

Description: Similar to a Potion Of Healing, but more efficacious, this sweet-smelling salve instantly knits together wounds and restores injured persons to good health.

Game Information: Simplified Healing 6d6, Delayed Effect (may have available a number of potions equal to character's INT; +½) (90 Active Points); OAF Fragile (-1¼), Concentration (0 DCV throughout brewing; -1), Extra Time (6 Hours to brew; -3½), Extra Time (1 Minute to apply to character; -1½), Requires A Magic Roll (to brew; -½), 4 Charges (-1). Total cost: 9 points.

Options:

- 1) *Strong Salve*: Increase to Simplified Healing 8d6. 120 Active Points; total cost 12 points.
- 2) *Weak Salve*: Decrease to Simplified Healing 4d6. 60 Active Points; total cost 6 points.
- 3) *Remove A +¼ Advantage*: 75 Active Points; total cost 8 points.
- 4) *Remove A +½ Advantage*: 60 Active Points; total cost 6 points.
- 5) *Remove A -¼ Limitation*: Total cost 9 points.
- 6) *Remove A -½ Limitation*: Total cost 10 points.
- 7) *Add A +¼ Advantage*: 105 Active Points; total cost 11 points.
- 8) *Add A +½ Advantage*: 120 Active Points; total cost 12 points.
- 9) *Add A -¼ Limitation*: Total cost 9 points.
- 10) *Add A -½ Limitation*: Total cost 9 points.



DUSTS

Dusts are small packets, flasks, or jars of enchanted powders. The character typically throws them at the target. If the powder is in a container that shatters upon impact, it has a normal Range based on the character's STR; if the powder is loose and the character has to throw handfuls of it, it has a maximum range of 6m.



DUST OF ILLUSION

Effect:	Sight Group Images, -3 PER Rolls
Target:	8m Radius
Casting Time:	Half Phase
Casting Procedures:	N/A
Duration:	Constant
Range:	RBS
Magic Roll Penalty:	-4 to brew
Charges:	4 Continuing Charges lasting 1 Turn each

Description: When thrown or sprinkled over an area, this dust creates a visual illusion of the user's choice. Since the illusion is only visual, scenes or events that require sound or odor will quickly be revealed as false.

Game Information: Sight Group Images, -3 to PER Rolls, Area Of Effect (8m Radius; +½), Delayed Effect (may have available a number of potions equal to character's INT; +½) (38 Active Points); OAF Fragile (-1¼), Concentration (0 DCV throughout brewing; -1), Extra Time (6 Hours to brew; -3½), Range Based On STR (-¼), Requires A Magic Roll (to brew; -½), 4 Continuing Charges lasting 1 Turn each (-½). Total cost: 5 points.

Options:

- 1) *Strong Dust:* Add Hearing Group and increase to -4 PER Rolls. 54 Active Points; total cost 7 points.
- 2) *Weak Dust:* Decrease to no PER Roll penalty. 20 Active Points; total cost 2 points.
- 3) *Remove A +¼ Advantage:* 33 Active Points; total cost 4 points.
- 4) *Remove A +½ Advantage:* 28 Active Points; total cost 3 points.
- 5) *Remove A -¼ Limitation:* Total cost 5 points.
- 6) *Remove A -½ Limitation:* Total cost 4 points.
- 7) *Add A +¼ Advantage:* 43 Active Points; total cost 5 points.
- 8) *Add A +½ Advantage:* 47 Active Points; total cost 6 points.
- 9) *Add A -¼ Limitation:* Total cost 5 points.
- 10) *Add A -½ Limitation:* Total cost 5 points.

☆ DUST OF IMPRISONMENT

Effect: Entangle 4d6, 4 PD/4 ED, Takes No Damage From Attacks
Target: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: N/A
Duration: Instant
Range: RBS
Magic Roll Penalty: -10 to brew
Charges: 4

Description: When thrown at a person or creature, this dust surrounds and paralyzes him. Only the strongest victims break free before being slain by their attackers.

Game Information: Entangle 4d6, 4 PD/4 ED, Takes No Damage From Attacks (+1), Delayed Effect (may have available a number of potions equal to character's INT; +½) (100 Active Points); OAF Fragile (-1¼), Concentration (0 DCV throughout brewing; -1), Extra Time (6 Hours to brew; -3½), Range Based On STR (-¼), Requires A Magic Roll (to brew; -½), 4 Charges (-1). Total cost: 12 points.

Options:

- 1) *Strong Dust:* Increase to Entangle 5d6, 5 PD/5 ED. 125 Active Points; total cost 15 points.
- 2) *Weak Dust:* Decrease to Entangle 3d6, 3 PD/3 ED. 75 Active Points; total cost 9 points.
- 3) *Remove A +¼ Advantage:* 90 Active Points; total cost 10 points.
- 4) *Remove A +½ Advantage:* 80 Active Points; total cost 9 points.
- 5) *Remove A -¼ Limitation:* Total cost 12 points.
- 6) *Remove A -½ Limitation:* Total cost 12 points.
- 7) *Add A +¼ Advantage:* 110 Active Points; total cost 13 points.
- 8) *Add A +½ Advantage:* 120 Active Points; total cost 14 points.
- 9) *Add A -¼ Limitation:* Total cost 11 points.
- 10) *Add A -½ Limitation:* Total cost 11 points.

☆ DUST OF OBSCUREMENT

Effect: Change Environment, -4 to Sight Group PER Rolls
Target: 8m Radius
Casting Time: Half Phase
Casting Procedures: N/A
Duration: Constant
Range: RBS
Magic Roll Penalty: -2 to brew
Charges: 4 Continuing Charges lasting 1 Turn each

Description: When thrown, this dust turns into a thick, cloying cloud that's almost impossible to see into or through. The cloud lasts for 12 seconds.

Game Information: Change Environment (create obscuring cloud), -4 to Sight Group PER Rolls, Area Of Effect (8m Radius; +½), Delayed Effect (may have available a number of potions equal to character's INT; +½) (24 Active Points); OAF Fragile (-1¼), Concentration (0 DCV throughout brewing; -1), Extra Time (6 Hours to brew; -3½), Range Based On STR (-¼), Requires A Magic

Roll (to brew; -½), 4 Continuing Charges lasting 1 Turn each (-½). Total cost: 3 points.

Options:

- 1) *Weak Potion:* Decrease to -2 to Sight Group PER Rolls. 12 Active Points; total cost 1 point.
- 2) *Remove A +¼ Advantage:* 21 Active Points; total cost 3 points.
- 3) *Remove A +½ Advantage:* 18 Active Points; total cost 2 points.
- 4) *Remove A -¼ Limitation:* Total cost 3 points.
- 5) *Remove A -½ Limitation:* Total cost 3 points.
- 6) *Add A +¼ Advantage:* 27 Active Points; total cost 3 points.
- 7) *Add A +½ Advantage:* 30 Active Points; total cost 4 points.
- 8) *Add A -¼ Limitation:* Total cost 3 points.
- 9) *Add A -½ Limitation:* Total cost 3 points.

☆ DUST OF REVELATION

Effect: Detect Invisibility And Illusions (INT Roll +6), Usable By Nearby
Target: Special
Casting Time: Half Phase
Casting Procedures: N/A
Duration: Constant
Range: RBS
Magic Roll Penalty: -4 to brew
Charges: 4 Continuing Charges lasting 1 Turn each

Description: When thrown, this dust fills an 8m radius area. Anything invisible in that area, and any illusion, is immediately revealed for what it is. Hidden items and objects concealed by non-magical means, such as most secret doors, are not revealed. The effect lasts for 1 Turn as the dust slowly drifts to the floor, then ends.

Game Information: Detect Invisibility And Illusions (Sight Group) (INT Roll +6), Usable By Nearby (anyone who can see the affected area; +1), Delayed Effect (may have available a number of potions equal to character's INT; +½) (40 Active Points); OAF Fragile (-1¼), Concentration (0 DCV throughout brewing; -1), Extra Time (6 Hours to brew; -3½), Range Based On STR (-¼), Requires A Magic Roll (to brew; -½), 4 Continuing Charges lasting 1 Turn each (-½). Total cost: 5 points.

Options:

- 1) *Remove A +¼ Advantage:* 36 Active Points; total cost 4 points.
- 2) *Remove A +½ Advantage:* 32 Active Points; total cost 4 points.
- 3) *Remove A -¼ Limitation:* Total cost 5 points.
- 4) *Remove A -½ Limitation:* Total cost 5 points.
- 5) *Add A +¼ Advantage:* 44 Active Points; total cost 5 points.
- 6) *Add A +½ Advantage:* 48 Active Points; total cost 6 points.
- 7) *Add A -¼ Limitation:* Total cost 5 points.
- 8) *Add A -½ Limitation:* Total cost 5 points.



MORPHEAN DUST

Effect: Blast 8d6, NND
Target: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: N/A
Duration: Instant
Range: RBS
Magic Roll Penalty: -10 to brew
Charges: 4

Description: When someone breathes this potent dust, the silken grasp of the gods of sleep takes hold of them and casts them gently down to slumber. The victim's enemies often take steps to ensure he never wakes up.

Game Information: Blast 8d6, NND (defense is Life Support [Self-Contained Breathing or appropriate Immunity]; +1), Delayed Effect (may have available a number of potions equal to character's INT; +½) (100 Active Points); OAF Fragile (-1¼), Concentration (0 DCV throughout brewing; -1), Extra Time (6 Hours to brew; -3½), Range Based On STR (-¼), Requires A Magic Roll (to brew; -½), 4 Charges (-1). Total cost: 12 points.

Options:

- 1) *Strong Dust:* Increase to Blast 10d6. 125 Active Points; total cost 15 points.
- 2) *Weak Dust:* Decrease to Blast 6d6. 75 Active Points; total cost 9 points.
- 3) *Remove A +¼ Advantage:* 90 Active Points; total cost 10 points.
- 4) *Remove A +½ Advantage:* 80 Active Points; total cost 9 points.
- 5) *Remove A -¼ Limitation:* Total cost 12 points.
- 6) *Remove A -½ Limitation:* Total cost 12 points.
- 7) *Add A +¼ Advantage:* 110 Active Points; total cost 13 points.
- 8) *Add A +½ Advantage:* 120 Active Points; total cost 14 points.
- 9) *Add A -¼ Limitation:* Total cost 11 points.
- 10) *Add A -½ Limitation:* Total cost 11 points.

CONSTRUCTS

Constructs are man-made objects animated by magic — golems and the like, though they can come in many different shapes than humanoid. The *HERO System Bestiary* has some example golems on pages 141-45, but clever alchemists could build many other types, or give the standard types additional powers. (Other types of spellcasters can often create golems as well; for example, in many settings priests can construct golems of clay.)



CREATE METAL GOLEM

Effect: Summon one metal golem built on 451 Total Points
Target: Special
Casting Time: 1 Month
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: No Range
Magic Roll Penalty: -18
END Cost: 18

Description: With this alchemical process, an alchemist can take a supply of metal (typically iron or steel), form and shape it into the semblance of a man (or the like), and then bring it to life with the help of certain formulae-inscribed amulets and invocations. The alchemist can only have one of these loyal, indefatigable servants in existence at a time.

Creating a metal golem requires a month of labor in forge, laboratory, and workroom, with breaks only to eat and sleep. Any significant interruption requires the caster to buy new amulets and begin the work all over again.

Game Information: Summon one metal golem built on 451 Total Points (see HSB 143), Slavishly Devoted (+1) (180 Active Points); OAF Expendable (metals necessary to form golem, including formulae-inscribed amulets, Very Difficult to obtain; -1½), Concentration (0 DCV throughout casting; -1), Extra Time (1 Month; -5), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Requires A Magic Roll (-½). Total cost: 18 points.

Options:

- 1) *Remove A +¼ Advantage:* 157 Active Points; total cost 16 points.
- 2) *Remove A +½ Advantage:* 135 Active Points; total cost 13 points.
- 3) *Remove A -¼ Limitation:* Total cost 18 points.
- 4) *Remove A -½ Limitation:* Total cost 19 points.
- 5) *Add A +¼ Advantage:* 202 Active Points; total cost 20 points.
- 6) *Add A +½ Advantage:* 225 Active Points; total cost 22 points.
- 7) *Add A -¼ Limitation:* Total cost 17 points.
- 8) *Add A -½ Limitation:* Total cost 17 points.



★ CREATE HOMONCULUS

Effect:	Summon one homonculus built on 100 Total Points
Target:	Special
Casting Time:	1 Week
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-4
END Cost:	4

Description: Alchemists who don't wish to expend the time, expense, and effort to create a metal construct can instead grow a homonculus — a tiny, perfectly-formed man — in their labs. The homonculus makes a useful servant, companion, and spy.

Game Information: Summon one homonculus built on 100 Total Points (see HSB 153), Slavishly Devoted (+1) (40 Active Points); OAF Expendable (materials necessary to form homonculus, including formulae-inscribed parchments, Very Difficult to obtain; -1½), Concentration (0 DCV throughout casting; -1), Extra Time (1 Week; -4½), Gestures (throughout; -½), Incantations (throughout; -½), Requires A Magic Roll (-½). Total cost: 4 points.

Options:

- 1) *Remove A +¼ Advantage:* 35 Active Points; total cost 4 points.
- 2) *Remove A +½ Advantage:* 30 Active Points; total cost 3 points.
- 3) *Remove A -¼ Limitation:* Total cost 4 points.
- 4) *Remove A -½ Limitation:* Total cost 4 points.
- 5) *Add A +¼ Advantage:* 45 Active Points; total cost 5 points.
- 6) *Add A +½ Advantage:* 50 Active Points; total cost 5 points.
- 7) *Add A -¼ Limitation:* Total cost 4 points.
- 8) *Add A -½ Limitation:* Total cost 4 points.



ARCANOMANCY

The mysterious spells of *Arcanomancy* deals with pure magical power itself. It allows a mage to manipulate, alter, or otherwise affect fundamental arcane energies, often to the detriment of other spellcasters. Most spellcasters consider Arcanomancy simply a branch of Wizardry, but many who have studied it in detail insist that it's an arcana of its own — albeit a small (but important) one.

Arcanomancy spells are relatively rare; one has to study this difficult arcana intensely to have any chance to learn them. (In some campaigns a separate form of *Power: Magic Skill* may be required, even if characters ordinarily only need one Skill to cast spells from any category.) Some are more potent versions of basic spells of Wizardry — improved because of the profound understanding arcanomancers have of magical forces.

OFFENSIVE SPELLS



ANTI-MAGIC FIELD

Effect: Suppress Magic 10d6, Variable Effect (any one Magic spell or power at a time)
Target: 8m Radius
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: 100m
Magic Roll Penalty: -10
END Cost: 20

Description: This spell applies the effects of Dampen Magic (see below) over an 8m radius area.

Game Information: Suppress Magic 10d6, Variable Effect (any one Magic spell or power at a time (+½), Area Of Effect (8m Radius; +½) (200 Active Points); OAF Expendable (tiny gold gate, Difficult to obtain; -1¼), Costs Endurance (to maintain; -½), Gestures (-¼), Incantations (-¼), Limited Range (100m; -¼), Requires A Magic Roll (-1 per 20 Active Points; -¼), Spell (-½). Total cost: 47 points.

Options:

- 1) *Strong Spell:* Increase to Suppress Magic 12d6. 240 Active Points; total cost 56 points.
- 2) *Weak Spell:* Decrease to Suppress Magic 6d6. 120 Active Points; total cost 28 points.
- 3) *Free Spell:* Total cost: 67 points.
- 4) *Remove A +¼ Advantage:* 175 Active Points; total cost 41 points.
- 5) *Remove A +½ Advantage:* 150 Active Points; total cost 35 points.
- 6) *Remove A -¼ Limitation:* Total cost 50 points.
- 7) *Remove A -½ Limitation:* Total cost 53 points.
- 8) *Add A +¼ Advantage:* 225 Active Points; total cost 53 points.
- 9) *Add A +½ Advantage:* 250 Active Points; total cost 59 points.
- 10) *Add A -¼ Limitation:* Total cost 44 points.
- 11) *Add A -½ Limitation:* Total cost 42 points.
- 12) *Expanded Augmentation I:* Increase to any Expanded Effect + Variable Effect (any four Magic spells or powers at once; +2). 350 Active Points; total cost 82 points.
- 13) *Expanded Augmentation II:* Increase to Expanded Effect + Variable Effect (all Magic spells or powers simultaneously; +4). 550 Active Points; total cost 129 points.



ARCANE THEFT

Effect: Drain Magic 3d6 plus Aid Magic 3d6, Trigger, Only Aid Self
Target: One character/Self
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 300m
Magic Roll Penalty: -9
END Cost: 9

Description: This spell allows a mage to siphon the mystic energies from a spell or other magical power and use them to enhance the effectiveness of his own spells and powers.

Game Information: Drain Magic 3d6, Variable Effect (any one Magic spell or power at a time; +½) (45 Active Points); OAF Expendable (small silver lockpick, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Spell (-½), Unified Power (-¼) (total cost: 11 points) **plus** Aid Magic 3d6 (standard effect:

same result as Drain roll), Variable Effect (any one Magic spell or power at a time; +½), Trigger (when character uses Drain, activating Trigger takes no time, Trigger immediately automatically resets; +1) (45 Active Points); OAF Expendable (small silver lockpick, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Linked (-½), Only Aid Self (-1), Requires A Magic Roll (-½), Unified Power (-¼) (total cost: 8 points). Total cost: 19 points.

Options:

- 1) *Strong Spell*: Increase to Drain/Aid 4d6. 60 + 60 = 120 Active Points; total cost 15 + 11 = 26 points.
- 2) *Weak Spell*: Decrease to Drain/Aid 2d6. 30 + 30 = 60 Active Points; total cost 7 + 5 = 12 points.
- 3) *Free Spell*: Total cost: 16 + 10 = 26 points.
- 4) *Remove A +½ Advantage*: 30 + 36 = 66 Active Points; total cost 7 + 7 = 14 points.
- 5) *Remove A -¼ Limitation*: Total cost 12 + 8 = 20 points.
- 6) *Remove A -½ Limitation*: Total cost 13 + 9 = 22 points.
- 7) *Add A +¼ Advantage*: 52 + 49 = 101 Active Points; total cost 13 + 9 = 22 points.
- 8) *Add A +½ Advantage*: 60 + 54 = 114 Active Points; total cost 15 + 10 = 25 points.
- 9) *Add A -¼ Limitation*: Total cost 10 + 8 = 18 points.
- 10) *Add A -½ Limitation*: Total cost 10 + 7 = 17 points.
- 11) *Expanded Spell I*: Change both of the *Variable Effect* Advantages to Expanded Effect + Variable Effect (any two Magic spells or powers at once; +1). 60 + 54 = 114 Active Points; total cost 15 + 10 = 25 points.
- 12) *Expanded Spell II*: Change both of the *Variable Effect* Advantages to Expanded Effect + Variable Effect (any four Magic spells or powers at once; +2). 90 + 72 = 162 Active Points; total cost 22 + 13 = 35 points.
- 13) *Expanded Spell III*: Change both of the *Variable Effect* Advantages to Expanded Effect + Variable Effect (all Magic spells or powers simultaneously; +4). 150 + 108 = 258 Active Points; total cost 37 + 20 = 57 points.
- 14) *Longer-Lasting Spell*: Add Delayed Return Rate to both parts of the spell:

Points fade at the rate of 5 per Minute (+1): 75 + 63 = 138 Active Points; total cost 19 + 12 = 31 points.

Points fade at the rate of 5 per 5 Minutes (+1¼): 82 + 67 = 149 Active Points; total cost 20 + 13 = 33 points.

Points fade at the rate of 5 per 20 Minutes (+1½): 90 + 72 = 162 Active Points; total cost 22 + 13 = 35 points.



DAMPEN MAGIC

Effect:	Suppress Magic 10d6, Variable Effect (any one Magic spell or power at a time)
Target:	One character
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	100m
Magic Roll Penalty:	-7
END Cost:	15

Description: Similar to Weaken Magic (see below), this spell temporarily “dampens” or diminishes the effect of a magical spell or power. The effect remains as long as the caster focuses on it (*i.e.*, pays END to maintain the Suppress).

Game Information: Suppress Magic 10d6, Variable Effect (any one Magic spell or power at a time; +½) (150 Active Points); OAF Expendable (tiny gold weight, Difficult to obtain; -1¼), Costs Endurance (to maintain; -½), Gestures (-¼), Incantations (-¼), Limited Range (100m; -¼), Requires A Magic Roll (-1 per 20 Active Points; -¼), Spell (-½). Total cost: 35 points.

Options:

- 1) *Strong Spell*: Increase to Suppress Magic 12d6. 180 Active Points; total cost 42 points.
- 2) *Weak Spell*: Decrease to Suppress Magic 8d6. 120 Active Points; total cost 28 points.
- 3) *Weaker Spell*: Decrease to Suppress Magic 6d6. 90 Active Points; total cost 21 points.
- 4) *Free Spell*: Total cost: 50 points.
- 5) *Remove A +¼ Advantage*: 125 Active Points; total cost 29 points.
- 6) *Remove A +½ Advantage*: 100 Active Points; total cost 23 points.
- 7) *Remove A -¼ Limitation*: Total cost 37 points.
- 8) *Remove A -½ Limitation*: Total cost 40 points.
- 9) *Add A +¼ Advantage*: 175 Active Points; total cost 41 points.
- 10) *Add A +½ Advantage*: 200 Active Points; total cost 47 points.
- 11) *Add A -¼ Limitation*: Total cost 33 points.
- 12) *Add A -½ Limitation*: Total cost 31 points.
- 13) *Expanded Augmentation I*: Increase to Expanded Effect + Variable Effect (any two Magic spells or powers at once; +1). 200 Active Points; total cost 47 points.
- 14) *Expanded Augmentation II*: Increase to Expanded Effect + Variable Effect (any four Magic spells or powers at once; +2). 300 Active Points; total cost 70 points.
- 15) *Expanded Augmentation III*: Increase to Expanded Effect + Variable Effect (all Magic spells or powers simultaneously; +4). 500 Active Points; total cost 118 points.



MAGOMORPHOSIS

Effect:	Major Transform 6d6 (one spell into another spell), Partial Transform
Target:	One spell
Casting Time:	Full Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	100m
Magic Roll Penalty:	-10
END Cost:	10

Description: This special spell requires the GM's permission, since it makes unusual use of the *Transform* Power and may be unbalancingly effective in some campaigns. It allows a spellcaster to Transform one spell into another spell. He can do anything from simply changing the color or appearance of a spell to "reweaving" an entire spell so that it has a completely different effect from the spell cast. For example, he could change a Lightning Bolt spell into a Healing-Spell!

For purposes of Magomorphosis, a spell's "BODY" equals its Active Points (the GM can change the "BODY" if he feels a spell should be unusually susceptible or resistant to being Transformed). The normal rules for Partial Transform apply; the caster can stop after achieving a Cosmetic or Minor Transform if he wants to.

A Cosmetic Transform result can change the appearance of a spell — its color, whether it gives off sparks of arcane energy, and so forth — but not its special effect or anything else. A Minor Transform can alter the special effects of a spell — making a Fire Spell into an Ice Spell, or a Necromancy Spell into a Druidry Spell — but can't change the basic nature of the spell or alter the Powers involved. A Major Transform can completely change a spell — turn a damaging spell into a healing one, convert a movement spell into a defense spell — but the result must have Active Points less than or equal to the original spell.

A Major Transform result can improve a spell — add Advantages, remove Limitations, or add dice of effect or the like. To do this, you must recalculate the Active Points in the spell. The difference is treated as if the character were "adding or removing abilities" to/from the spell using the rules on 6E1 306-07, but the GM may impose a minimum increase in the "BODY" of the spell if desired. A Major Transform can make a spell worse (remove Advantages, add Limitations, reduce the dice of effect) just by succeeding; no change to the BODY required to Transform the spell is required.

At the GM's option, a Minor or Major Transform effect can simply increase (or decrease) a spell's power, using the guidelines on 6E1 304.

Magomorphosis can only be used on a spell that's in existence (because it's a Constant, Persistent, or Time Limit effect); it cannot alter the existing effects of an Instant spell (the damage caused by a Blast, the effect of an Entangle, or the like). However, at the GM's option, a spellcaster can Hold his Action and use Magomorphosis to

"intercept" and change a spell as it's being cast using the rule for Dispelling an incoming spell (6E1 193).

Game Information: Major Transform 6d6 (one spell into another spell; heals back through another application of this spell or the caster's willing it so), Increased Results Group (any spell; +¼), Partial Transform (+½) (105 Active Points); OAF Expendable (wand of worked lead, Difficult to obtain; -1¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Limited Range (100m; -¼), Limited Target (other spells; -½), Requires A Magic Roll (-½), Spell (-½). Total cost: 21 points.

Options:

- 1) *Strong Spell:* Increase to Major Transform 8d6. 140 Active Points; total cost 28 points.
- 2) *Weak Spell:* Decrease to Major Transform 4d6. 70 Active Points; total cost 14 points.
- 3) *Free Spell:* Total cost: 28 points.
- 4) *Remove A +¼ Advantage:* 90 Active Points; total cost 18 points.
- 5) *Remove A +½ Advantage:* 75 Active Points; total cost 15 points.
- 6) *Remove A -¼ Limitation:* Total cost 22 points.
- 7) *Remove A -½ Limitation:* Total cost 23 points.
- 8) *Add A +¼ Advantage:* 120 Active Points; total cost 24 points.
- 9) *Add A +½ Advantage:* 135 Active Points; total cost 27 points.
- 10) *Add A -¼ Limitation:* Total cost 20 points.
- 11) *Add A -½ Limitation:* Total cost 19 points.



SPELL ABSORPTION

Effect:	Absorption 50 BODY (magical), Variable Effect (adds to any one Magic spell or power at a time)
Target:	Self
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-7
END Cost:	7 to cast

Description: This spell allows a caster to create around himself a field of mystic energy that affects any magic used against him. It takes part of the power of the attack spell and uses it to enhance one of the caster's own spells. This doesn't protect the caster from the attack spell's effects, but does augment his power.

For purposes of this spell, the character doesn't define the Absorption as working versus physical or energy damage. Instead, he defines it as working against any sort of magical attack, be it energy or physical, but not against mundane attacks such as punches, sword-blows, or burning oil. At the GM's option, the Absorption even applies against things like Drains, Dispel, Flashes, NND attacks, and the like (count the "Normal Damage BODY" to determine how much energy is available to Absorb), but not to Mental Powers.

Game Information: Absorption 50 BODY (magical), Variable Effect (adds to any one Magic spell or power at a time; +½) (75 Active Points); OAF Expendable (miniature net woven with cloth of silver threads, Difficult to obtain; -1¼), Costs Endurance (to cast; -¼), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 21 points.

Options:

- 1) *Strong Spell:* Increase to Absorption 60 BODY. 90 Active Points; total cost 26 points.
- 2) *Weak Spell:* Decrease to Absorption 40 BODY. 60 Active Points; total cost 17 points.
- 3) *Free Spell:* Total cost: 33 points.
- 4) *Remove A +½ Advantage:* 50 Active Points; total cost 14 points.
- 5) *Remove A -¼ Limitation:* Total cost 23 points.
- 6) *Remove A -½ Limitation:* Total cost 25 points.
- 7) *Add A +¼ Advantage:* 87 Active Points; total cost 25 points.
- 8) *Add A +½ Advantage:* 100 Active Points; total cost 28 points.
- 9) *Add A -¼ Limitation:* Total cost 20 points.
- 10) *Add A -½ Limitation:* Total cost 19 points.
- 11) *Expanded Spell I:* Increase to Expanded Effect + Variable Effect (any two Magic spells or powers at once; +1). 100 Active Points; total cost 28 points.
- 12) *Expanded Spell II:* Increase to Expanded Effect + Variable Effect (any four Magic spells or powers at once; +2). 150 Active Points; total cost 43 points.
- 13) *Expanded Spell III:* Increase to Expanded Effect + Variable Effect (all Magic spells or powers simultaneously; +4). 250 Active Points; total cost 71 points.
- 14) *Longer-Lasting Spell:* Add Delayed Return Rate:
Points fade at the rate of 5 per Minute (+1): 125 Active Points; total cost 36 points.
Points fade at the rate of 5 per 5 Minutes (+1¼): 137 Active Points; total cost 39 points.
Points fade at the rate of 5 per 20 Minutes (+1½): 150 Active Points; total cost 43 points.
- 15) *Uncontrollable Spell:* The character casts the spell when he wants to, but has no control over what spell or magical power it feeds arcane energy to; the GM must determine that randomly. Add No Conscious Control (character cannot control what Absorption adds to; -1). Total cost: 17 points.



SPELL AUGMENTATION

Effect: Aid Magic 6d6, Variable Effect (any one Magic spell or power at a time)
Target: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: No Range
Magic Roll Penalty: -5
END Cost: 5

Description: This spell temporarily enhances or increases the effectiveness of any spell or magical power.

Game Information: Aid Magic 6d6, Variable Effect (any one Magic spell or power at a time; +½) (54 Active Points); OAF Expendable Fragile (tiny magnifying lens, Difficult to obtain; -1½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 15 points.

Options:

- 1) *Strong Spell:* Increase to Aid Magic 8d6. 100 Active Points; total cost 25 points.
- 2) *Weak Spell:* Decrease to Aid Magic 4d6. 36 Active Points; total cost 10 points.
- 3) *Free Spell:* Total cost: 27 points.
- 4) *Remove A +½ Advantage:* 36 Active Points; total cost 10 points.
- 5) *Remove A -¼ Limitation:* Total cost 17 points.
- 6) *Remove A -½ Limitation:* Total cost 18 points.
- 7) *Add A +¼ Advantage:* 63 Active Points; total cost 18 points.
- 8) *Add A +½ Advantage:* 72 Active Points; total cost 20 points.
- 9) *Add A -¼ Limitation:* Total cost 14 points.
- 10) *Add A -½ Limitation:* Total cost 13 points.
- 11) *Personal Augmentation:* Some forms of Spell Augmentation only help the spellcaster himself. Add Only Aid Self (-1). Total cost: 12 points.
- 12) *Expanded Augmentation I:* Increase to Expanded Effect + Variable Effect (any two Magic spells or powers at once; +1). 72 Active Points; total cost 20 points.
- 13) *Expanded Augmentation II:* Increase to Expanded Effect + Variable Effect (any four Magic spells or powers at once; +2). 108 Active Points; total cost 31 points.
- 14) *Expanded Augmentation III:* Increase to Expanded Effect + Variable Effect (all Magic spells or powers simultaneously; +4). 180 Active Points; total cost 51 points.
- 15) *Longer-Lasting Spell:* Add Delayed Return Rate:
Points fade at the rate of 5 per Minute (+1): 90 Active Points; total cost 26 points.
Points fade at the rate of 5 per 5 Minutes (+1¼): 99 Active Points; total cost 28 points.
Points fade at the rate of 5 per 20 Minutes (+1½): 108 Active Points; total cost 31 points.



SPELL DISRUPTION

Effect: Dispel Magic 20d6, Variable Effect (any one Magic spell or power at a time)

Target: One character

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: 100m

Magic Roll Penalty: -9

END Cost: 9

Description: This spell, similar to but stronger than Dispel Magic (page 347) unravels and scatters arcane energies, making it difficult for other mages to maintain magical effects and spells.

Game Information: Dispel Magic 20d6, Variable Effect (any one Magic spell or power at a time; +½) (90 Active Points); OAF Expendable (small stone medallion incised with mystic sigils, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Limited Range (100m; -¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 22 points.

Options:

- 1) *Strong Spell:* Increase to Dispel Magic 24d6. 108 Active Points; total cost 27 points.
- 2) *Weak Spell:* Decrease to Dispel Magic 16d6. 72 Active Points; total cost 18 points.
- 3) *Free Spell:* Total cost: 33 points.
- 4) *Remove A +½ Advantage:* 60 Active Points; total cost 15 points.
- 5) *Remove A -¼ Limitation:* Total cost 24 points.
- 6) *Remove A -½ Limitation:* Total cost 26 points.
- 7) *Add A +¼ Advantage:* 105 Active Points; total cost 21 points.
- 8) *Add A +½ Advantage:* 120 Active Points; total cost 25 points.
- 9) *Add A -¼ Limitation:* Total cost 21 points.
- 10) *Add A -½ Limitation:* Total cost 20 points.
- 11) *Expanded Disruption I:* Increase to Expanded Effect + Variable Effect (any two Magic spells or powers at once; +1). 120 Active Points; total cost 25 points.

- 12) *Expanded Disruption II:* Increase to Expanded Effect + Variable Effect (any four Magic spells or powers at once; +2). 180 Active Points; total cost 45 points.
- 13) *Expanded Disruption III:* Increase to Expanded Effect + Variable Effect (all Magic spells or powers simultaneously; +4). 300 Active Points; total cost 75 points.



SPELL NEGATION

Effect: Magic Negation
Variable Power Pool

Target: Varies

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Varies (typically Instant)

Range: Varies

Magic Roll Penalty: Varies

END Cost: Varies

Description: This spell “unweaves” a magical effect at its most fundamental level, or perhaps somehow “reverses” the spell and thus removes its effect.

In game terms, the Spell Of Negation is intended to allow a spellcaster to cancel magical effects that can’t be removed with Drain, Dispel, or the like — in other words, the effects of Instant spells that last for a period of time after the casting of the spell itself. Examples would include removing an Entangle that’s already in place or cancelling a Flash. The game mechanic used depends on the Power being negated, but the special effect is “using Arcanomancy to undo the magic.” For example, negating an Entangle might require Teleportation 1m, Usable As Attack, used against the victim; negating a Flash would require Flash Healing or granting the victim an appropriate Enhanced Sense.

Game Information: Magic Negation Pool: Variable Power Pool, 30 Pool + 30 Control Cost, Powers Can Be Changed As A Half Phase Action (+½); OAF (dulled silver dagger; -1), Gestures (-¼), Incantations (-¼), Only To Cancel Existing Magical Effects (-½), Requires A Magic Roll (-½). Total cost: 36 points.

Options:

- 1) *Strong Spell:* Increase to Variable Power Pool, 40 Pool + 40 Control Cost. Total cost: 48 points.
- 2) *Weak Spell:* Decrease to Variable Power Pool, 20 Pool + 20 Control Cost. Total cost: 24 points.
- 3) *Free Spell:* Total cost: 36 points.
- 4) *Remove A +½ Advantage:* Total cost 34 points.
- 5) *Remove A -¼ Limitation:* Total cost 37 points.
- 6) *Remove A -½ Limitation:* Total cost 37 points.
- 7) *Add A +¼ Advantage:* Total cost 37 points.
- 8) *Add A +½ Advantage:* Total cost 38 points.
- 9) *Add A -¼ Limitation:* Total cost 36 points.
- 10) *Add A -½ Limitation:* Total cost 35 points.

★ SPELL REFLECTION

Effect: Reflection (60 Active Points' worth), Any Target, Trigger
Target: One character
Casting Time: Zero Phase (Attack Action)
Casting Procedures: Focus
Duration: Instant
Range: Self
Magic Roll Penalty: -8
END Cost: 8

Description: By speaking this incantation, a mage can take control of an attack spell cast at him and redirect it at his attacker, or at any other target of his choice.

Game Information: Reflection (60 Active Points' worth), Any Target (+½), Trigger (speaking the incantation, activating Trigger takes no time, resetting Trigger requires a Half Phase Action; +½) (80 Active Points); OAF (a double-sided mirror; -1), Only Works Against Magic Spells And Powers (-½), Requires A Magic Roll (-½). Total cost: 27 points.

Options:

- 1) *Strong Spell:* Increase to 90 Active Points' worth. 120 Active Points; total cost 40 points.
- 2) *Stronger Spell:* Increase to 120 Active Points' worth. 160 Active Points; total cost 53 points.
- 3) *Weak Spell:* Decrease to 45 Active Points' worth. 60 Active Points; total cost 20 points.
- 4) *Free Spell:* Total cost: 40 points.
- 5) *Remove A -¼ Limitation:* Total cost 29 points.
- 6) *Remove A -½ Limitation:* Total cost 32 points.
- 7) *Add A +¼ Advantage:* 90 Active Points; total cost 30 points.
- 8) *Add A +½ Advantage:* 100 Active Points; total cost 33 points.
- 9) *Add A -¼ Limitation:* Total cost 25 points.
- 10) *Add A -½ Limitation:* Total cost 23 points.

★ WEAKEN MAGIC

Effect: Drain Magic 4d6, Variable Effect (any one Magic spell or power at a time)
Target: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 100m
Magic Roll Penalty: -6
END Cost: 6

Description: With this spell, an arcanomancer can cause one of another spellcaster's spells or magical powers to suddenly weaken, and perhaps stop working entirely.

Game Information: Drain Magic 4d6, Variable Effect (any one Magic spell or power at a time; +½) (60 Active Points); OAF Expendable (a fragment from a tiny gold crown that's been broken to bits, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Limited Range (100m; -¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 15 points.

Options:

- 1) *Strong Spell:* Increase to Drain Magic 8d6. 120 Active Points; total cost 30 points.
- 2) *Weak Spell:* Decrease to Drain Magic 3d6. 45 Active Points; total cost 11 points.
- 3) *Free Spell:* Total cost: 20 points.
- 4) *Remove A +½ Advantage:* 40 Active Points; total cost 10 points.
- 5) *Remove A -¼ Limitation:* Total cost 16 points.
- 6) *Remove A -½ Limitation:* Total cost 17 points.
- 7) *Add A +¼ Advantage:* 70 Active Points; total cost 17 points.
- 8) *Add A +½ Advantage:* 80 Active Points; total cost 20 points.
- 9) *Add A -¼ Limitation:* Total cost 14 points.
- 10) *Add A -½ Limitation:* Total cost 13 points.
- 11) *Expanded Weakening I:* Increase to Expanded Effect + Variable Effect (any two Magic spells or powers at once; +1). 80 Active Points; total cost 20 points.
- 12) *Expanded Weakening II:* Increase to Expanded Effect + Variable Effect (any four Magic spells or powers at once; +2). 120 Active Points; total cost 30 points.
- 13) *Expanded Weakening III:* Increase to Expanded Effect + Variable Effect (all Magic spells or powers simultaneously; +4). 200 Active Points; total cost 50 points.
- 14) *Longer-Lasting Spell:* Add Delayed Return Rate:
Points fade at the rate of 5 per Minute
 (+1): 100 Active Points; total cost 25 points.
Points fade at the rate of 5 per 5 Minutes
 (+1¼): 110 Active Points; total cost 27 points.
Points fade at the rate of 5 per 20 Minutes
 (+1½): 120 Active Points; total cost 30 points.

DEFENSIVE SPELLS



ARCANOMANTIC DISMISSAL

Effect:	Deflection (any magical Ranged attack)
Target:	Self
Casting Time:	Half Phase
Casting Procedures:	Gestures, Incantations
Duration:	Time Limit (duration of 1 Turn, +1 Segment per point by which the caster succeeds with his Magic roll)
Range:	Self
Magic Roll Penalty:	-3
END Cost:	3

Description: This spell allows the caster to take control of Ranged attack spells and direct them away from himself.

Game Information: Deflection, Time Limit (duration of 1 Turn, +1 Segment per point by which the caster succeeds with his Magic roll; +½) (30 Active Points); Gestures (-¼), Incantations (-¼), Only Works Against Magic Spells And Powers (-½), Requires A Magic Roll (-½). Total cost: 12 points.

Options:

- 1) *Remove A +¼ Advantage:* 25 Active Points; total cost 10 points.
- 2) *Remove A +½ Advantage:* 20 Active Points; total cost 8 points.
- 3) *Remove A -¼ Limitation:* Total cost 13 points.
- 4) *Remove A -½ Limitation:* Total cost 15 points.
- 5) *Add A +¼ Advantage:* 35 Active Points; total cost 14 points.
- 6) *Add A +½ Advantage:* 40 Active Points; total cost 16 points.
- 7) *Add A -¼ Limitation:* Total cost 11 points.
- 8) *Add A -½ Limitation:* Total cost 10 points.



ARCANOMANTIC SHIELD

Effect:	Damage Negation (-8 DCs Magic)
Target:	Self
Casting Time:	Half Phase
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-4
END Cost:	4

Description: This spell creates a field of arcanomantic dispersion around the caster that protects him by disrupting and interfering with harmful magic spells and powers. It works on attacks projected from magical items, but not against attacks made with enchanted weapons (unless the GM rules otherwise based on the nature of the weapon).

This spell requires the GM's permission to buy, because it uses the optional "special effects Damage Negation" rule from 6E1 183.

Game Information: Damage Negation (-8 DCs Magic) (40 Active Points); OAF Expendable (tiny

shield made of vellum or parchment cut from a page in a book, Difficult to obtain; -1¼), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 11 points.

Options:

- 1) *Strong Spell:* Increase to Damage Negation (-12 DCs Magic). 60 Active Points; total cost 16 points.
- 2) *Weak Spell:* Decrease to Damage Negation (-6 DCs Magic). 30 Active Points; total cost 8 points.
- 3) *Free Spell:* Total cost: 16 points.
- 4) *Remove A -¼ Limitation:* Total cost 11 points.
- 5) *Remove A -½ Limitation:* Total cost 12 points.
- 6) *Add A +¼ Advantage:* 50 Active Points; total cost 13 points.
- 7) *Add A +½ Advantage:* 60 Active Points; total cost 16 points.
- 8) *Add A -¼ Limitation:* Total cost 10 points.
- 9) *Add A -½ Limitation:* Total cost 9 points.

SENSORY SPELLS



ARCANOMANTIC PERCEPTION

Effect:	Detect Magic (INT Roll) (no Sense Group), Discriminatory, Analyze
Target:	Self
Casting Time:	Full Phase
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-1
END Cost:	1

Description: By dint of their understanding of the fundamental arcane forces underlying spells and enchantments, arcanomancers can easily perceive magic. (See page 149 of *Fantasy Hero* for more details on Detect Magic.)

Game Information: Detect Magic (INT Roll) (no Sense Group), Discriminatory, Analyze (15 Active Points); Costs Endurance (-½), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 5 points.

Options:

- 1) *Strong Spell:* Increase to INT Roll +5. 20 Active Points; total cost 7 points.
- 2) *Weak Spell:* Remove Analyze. 10 Active Points; total cost 3 points.
- 3) *Focused Spell:* Add OAF (small crystal lens; -1). Total cost: 4 points.
- 4) *Remove A -¼ Limitation:* Total cost 5 points.
- 5) *Remove A -½ Limitation:* Total cost 6 points.
- 6) *Add A +¼ Advantage:* 19 Active Points; total cost 6 points.
- 7) *Add A +½ Advantage:* 22 Active Points; total cost 7 points.
- 8) *Add A -¼ Limitation:* Total cost 5 points.
- 9) *Add A -½ Limitation:* Total cost 4 points.
- 10) *Ranged Spell:* The caster can perceive arcane energies at a distance. Add Range. 20 Active Points; total cost 7 points.

AREOMANCY



Areomancy, sometimes referred to as Polemancy, is the formal term for what most people call “Battle Magic” — spells intended for use in war that have battle-field-level effects, augment or harm large numbers of soldiers, and the like. Most offensive spells in this book work on the small group “tactical” level common to most *HERO System* campaigns; these spells affect much larger areas or a greater number of targets.

Many Areomancy spells involve conferring magical powers on large groups of soldiers. These spells often use the *Differing Modifiers* rules on 6E1 359, since the restrictions on how wizards cast them aren’t the same as the restrictions governing the use of the powers by the recipients.

OFFENSIVE SPELLS

☆ ARMY OF THE BLIND

Effect: Sight Group Flash 8d6
Target: 125m Radius
Casting Time: Full Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 400m
Magic Roll Penalty: -10
END Cost: 10

Description: This spell creates an enormous flash of bright light to blind an enemy army.

Game Information: Sight Group Flash 8d6, Area Of Effect (125m Radius; +1½) (100 Active Points); OAF Expendable (piece of sunstone engraved with mystic runes, Difficult to obtain; -1¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 23 points.

Options:

- 1) *Strong Spell:* Increase to Sight Group Flash 10d6. 125 Active Points; total cost 29 points.
- 2) *Weak Spell:* Decrease to Sight Group Flash 6d6. 75 Active Points; total cost 18 points.
- 3) *Free Spell:* Total cost: 33 points.
- 4) *Remove A +¼ Advantage:* 90 Active Points; total cost 21 points.
- 5) *Remove A +½ Advantage:* 80 Active Points; total cost 19 points.
- 6) *Remove A -¼ Limitation:* Total cost 25 points.
- 7) *Remove A -½ Limitation:* Total cost 27 points.
- 8) *Add A +¼ Advantage:* 110 Active Points; total cost 26 points.
- 9) *Add A +½ Advantage:* 120 Active Points; total cost 28 points.
- 10) *Add A -¼ Limitation:* Total cost 22 points.
- 11) *Add A -½ Limitation:* Total cost 22 points.
- 12) *Ritual Battle Magic:* Casting this spell requires several wizards. Add Requires Multiple Users (9 casters; -1). Total cost: 21 points.

☆ ARROWS APLENTY

Effect: Major Transform 3d6 (create missile weapons out of thin air)
Target: See text
Casting Time: 1 Turn (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: No Range
Magic Roll Penalty: -4
END Cost: 4

Description: This spell creates arrows (or other missiles, such as sling bullets or javelins) out of thin air. Each casting creates one arrow for every 2 points rolled on the Transform.

Buying and using this spell requires the GM’s permission because it applies Transform in an unusual way. Ordinarily, characters should not use Transform to create weapons out of thin air; the proper way to do that is to buy an Attack Power with some form of the *Usable On Others* Advantage. However, in the case of creating “ammunition” like arrows or sling bullets, the Usable On Others approach raises some difficult issues, such as how long the arrows remain in existence and who can use them. The Transform method avoids those difficulties.

Game Information: Major Transform 3d6 (create missile weapons out of thin air, heals back by any attack that destroys the missiles), Improved Results Group (any type of missile; +¼) (37 Active Points); OAF Expendable (an unused arrow-shaft without fletchings or head, carved with mystic runes, Difficult to obtain; -1¼), Concentration (0 DCV throughout casting; -1), Extra Time (1 Turn; -1¼), Gestures (throughout casting; -½), Incantations (throughout casting; -½), No Range (-½), Requires A Magic Roll (-½), Spell (-½). Total cost: 5 points.

Options:

- 1) *Strong Spell:* Increase to Major Transform 4d6. 50 Active Points; total cost 7 points.
- 2) *Weak Spell:* Decrease to Major Transform 2d6. 25 Active Points; total cost 3 points.
- 3) *Free Spell:* Total cost: 6 points.
- 4) *Remove A +¼ Advantage:* 30 Active Points; total cost 4 points.
- 5) *Remove A -¼ Limitation:* Total cost 5 points.
- 6) *Remove A -½ Limitation:* Total cost 6 points.
- 7) *Add A +¼ Advantage:* 45 Active Points; total cost 6 points.
- 8) *Add A +½ Advantage:* 52 Active Points; total cost 7 points.
- 9) *Add A -¼ Limitation:* Total cost 5 points.
- 10) *Add A -½ Limitation:* Total cost 5 points.



AUGMENTED ACCURACY

Effect: +2 with All Combat, Usable Simultaneously
Target: Up to 250 people
Casting Time: Full Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: Touch
Magic Roll Penalty: -4
END Cost: 4 to cast, 2 for recipients to use

Description: This spell makes up to 250 soldiers much more accurate with all their attacks than they normally are.

Game Information: Grant the following power to other characters: +2 with All Combat (20 Active Points); Costs Endurance (-½). Total cost: 13 points.

Casting: 13 Active Points, Usable Simultaneously (up to 250 people at once; +2¼) (42 Active Points); OAF Expendable (shard of a sword-blade that's drawn blood in combat, Difficult to obtain; -1¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 11 points.

Options:

- 1) *Strong Spell:* Increase to +3 with All Combat. 65 Active Points; total cost 17 points.
- 2) *Weak Spell:* Decrease to +1 with All Combat. 23 Active Points; total cost 6 points.
- 3) *Free Spell:* Total cost: 17 points.
- 4) *Remove A +¼ Advantage:* 39 Active Points; total cost 10 points.

- 5) *Remove A +½ Advantage:* 36 Active Points; total cost 10 points.
- 6) *Remove A -¼ Limitation:* Total cost 12 points.
- 7) *Remove A -½ Limitation:* Total cost 13 points.
- 8) *Add A +¼ Advantage:* 45 Active Points; total cost 12 points.
- 9) *Add A +½ Advantage:* 49 Active Points; total cost 13 points.
- 10) *Add A -¼ Limitation:* Total cost 10 points.
- 11) *Add A -½ Limitation:* Total cost 10 points.
- 12) *Ritual Battle Magic:* Casting this spell requires several wizards. Add Requires Multiple Users (9 casters; -1). Total cost: 9 points.



BATTLEFIELD COUNTERMAGIC

Effect: Dispel Magic 20d6, Variable Effect (any one Magic spell or power at a time)
Target: 125m Radius
Casting Time: Full Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 600m
Magic Roll Penalty: -18
END Cost: 18

Description: This spell allows a battle-mage to counteract the effects of enemy magic. It's particularly useful against spells like *Resilient Form* or *Unseen Regiment*, since cancelling those magics instantly weakens large numbers of soldiers (and requires the enemy caster to cast said spells again).

Game Information: Dispel Magic 20d6, Variable Effect (any one Magic spell or power at a time; +½), Area Of Effect (125m Radius; +1½) (180 Active Points); OAF Expendable (fragment from a broken magic wand, Difficult to obtain; -1¼), Concentration (½ DCV; -¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 40 points.

Options:

- 1) *Strong Spell:* Increase to Dispel Magic 24d6. 216 Active Points; total cost 48 points.
- 2) *Weak Spell:* Decrease to Dispel Magic 16d6. 144 Active Points; total cost 32 points.
- 3) *Free Spell:* Total cost: 55 points.
- 4) *Remove A +¼ Advantage:* 165 Active Points; total cost 37 points.
- 5) *Remove A +½ Advantage:* 150 Active Points; total cost 33 points.
- 6) *Remove A -¼ Limitation:* Total cost 42 points.
- 7) *Remove A -½ Limitation:* Total cost 45 points.
- 8) *Add A +¼ Advantage:* 195 Active Points; total cost 43 points.
- 9) *Add A +½ Advantage:* 210 Active Points; total cost 47 points.
- 10) *Add A -¼ Limitation:* Total cost 38 points.
- 11) *Add A -½ Limitation:* Total cost 36 points.
- 13) *Ritual Battle Magic:* Casting this spell requires several wizards. Add Requires Multiple Users (9 casters; -1). Total cost: 33 points.

BATTLEFIELD PLAGUE

Effect:	Drain STR and END 2d6, two Characteristics at once
Target:	320m Radius
Casting Time:	1 Turn (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	3,200m
Magic Roll Penalty:	-12
END Cost:	12

Description: This spell afflicts an enemy force with a virulent weakening disease. Soldiers find themselves without the stamina to wear armor or wield weapons, and horses lose the strength to carry riders.

Game Information: Drain STR and END 2d6, Expanded Effect (two Characteristics at once; +½), Delayed Return Rate (points return at the rate of 5 per Hour; +1¼), Area Of Effect (32m Radius; +1), MegaArea (1m = 10 meters wide, deep, and broad; +1), Increased Maximum Range (3,200m; +1) (125 Active Points); OAF Expendable (intricate wax model of a soldier, Difficult to obtain; -1¼), Concentration (½ DCV throughout casting; -½), Extra Time (1 Turn; -1¼), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Requires A Magic Roll (-½), Spell (-½). Total cost: 21 points.

Options:

- 1) *Strong Spell:* Increase to Drain STR and END 3d6. 187 Active Points; total cost 31 points.
- 2) *Weak Spell:* Decrease to Drain STR and END 1d6. 62 Active Points; total cost 10 points.
- 3) *Free Spell:* Total cost: 26 points.
- 4) *Remove A +¼ Advantage:* 120 Active Points; total cost 20 points.
- 5) *Remove A +½ Advantage:* 115 Active Points; total cost 19 points.
- 6) *Remove A -¼ Limitation:* Total cost 22 points.
- 7) *Remove A -½ Limitation:* Total cost 23 points.
- 8) *Add A +¼ Advantage:* 130 Active Points; total cost 22 points.
- 9) *Add A +½ Advantage:* 135 Active Points; total cost 22 points.
- 10) *Add A -¼ Limitation:* Total cost 20 points.
- 11) *Add A -½ Limitation:* Total cost 19 points.
- 12) *Ritual Battle Magic:* This form of the spell requires several wizards to cast. Add Requires Multiple Users (6 casters; -¾). Total cost: 18 points.

CRUMBLING WALLS

Effect:	Drain BODY, PD, and ED 2d6
Target:	One object
Casting Time:	Full Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	200m
Magic Roll Penalty:	-4
END Cost:	4

Description: This spell temporarily weakens objects (such as walls and siege engines), making it easier for attackers to breach or destroy them. It does not work on living beings. However, the effects only last for a few seconds, so the attackers need to be prepared to take advantage of the weakness and destroy the objects for good before the Drained Characteristics return.

Game Information: Drain BODY, PD, and ED 2d6, Expanded Effect (three Characteristics at once; +1) (40 Active Points); OAF Expendable (a miniature clay brick incised with mystic runes, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Only Works Against Nonliving Objects (-1), Requires A Magic Roll (-½), Spell (-½). Total cost: 8 points.

Options:

- 1) *Strong Spell:* Increase to Drain BODY, PD, and ED 3d6. 60 Active Points; total cost 13 points.
- 2) *Weak Spell:* Decrease to Drain BODY, PD, and ED 1d6. 20 Active Points; total cost 4 points.
- 3) *Free Spell:* Total cost: 11 points.
- 4) *Remove A +½ Advantage:* 30 Active Points; total cost 6 points.
- 5) *Remove A -¼ Limitation:* Total cost 9 points.
- 6) *Remove A -½ Limitation:* Total cost 10 points.
- 7) *Add A +¼ Advantage:* 45 Active Points; total cost 9 points.
- 8) *Add A +½ Advantage:* 50 Active Points; total cost 10 points.
- 9) *Add A -¼ Limitation:* Total cost 8 points.
- 10) *Add A -½ Limitation:* Total cost 8 points.
- 11) *Ritual Battle Magic:* Casting this spell requires several wizards. Add Requires Multiple Users (9 casters; -1). Total cost: 7 points.



ENHANCE SIEGE ENGINE

Effect:	Increased Maximum Range (x4 range; +½) for any siege engine built on up to 94 Active Points
Target:	One siege engine
Casting Time:	1 Turn
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-5
END Cost:	5

Description: This spell greatly extends the range of any siege engine built on up to 94 Active Points, which covers any type of engine up to a heavy trebuchet (see *The Ultimate Base*, pages 165-66, for *HERO System* information on various types of siege engines).

Technically this spell should have the *Usable On Others* Advantage, since the caster's applying it to an inanimate object. However, in light of its nature and how it's used most GMs deem this unnecessary. If you prefer, you can easily recalculate the cost with that Advantage (which has a +2 value to account for the mass of siege engines).

Game Information: Increased Maximum Range (x4 range; +½) for any siege engine built on up to 94 Active Points (47 Active Points); OAF (miniature model of the engine in question; -1), Concentration (½ DCV throughout casting; -½), Extra Time (1 Turn; -1¼), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Requires A Magic Roll (-½), Spell (-½). Total cost: 8 points.

Options:

- 1) *Free Spell:* Total cost: 10 points.
- 2) *Remove A -¼ Limitation:* Total cost 8 points.
- 3) *Remove A -½ Limitation:* Total cost 9 points.
- 4) *Add A +¼ Advantage:* 59 Active Points; total cost 10 points.
- 5) *Add A +½ Advantage:* 70 Active Points; total cost 12 points.
- 6) *Add A -¼ Limitation:* Total cost 8 points.
- 7) *Add A -½ Limitation:* Total cost 7 points.
- 8) *Ritual Battle Magic:* Casting this spell requires several wizards. Add Requires Multiple Users (9 casters; -1). Total cost: 7 points.



FIELD OF FIRE

Effect:	RKA 2½d6
Target:	32m Radius, Mobile
Casting Time:	Full Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	400m
Magic Roll Penalty:	-13
END Cost:	6

Description: This spell creates a sphere of deadly fire with a 32m radius that the caster can move across the battlefield at the rate of 12m per Phase. It lasts as long as he keeps paying END to maintain it.

Game Information: RKA 2½d6, Area Of Effect (32m Radius; +1), Mobile (+½), Constant (+½), Reduced Endurance (½ END; +¼) (130 Active Points); OAF Expendable (chunk of sulphur in a small leather pouch sewn from the remnants of leather armor worn in battle, Difficult to obtain; -1¼), Extra Time (Full Phase throughout casting and use; -½), Gestures (throughout casting and use; -½), Incantations (throughout casting and use; -½), Requires A Magic Roll (-½), Spell (-½). Total cost: 27 points.

Options:

- 1) *Strong Spell:* Increase to RKA 3d6. 146 Active Points; total cost 31 points.
- 2) *Weak Spell:* Decrease to RKA 2d6. 97 Active Points; total cost 20 points.
- 3) *Free Spell:* Total cost: 37 points.
- 4) *Remove A +¼ Advantage:* 120 Active Points; total cost 25 points.
- 5) *Remove A +½ Advantage:* 110 Active Points; total cost 23 points.
- 6) *Remove A -¼ Limitation:* Total cost 29 points.
- 7) *Remove A -½ Limitation:* Total cost 30 points.
- 8) *Add A +¼ Advantage:* 140 Active Points; total cost 29 points.
- 9) *Add A +½ Advantage:* 150 Active Points; total cost 31 points.
- 10) *Add A -¼ Limitation:* Total cost 26 points.
- 11) *Add A -½ Limitation:* Total cost 25 points.
- 12) *Ritual Battle Magic:* Casting this spell requires several wizards. Add Requires Multiple Users (9 casters; -1). Total cost: 23 points.



FOG OF WAR

Effect:	Change Environment, -3 to Sight Group PER Rolls
Target:	1,000m Radius
Casting Time:	1 Turn (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	5,760m
Magic Roll Penalty:	-4
END Cost:	4

Description: This spell invokes a bank of thick, cloying fog covering an area with a radius of 1,000 meters. A battle-mage can use it to confuse enemy troops or conceal the movement of his own troops.

Game Information: Change Environment (create fog), -3 to Sight Group PER Rolls, Area Of Effect (1,000m Radius; +2¼), Increased Maximum Range (5,760m; +1½) (43 Active Points); OAF Expendable (large but badly flawed/cracked diamond wrapped in fog-moss, Very Difficult to obtain; -1½), Concentration (½ DCV throughout casting; -½), Extra Time (1 Turn to cast; -¾), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Requires A Magic Roll (-½), Spell (-½). Total cost: 7 points.

Options:

- 1) *Free Spell*: Total cost: 10 points.
- 2) *Remove A +¼ Advantage*: 40 Active Points; total cost 7 points.
- 3) *Remove A +½ Advantage*: 38 Active Points; total cost 7 points.
- 4) *Remove A -¼ Limitation*: Total cost 8 points.
- 5) *Remove A -½ Limitation*: Total cost 8 points.
- 6) *Add A +¼ Advantage*: 45 Active Points; total cost 8 points.
- 7) *Add A +½ Advantage*: 47 Active Points; total cost 8 points.
- 8) *Add A -¼ Limitation*: Total cost 7 points.
- 9) *Add A -½ Limitation*: Total cost 7 points.
- 10) *Ritual Battle Magic*: This form of the spell requires several wizards to cast. Add Add Requires Multiple Users (9 casters; -1). Total cost: 6 points.

 HINDERING BRAMBLES

Effect: Entangle 4d6, 4 PD/4 ED
Target: 125m Radius
Casting Time: Full Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 400m
Magic Roll Penalty: -10
END Cost: 10

Description: This spell causes toughy, stringy brambles to instantly grow out of the ground in a 125m radius area, entangling anyone in that area so they can't move.

Game Information: Entangle 4d6, 4 PD/4 ED, Area Of Effect (125m Radius; +1½) (100 Active Points); OAF Expendable (knotwork made of cloth-of-gold thread, Difficult to obtain; -1¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 23 points.

Options:

- 1) *Strong Spell*: Increase to Entangle 5d6, 5 PD/5 ED. 125 Active Points; total cost 29 points.
- 2) *Weak Spell*: Decrease to Entangle 3d6, 3 PD/3 ED. 75 Active Points; total cost 18 points.
- 3) *Free Spell*: Total cost: 33 points.
- 4) *Remove A +¼ Advantage*: 90 Active Points; total cost 21 points.
- 5) *Remove A +½ Advantage*: 80 Active Points; total cost 19 points.
- 6) *Remove A -¼ Limitation*: Total cost 25 points.
- 7) *Remove A -½ Limitation*: Total cost 27 points.
- 8) *Add A +¼ Advantage*: 110 Active Points; total cost 26 points.
- 9) *Add A +½ Advantage*: 120 Active Points; total cost 28 points.
- 10) *Add A -¼ Limitation*: Total cost 22 points.
- 11) *Add A -½ Limitation*: Total cost 21 points.
- 12) *Ritual Battle Magic*: Casting this spell requires several wizards. Add Requires Multiple Users (9 casters; -1). Total cost: 19 points.

 LEGION OF ARROWS

Effect: Area Of Effect (64m Radius; +1½) for up to a 45 Active Point missile weapon
Target: One character
Casting Time: 1 Turn (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: No Range
Magic Roll Penalty: -13
END Cost: 13

Description: This spell, when cast on an archer, causes the arrow he fires to multiply in flight and become so numerous that they strike every target in a 64m radius area. The archer has to Hold his Action until the wizard casts the spell, then let fly with the Advantage applied to his arrow. After striking their targets, the "extra" arrows vanish like morning mist in sunlight; the spell doesn't create more ammunition for archers (enemy or otherwise) to use again.

This spell is built as a naked *Area Of Effect* Advantage sufficiently large to apply to a Very Heavy Longbow arrow, the most expensive weapon listed on page 195 of *Fantasy Hero*. The *Usable As Attack* Advantage allows the character to apply it to the archer with his own action and pay the END cost for it so the archer can fire unimpeded. Characters can apply it to other arrows, crossbow bolts, sling stones, thrown daggers, and other such missile weapons as well, provided they fit within the Active Point limit.

Game Information: Area Of Effect (64m Radius; +1¼) for up to a 45 Active Point missile weapon, Usable As Attack (see text; +1¼) (126 Active Points); OAF Expendable (three arrowheads, each used to kill someone, engraved with mystic runes, Difficult to obtain; -1¼), Concentration (0 DCV throughout casting; -1), Extra Time (1 Turn; -1¼), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Requires A Magic Roll (-½), Spell (-½). Total cost: 19 points.

Options:

- 1) *Free Spell*: Total cost: 24 points.
- 2) *Remove A +¼ Advantage*: 112 Active Points; total cost 17 points.
- 3) *Remove A +½ Advantage*: 98 Active Points; total cost 15 points.
- 4) *Remove A -¼ Limitation*: Total cost 20 points.
- 5) *Remove A -½ Limitation*: Total cost 21 points.
- 6) *Add A +¼ Advantage*: 140 Active Points; total cost 21 points.
- 7) *Add A +½ Advantage*: 154 Active Points; total cost 24 points.
- 8) *Add A -¼ Limitation*: Total cost 19 points.
- 9) *Add A -½ Limitation*: Total cost 18 points.
- 10) *Ritual Battle Magic*: Casting this spell requires several wizards. Add Requires Multiple Users (9 casters; -1). Total cost: 17 points.

⚡ LIGHTNING STORM

Effect: RKA 2½d6
Target: 125m Radius
Casting Time: Full Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 400m
Magic Roll Penalty: -10
END Cost: 10

Description: This spell blasts a 125m radius area with deadly thunderbolts.

Game Information: RKA 2½d6, Area Of Effect (125m Radius; +1½) (100 Active Points); OAF Expendable (knotwork made of cloth-of-gold thread, Difficult to obtain; -1¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 23 points.

Options:

- 1) *Strong Spell:* Increase to RKA 3d6. 112 Active Points; total cost 26 points.
- 2) *Weak Spell:* Decrease to RKA 2d6. 75 Active Points; total cost 18 points.
- 3) *Free Spell:* Total cost: 33 points.
- 4) *Remove A +¼ Advantage:* 90 Active Points; total cost 21 points.
- 5) *Remove A +½ Advantage:* 80 Active Points; total cost 19 points.
- 6) *Remove A -¼ Limitation:* Total cost 25 points.
- 7) *Remove A -½ Limitation:* Total cost 27 points.
- 8) *Add A +¼ Advantage:* 110 Active Points; total cost 26 points.
- 9) *Add A +½ Advantage:* 120 Active Points; total cost 28 points.
- 10) *Add A -¼ Limitation:* Total cost 22 points.
- 11) *Add A -½ Limitation:* Total cost 21 points.
- 12) *Ritual Battle Magic:* Casting this spell requires several wizards. Add Requires Multiple Users (9 casters; -1). Total cost: 19 points.

⚡ RESILIENT FORM

Effect: Aid BODY 3d6
Target: Up to 250 people
Casting Time: Full Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: No Range
Magic Roll Penalty: -4
END Cost: 4 to cast, 0 for recipients to use

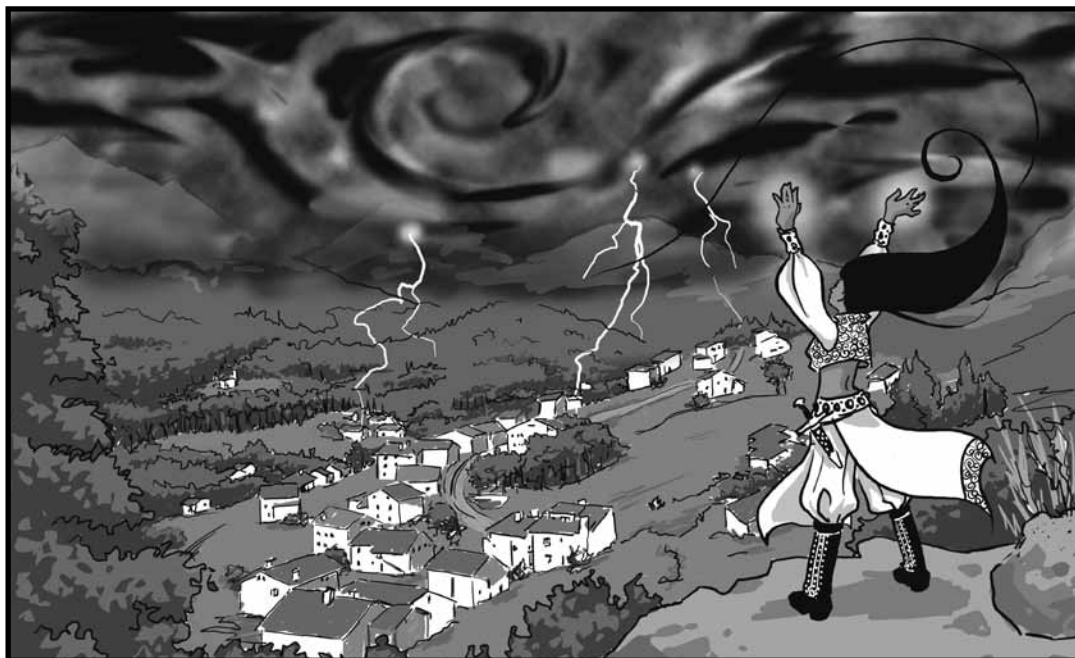
Description: This spell grants a group of up to 250 soldiers the power to make themselves harder to kill for a period of 5 Minutes. In the interest of dramatic sense and ease of game play, the GM should assume the recipients immediately use the power on themselves after receiving it, and that they all roll the same.

Game Information: Grant the following power to other characters: Aid BODY 3d6, Delayed Return Rate (points fade at the rate of 5 per 5 Minutes; +1¼) (40 Active Points); Only Aid Self (-1), Recipient May Only Use The Aid Once Per Casting (-1). Total cost: 13 points.

Casting: 13 Active Points, Usable Simultaneously (up to 250 people at once; +2¼) (42 Active Points); OAF Expendable (sinews of a bear tied around a bit of dried ox-flesh, Difficult to obtain; -1¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 10 points.

Options:

- 1) *Strong Spell:* Increase to Aid BODY 4d6. 58 Active Points; total cost 14 points.
- 2) *Weak Spell:* Decrease to Aid BODY 2d6. 29 Active Points; total cost 7 points.
- 3) *Free Spell:* Total cost: 14 points.
- 4) *Remove A +¼ Advantage:* 39 Active Points; total cost 9 points.
- 5) *Remove A +½ Advantage:* 36 Active Points; total cost 8 points.



- 6) *Remove A -¼ Limitation*: Total cost 10 points.
- 7) *Remove A -½ Limitation*: Total cost 11 points.
- 8) *Add A +¼ Advantage*: 45 Active Points; total cost 10 points.
- 9) *Add A +½ Advantage*: 49 Active Points; total cost 11 points.
- 10) *Add A -¼ Limitation*: Total cost 9 points.
- 11) *Add A -½ Limitation*: Total cost 9 points.
- 12) *Ritual Battle Magic*: Casting this spell requires several wizards. Add Requires Multiple Users (9 casters; -1). Total cost: 8 points.

SHARPBLADE

Effect: Aid HKA 3d6
Target: Up to 250 people
Casting Time: Full Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: No Range
Magic Roll Penalty: -4
END Cost: 4 to cast, 0 for recipients to use

Description: This spell grants a group of up to 250 soldiers the power to make their weapons sharper, harder, and thus deadlier for a period of 5 Minutes. In the interest of dramatic sense and ease of game play, the GM should assume the recipients immediately use the power on themselves after receiving it, and that they all roll the same.

Game Information: Grant the following power to other characters: Aid HKA 3d6, Delayed Return Rate (points fade at the rate of 5 per 5 Minutes; +1¼) (40 Active Points); Only Aid Self (-1), Only Works On HTH Combat Weapons (-¼), Recipient May Only Use The Aid Once Per Casting (-1). Total cost: 12 points.

Casting: 12 Active Points, Usable Simultaneously (up to 250 people at once; +2¼) (39 Active Points); OAF Expendable (shards of a sword-blade broken in battle, Difficult to obtain; -1¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 9 points.

Options:

- 1) *Strong Spell*: Increase to Aid HKA 4d6. 55 Active Points; total cost 13 points.
- 2) *Weak Spell*: Decrease to Aid HKA 2d6. 26 Active Points; total cost 6 points.
- 3) *Free Spell*: Total cost: 13 points.
- 4) *Remove A +¼ Advantage*: 36 Active Points; total cost 8 points.
- 5) *Remove A +½ Advantage*: 33 Active Points; total cost 8 points.
- 6) *Remove A -¼ Limitation*: Total cost 10 points.
- 7) *Remove A -½ Limitation*: Total cost 10 points.
- 8) *Add A +¼ Advantage*: 42 Active Points; total cost 10 points.
- 9) *Add A +½ Advantage*: 45 Active Points; total cost 10 points.
- 10) *Add A -¼ Limitation*: Total cost 9 points.
- 11) *Add A -½ Limitation*: Total cost 8 points.
- 12) *Ritual Battle Magic*: Casting this spell requires several wizards. Add Requires Multiple Users (9 casters; -1). Total cost: 7 points.

STRENGTH OF TEN MEN

Effect: Aid STR 3d6
Target: Up to 250 people
Casting Time: Full Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: No Range
Magic Roll Penalty: -4
END Cost: 4 to cast, 0 for recipients to use

Description: This spell grants a group of up to 250 soldiers the power to make themselves much stronger than normal for a period of 5 Minutes. In the interest of dramatic sense and ease of game play, the GM should assume the recipients immediately use the power on themselves after receiving it, and that they all roll the same.

Game Information: Grant the following power to other characters: Aid STR 3d6, Delayed Return Rate (points fade at the rate of 5 per 5 Minutes; +1¼) (40 Active Points); Only Aid Self (-1), Recipient May Only Use The Aid Once Per Casting (-1). Total cost: 13 points.

Casting: 13 Active Points, Usable Simultaneously (up to 250 people at once; +2¼) (42 Active Points); OAF Expendable (sinews of a bear tied around a bit of dried ox-flesh, Difficult to obtain; -1¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 10 points.

Options:

- 1) *Strong Spell*: Increase to Aid STR 4d6. 58 Active Points; total cost 14 points.
- 2) *Weak Spell*: Decrease to Aid STR 2d6. 29 Active Points; total cost 7 points.
- 3) *Free Spell*: Total cost: 14 points.
- 4) *Remove A +¼ Advantage*: 39 Active Points; total cost 9 points.
- 5) *Remove A +½ Advantage*: 36 Active Points; total cost 8 points.
- 6) *Remove A -¼ Limitation*: Total cost 10 points.
- 7) *Remove A -½ Limitation*: Total cost 11 points.
- 8) *Add A +¼ Advantage*: 45 Active Points; total cost 10 points.
- 9) *Add A +½ Advantage*: 49 Active Points; total cost 11 points.
- 10) *Add A -¼ Limitation*: Total cost 9 points.
- 11) *Add A -½ Limitation*: Total cost 9 points.
- 12) *Ritual Battle Magic*: Casting this spell requires several wizards. Add Requires Multiple Users (9 casters; -1). Total cost: 8 points.



SWIFT CHARGE

Effect: Aid Running 3d6
Target: Up to 250 people
Casting Time: Full Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: No Range
Magic Roll Penalty: -4
END Cost: 4 to cast, 0 for recipients to use

Description: This spell grants a group of up to 250 soldiers the power to make themselves run more quickly than normal for a period of 5 Minutes. In the interest of dramatic sense and ease of game play, the GM should assume the recipients immediately use the power on themselves after receiving it, and that they all roll the same.

Game Information: Grant the following power to other characters: Aid Running 3d6, Delayed Return Rate (points fade at the rate of 5 per 5 Minutes; +1¼) (40 Active Points); Only Aid Self (-1), Recipient May Only Use The Aid Once Per Casting (-1). Total cost: 13 points.

Casting: 13 Active Points, Usable Simultaneously (up to 250 people at once; +2¼) (42 Active Points); OAF Expendable (sinews of a bear tied around a bit of dried ox-flesh, Difficult to obtain; -1¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 10 points.

Options:

- 1) *Strong Spell:* Increase to Aid Running 4d6. 58 Active Points; total cost 14 points.
- 2) *Weak Spell:* Decrease to Aid Running 2d6. 29 Active Points; total cost 7 points.
- 3) *Free Spell:* Total cost: 14 points.
- 4) *Remove A +¼ Advantage:* 39 Active Points; total cost 9 points.
- 5) *Remove A +½ Advantage:* 36 Active Points; total cost 8 points.
- 6) *Remove A -¼ Limitation:* Total cost 10 points.
- 7) *Remove A -½ Limitation:* Total cost 11 points.
- 8) *Add A +¼ Advantage:* 45 Active Points; total cost 10 points.
- 9) *Add A +½ Advantage:* 49 Active Points; total cost 11 points.
- 10) *Add A -¼ Limitation:* Total cost 9 points.
- 11) *Add A -½ Limitation:* Total cost 9 points.
- 12) *Ritual Battle Magic:* Casting this spell requires several wizards. Add Requires Multiple Users (9 casters; -1). Total cost: 8 points.



SWIFT SQUADS

Effect: Aid SPD 3d6
Target: Up to 250 people
Casting Time: Full Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: No Range
Magic Roll Penalty: -4
END Cost: 4 to cast, 0 for recipients to use

Description: This spell grants a group of up to 250 soldiers the power to give themselves a better reaction time than normal for a period of 5 Minutes. In the interest of dramatic sense and ease of game play, the GM should assume the recipients immediately use the power on themselves after receiving it, and that they all roll the same.

Game Information: Grant the following power to other characters: Aid SPD 3d6, Delayed Return Rate (points fade at the rate of 5 per 5 Minutes; +1¼) (40 Active Points); Only Aid Self (-1), Recipient May Only Use The Aid Once Per Casting (-1). Total cost: 13 points.

Casting: 13 Active Points, Usable Simultaneously (up to 250 people at once; +2¼) (42 Active Points); OAF Expendable (sinews of a bear tied around a bit of dried ox-flesh, Difficult to obtain; -1¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 10 points.

Options:

- 1) *Strong Spell:* Increase to Aid SPD 4d6. 58 Active Points; total cost 14 points.
- 2) *Weak Spell:* Decrease to Aid SPD 2d6. 29 Active Points; total cost 7 points.
- 3) *Free Spell:* Total cost: 14 points.
- 4) *Remove A +¼ Advantage:* 39 Active Points; total cost 9 points.
- 5) *Remove A +½ Advantage:* 36 Active Points; total cost 8 points.
- 6) *Remove A -¼ Limitation:* Total cost 10 points.
- 7) *Remove A -½ Limitation:* Total cost 11 points.
- 8) *Add A +¼ Advantage:* 45 Active Points; total cost 10 points.
- 9) *Add A +½ Advantage:* 49 Active Points; total cost 11 points.
- 10) *Add A -¼ Limitation:* Total cost 9 points.
- 11) *Add A -½ Limitation:* Total cost 9 points.
- 12) *Ritual Battle Magic:* Casting this spell requires several wizards. Add Requires Multiple Users (9 casters; -1). Total cost: 8 points.

★ TACTICAL AWARENESS

Effect:	Tactics (INT +5)
Target:	Up to 250 people
Casting Time:	Full Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-3
END Cost:	3 to cast, 1 for recipients to use

Description: This spell grants a group of up to 250 soldiers a profound awareness of tactical matters and a gift for brilliant tactical decisionmaking. The recipient has the Skill *Tactics* with a +5 to the roll for as long as he pays END to maintain the effect. If he already has the *Tactics* Skill, he can, with the GM's permission, use his "magical *Tactics*" in its place or as a Complementary Skill to his normal *Tactics*.

Game Information: Grant the following power to other characters: Tactics (INT +5) (13 Active Points); Costs Endurance (-½). Total cost: 9 points.

Casting: 9 Active Points, Usable Simultaneously (up to 250 people at once; +2¼) (29 Active Points); OAF Expendable (battle-map drawn with mystic runes on a sheet of fine vellum, Difficult to obtain; -1¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 8 points.

Options:

- 1) *Strong Spell:* Increase to Tactics (INT +8). 42 Active Points; total cost 11 points.
- 2) *Weak Spell:* Decrease to Tactics (INT +2). 16 Active Points; total cost 4 points.
- 3) *Free Spell:* Total cost: 12 points.
- 4) *Remove A +¼ Advantage:* 27 Active Points; total cost 7 points.
- 5) *Remove A +½ Advantage:* 25 Active Points; total cost 7 points.
- 6) *Remove A -¼ Limitation:* Total cost 8 points.
- 7) *Remove A -½ Limitation:* Total cost 9 points.
- 8) *Add A +¼ Advantage:* 31 Active Points; total cost 8 points.
- 9) *Add A +½ Advantage:* 34 Active Points; total cost 9 points.
- 10) *Add A -¼ Limitation:* Total cost 7 points.
- 11) *Add A -½ Limitation:* Total cost 7 points.
- 12) *Ritual Battle Magic:* Casting this spell requires several wizards. Add Requires Multiple Users (9 casters; -1). Total cost: 6 points.

★ TACTICS OF DECEPTION

Effect:	Sight, Hearing, Smell/Taste, and Touch Group Images, -3 to PER Rolls
Target:	125m Radius
Casting Time:	Full Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	340m
Magic Roll Penalty:	-9
END Cost:	4

Description: This spell creates a large, vivid illusion. A clever battle-mage can find hundreds of uses for it on the battlefield, ranging from altering the terrain to creating illusionary reinforcements.

Game Information: Sight, Hearing, Smell/Taste, and Touch Group Images, -3 to PER Rolls, Area Of Effect (125m Radius; +1½), Reduced Endurance (½ END; +¼) (93 Active Points); OAF Expendable (small copper mirror, Difficult to obtain; -1¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 22 points.

Options:

- 1) *Strong Spell:* Increase to -5 to PER Rolls. 110 Active Points; total cost 26 points.
- 2) *Weak Spell:* Decrease to -1 to PER Rolls. 77 Active Points; total cost 18 points.
- 3) *Free Spell:* Total cost: 31 points.
- 4) *Remove A +¼ Advantage:* 85 Active Points; total cost 20 points.
- 5) *Remove A +½ Advantage:* 76 Active Points; total cost 18 points.
- 6) *Remove A -¼ Limitation:* Total cost 23 points.
- 7) *Remove A -½ Limitation:* Total cost 25 points.
- 8) *Add A +¼ Advantage:* 102 Active Points; total cost 24 points.
- 9) *Add A +½ Advantage:* 110 Active Points; total cost 26 points.
- 10) *Add A -¼ Limitation:* Total cost 21 points.
- 11) *Add A -½ Limitation:* Total cost 19 points.
- 12) *Ritual Battle Magic:* Casting this spell requires several wizards. Add Requires Multiple Users (9 casters; -1). Total cost: 18 points.

★ UNSEEN REGIMENT

Effect:	Invisibility to Sight Group, No Fringe
Target:	Up to 250 people
Casting Time:	1 Turn (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	No Range
Magic Roll Penalty:	-5
END Cost:	5 to cast, 3 for recipients to use

Description: This spell grants a group of up to 250 soldiers the power to make themselves invisible. Once a recipient makes himself invisible, he remains invisible as long as he spends END. If he ever stops paying END for any reason, the invisibility fades and he cannot use the power again until the spell granting it is cast again.



Game Information: Grant the following power to other characters: Invisibility to Sight Group, No Fringe (30 Active Points); Recipient May Only Use The Invisibility Once Per Casting (-1). Total cost: 15 points.

Casting: 15 Active Points, Usable Simultaneously (up to 250 people at once; +2¼) (49 Active Points); OAF Expendable (small piece of glass of the finest quality in the shape of a hexagon, Difficult to obtain; -1¼), Concentration (0 DCV throughout casting; -1), Extra Time (1 Turn; -1¼), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Requires A Magic Roll (-½). Total cost: 8 points.

Options:

- 1) *Strong Spell:* Add Hearing Group. 55 Active Points; total cost 9 points.
- 2) *Weak Spell:* Remove No Fringe. 32 Active Points; total cost 5 points.
- 3) *Free Spell:* Total cost: 10 points.
- 4) *Remove A +¼ Advantage:* 45 Active Points; total cost 7 points.
- 5) *Remove A +½ Advantage:* 41 Active Points; total cost 7 points.
- 6) *Remove A -¼ Limitation:* Total cost 8 points.
- 7) *Remove A -½ Limitation:* Total cost 9 points.
- 8) *Add A +¼ Advantage:* 52 Active Points; total cost 9 points.
- 9) *Add A +½ Advantage:* 56 Active Points; total cost 9 points.
- 10) *Add A -¼ Limitation:* Total cost 7 points.
- 11) *Add A -½ Limitation:* Total cost 7 points.
- 12) *Ritual Battle Magic:* Casting this spell requires several wizards. Add Requires Multiple Users (9 casters; -1). Total cost: 7 points.



WALL-BREACHING SPELL

Effect:

Tunneling 10m through PD 10 materials, RKA 6d6, both Only Versus Walls

Target:

One wall

Casting Time:

Full Phase

Casting Procedures:

Focus, Gestures, Incantations

Duration:

Instant

Range:

Touch/900m

Magic Roll Penalty:

-3/-9

END Cost:

3/9

Description: This spell creates holes in castle walls. If the caster can get close enough to touch the wall, he can easily use the spell to make a 1m wide hole in the wall, but this allows relatively little access to the interior of the structure and is easily defended. He can also use the Breaching-Spell from range to create larger holes in the walls, but this is more difficult and tiring.

Game Information:

Cost Power

- 17 **Wall-Breaching-Spell:** Multipower, 90-point reserve; all OAF Expendable (miniature model of the castle or structure being attacked, Difficult to obtain; -1¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Only Versus The Exterior Walls Of Castles And Other Structures (-1), Requires A Magic Roll (-½), Spell (-½)
- 1f **1) Touch Of Breaching:** Tunneling 10m through PD 10 materials; common Limitations listed above
- 2f **2) Ranged Breaching:** RKA 6d6; common Limitations listed above

Total cost: 20 points.

Options:

- 1) *Strong Spell*: Increase reserve to 120 points, Slot 1 to Tunneling 15m through PD 15 materials, and Slot 2 to RKA 8d6. Total cost: 26 points.
- 2) *Weak Spell*: Decrease reserve to 60 points, Slot 1 to Tunneling 7m through PD 7 materials, and Slot 2 to RKA 4d6. Total cost: 13 points.
- 3) *Free Spell*: Total cost: 25 points.

**WAR HURRICANE**

Effect: Blast 6d6, Double Knockback
Target: 64m Cone
Casting Time: Full Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: 300m
Magic Roll Penalty: -10
END Cost: 5

Description: This spell creates a gust of storm-wind so strong that it not only hurts enemy soldiers, it blows them head over heels as if they were leaves. The wind lasts as long as the caster pays END to maintain it.

This spell has the Advantage *Does Knockback*, because it should do Knockback even in games that don't normally use the KB rules. If your game uses the KB rules already, the *Remove A +1/4 Advantage* option tells you what the spell costs without *Does Knockback*.

Game Information: Blast 6d6, Area Of Effect (64m Cone; +1), Constant (+1/2), Does Knockback (+1/4), Double Knockback (+1/2), Reduced Endurance (1/2 END; +1/4) (105 Active Points); OAF Expendable (eagle's wing painted with mystic runes, Difficult to obtain; -1/4), Extra Time (Full Phase to cast and maintain; -1/2), Gestures (throughout casting; -1/2), Incantations (throughout casting; -1/2), Requires A Magic Roll (-1/2), Spell (-1/2). Total cost: 22 points.

Options:

- 1) *Strong Spell*: Increase to Blast 8d6. 140 Active Points; total cost 29 points.
- 2) *Weak Spell*: Decrease to Blast 4d6. 70 Active Points; total cost 15 points.
- 3) *Free Spell*: Total cost: 30 points.
- 4) *Remove A +1/4 Advantage*: 97 Active Points; total cost 20 points.
- 5) *Remove A +1/2 Advantage*: 90 Active Points; total cost 19 points.
- 6) *Remove A -1/4 Limitation*: Total cost 23 points.
- 7) *Remove A -1/2 Limitation*: Total cost 25 points.
- 8) *Add A +1/4 Advantage*: 112 Active Points; total cost 23 points.
- 9) *Add A +1/2 Advantage*: 120 Active Points; total cost 25 points.
- 10) *Add A -1/4 Limitation*: Total cost 21 points.
- 11) *Add A -1/2 Limitation*: Total cost 20 points.
- 12) *Ritual Battle Magic*: Casting this spell requires several wizards. Add Requires Multiple Users (9 casters; -1). Total cost: 18 points.

**WARRIOR'S AGILITY**

Effect: Aid DEX 3d6
Target: Up to 250 people
Casting Time: Full Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: No Range
Magic Roll Penalty: -4
END Cost: 4 to cast, 0 for recipients to use

Description: This spell grants a group of up to 250 soldiers the power to make themselves more agile, dexterous, and accurate than normal for a period of 5 Minutes. In the interest of dramatic sense and ease of game play, the GM should assume the recipients immediately use the power on themselves after receiving it, and that they all roll the same.

Game Information: Grant the following power to other characters: Aid DEX 3d6, Delayed Return Rate (points fade at the rate of 5 per 5 Minutes; +1 1/4) (40 Active Points); Only Aid Self (-1), Recipient May Only Use The Aid Once Per Casting (-1). Total cost: 13 points.

Casting: 13 Active Points, Usable Simultaneously (up to 250 people at once; +2 1/4) (42 Active Points); OAF Expendable (sinews of a bear tied around a bit of dried ox-flesh, Difficult to obtain; -1/4), Extra Time (Full Phase; -1/2), Gestures (-1/4), Incantations (-1/4), Requires A Magic Roll (-1/2), Spell (-1/2). Total cost: 10 points.

Options:

- 1) *Strong Spell*: Increase to Aid DEX 4d6. 58 Active Points; total cost 14 points.
- 2) *Weak Spell*: Decrease to Aid DEX 2d6. 29 Active Points; total cost 7 points.
- 3) *Free Spell*: Total cost: 14 points.
- 4) *Remove A +1/4 Advantage*: 39 Active Points; total cost 9 points.
- 5) *Remove A +1/2 Advantage*: 36 Active Points; total cost 8 points.
- 6) *Remove A -1/4 Limitation*: Total cost 10 points.
- 7) *Remove A -1/2 Limitation*: Total cost 11 points.
- 8) *Add A +1/4 Advantage*: 45 Active Points; total cost 10 points.
- 9) *Add A +1/2 Advantage*: 49 Active Points; total cost 11 points.
- 10) *Add A -1/4 Limitation*: Total cost 9 points.
- 11) *Add A -1/2 Limitation*: Total cost 9 points.
- 12) *Ritual Battle Magic*: Casting this spell requires several wizards. Add Requires Multiple Users (9 casters; -1). Total cost: 8 points.

DEFENSIVE SPELLS



ARMY OF STONE

Effect:	Resistant Protection (6 PD/6 ED)
Target:	Up to 250 people
Casting Time:	Full Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-2
END Cost:	2 to cast, 2 for recipients to use

Description: This spell grants a group of up to 250 soldiers the power to make their skins as tough as armor for a period of 5 Minutes. Once a recipient activates the protection, he remains protected as long as he spends END. If he ever stops paying END for any reason, the protection fades and he cannot use the power again until the spell granting it is cast again.

Game Information: Grant the following power to other characters: Resistant Protection (6 PD/6 ED) (18 Active Points); Costs Endurance (-½), Recipient May Only Use The Armor Once Per Casting (-1). Total cost: 7 points.

Casting: 7 Active Points, Usable Simultaneously (up to 250 people at once; +2¼) (23 Active Points); OAF Expendable (a piece of flint incised with mystic runes, Difficult to obtain; -1¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 6 points.

Options:

- 1) *Strong Spell:* Increase to Resistant Protection (8 PD/8 ED). 32 Active Points; total cost 8 points.
- 2) *Weak Spell:* Decrease to Resistant Protection (4 PD/4 ED). 16 Active Points; total cost 4 points.
- 3) *Free Spell:* Total cost: 9 points.
- 4) *Remove A +¼ Advantage:* 21 Active Points; total cost 6 points.
- 5) *Remove A +½ Advantage:* 19 Active Points; total cost 5 points.
- 6) *Remove A -¼ Limitation:* Total cost 6 points.
- 7) *Remove A -½ Limitation:* Total cost 7 points.
- 8) *Add A +¼ Advantage:* 24 Active Points; total cost 6 points.
- 9) *Add A +½ Advantage:* 26 Active Points; total cost 7 points.
- 10) *Add A -¼ Limitation:* Total cost 6 points.
- 11) *Add A -½ Limitation:* Total cost 5 points.
- 12) *Ritual Battle Magic:* Casting this spell requires several wizards. Add Requires Multiple Users (9 casters; -1). Total cost: 5 points.



BATTLE BARRIER

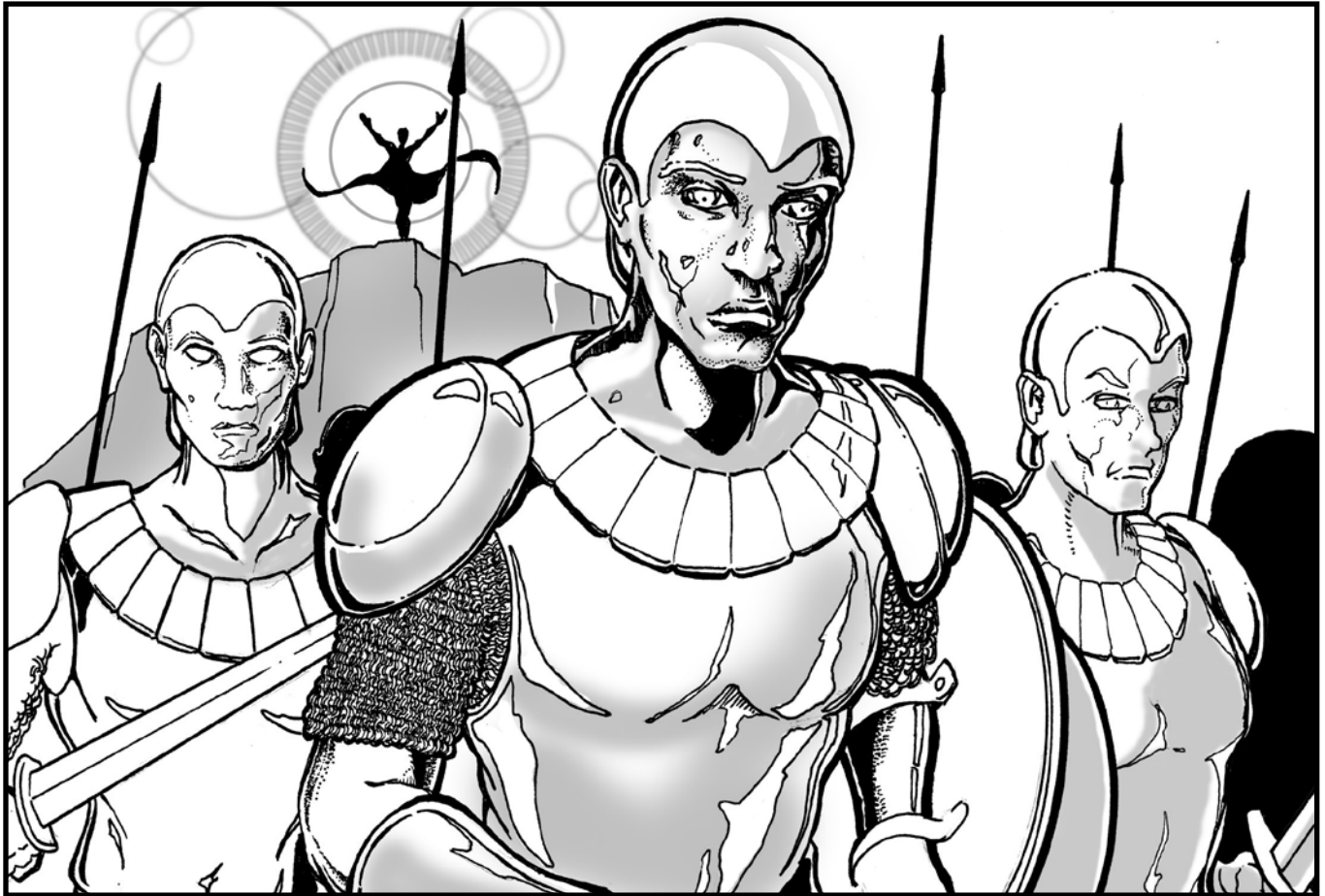
Effect:	Barrier 12 PD/8 ED, 12 BODY (up to 40m long, 3m tall, and ½m thick), Non-Anchored, Dismissable
Target:	Area
Casting Time:	Full Phase
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	200m
Magic Roll Penalty:	-10
END Cost:	5

Description: This spell creates a barrier of mystic force long enough to shelter a large number of soldiers. The caster can move it, allowing the soldiers it protects to advance without fear of arrow fire or the like. (On the other hand, they cannot attack through the barrier either, unless they have attacks that can bypass it.) The caster can shape the Barrier to join ends and form a sealed protected area, but cannot use it to englobe an enemy.

Game Information: Barrier 12 PD/8 ED, 12 BODY (up to 40m long, 3m tall, and ½m thick), Non-Anchored, Dismissable (101 Active Points); OAF Expendable Fragile (glass bubble, Difficult to obtain; -1½), Cannot Englobe (-¼), Costs Half Endurance (to maintain; -¼), Extra Time (Full Phase to cast and maintain; -½), Gestures (-¼), Incantations (-¼), Limited Range (200m; -¼), Requires A Magic Roll (-½). Total cost: 21 points.

Options:

- 1) *Strong Spell:* Increase to 60m long. 121 Active Points; total cost 25 points.
- 2) *Weak Spell:* Decrease to 20m long. 81 Active Points; total cost 17 points.
- 3) *Free Spell:* Total cost: 31 points.
- 4) *Remove A -¼ Limitation:* Total cost 22 points.
- 5) *Remove A -½ Limitation:* Total cost 24 points.
- 6) *Add A +¼ Advantage:* 126 Active Points; total cost 26 points.
- 7) *Add A +½ Advantage:* 151 Active Points; total cost 32 points.
- 8) *Add A -¼ Limitation:* Total cost 20 points.
- 9) *Add A -½ Limitation:* Total cost 19 points.
- 10) *Ritual Battle Magic:* Casting this spell requires several wizards. Add Requires Multiple Users (9 casters; -1). Total cost: 17 points.
- 11) *Stone Battle Barrier:* Instead of creating a wall of mystic force that the caster can move, this version of the spell creates a short stone wall for soldiers to take cover behind. Change to: Barrier 8 PD/8 ED, 10 BODY (up to 40m long, 1m tall, and 1m thick) and remove Costs Half Endurance (to maintain; -¼). 77 Active Points; total cost 17 points.



DEFENSE OF THE DEFENDERS

Effect:	Barrier 12 PD/8 ED, 12 BODY (up to 800m long, 40m tall, and ½m thick), Dismissable Area
Target:	Full Phase
Casting Time:	Full Phase
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	No Range
Magic Roll Penalty:	-0
END Cost:	0

Description: This spell creates a barrier of mystic force that protects a castle or other structure (and thus, the people in it), provided the structure fits within a dome with a circumference of 800m. (Alternately, at the GM's option a character could use the spell just to protect one side of a structure, if necessary.) However, the Barrier prevents the occupants of the structure from attacking targets outside the Wall (unless they have attacks that can bypass it). If any attack breaks through, the whole Wall collapses until the wizard can re-cast the spell.

The caster must be within the structure he wants to protect to cast this spell.

Game Information: Barrier 12 PD/8 ED, 12 BODY (up to 800m long, 40m tall, and ½m thick), Dismissable, Reduced Endurance (0 END; +½) (1,332 Active Points); OAF Expendable Fragile (glass bubble, Difficult to obtain; -1½),

Concentration (0 DCV throughout use of power; -1), Extra Time (Full Phase to cast and maintain; -½), Gestures (throughout; -½), Incantations (throughout; -½), No Range (caster must be inside structure protected by the spell; -½), Only To Protect A Structure The Caster Is In (-1), Requires A Magic Roll (no Active Point penalty; -0), Restricted Shape (globe/dome around structure; -¼). Total cost: 197 points.

Options:

- 1) *Strong Spell:* Increase to 1,000m long. 1,632 Active Points; total cost 242 points.
- 2) *Weak Spell:* Decrease to 400m long. 732 Active Points; total cost 108 points.
- 3) *Free Spell:* Total cost: 254 points.
- 4) *Remove A +¼ Advantage:* 1,110 Active Points; total cost 164 points.
- 5) *Remove A +½ Advantage:* 888 Active Points; total cost 131 points.
- 6) *Remove A -¼ Limitation:* Total cost 205 points.
- 7) *Remove A -½ Limitation:* Total cost 213 points.
- 8) *Add A +¼ Advantage:* 1,554 Active Points; total cost 230 points.
- 9) *Add A +½ Advantage:* 1,776 Active Points; total cost 263 points.
- 10) *Add A -¼ Limitation:* Total cost 190 points.
- 11) *Add A -½ Limitation:* Total cost 184 points.
- 12) *Ritual Battle Magic:* Casting this spell requires several wizards. Add Requires Multiple Users (9 casters; -1). Total cost: 172 points.

★ GHOST SOLDIERS

Effect: Desolidification
Target: Up to 250 people
Casting Time: Full Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: No Range
Magic Roll Penalty: -6
END Cost: 6 to cast, 4 for recipients to use

Description: This spell grants a group of up to 250 soldiers the power to make themselves intangible, thus allowing them to ignore most attacks and walk right through castle walls. On the other hand, they cannot attack or affect the physical world in any way. Once a recipient makes himself intangible, he remains intangible as long as he spends END. If he ever stops paying END for any reason, the intangibility fades and he cannot use the power again until the spell granting it is cast again.

Game Information: Grant the following power to other characters: Desolidification (affected by magic) (40 Active Points); Recipient May Only Use The Desolidification Once Per Casting (-1). Total cost: 20 points.

Casting: 20 Active Points, Usable Simultaneously (up to 250 people at once; +2¼) (65 Active Points); OAF Expendable (dust from a slain ghost, Very Difficult to obtain; -1½), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 16 points.

Options:

- 1) *Free Spell:* Total cost: 26 points.
- 2) *Remove A +¼ Advantage:* 60 Active Points; total cost 15 points.
- 3) *Remove A +½ Advantage:* 55 Active Points; total cost 14 points.
- 4) *Remove A -¼ Limitation:* Total cost 17 points.
- 5) *Remove A -½ Limitation:* Total cost 18 points.
- 6) *Add A +¼ Advantage:* 70 Active Points; total cost 17 points.
- 7) *Add A +½ Advantage:* 75 Active Points; total cost 19 points.
- 8) *Add A -¼ Limitation:* Total cost 15 points.
- 9) *Add A -½ Limitation:* Total cost 14 points.
- 10) *Ritual Battle Magic:* Casting this spell requires several wizards. Add Requires Multiple Users (9 casters; -1). Total cost: 13 points.

★ IMPASSABLE WALLS

Effect: Affects Desolidified (+½) for the exterior walls of up to 10 PD One structure
Target: One structure
Casting Time: 1 Turn
Casting Procedures: Focus, Gestures, Incantations
Duration: Time Limit (duration of 1 Hour, +1 hour per point by which the caster succeeds with his Magic roll)
Range: Touch
Magic Roll Penalty: -4
END Cost: 0

Description: This spell renders the exterior walls of a castle (or other structure) impassable to intangible beings (such as troops using the *Ghost Soldiers* spell). The caster has to either be in the structure, or able to touch the exterior wall, to cast it.

Game Information: Affects Desolidified (+½) for the walls of a Base of up to 10 PD, Reduced Endurance (0 END; +½), Time Limit (duration of 1 Hour, +1 hour per point by which the caster succeeds with his Magic roll; +1½) (45 Active Points); OAF Expendable (link from a chain or suit of chainmail, Easy to obtain; -1), Extra Time (1 Turn to cast; -¾), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Only Applies To Exterior Walls (-¼), Requires A Magic Roll (-½). Total cost: 10 points.

Options:

- 1) *Free Spell:* Total cost: 13 points.
- 2) *Remove A +¼ Advantage:* 41 Active Points; total cost 9 points.
- 3) *Remove A +½ Advantage:* 37 Active Points; total cost 8 points.
- 4) *Remove A -¼ Limitation:* Total cost 10 points.
- 5) *Remove A -½ Limitation:* Total cost 11 points.
- 6) *Add A +¼ Advantage:* 49 Active Points; total cost 11 points.
- 7) *Add A +½ Advantage:* 52 Active Points; total cost 11 points.
- 8) *Add A -¼ Limitation:* Total cost 9 points.
- 9) *Add A -½ Limitation:* Total cost 9 points.
- 10) *Ritual Battle Magic:* Casting this spell requires several wizards. Add Requires Multiple Users (9 casters; -1). Total cost: 8 points.

★ KNITWOUND

Effect: Regeneration (2 BODY/Turn)
Target: Up to 250 people
Casting Time: Full Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Time Limit (duration of 1 hour)
Range: No Range
Magic Roll Penalty: -6
END Cost: 6 to cast, 0 for recipients to use

Description: This spell grants a group of up to 250 soldiers the power to heal their own wounds instantly. They retain the power for one hour from the time of casting.

Game Information: Grant the following power to other characters: Regeneration (2 BODY/Turn) (32 Active Points); Time Limit (duration of 1 Hour; $-\frac{3}{4}$). Total cost: 18 points.

Casting: 18 Active Points, Usable Simultaneously (up to 250 people at once; $+\frac{2}{4}$) (58 Active Points); OAF Expendable (chirurgeon's tool, Difficult to obtain; $-1\frac{1}{4}$), Concentration (0 DCV; $-\frac{1}{2}$), Extra Time (Full Phase; $-\frac{1}{2}$), Gestures ($-\frac{1}{4}$), Incantations ($-\frac{1}{4}$), Requires A Magic Roll ($-\frac{1}{2}$). Total cost: 14 points.

Options:

- 1) *Free Spell:* Total cost: 19 points.
- 2) *Remove A $+\frac{1}{4}$ Advantage:* 54 Active Points; total cost 13 points.
- 3) *Remove A $+\frac{1}{2}$ Advantage:* 49 Active Points; total cost 11 points.
- 4) *Remove A $-\frac{1}{4}$ Limitation:* Total cost 14 points.
- 5) *Remove A $-\frac{1}{2}$ Limitation:* Total cost 15 points.
- 6) *Add A $+\frac{1}{4}$ Advantage:* 63 Active Points; total cost 15 points.
- 7) *Add A $+\frac{1}{2}$ Advantage:* 67 Active Points; total cost 16 points.
- 8) *Add A $-\frac{1}{4}$ Limitation:* Total cost 13 points.
- 9) *Add A $-\frac{1}{2}$ Limitation:* Total cost 12 points.
- 10) *Ritual Battle Magic:* Casting this spell requires several wizards. Add Requires Multiple Users (9 casters; -1). Total cost: 11 points.

MASS CHIRURGY

Effect: Simplified Healing 4d6
Target: 125m Radius
Casting Time: Full Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: No Range
Magic Roll Penalty: -10
END Cost: 10

Description: This spell heals the injuries of everyone in a 125m radius around the caster.

Game Information: Simplified Healing 4d6, Area Of Effect (125m Radius; $+\frac{1}{2}$) (100 Active Points); OAF Expendable (bloodstone etched with mystic runes, Difficult to obtain; $-1\frac{1}{4}$), Extra Time (Full Phase; $-\frac{1}{2}$), Gestures ($-\frac{1}{4}$), Incantations ($-\frac{1}{4}$), Requires A Magic Roll ($-\frac{1}{2}$), Spell ($-\frac{1}{2}$). Total cost: 23 points.

Options:

- 1) *Strong Spell:* Increase to Simplified Healing 5d6. 125 Active Points; total cost 29 points.
- 2) *Weak Spell:* Decrease to Simplified Healing 3d6. 75 Active Points; total cost 18 points.
- 3) *Free Spell:* Total cost: 33 points.
- 4) *Remove A $+\frac{1}{4}$ Advantage:* 90 Active Points; total cost 21 points.
- 5) *Remove A $+\frac{1}{2}$ Advantage:* 80 Active Points; total cost 19 points.
- 6) *Remove A $-\frac{1}{4}$ Limitation:* Total cost 25 points.
- 7) *Remove A $-\frac{1}{2}$ Limitation:* Total cost 27 points.
- 8) *Add A $+\frac{1}{4}$ Advantage:* 110 Active Points; total cost 26 points.

- 9) *Add A $+\frac{1}{2}$ Advantage:* 120 Active Points; total cost 28 points.
- 10) *Add A $-\frac{1}{4}$ Limitation:* Total cost 22 points.
- 11) *Add A $-\frac{1}{2}$ Limitation:* Total cost 21 points.
- 12) *Ritual Battle Magic:* Casting this spell requires several wizards. Add Requires Multiple Users (9 casters; -1). Total cost: 19 points.



TELEPORTATION BARRIER

Effect: Cannot Be Escaped With Teleportation ($+\frac{1}{4}$) for the exterior walls of up to 10 PD
Target: One structure
Casting Time: 1 Turn
Casting Procedures: Focus, Gestures, Incantations
Duration: Time Limit (duration of 1 Hour, +1 hour per point by which the caster succeeds with his Magic roll)
Range: Touch
Magic Roll Penalty: -1
END Cost: 0

Description: This spell renders the exterior walls of a castle (or other structure) impassable via Teleportation. Of course, in the case of some structures, an attacker could teleport to a window or the top of a wall, then climb or teleport into the interior from there, but that's a matter for the structure's designers to consider. The caster has to either be in the structure, or able to touch the exterior wall, to cast it.

Game Information: Cannot Be Escaped With Teleportation ($+\frac{1}{4}$) for the walls of a Base of up to 10 PD, Reduced Endurance (0 END; $+\frac{1}{2}$), Time Limit (duration of 1 Hour, +1 hour per point by which the caster succeeds with his Magic roll; $+\frac{1}{2}$) (12 Active Points); OAF Expendable (red ribbon tied in a mystic knot, Easy to obtain; -1), Extra Time (1 Turn to cast; $-\frac{3}{4}$), Gestures (throughout casting; $-\frac{1}{2}$), Incantations (throughout casting; $-\frac{1}{2}$), Only Applies To Exterior Walls ($-\frac{1}{4}$), Requires A Magic Roll ($-\frac{1}{2}$). Total cost: 3 points.

Options:

- 1) *Free Spell:* Total cost: 3 points.
- 2) *Remove A $+\frac{1}{4}$ Advantage:* 11 Active Points; total cost 2 points.
- 3) *Remove A $+\frac{1}{2}$ Advantage:* 10 Active Points; total cost 2 points.
- 4) *Remove A $-\frac{1}{4}$ Limitation:* Total cost 3 points.
- 5) *Remove A $-\frac{1}{2}$ Limitation:* Total cost 3 points.
- 6) *Add A $+\frac{1}{4}$ Advantage:* 13 Active Points; total cost 3 points.
- 7) *Add A $+\frac{1}{2}$ Advantage:* 14 Active Points; total cost 3 points.
- 8) *Add A $-\frac{1}{4}$ Limitation:* Total cost 2 points.
- 9) *Add A $-\frac{1}{2}$ Limitation:* Total cost 2 points.
- 10) *Ritual Battle Magic:* Casting this spell requires several wizards. Add Requires Multiple Users (9 casters; -1). Total cost: 2 points.



MOVEMENT SPELLS

★ ARMY APORTATION

Effect:	Teleportation 20m, MegaScale (1m = 1 km), Usable As Attack
Target:	32m Radius
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	400m
Magic Roll Penalty:	-9
END Cost:	9

Description: This spell allows a battle-mage to teleport everyone and everything in a 32m radius. He might use this to get friendly troops inside a fortress, to send part of an enemy army far away from the battlefield, or to aport an attacking regiment into a river... or over a cliffside.

The weight limit for this Usable As Attack spell — 100 kg — applies *per 1m radius area*. That prevents the caster from transporting large objects and some non-human troops, but should suffice to Teleport one armed soldier per 1m radius area.

Game Information: Teleportation 20m, Area Of Effect (32m Radius; +1), MegaScale (1m = 1 km; +1), Usable As Attack (+1¼), Ranged (+½) (95 Active Points); OAF Expendable (moebius strip made of a cloth-of-gold ribbon, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 25 points.

Options:

- 1) *Strong Spell:* Increase to Teleportation 30m. 142 Active Points; total cost 38 points.
- 2) *Weak Spell:* Decrease to Teleportation 10m. 47 Active Points; total cost 12 points.
- 3) *Free Spell:* Total cost: 38 points.
- 4) *Remove A +¼ Advantage:* 90 Active Points; total cost 24 points.
- 5) *Remove A +½ Advantage:* 85 Active Points; total cost 23 points.
- 6) *Remove A -¼ Limitation:* Total cost 27 points.
- 7) *Remove A -½ Limitation:* Total cost 29 points.
- 8) *Add A +¼ Advantage:* 100 Active Points; total cost 27 points.
- 9) *Add A +½ Advantage:* 105 Active Points; total cost 28 points.
- 10) *Add A -¼ Limitation:* Total cost 24 points.
- 11) *Add A -½ Limitation:* Total cost 22 points.
- 12) *Ritual Battle Magic:* Casting this spell requires several wizards. Add Requires Multiple Users (9 casters; -1). Total cost: 20 points.

★ EAGLE SOLDIERS

Effect: Flight 40m
Target: Up to 250 people
Casting Time: Full Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: No Range
Magic Roll Penalty: -6
END Cost: 6 to cast, 4 for recipients to use

Description: This spell grants a group of up to 250 soldiers the power to fly. Once a recipient starts to fly, he can keep flying as long as he spends END. If he ever lands, or stops paying END for any reason, the Flight fades and he cannot use the power again until the spell granting it is cast again.

Game Information: Grant the following power to other characters: Flight 40m (40 Active Points); Recipient May Only Use The Flight Once Per Casting (-1). Total cost: 20 points.

Casting: 20 Active Points, Usable Simultaneously (up to 250 people at once; +2¼) (65 Active Points); OAF Expendable (gilded griffin's feather, Very Difficult to obtain; -1½), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 16 points.

Options:

- 1) *Free Spell:* Total cost: 26 points.
- 2) *Remove A +¼ Advantage:* 60 Active Points; total cost 15 points.
- 3) *Remove A +½ Advantage:* 55 Active Points; total cost 14 points.
- 4) *Remove A -¼ Limitation:* Total cost 17 points.
- 5) *Remove A -½ Limitation:* Total cost 18 points.
- 6) *Add A +¼ Advantage:* 70 Active Points; total cost 17 points.
- 7) *Add A +½ Advantage:* 75 Active Points; total cost 19 points.
- 8) *Add A -¼ Limitation:* Total cost 15 points.
- 9) *Add A -½ Limitation:* Total cost 14 points.
- 10) *Ritual Battle Magic:* Casting this spell requires several wizards. Add Requires Multiple Users (9 casters; -1). Total cost: 13 points.

★ MAGEWALKING ARMY

Effect: Teleportation 40m
Target: Up to 250 people
Casting Time: Full Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: No Range
Magic Roll Penalty: -6
END Cost: 6 to cast, 4 for recipients to use

Description: This spell grants a group of up to 250 soldiers the power to teleport.

Game Information: Grant the following power to other characters: Teleportation 40m (40 Active Points); Extra Time (Full Phase; -½). Total cost: 27 points.

Casting: 27 Active Points, Usable Simultaneously (up to 250 people at once; +2¼) (88 Active Points); OAF Expendable (two gold balls, a small one inside a large one, Very Difficult

to obtain; -1½), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 22 points.

Options:

- 1) *Free Spell:* Total cost: 35 points.
- 2) *Remove A +¼ Advantage:* 81 Active Points; total cost 20 points.
- 3) *Remove A +½ Advantage:* 74 Active Points; total cost 18 points.
- 4) *Remove A -¼ Limitation:* Total cost 23 points.
- 5) *Remove A -½ Limitation:* Total cost 25 points.
- 6) *Add A +¼ Advantage:* 94 Active Points; total cost 23 points.
- 7) *Add A +½ Advantage:* 141 Active Points; total cost 25 points.
- 8) *Add A -¼ Limitation:* Total cost 21 points.
- 9) *Add A -½ Limitation:* Total cost 19 points.
- 12) *Ritual Battle Magic:* Casting this spell requires several wizards. Add Requires Multiple Users (9 casters; -1). Total cost: 18 points.

★ SCALING LIKE SPIDERS

Effect: Clinging (normal STR)
Target: Up to 250 people
Casting Time: Full Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Time Limit (duration of 1 hour)
Range: No Range
Magic Roll Penalty: -5
END Cost: 2 to cast, 0 for recipients to use

Description: This spell grants a group of up to 250 soldiers the power to cling to walls, ceilings, and other surfaces just like an insect — thus allowing them to scale castle walls without ladders or ropes. They retain the power for one hour from the time of casting.

Game Information: Grant the following power to other characters: Clinging (normal STR), Time Limit (duration of 1 Hour; +1¼). Total cost: 22 points.

Casting: 22 Active Points, Usable Simultaneously (up to 250 people at once; +2¼) (71 Active Points); OAF Expendable (tiny brass spider, Difficult to obtain; -1¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 19 points.

Options:

- 1) *Free Spell:* Total cost: 28 points.
- 2) *Remove A +¼ Advantage:* 66 Active Points; total cost 18 points.
- 3) *Remove A +½ Advantage:* 60 Active Points; total cost 16 points.
- 4) *Remove A -¼ Limitation:* Total cost 20 points.
- 5) *Remove A -½ Limitation:* Total cost 22 points.
- 6) *Add A +¼ Advantage:* 77 Active Points; total cost 20 points.
- 7) *Add A +½ Advantage:* 82 Active Points; total cost 22 points.
- 8) *Add A -¼ Limitation:* Total cost 18 points.
- 9) *Add A -½ Limitation:* Total cost 17 points.
- 10) *Ritual Battle Magic:* Casting this spell requires several wizards. Add Requires Multiple Users (9 casters; -1). Total cost: 15 points.

SENSORY SPELLS



NIGHTFIGHTER'S EYES

Effect:	Nightvision
Target:	Up to 250 people
Casting Time:	Full Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Time Limit (duration of 1 hour)
Range:	No Range
Magic Roll Penalty:	-1
END Cost:	1 to cast, 0 for recipients to use

Description: This spell grants a group of up to 250 soldiers the power to see clearly even on the darkest night. They retain the power for one hour from the time of casting.

Game Information: Grant the following power to other characters: Nightvision (5 Active Points); Time Limit (duration of 1 Hour; $-\frac{3}{4}$). Total cost: 3 points.

Casting: 3 Active Points, Usable Simultaneously (up to 250 people at once; $+2\frac{1}{4}$) (10 Active Points); OAF Expendable (a dried owl's eye, Difficult to obtain; $-1\frac{1}{4}$), Extra Time (Full Phase; $-\frac{1}{2}$), Gestures ($-\frac{1}{4}$), Incantations ($-\frac{1}{4}$), Requires A Magic Roll ($-\frac{1}{2}$). Total cost: 3 points.

Options:

- 1) *Free Spell:* Total cost: 4 points.
- 2) *Remove A $+\frac{1}{4}$ Advantage:* 9 Active Points; total cost 2 points.
- 3) *Remove A $+\frac{1}{2}$ Advantage:* 8 Active Points; total cost 2 points.
- 4) *Remove A $-\frac{1}{4}$ Limitation:* Total cost 3 points.
- 5) *Remove A $-\frac{1}{2}$ Limitation:* Total cost 3 points.
- 6) *Add A $+\frac{1}{4}$ Advantage:* 10 Active Points; total cost 3 points.
- 7) *Add A $+\frac{1}{2}$ Advantage:* 11 Active Points; total cost 3 points.
- 8) *Add A $-\frac{1}{4}$ Limitation:* Total cost 2 points.
- 9) *Add A $-\frac{1}{2}$ Limitation:* Total cost 2 points.
- 10) *Ritual Battle Magic:* Casting this spell requires several wizards. Add Requires Multiple Users (9 casters; -1). Total cost: 2 points.



PERCEPTIVENESS

Effect:	+4 PER with all Sense Groups
Target:	Up to 250 people
Casting Time:	Full Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Time Limit (duration of 1 hour)
Range:	No Range
Magic Roll Penalty:	-6
END Cost:	6 to cast, 0 for recipients to use

Description: This spell grants a group of up to 250 soldiers senses as acute or more acute than those of beasts. They retain the power for one hour from the time of casting.

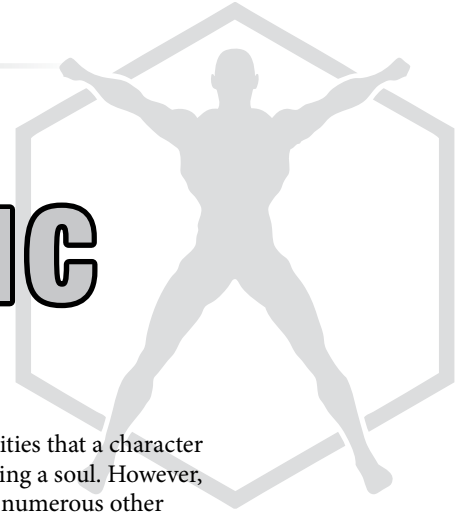
Game Information: Grant the following power to other characters: +4 PER with all Sense Groups (12 Active Points); Time Limit (duration of 1 Hour; $-\frac{3}{4}$). Total cost: 7 points.

Casting: 7 Active Points, Usable Simultaneously (up to 250 people at once; $+2\frac{1}{4}$) (23 Active Points); OAF Expendable (head of a bat, Difficult to obtain; $-1\frac{1}{4}$), Concentration (0 DCV; $-\frac{1}{2}$), Extra Time (Full Phase; $-\frac{1}{2}$), Gestures ($-\frac{1}{4}$), Incantations ($-\frac{1}{4}$), Requires A Magic Roll ($-\frac{1}{2}$). Total cost: 5 points.

Options:

- 1) *Strong Spell:* Increase to +6 PER with all Sense Groups. 32 Active Points; total cost 7 points.
- 2) *Weak Spell:* Decrease to +2 PER with all Sense Groups. 10 Active Points; total cost 2 points.
- 3) *Free Spell:* Total cost: 8 points.
- 4) *Remove A $+\frac{1}{4}$ Advantage:* 21 Active Points; total cost 5 points.
- 5) *Remove A $+\frac{1}{2}$ Advantage:* 19 Active Points; total cost 4 points.
- 6) *Remove A $-\frac{1}{4}$ Limitation:* Total cost 6 points.
- 7) *Remove A $-\frac{1}{2}$ Limitation:* Total cost 6 points.
- 8) *Add A $+\frac{1}{4}$ Advantage:* 24 Active Points; total cost 6 points.
- 9) *Add A $+\frac{1}{2}$ Advantage:* 26 Active Points; total cost 6 points.
- 10) *Add A $-\frac{1}{4}$ Limitation:* Total cost 5 points.
- 11) *Add A $-\frac{1}{2}$ Limitation:* Total cost 5 points.
- 12) *Ritual Battle Magic:* Casting this spell requires several wizards. Add Requires Multiple Users (9 casters; -1). Total cost: 4 points.

BLACK MAGIC



Black Magic means spells used by evil spellcasters — or at least spellcasters who are willing to risk their souls trafficking with the dark powers. In many magic systems Black Magic is related to (or even a part of) Necromancy, Voodoo, or Witchcraft, but it doesn't have to be. Keeping it as a separate form of magic gives you more ways to make villainous mages and evil priests distinctive!

SELLING YOUR SOUL

In literature, one common explanation for how a character gets Black Magic spells and powers is this: he sells his soul to the Devil (or, in many gaming settings, *a* devil). In exchange for the caster's soul, the Devil grants him great power... but when the caster dies, the Devil drags him screaming down to Hell for an eternity of torment. (In a Fantasy gaming setting, "eternity of torment" may become "eternity of service as a warrior/slave of Hell").

In game terms, you can represent a character's selling of his soul by taking one or more Complications, then using them to buy various abilities as well as Black Magic spells and the like. The abilities represent the benefits (such as they are) of not having a soul. Primarily this means immunity to powers that attack the soul, such as the *Soulrip* spell (page 188), *Transforms of the Spirit*, and the like:

Cost Power

- 7 **Has No Soul:** Resistant Protection (24 ED) (36 Active Points); Only Works Against Limited Type Of Attack (*Soulrip* [page 188] and other spells and powers that inflict injury by attacking the soul; -4)
- 6 **Has No Soul:** Power Defense (30 points) (30 Active Points); Only Works Against Limited Type Of Attack (spells and powers that work by attacking the soul; -4)

These are the only two abilities that a character *must* buy to represent not having a soul. However, a character can justify buying numerous other abilities with the special effect of "I sold my soul for power." In addition to Black Magic (or other) spells, some of the most common include:

Cost Power

- 30 **The Devil's Own Luck:** Luck 6d6
- 15 **The Devil Made Me Rich:** Money: Filthy Rich
- 9 **Devilishly Beautiful:** Striking Appearance +3/+3d6

In some stories, the Devil doesn't take the character's soul at first. Instead, he promises him power, wealth, or whatever else he wants for a period of time (typically seven years), then claims both his soul and his life at the end of that time. In that case, the character might not have the *Has No Soul* abilities (since he does, in fact, still have his soul), but could easily have some of the Complications described below (particularly *Watched by the Devil*).

As to the appropriate Complications, here are some suggestions. First, a character could take a Distinctive Feature. Perhaps "sensitives" (such as other spellcasters, mediums, priests, and the like) can perceive that he has no soul. Another possibility is that selling his soul means he no longer casts a shadow, which everyone can see. In either case, the Feature tends to make other people recoil in horror, or at least refuse to have anything more to do with the character than they possibly have to.

Value Complication

- 15 **Distinctive Features:** has no soul (Not Concealable; Causes Extreme Reaction; Detectable Only By Unusual Senses)
- 25 **Distinctive Features:** casts no shadow (Not Concealable; Causes Extreme Reaction)

Second, the character could take an *Enraged/Berserk*, representing the fact that without a soul, he has much less self-control than normal.

WHITE MAGIC

In most Fantasy settings, the opposite of Black Magic is Divine Magic (the holy magics and sacred spells cast by priests and their ilk). However, you could, if you wanted, establish an antipathetic type of arcane magic called *White Magic*. Many White Magic spells would be very similar to Black Magic spells, with but with reversed special effects and Power Modifiers. For example, there might be a *Bright Mantle* spell instead of Dark Mantle, which provides extra defense against Evil attacks. Other White Magic spells might mimic some divine magics, though they probably wouldn't be quite as powerful.

Third, the character could take a Hunted — typically by the Devil, who wants to keep tabs on his “investment.” This is probably a Watched, though the Devil may actively try to kill the character to get his soul more quickly (a wise character negotiates a provision in the sales contract forbidding this, of course). However, in a setting with multiple soul-buying devils, a “competitor” devil might try to harass the character for his own purposes.

Value Complication

- 10 **Hunted:** by the Devil (Infrequently, Mo Pow, NCI, Watching)
 20 **Hunted:** by the Devil (Infrequently, Mo Pow, NCI, Kill)

Fourth, the character might have various Psychological Complications caused by or deriving from his lack of a soul. Some examples include:

Value Complication

- 25 **Psychological Complication:** Utterly Evil (Very Common, Total)
 20 **Psychological Complication:** Desperate To Regain His Soul And Rescind The Bargain With The Devil (Common, Total)
 15 **Psychological Complication:** Greedy (Common, Strong)

Fifth, the character might suffer from a Social Complication. The lack of a soul somehow makes him seem “wrong” to other people — they feel uncomfortable in his presence and have difficulty getting along with him. He suffers a minimum -2 penalty to all attempts to use Interaction Skills in a friendly or helpful way (but may receive a corresponding bonus to Interrogation), and a -2d6 or greater penalty on “friendly” Presence Attacks.

Value Complication

- 20 **Social Complication:** Has No Soul (Very Frequently, Major)

Lastly, not having a soul may make the character Susceptible to the same sorts of things that demons and undead are: holy water or symbols; sacred places; and the like.

CASTING BLACK MAGIC SPELLS

To emphasize the foul and corrupting nature of Black Magic (even in comparison to Necromancy and Witchcraft), the GM may want to make these spells dangerous to use. In short, learning or casting Black Magic spells corrupts and imperils the spellcaster's soul (if he still has one).

If the GM institutes this rule, then the use of Black Magic spells works a subtle Major Transform on a spellcaster. Every spell learned incurs a few points of Transform damage; every spell cast incurs a point or less (no defense applies against this). The exact rate is up to the GM; it all depends on how quickly he wants characters to suffer the effects. For example, a rate of 2 points of damage

per spell learned and 1 point per spell cast will corrupt characters quickly.

On the other hand, a rate of .5 points per spell learned and .1 points per spell cast leaves the caster's soul intact for a much longer period of time. This Transform works against the character's EGO instead of his BODY, and the only way to heal the damage is special divine magic spells (or perhaps some other powerful magics, such as Grant Wish).

When the Transform is complete, the character gains some of the Complications described above. The GM chooses which ones, but the *Utterly Evil* Psychological Complication and *Has No Soul* Social Complication (renamed *Corrupted Soul*) are probably the most common. Even after the character's soul becomes corrupt, keep track of the Transform damage he continues to accumulate; this affects how difficult it is to “heal” his soul (should anyone ever try).

At the GM's option, characters can add this effect as a Side Effect for a spell (minor effect, always occurs; -½).

OFFENSIVE SPELLS



AGONY

Effect:	Mental Blast 3d6, Does BODY
Target:	One character
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	LOS
Magic Roll Penalty:	-6
END Cost:	6

Description: This spell allows a black magician to inflict twisting torment upon another person. The pain is so intense that it causes actual physical harm (*i.e.*, BODY damage). Injuries it inflicts manifest as pustules, sores, and the like erupting upon the target's body, the target bleeding from his eyes or fingernails, or the like.

Game Information: Mental Blast 3d6, Does BODY (+1) (60 Active Points); OAF (amulet of jet, incised with accursed symbols; -1), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 17 points.

Options:

- 1) *Strong Spell:* Increase to Mental Blast 4d6. 80 Active Points; total cost 23 points.
- 2) *Weak Spell:* Decrease to Mental Blast 2d6. 40 Active Points; total cost 11 points.
- 3) *Free Spell:* Total cost: 24 points.
- 4) *Remove A -¼ Limitation:* Total cost 18 points.
- 5) *Remove A -½ Limitation:* Total cost 20 points.
- 6) *Add A +¼ Advantage:* 67 Active Points; total cost 19 points.
- 7) *Add A +½ Advantage:* 75 Active Points; total cost 21 points.
- 8) *Add A -¼ Limitation:* Total cost 16 points.
- 9) *Add A -½ Limitation:* Total cost 15 points.

BLOOD SACRIFICE

Effect:	Aid Magic 4d6, Variable Effect (any one Magic spell at a time)
Target:	Self
Casting Time:	5 Minutes
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	Self
Magic Roll Penalty:	-8
END Cost:	8

Description: This terrible spell uses the power of blood to boost the power of the mage's spells. By sacrificing a medium-sized animal, such as a goat or a dog (usually a black one) in a special night-time ceremony, he can augment one of his spells for several hours.

At the GM's option, if a character sacrifices a human (or other sentient being), the effect of the spell is *doubled* — either increase it to Aid Magic 8d6, or increase to Delayed Return Rate to 5 points per Day (or even Week). If the sacrifice is a child or maiden, that may enhance the spell's effect even more.

Game Information: Aid Magic 4d6, Variable Effect (any one Magic spell at a time; +½), Delayed Return Rate (points fade at the rate of 5 per Hour; +1¼) (78 Active Points); OAF Expendable (sacrifice itself, plus ritual knife and other tools, Extremely Difficult to obtain; -2), Concentration (0 DCV throughout casting; -1), Extra Time (5 Minutes; -2), Gestures (throughout; -½), Incantations (throughout; -½), Only At Night Or In Darkness (-½), Requires A Magic Roll (-½), Only Aid Self (-1). Total cost: 9 points.

Options:

- 1) *Strong Spell:* Increase to Aid Magic 6d6. 117 Active Points; total cost 13 points.
- 2) *Weak Spell:* Decrease to Aid Magic 2d6. 39 Active Points; total cost 4 points.
- 3) *Free Spell:* Total cost: 11 points.
- 4) *Place Of Power:* The caster can only perform a Blood Sacrifice at a specific sacrificial place. Increase to OAF Expendable Immobile (-3). Total cost: 8 points.
- 5) *Remove A +¼ Advantage:* 72 Active Points; total cost 8 points.
- 6) *Remove A +½ Advantage:* 66 Active Points; total cost 7 points.
- 7) *Remove A -¼ Limitation:* Total cost 9 points.
- 8) *Remove A -½ Limitation:* Total cost 9 points.
- 9) *Add A +¼ Advantage:* 84 Active Points; total cost 9 points.
- 10) *Add A +½ Advantage:* 90 Active Points; total cost 10 points.
- 11) *Add A -¼ Limitation:* Total cost 8 points.
- 12) *Add A -½ Limitation:* Total cost 8 points.
- 13) *Expanded Spell I:* Increase to Expanded Effect + Variable Effect (any two Magic spells or powers at once; +1). 90 Active Points; total cost 10 points.

- 14) *Expanded Spell II:* Increase to Expanded Effect + Variable Effect (any four Magic spells or powers at once; +2). 114 Active Points; total cost 13 points.
- 15) *Expanded Spell III:* Increase to Expanded Effect + Variable Effect (all Magic spells or powers simultaneously; +4). 162 Active Points; total cost 18 points.

BLOOD VENGEANCE

Effect:	Drain CON 3d6, Delayed Return Rate (points return at the rate of 5 per Century), costs character 2 BODY permanently
Target:	One character
Casting Time:	Full Phase (Attack Action)
Casting Procedures:	Gestures, Incantations
Duration:	Instant
Range:	50m
Magic Roll Penalty:	-7
END Cost:	15

Description: The aptly-named spell of Blood Vengeance permanently weakens and injures a foe... but at the cost of draining some of the caster's life essence. While few wizards willingly cast a Blood Vengeance spell because the price is so high, this fearsome enchantment remains a part of the magical arsenal, giving pause to all those who would harm a spellcaster.

At the GM's option, characters can redefine this spell to Drain some other Characteristic when they buy it, or change the Side Effect to permanently remove 2 Character Points' worth of some other Characteristic.

Game Information: Drain CON 3d6, Delayed Return Rate (points return at the rate of 5 per Century; +4) (150 Active Points); Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Limited Range (50m; -¼), Requires A Magic Roll (-1 per 20 Active Points; -¼), Side Effect (costs character 2 points of BODY permanently to cast; -2), Spell (-½). Total cost: 30 points.

Options:

- 1) *Strong Spell:* Increase to Drain CON 4d6. 200 Active Points; total cost 40 points.
- 2) *Weak Spell:* Decrease to Drain CON 2d6 and 1 BODY casting cost. 50 Active Points; total cost 10 points.
- 3) *Focused Spell:* Add OAF (-1). Total cost: 25 points.
- 4) *Remove A +¼ Advantage:* 142 Active Points; total cost 28 points.
- 5) *Remove A +½ Advantage:* 135 Active Points; total cost 27 points.
- 6) *Remove A -¼ Limitation:* Total cost 31 points.
- 7) *Remove A -½ Limitation:* Total cost 33 points.
- 8) *Add A +¼ Advantage:* 157 Active Points; total cost 31 points.
- 9) *Add A +½ Advantage:* 165 Active Points; total cost 33 points.
- 10) *Add A -¼ Limitation:* Total cost 28 points.
- 11) *Add A -½ Limitation:* Total cost 27 points.



★ COFFIN NAILS

Effect: RKA 4d6, NND, Does BODY
Target: 1m Radius Accurate (covers the entire world)
Casting Time: 1 Minute (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: No Range
Magic Roll Penalty: -0
END Cost: 16

Description: To cast this spell, the black magician must visit a graveyard at midnight and dig up a coffin — any coffin will do, provided it was nailed shut before interment. After retrieving the coffin, he removes the nails (he needs at least four; otherwise, limit him to RKA 1d6 per nail used). After speaking a magic charm over the nails to seal the death-energy of the coffin into them, the caster must then find one of his victim's footprints. As he drives the nails into the footprint, he speaks the remaining words of the charm... and the victim falls dead!

Game Information: RKA 4d6, NND (defense is Life-Shielding or an active Wizard's Shield; +1), Does BODY (+1), Area Of Effect (1m Radius Accurate; +½), MegaArea (1m area covers the entire world; +2), Reduced Endurance (½ END; +¼) (345 Active Points); OAF Expendable (four coffin nails, Difficult to obtain; -1¼), Concentration (0 DCV throughout; -1), Extra Time (1 Minute; -1½), Gestures (throughout; -½), Incantations (throughout; -½), Must Have Access To Victim's Footprint (-½), No Range (-½), Requires A Magic Roll (no Active Point penalty; -0), Spell (-½). Total cost: 47 points.

Options:

- 1) *Strong Spell:* Increase to RKA 5d6. 431 Active Points; total cost 59 points.

- 2) *Weak Spell:* Decrease to RKA 3d6. 259 Active Points; total cost 35 points.
- 3) *Free Spell:* Total cost: 57 points.
- 4) *Remove A +¼ Advantage:* 330 Active Points; total cost 45 points.
- 5) *Remove A +½ Advantage:* 315 Active Points; total cost 43 points.
- 6) *Remove A -¼ Limitation:* Total cost 49 points.
- 7) *Remove A -½ Limitation:* Total cost 51 points.
- 8) *Add A +¼ Advantage:* 360 Active Points; total cost 50 points.
- 9) *Add A +½ Advantage:* 375 Active Points; total cost 52 points.
- 10) *Add A -¼ Limitation:* Total cost 46 points.
- 11) *Add A -½ Limitation:* Total cost 44 points.
- 12) *Ritual Black Magic:* Casting this spell requires several black magicians. Add Requires Multiple Users (6 casters; -¾). Total cost: 43 points.

★ CORRUPTION

Effect: Major Transform 6d6 (person with normal soul into person with corrupted soul)
Target: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 100m
Magic Roll Penalty: -7
END Cost: 7

Description: This spell does to another character what so many black magicians do to themselves voluntarily: it corrupts the soul, making the victim evil and depraved. Only certain priestly blessing and magics can undo its effects.

This Transform works against the Spirit, and when complete inflicts upon the target the *Utterly Evil* and *Corrupted Soul* Complications described above.

Game Information: Major Transform 6d6 (person with normal soul into person with corrupted soul; heals back through application of certainly priestly magics), ACV (uses OCV against DMCV; +¼) (75 Active Points); OAF (wand made of intertwined ivory and jet; -1), Gestures (-¼), Incantations (-¼), Limited Range (100m; -¼), Limited Target (beings with souls; -½), Requires A Magic Roll (-½), Spell (-½). Total cost: 18 points.

Options:

- 1) *Strong Spell:* Increase to Major Transform 8d6. 100 Active Points; total cost 23 points.
- 2) *Weak Spell:* Decrease to Major Transform 4d6. 50 Active Points; total cost 12 points.
- 3) *Free Spell:* Total cost: 23 points.
- 4) *Remove A +¼ Advantage:* 60 Active Points; total cost 14 points.
- 5) *Remove A -¼ Limitation:* Total cost 19 points.
- 6) *Remove A -½ Limitation:* Total cost 20 points.
- 7) *Add A +¼ Advantage:* 90 Active Points; total cost 21 points.
- 8) *Add A +½ Advantage:* 105 Active Points; total cost 25 points.
- 9) *Add A -¼ Limitation:* Total cost 17 points.
- 10) *Add A -½ Limitation:* Total cost 16 points.
- 11) *Ritual Black Magic:* Casting this spell requires several black magicians. Add Requires Multiple Users (6 casters; -¾). Total cost: 15 points.

CURSE

Effect: Drain [one Characteristic] 4d6
Target: 1m Radius Accurate (covers the entire world)
Casting Time: 1 Hour (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: No Range
Magic Roll Penalty: -0
END Cost: 13

Description: This spell afflicts the victim with a long-lasting debilitation of some sort.

In game terms Curse is defined as a long-lasting Drain of one Characteristic. The character must define which characteristic it affects when he buys the spell, and cannot change it thereafter:

- Curse Of Weakness: Drain STR
- Curse Of Palsy: Drain DEX
- Curse Of Enervation: Drain CON
- Curse Of Feeble-mindedness: Drain INT
- Curse Of Confusion: Drain EGO
- Curse Of Cowardice: Drain PRE
- Curse Of Inaccuracy: Drain OCV
- Curse Of Vulnerability: Drain DCV
- Curse Of Mental Inaccuracy: Drain OMCV
- Curse Of Mental Vulnerability: Drain DMCV
- Curse Of Slowness: Drain SPD
- Curse Of Frailty: Drain PD
- Curse Of Burning: Drain ED
- Curse Of Slow Healing: Drain REC
- Curse Of Weariness: Drain END
- Curse Of Sickness: Drain BODY
- Curse Of Pain: Drain STUN

Game Information: Drain [one Characteristic] 4d6, Delayed Return Rate (points return at the rate of 5 per Year; +¾), Area Of Effect (1m Radius Accurate; +½), MegaArea (1m area covers the entire world; +2), Reduced Endurance (½ END; +¼) (280 Active Points); OAF Expendable (black cat sacrifice plus sacrificial tools and supplies, Extremely Difficult to obtain; -2), Concentration (0 DCV throughout casting; -1), Extra Time (1 Hour; -3), Gestures (throughout; -½), Incantations (throughout; -½), No Range (-½), Requires A Magic Roll (no Active Point penalty; -0), Spell (-½). Total cost: 31 points.

Options:

- 1) *Strong Spell:* Increase to Drain DEX 6d6. 420 Active Points; total cost 47 points.
- 2) *Weak Spell:* Decrease to Drain DEX 2d6. 140 Active Points; total cost 15 points.
- 3) *Free Spell:* Total cost: 40 points.
- 4) *Remove A +¼ Advantage:* 270 Active Points; total cost 30 points.
- 5) *Remove A +½ Advantage:* 260 Active Points; total cost 29 points.
- 6) *Remove A -¼ Limitation:* Total cost 32 points.
- 7) *Remove A -½ Limitation:* Total cost 33 points.
- 8) *Add A +¼ Advantage:* 290 Active Points; total cost 32 points.
- 9) *Add A +½ Advantage:* 300 Active Points; total cost 33 points.
- 10) *Add A -¼ Limitation:* Total cost 30 points.
- 11) *Add A -½ Limitation:* Total cost 29 points.
- 12) *Ritual Black Magic:* Casting this spell requires several black magicians. Add Requires Multiple Users (6 casters; -¾). Total cost: 29 points.
- 13) *Combat Curse:* Change to Extra Time (Full Phase; -½). Total cost: 43 points.

CURSE OF BLINDNESS

Effect: Major Transform 8d6 (sighted being into blind being), Indirect
Target: 1m Radius Accurate (covers the entire world)
Casting Time: 1 Hour (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: No Range
Magic Roll Penalty: -0
END Cost: 28

Description: This foul Black Magic spell strikes blind the person against whom it's used. Only a reverse casting of the same spell, or certain priestly curing-magics, can heal the effects.

Game Information: Major Transform 8d6 (sighted being into blind being; heals back through another application of this spell or a like spell), Area Of Effect (1m Radius Accurate; +½), MegaArea (1m area covers the entire world; +2) (280 Active Points); OAF Expendable (black dog sacrifice plus sacrificial tools and supplies, Extremely Difficult to obtain; -2), Concentration (0 DCV throughout casting; -1), Extra Time (1 Hour; -3), Gestures (throughout; -½), Incantations (throughout; -½), No Range (-½), Requires A Magic Roll (no Active Point penalty; -0), Spell (-½). Total cost: 31 points.

Options:

- 1) *Strong Spell*: Increase to Major Transform 10d6. 350 Active Points; total cost 39 points.
- 2) *Weak Spell*: Decrease to Major Transform 6d6. 210 Active Points; total cost 23 points.
- 3) *Free Spell*: Total cost: 40 points.
- 4) *Remove A +¼ Advantage*: 260 Active Points; total cost 29 points.
- 5) *Remove A +½ Advantage*: 240 Active Points; total cost 27 points.
- 6) *Remove A -¼ Limitation*: Total cost 32 points.
- 7) *Remove A -½ Limitation*: Total cost 33 points.
- 8) *Add A +¼ Advantage*: 300 Active Points; total cost 33 points.
- 9) *Add A +½ Advantage*: 320 Active Points; total cost 35 points.
- 10) *Add A -¼ Limitation*: Total cost 30 points.
- 11) *Add A -½ Limitation*: Total cost 29 points.
- 12) *Ritual Black Magic*: Casting this spell requires several black magicians. Add Requires Multiple Users (6 casters; -¾). Total cost: 29 points.
- 13) *Combat Curse*: Change to Extra Time (Full Phase; -½). Total cost: 43 points.

**DEATH CURSE**

Effect: RKA 8d6, NND, Does BODY
Target: 1m Radius Accurate (covers the entire world)
Casting Time: 1 Hour (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: No Range
Magic Roll Penalty: -0
END Cost: 33

Description: This terrible curse instantly slays a person named by the witch in a mystic ceremony.

Game Information: RKA 8d6, NND (defense is Life-Shielding; +1), Does BODY (+1), Area Of Effect (1m Radius Accurate; +½), MegaArea (1m area covers the entire world; +2), Reduced Endurance (½ END; +¼) (690 Active Points); OAF Expendable (black cat sacrifice plus sacrificial tools and supplies, Extremely Difficult to obtain; -2), Concentration (0 DCV throughout casting; -1), Extra Time (1 Hour; -3), Gestures (throughout; -½), Incantations (throughout; -½), No Range (-½), Requires A Magic Roll (no Active Point penalty; -0), Spell (-½). Total cost: 77 points.

Options:

- 1) *Strong Spell*: Increase to RKA 10d6. 862 Active Points; total cost 96 points.
- 2) *Weak Spell*: Decrease to RKA 6d6. 517 Active Points; total cost 57 points.
- 3) *Free Spell*: Total cost: 98 points.
- 4) *Remove A +¼ Advantage*: 660 Active Points; total cost 73 points.
- 5) *Remove A +½ Advantage*: 630 Active Points; total cost 70 points.
- 6) *Remove A -¼ Limitation*: Total cost 79 points.
- 7) *Remove A -½ Limitation*: Total cost 81 points.
- 8) *Add A +¼ Advantage*: 720 Active Points; total cost 80 points.
- 9) *Add A +½ Advantage*: 750 Active Points; total cost 83 points.
- 10) *Add A -¼ Limitation*: Total cost 74 points.
- 11) *Add A -½ Limitation*: Total cost 73 points.
- 12) *Ritual Black Magic*: Casting this spell requires several black magicians. Add Requires Multiple Users (6 casters; -¾). Total cost: 71 points.
- 13) *Combat Curse*: Change to Extra Time (Full Phase; -½). Total cost: 106 points.

**THE EVIL EYE**

Effect: Drain 1d6, Expanded Effect + Variable Effect (any two Characteristics at once), Damage Over Time
Target: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 10m
Magic Roll Penalty: -4
END Cost: 4

Description: This special curse-like spell allows a black magician to inflict grievous harm upon another person merely by looking at him. He must make eye contact with the victim, which means he has to be fairly close to him (this is also why many people refuse to look directly at anyone they suspect of practicing Black Magic). He then utters a malediction of some sort, and the harm described soon starts to affect the victim until, slowly but surely, he's crippled by it. The black magician can instantly dispel the effects of the Evil Eye if he so chooses; this counts as a Limitation because it's a well-known fact and often leads people to hunt down a black magician whom they believe has cursed one of their relatives or friends.

Game Information: Drain 1d6, Expanded Effect + Variable Effect (any two Characteristics at once; +1), Delayed Return Rate (points return at the rate of 5 per Month; +2¾) (47 Active Points); Caster Can Instantly Alleviate Effects (-½), Damage Over Time (6 increments, one per hour for 6 Hours, defense only applies once, cannot be used again on same victim until all increments accrue; -1), Eye Contact Required (-½), Extra Time (onset time of 5 Minutes; -2), Gestures (-¼), Incantations (-¼), Limited Range (10m; -¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 7 points.

Options:

- 1) *Strong Spell:* Increase to Drain 2d6. 95 Active Points; total cost 14 points.
- 2) *Weak Spell:* Decrease to Drain ½d6. 24 Active Points; total cost 3 points.
- 3) *Focused Spell:* Add OAF (-1). Total cost: 6 points.
- 4) *Remove A +¼ Advantage:* 45 Active Points; total cost 7 points.
- 5) *Remove A +½ Advantage:* 42 Active Points; total cost 6 points.
- 6) *Remove A -¼ Limitation:* Total cost 7 points.
- 7) *Remove A -½ Limitation:* Total cost 7 points.
- 8) *Add A +¼ Advantage:* 45 Active Points; total cost 7 points.
- 9) *Add A +½ Advantage:* 52 Active Points; total cost 8 points.
- 10) *Add A -¼ Limitation:* Total cost 7 points.
- 11) *Add A -½ Limitation:* Total cost 6 points.

★ HELLFIRE

Effect: RKA 2d6, Penetrating (x2)
Target: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 60m
Magic Roll Penalty: -6
END Cost: 6

Description: This spell summons up a tiny spark of the very fires of Hell and hurls it at the target. Even the most potent magical defenses rarely provide full protection against hellfire.

Game Information: RKA 2d6, Penetrating (x2; +1) (60 Active Points); OAF Expendable (ball of sulphur and charcoal, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Limited Range (60m; -¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 15 points.

Options:

- 1) *Strong Spell:* Increase to RKA 3d6. 90 Active Points; total cost 22 points.
- 2) *Weak Spell:* Decrease to RKA 1d6. 30 Active Points; total cost 7 points.
- 3) *Free Spell:* Total cost: 22 points.
- 4) *Remove A +¼ Advantage:* 52 Active Points; total cost 13 points.
- 5) *Remove A +½ Advantage:* 45 Active Points; total cost 11 points.

- 6) *Remove A -¼ Limitation:* Total cost 16 points.
- 7) *Remove A -½ Limitation:* Total cost 17 points.
- 8) *Add A +¼ Advantage:* 67 Active Points; total cost 17 points.
- 9) *Add A +½ Advantage:* 75 Active Points; total cost 19 points.
- 10) *Add A -¼ Limitation:* Total cost 14 points.
- 11) *Add A -½ Limitation:* Total cost 13 points.
- 12) *Deadly Hellfire:* Almost no one can resist this form of Hellfire. Remove Penetrating (+1) and add NND (defense is Wizard's Shield; +1), Does BODY (+1). 90 Active Points; total cost 22 points.

★ HEX

Effect: Major Transform 8d6 (person into person with Unluck 4d6)
Target: One character
Casting Time: Full Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 40m
Magic Roll Penalty: -8
END Cost: 8

Description: This spell allows a black magician to inflict a curse of ill fortune upon another person who's nearby. If the spell succeeds, the victim is doomed to misfortune until such time as the caster chooses to lift the malediction (or some other spellcaster removes it).

Game Information: Major Transform 8d6 (person into person with Unluck 4d6, heals back through another application of this spell or a like spell) (80 Active Points); OAF Expendable (mandrake root harvested in a special ceremony, Difficult to obtain; -1¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Limited Range (40m; -¼), Limited Target (sentient beings; -¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 17 points.

Options:

- 1) *Strong Spell:* Increase to Major Transform 10d6. 100 Active Points; total cost 21 points.
- 2) *Weak Spell:* Decrease to Major Transform 6d6. 60 Active Points; total cost 13 points.
- 3) *Free Spell:* Total cost: 23 points.
- 4) *Remove A -¼ Limitation:* Total cost 18 points.
- 5) *Remove A -½ Limitation:* Total cost 19 points.
- 6) *Add A +¼ Advantage:* 100 Active Points; total cost 21 points.
- 7) *Add A +½ Advantage:* 120 Active Points; total cost 25 points.
- 8) *Add A -¼ Limitation:* Total cost 16 points.
- 9) *Add A -½ Limitation:* Total cost 15 points.
- 10) *Long-Range Hex:* This version of the spell can affect someone anywhere in the world. Add Area Of Effect (1m Radius Accurate; +½), MegaArea (1m area covers the entire world; +2), Reduced Endurance (½ END; +¼) and change Limited Range (-¼) to No Range (-½). 300 Active Points; total cost 60 points.



PESTILENCE

Effect:	Drain BODY 1d6, Damage Over Time
Target:	8 km Radius
Casting Time:	5 Minutes (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-5
END Cost:	5

Description: With this spell, a black magician can start a virulent epidemic. Beginning an hour after he casts the spell, everyone who was within 7 kilometers of him when he casts it begins to feel ill — feverish, nauseous, possibly more. The victims suffer 1d6 of Drain BODY that day, and another 1d6 the next day. This should kill most children and elderly folk, and more than a few healthy adults as well.

In the interest of properly representing the special effect, the GM may rule that the loss of BODY once the Drain reduces a character into the negatives takes place once per 6 Hours or once per Day, rather than once per Turn.

Game Information: Drain BODY 1d6, Area Of Effect (8m Radius; +½), Delayed Return Rate (fpoints return at the rate of 5 per Month; +2¾), MegaScale (1m = 1 km wide, broad, and deep; +1), Personal Immunity (+¼) (55 Active Points); OAF Expendable (black rooster sacrifice plus sacrificial tools and substances, Extremely Difficult to obtain; -2), Concentration (0 DCV throughout casting; -1), Damage Over Time (2 increments, one per day for 2 Days, defense only applies once, cannot be used again on same victim until all increments accrue; -4½), Extra Time (5 Minutes to cast; -2), Extra Time (1 Hour onset time; -3), Gestures (throughout casting; -½), Incantations (throughout casting; -½), No Range (-½), Requires A Magic Roll (-½), Spell (-½). Total cost: 3 points.

Options:

- 1) *Strong Spell:* Increase to Drain BODY 2d6. 110 Active Points; total cost 7 points.
- 2) *Weak Spell:* Decrease to Drain BODY ½d6. 27 Active Points; total cost 2 points.
- 3) *Free Spell:* Total cost: 4 points.
- 4) *Remove A +¼ Advantage:* 52 Active Points; total cost 3 points.
- 5) *Remove A +½ Advantage:* 50 Active Points; total cost 3 points.
- 6) *Remove A -¼ Limitation:* Total cost 3 points.
- 7) *Remove A -½ Limitation:* Total cost 3 points.
- 8) *Add A +¼ Advantage:* 57 Active Points; total cost 3 points.
- 9) *Add A +½ Advantage:* 60 Active Points; total cost 4 points.
- 10) *Add A -¼ Limitation:* Total cost 3 points.
- 11) *Add A -½ Limitation:* Total cost 3 points.
- 12) *Ritual Black Magic:* Casting this spell requires several black magicians. Add Requires Multiple Users (6 casters; -¾). Total cost: 3 points.



PUPPETEER

Effect:	Telekinesis (30 STR), Only To Puppeteer
Target:	One character
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	40m
Magic Roll Penalty:	-4
END Cost:	4

Description: This spell allows the black magician to use vile arcane forces to take hold of a victim's body and move it against the victim's will. The caster cannot pick the target up and move him through the air, "punch" or "squeeze" the victim, or the like — all he can do is move the victim's limbs and body to force the victim to walk and perform other physical actions. The victim can, of course, fight back with his own STR, which may make puppeteering him a taxing endeavor; he can also cry for help (unless the caster holds his jaws shut with this spell) or the like. The spell only has a range of 40m, so the caster must remain within that distance of the victim or the spell ends instantly.

See APG 122 for more on "puppeteering."

Game Information: Telekinesis (30 STR) (45 Active Points); OAF Expendable (mandrake root harvested in a special ceremony, Difficult to obtain; -1¼), Affects Whole Object (-¼), Gestures (-¼), Incantations (-¼), Limited Range (40m; -¼), Only To Puppeteer (see text; -½), Requires A Magic Roll (-½), Spell (-½). Total cost: 9 points.

Options:

- 1) *Strong Spell:* Increase to Telekinesis (40 STR). 60 Active Points; total cost 13 points.
- 2) *Weak Spell:* Decrease to Telekinesis (20 STR). 30 Active Points; total cost 6 points.
- 3) *Free Spell:* Total cost: 13 points.
- 4) *Remove A -¼ Limitation:* Total cost 10 points.
- 5) *Remove A -½ Limitation:* Total cost 10 points.
- 6) *Add A +¼ Advantage:* 56 Active Points; total cost 12 points.
- 7) *Add A +½ Advantage:* 67 Active Points; total cost 14 points.
- 8) *Add A -¼ Limitation:* Total cost 9 points.
- 9) *Add A -½ Limitation:* Total cost 8 points.

☆ PUTRIFY

Effect:	Minor Transform 3d6 (edible food and drink to spoiled food and drink)
Target:	Food (see text)
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	50m
Magic Roll Penalty:	-1
END Cost:	1

Description: With this spell a black magician can spoil a quantity of prepared food and drink, making it totally inedible. Bread becomes moldy, wine turns into undrinkably bitter vinegar, meat rots, and so forth. For purposes of this spell, the GM should assume that each pound of food or gallon of drink has 1 BODY, then use the total on the dice to determine how much the spell ruins.

Game Information: Minor Transform 3d6 (edible food and drink to spoiled food and drink, heals back through another application of this spell or another appropriate spell) (15 Active Points); OAF Expendable (pig's trotter, Easy to obtain; -1), Gestures (-¼), Incantations (-¼), Limited Range (50m; -¼), Limited Target (prepared food and drink; -1), Requires A Magic Roll (-½), Spell (-½). Total cost: 3 points.

Options:

- 1) *Strong Spell:* Increase to Minor Transform 4d6. 20 Active Points; total cost 4 points.
- 2) *Weak Spell:* Decrease to Minor Transform 2d6. 10 Active Points; total cost 2 points.
- 3) *Free Spell:* Total cost: 4 points.
- 4) *Remove A -¼ Limitation:* Total cost 3 points.
- 5) *Remove A -½ Limitation:* Total cost 3 points.
- 6) *Add A +¼ Advantage:* 19 Active Points; total cost 4 points.
- 7) *Add A +½ Advantage:* 22 Active Points; total cost 5 points.
- 8) *Add A -¼ Limitation:* Total cost 3 points.
- 9) *Add A -½ Limitation:* Total cost 3 points.

☆ SEDUCTION

Effect:	Mind Control 14d6, Only To Seduce
Target:	One character
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-7
END Cost:	7

Description: This foul spell allows the caster to take control of the mind of another person and force that person to submit to his disgusting lusts.

Game Information: Mind Control 14d6 (70 Active Points); OAF Expendable (small amethyst, Very Difficult to obtain; -1½), Eye Contact Required (-½), Gestures (-¼), Incantations (-¼), No Range (-½), Only To Seduce Members Of The Opposite Gender (-1), Requires A Magic Roll (-½), Spell (-½). Total cost: 12 points.

Options:

- 1) *Strong Spell:* Increase to Mind Control 16d6. 80 Active Points; total cost 13 points.
- 2) *Weak Spell:* Decrease to Mind Control 12d6. 60 Active Points; total cost 10 points.
- 3) *Free Spell:* Total cost: 15 points.
- 4) *Remove A -¼ Limitation:* Total cost 12 points.
- 5) *Remove A -½ Limitation:* Total cost 13 points.
- 6) *Add A +¼ Advantage:* 87 Active Points; total cost 14 points.
- 7) *Add A +½ Advantage:* 105 Active Points; total cost 17 points.
- 8) *Add A -¼ Limitation:* Total cost 11 points.
- 9) *Add A -½ Limitation:* Total cost 11 points.

☆ SPOOK

Effect:	+40 PRE, Only To Make Fear-Based Presence Attacks Against Animals
Target:	Varies
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-4
END Cost:	4

Description: The powers of black magic, and the presence of one who possesses them, often frightens animals, making them nervous. This spell heightens that effect, allowing a black magician to terrify one or more beasts.

Game Information: +40 PRE (40 Active Points); OAF Expendable (talisman made of feathers from a white rooster and a black rooster, Difficult to obtain; -1¼), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Only To Make Fear-Based Presence Attacks Against Animals (-2), Requires A Magic Roll (-½), Spell (-½). Total cost: 6 points.

Options:

- 1) *Strong Spell:* Increase to +50 PRE. 50 Active Points; total cost 8 points.
- 2) *Weak Spell:* Decrease to +30 PRE. 30 Active Points; total cost 5 points.
- 3) *Free Spell:* Total cost: 8 points.
- 4) *Remove A -¼ Limitation:* Total cost 7 points.
- 5) *Remove A -½ Limitation:* Total cost 7 points.
- 6) *Add A +¼ Advantage:* 50 Active Points; total cost 8 points.
- 7) *Add A +½ Advantage:* 60 Active Points; total cost 10 points.
- 8) *Add A -¼ Limitation:* Total cost 6 points.
- 9) *Add A -½ Limitation:* Total cost 6 points.



STEAL THE WILL

Effect: Mind Control 12d6, Telepathic
Target: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: LOS
Magic Roll Penalty: -7
END Cost: 7

Description: This spell allows a black magician to take control of the mind of another — usually, but not necessarily, to make that person commit foul deeds against his will.

Game Information: Mind Control 12d6, Telepathic (+¼) (75 Active Points); OAF Expendable (mystic diagram written in human blood on a special square of parchment, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 20 points.

Options:

- 1) *Strong Spell:* Increase to Mind Control 14d6. 87 Active Points; total cost 23 points.
- 2) *Weak Spell:* Decrease to Mind Control 10d6. 62 Active Points; total cost 16 points.
- 3) *Free Spell:* Total cost: 30 points.
- 4) *Remove A +¼ Advantage:* 60 Active Points; total cost 16 points.
- 5) *Remove A -¼ Limitation:* Total cost 21 points.
- 6) *Remove A -½ Limitation:* Total cost 23 points.
- 7) *Add A +¼ Advantage:* 90 Active Points; total cost 24 points.
- 8) *Add A +½ Advantage:* 105 Active Points; total cost 28 points.
- 9) *Add A -¼ Limitation:* Total cost 19 points.
- 10) *Add A -½ Limitation:* Total cost 18 points.
- 11) *Ritual Black Magic:* Casting this spell requires several black magicians. Add Requires Multiple Users (6 casters; -¾). Total cost: 17 points.



STORMCALLING

Effect: Change Environment (create storms), +/-10 Temperature Levels, Varying Combat Effects
Target: 4 km Radius
Casting Time: 5 minutes
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: No Range
Magic Roll Penalty: -11
END Cost: 11 per hour

Description: With this invocation, a black magician can change the weather to create a storm. The temperature falls or rises as appropriate for the prevailing weather conditions, the sky clouds up, and the appropriate precipitation falls. (It takes five minutes from the time the spell is cast for these effects to fully manifest.) The storm covers a four kilometer area. The effects, being artificial, disperse fairly quickly once the caster stops paying END.

Game Information: Change Environment (create storm), +/-10 Temperature Levels, Varying Combat Effects, Area Of Effect (4m Radius; +¼), MegaArea (1m = 1 km broad, wide, and deep; +1), Delayed Endurance Cost (once per Hour; +½) (110 Active Points); OAF Expendable (the heart of a black pig or hog, Difficult to obtain; -1¼), Concentration (0 DCV throughout casting; -1), Extra Time (5 Minutes to cast; -1), Extra Time (5 Minutes onset time; -2), Gestures (two hands throughout casting; -1), Incantations (throughout casting; -½), No Range (-½), Requires A Magic Roll (-½), Spell (-½). Total cost: 12 points.

Options:

- 1) *Strong Spell:* Increase to Area Of Effect (8m Radius; +½). 120 Active Points; total cost 13 points.
- 2) *Weak Spell:* Decrease to Area Of Effect (2m Radius; +¼). 110 Active Points; total cost 12 points.
- 3) *Free Spell:* Total cost: 14 points.
- 4) *Remove A +¼ Advantage:* 100 Active Points; total cost 11 points.
- 5) *Remove A +½ Advantage:* 90 Active Points; total cost 10 points.
- 6) *Remove A -¼ Limitation:* Total cost 12 points.
- 7) *Remove A -½ Limitation:* Total cost 12 points.
- 8) *Add A +¼ Advantage:* 120 Active Points; total cost 13 points.
- 9) *Add A +½ Advantage:* 130 Active Points; total cost 14 points.
- 10) *Add A -¼ Limitation:* Total cost 11 points.
- 11) *Add A -½ Limitation:* Total cost 11 points.
- 12) *Ritual Black Magic:* Casting this spell requires several black magicians. Add Requires Multiple Users (6 casters; -¾). Total cost: 11 points.

DEFENSIVE SPELLS



CONGRESS WITH DEVILS

Effect: Power Defense (35 points), Only Versus Succubi
Target: Self
Casting Time: Half Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Time Limit (duration of 1 Hour, +1 hour per point by which the caster succeeds with his Magic roll)
Range: Self
Magic Roll Penalty: -3
END Cost: 0

Description: A favorite of young black magicians, this spell confers protection upon the caster so that he may cavort with succubi (or, for female casters, incubi) without imperilling his soul (assuming he still has one).



Game Information: Power Defense (35 points) (35 Active Points); OAF Expendable (a talisman carved from meteoric iron and steeped in menstrual blood for a fortnight, Very Difficult to obtain; -1½), Concentration (0 DCV throughout casting; -1), Extra Time (5 Minutes to cast; -1), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Only Works Against Limited Type Of Attack (succubus/incubus Transforms and like powers; -2), Requires A Magic Roll (-½), Time Limit (duration of 1 Hour, +1 hour per point by which the caster succeeds with his Magic roll; -½). Total cost: 4 points.

Options:

- 1) *Strong Spell:* Increase to Power Defense (40 points). 40 Active Points; total cost 5 points.
- 2) *Weak Spell:* Decrease to Power Defense (30 points). 30 Active Points; total cost 3 points.
- 3) *Free Spell:* Total cost: 5 points.
- 4) *Remove A -¼ Limitation:* Total cost 4 points.
- 5) *Remove A -½ Limitation:* Total cost 4 points.
- 6) *Add A +¼ Advantage:* 44 Active Points; total cost 5 points.
- 7) *Add A +½ Advantage:* 52 Active Points; total cost 6 points.
- 8) *Add A -¼ Limitation:* Total cost 4 points.
- 9) *Add A -½ Limitation:* Total cost 4 points.



DARK MANTLE

Effect:

Resistant Protection (4 PD/4 ED) plus Resistant Protection (5 PD/5 ED), Only Versus "Good" Magics

Target:

Self

Casting Time:

Half Phase

Casting Procedures:

Focus, Gestures, Incantations

Duration:

Constant

Range:

Self

Magic Roll Penalty:

-3

END Cost:

2

Description: This spell protects a black magician from attacks. It's particularly effective against "Good" magics. The exact definition of this is up to the GM, based on the nature of the setting, but it includes the divine magic of Good gods/religions, many of the spells of paladin-type characters and wizards aligned with the Light, and so forth.

Game Information: Resistant Protection (4 PD/4 ED) (12 Active Points); OAF (an amulet of brass set with an alectorius taken from a black rooster; -1), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) (total cost: 3 points) **plus** Resistant Protection (5 PD/5 ED) (15 Active Points); OAF (an amulet of brass set with an alectorius taken from a black rooster; -1), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Linked (-¼), Only Works Against Limited Type Of Attack ("Good" magics; -¼), Requires A Magic Roll (-½) (total cost: 4 points). Total cost: 7 points.

Options:

- 1) *Strong Spell*: Increase to Resistant Protection (6 PD/6 ED) **plus** Resistant Protection (8 PD/8 ED). $18 + 24 = 42$ Active Points; total cost $5 + 6 = 11$ points.
- 2) *Weak Spell*: Decrease to Resistant Protection (3 PD/3 ED) **plus** Resistant Protection (4 PD/4 ED). $9 + 12 = 21$ Active Points; total cost $2 + 3 = 5$ points.
- 3) *Free Spell*: Total cost: $5 + 5 = 10$ points.
- 4) *Remove A -1/4 Limitation*: Total cost $4 + 4 = 8$ points.
- 5) *Remove A -1/2 Limitation*: Total cost $4 + 4 = 8$ points.
- 6) *Add A +1/4 Advantage*: $15 + 19 = 34$ Active Points; total cost $4 + 5 = 9$ points.
- 7) *Add A +1/2 Advantage*: $18 + 22 = 40$ Active Points; total cost $5 + 5 = 10$ points.
- 8) *Add A -1/4 Limitation*: Total cost $3 + 3 = 6$ points.
- 9) *Add A -1/2 Limitation*: Total cost $3 + 3 = 6$ points.

**IRON AMULET**

Effect:	Resistant Protection (8 PD/8 ED/8 Mental Defense/8 Power Defense), Only Versus Demons
Target:	Self
Casting Time:	Half Phase
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-5
END Cost:	5

Description: Because black magicians so often traffic with demons, they often find it prudent to provide themselves with extra protection against demonic powers. An amulet of sky-iron and silver offers just such a defense.

Game Information: Resistant Protection (8 PD/8 ED/8 Mental Defense/8 Power Defense) (48 Active Points); OAF (amulet made of meteoric iron and silver; -1), Costs Endurance (-1/2), Gestures (-1/4), Incantations (-1/4), Only Works Against Limited Type Of Attacks (attacks by demonic beings; -1/4), Requires A Magic Roll (-1/2). Total cost: 13 points.

Options:

- 1) *Strong Spell*: Increase to Resistant Protection (10 PD/10 ED/10 Mental Defense/10 Power Defense). 60 Active Points; total cost 16 points.
- 2) *Weak Spell*: Decrease to Resistant Protection (6 PD/6 ED/6 Mental Defense/6 Power Defense). 36 Active Points; total cost 10 points.
- 3) *Remove A -1/4 Limitation*: Total cost 14 points.
- 4) *Remove A -1/2 Limitation*: Total cost 15 points.
- 5) *Add A +1/4 Advantage*: 60 Active Points; total cost 16 points.
- 6) *Add A +1/2 Advantage*: 72 Active Points; total cost 19 points.
- 7) *Add A -1/4 Limitation*: Total cost 12 points.
- 8) *Add A -1/2 Limitation*: Total cost 11 points.

**PATHS OF THE UNSEEN**

Effect:	Invisibility to Sight Group, No Fringe
Target:	Self
Casting Time:	Half Phase
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-3
END Cost:	3

Description: This spell renders a black magician unseen by human eyes, thus allowing him to work his wickedness unhindered and to hide from his enemies. Casting it requires a special bone from a black cat. The caster must boil a black cat alive until the flesh falls off the bones, then test each bone until he finds the one that confers the power of invisibility upon him.

Game Information: Invisibility to Sight Group, No Fringe (30 Active Points); OAF (black cat's bone, see text; -1), Gestures (-1/4), Incantations (-1/4), Requires A Magic Roll (-1/2). Total cost: 10 points.

Options:

- 1) *Remove A -1/4 Limitation*: Total cost 11 points.
- 2) *Remove A -1/2 Limitation*: Total cost 12 points.
- 3) *Add A +1/4 Advantage*: 37 Active Points; total cost 12 points.
- 4) *Add A +1/2 Advantage*: 45 Active Points; total cost 15 points.
- 5) *Add A -1/4 Limitation*: Total cost 9 points.
- 6) *Add A -1/2 Limitation*: Total cost 8 points.

MOVEMENT SPELLS**DARK ROAD**

Effect:	Teleportation 40m, x32 Noncombat
Target:	Self
Casting Time:	Half Phase
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	Self
Magic Roll Penalty:	-6
END Cost:	6

Description: With this spell, a black magician calls upon the infernal powers to transport him from one point to another without crossing the intervening space. A cloud of fire and brimstone accompanies both the caster's disappearance and reappearance.

Game Information: Teleportation 40m, x32 Noncombat (60 Active Points); OAF Expendable (parchment talisman inscribed with invocations and mystic symbols in human blood, Difficult to obtain; -1 1/4), Gestures (-1/4), Incantations (-1/4), Noisy (-1/4), Requires A Magic Roll (-1/2). Total cost: 17 points.

Options:

- 1) *Strong Spell*: Increase to Teleportation 50m. 70 Active Points; total cost 20 points.
- 2) *Weak Spell*: Decrease to Teleportation 30m. 50 Active Points; total cost 14 points.
- 3) *Free Spell*: Total cost: 27 points.
- 4) *Remove A -¼ Limitation*: Total cost 18 points.
- 5) *Remove A -½ Limitation*: Total cost 20 points.
- 6) *Add A +¼ Advantage*: 75 Active Points; total cost 21 points.
- 7) *Add A +½ Advantage*: 90 Active Points; total cost 26 points.
- 8) *Add A -¼ Limitation*: Total cost 16 points.
- 9) *Add A -½ Limitation*: Total cost 15 points.

INVOCATION OF THE GATES OF HELL

Effect:	Extra-Dimensional Movement (to one location in Hell)
Target:	Self
Casting Time:	5 Minutes
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	Self
Magic Roll Penalty:	-2
END Cost:	2

Description: By sacrificing a human (or other sentient humanoid, in some Fantasy settings), a black magician can open a portal to Hell so that he can visit his infernal masters.

Game Information: Extra-Dimensional Movement (to a specific location in Hell) (20 Active Points); OAF Expendable (human sacrifice, plus ritual knife and other tools, Extremely Difficult to obtain; -2), Concentration (0 DCV throughout casting; -1), Extra Time (5 Minutes; -2), Gestures (two hands throughout casting; -1), Incantations (throughout casting; -½), Requires A Magic Roll (-½). Total cost: 2 points.

Options:

- 1) *Strong Spell*: Increase to any location in Hell. 25 Active Points; total cost 3 points.
- 2) *Free Spell*: Total cost: 3 points.
- 3) *Remove A -¼ Limitation*: Total cost 3 points.
- 4) *Remove A -½ Limitation*: Total cost 3 points.
- 5) *Add A +¼ Advantage*: 25 Active Points; total cost 3 points.
- 6) *Add A +½ Advantage*: 30 Active Points; total cost 4 points.
- 7) *Add A -¼ Limitation*: Total cost 2 points.
- 8) *Add A -½ Limitation*: Total cost 2 points.
- 9) *Ritual Black Magic*: Casting this spell requires several black magicians. Add Requires Multiple Users (6 casters; -¾). Total cost: 2 points.



SENSORY SPELLS



EYES OF THE NIGHT

Effect: Nightvision
Target: Self
Casting Time: Half Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: Self
Magic Roll Penalty: -1
END Cost: 1

Description: A black magician knows darkness well; it does not impede him.

Game Information: Nightvision (5 Active Points); OAF (jacinth amulet; -1), Costs Endurance (-½), Requires A Magic Roll (-½). Total cost: 2 points.

Options:

- 1) *Free Spell:* Total cost: 2 points.
- 2) *Remove A -¼ Limitation:* Total cost 2 points.
- 3) *Remove A -½ Limitation:* Total cost 2 points.
- 4) *Add A +¼ Advantage:* 6 Active Points; total cost 2 points.
- 5) *Add A +½ Advantage:* 7 Active Points; total cost 2 points.
- 6) *Add A -¼ Limitation:* Total cost 1 point.
- 7) *Add A -½ Limitation:* Total cost 1 point.



SCRYING

Effect: Clairsentience (Sight and Hearing Groups)
Target: Area
Casting Time: 1 Minute
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: Up to 35,000 km
Magic Roll Penalty: -8
END Cost: 8

Description: With this spell, a black magician can spy on other people, learning their secrets and weaknesses. Casting it requires a special reflective focus, typically a crystal ball or a mirror created specially for this purpose.

Game Information: Clairsentience (Sight and Hearing Groups), Mobile Perception Point, Mega-Scale (1m = 100 km; +1½) (87 Active Points); OAF Fragile (-1¼), Concentration (0 DCV throughout; -1), Extra Time (1 Minute to cast; -¾), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Requires A Magic Roll (-½). Total cost: 16 points.

Options:

- 1) *Remove A +¼ Advantage:* 79 Active Points; total cost 14 points.
- 2) *Remove A +½ Advantage:* 70 Active Points; total cost 13 points.
- 3) *Remove A -¼ Limitation:* Total cost 16 points.
- 4) *Remove A -½ Limitation:* Total cost 17 points.
- 5) *Add A +¼ Advantage:* 96 Active Points; total cost 17 points.
- 6) *Add A +½ Advantage:* 105 Active Points; total cost 19 points.
- 7) *Add A -¼ Limitation:* Total cost 15 points.
- 8) *Add A -½ Limitation:* Total cost 14 points.
- 9) *Ritual Black Magic:* Casting this spell requires several black magicians. Add Requires Multiple Users (6 casters; -¾). Total cost: 14 points.

MISCELLANEOUS SPELLS



DECEPTIVE FORM

Effect: Shape Shift (Sight, Hearing, and Touch Groups, any humanoid form), Imitation
Target: Self
Casting Time: Half Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: Self
Magic Roll Penalty: -3
END Cost: 3

Description: With this spell, a black magician can change his shape to that of any other humanoid being, thus allowing him to hide his visage from the eyes of others, or to work his malice while wearing another's face so that person takes the blame.

Game Information: Shape Shift (Sight, Hearing, and Touch Groups, any humanoid form), Imitation (33 Active Points); OAF Expendable (mask made from the facial skin of a human being, Extremely Difficult to obtain; -2), Concentration (½ DCV throughout casting; -½), Extra Time (1 Turn to cast; -¾), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Requires A Magic Roll (-½). Total cost: 6 points.

Options:

- 1) *Strong Spell:* Add Smell/Taste Group. 35 Active Points; total cost 6 points.
- 2) *Weak Spell:* Remove Hearing and Touch Groups. 23 Active Points; total cost 4 points.
- 3) *Free Spell:* Total cost: 9 points.
- 4) *Remove A -¼ Limitation:* Total cost 6 points.
- 5) *Remove A -½ Limitation:* Total cost 6 points.
- 6) *Add A +¼ Advantage:* 41 Active Points; total cost 7 points.
- 7) *Add A +½ Advantage:* 49 Active Points; total cost 8 points.
- 8) *Add A -¼ Limitation:* Total cost 5 points.
- 9) *Add A -½ Limitation:* Total cost 5 points.

HAND OF GLORY

Effect:	Invisibility to Hearing Group plus Sight Group Images (create light)
Target:	Self/8m Radius
Lighting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus
Duration:	Constant
Range:	Self/No Range
Magic Roll Penalty:	-6
Charges:	1 Continuing Fuel Charge lasting for 1 Hour

Description: Black magicians use this spell to commit robberies without being heard or seen. It creates a talisman that not only renders the caster's footsteps silent, it gives off a light that only the caster himself can see.

To create a Hand Of Glory, a black magician must cut off the right hand of a murderer hanged upon a gibbet. He wraps the hand in a winding-sheet and squeezes out all the blood and fat (which he saves), then pickles the hand for a fortnight in salt, pepper, saltpetre, and less pleasant substances. Meanwhile, he uses the fat and blood to make a candle, often forming a wick from the dead man's hair. When the hand has finished pickling, it's shaped to hold the candle. The total amount of time necessary to craft the candle and hand (as opposed to prepare them for the creation) is six hours.

When the caster is ready to use the hand, he lights the candle. While it remains lit, his movements are absolutely silent. Furthermore, only he can see the candle's light, so he can carry it into darkened rooms and buildings without waking sleeping inhabitants or alerting guards.

In game terms, the candle is built as an enchanted item, similar to an alchemical potion or the like.

Game Information: Invisibility to Hearing Group, No Fringe, Delayed Effect (may have available a number of candles equal to character's INT/2; +¼) (25 Active Points); OAF (-1), Concentration (0 DCV throughout making; -1), Extra Time (6 Hours to make; -3½), Gestures (throughout making; -½), Incantations (throughout making; -½), Requires A Magic Roll (to make; -½), 1 Continuing Charge lasting 1 Hour (-¼) (total cost: 3 points) **plus** Sight Group Images, +2 to PER Rolls, Area Of Effect (8m Radius; +½), Invisible to Sight Group (only the user can see the candle's light; +½), Personal Immunity (character can see the light even though no one else can; +¼) (36 Active Points); OAF (-1), Concentration (0 DCV throughout making; -1), Extra Time (6 Hours to make; -3½), Gestures (throughout making; -½), Incantations (throughout making; -½), Linked (-¼), No Range (-½), Only To Create Light (-1), Requires A Magic Roll (to make; -½), 1 Continuing Charge lasting 1 Hour (-¼) (total cost: 4 points). Total cost: 7 points.

VILE SUMMONING

Effect:	Summon up to 16 bats, rats, or wolves
Target:	Animals
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-6
END Cost:	6

Description: Bats, rats, and wolves are all creatures associated with darkness and evil — and so they respond to a black magician's call. (See *The HERO System Bestiary* for character sheets for these animals.)

Game Information: Summon up to 16 bats, rats, or wolves built on up to 104 Total Points, Expanded Class (bats, rats, or wolves; +¼), Friendly (+¼) (61 Active Points); OAF Expendable (three drops of blood mixed with special magical powders, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Arrives Under Own Power (-½), Summoned Being Must Inhabit Locale (-½). Total cost: 14 points.

Options:

- 1) *Strong Spell:* Increase to 32 bats, rats, or wolves. 69 Active Points; total cost 16 points.
- 2) *Weak Spell:* Decrease to 8 bats, rats, or wolves. 54 Active Points; total cost 13 points.
- 3) *Free Spell:* Total cost: 20 points.
- 4) *Remove A +¼ Advantage:* 51 Active Points; total cost 12 points.
- 5) *Remove A +½ Advantage:* 41 Active Points; total cost 10 points.
- 6) *Remove A -¼ Limitation:* Total cost 15 points.
- 7) *Remove A -½ Limitation:* Total cost 16 points.
- 8) *Add A +¼ Advantage:* 72 Active Points; total cost 17 points.
- 9) *Add A +½ Advantage:* 82 Active Points; total cost 19 points.
- 10) *Add A -¼ Limitation:* Total cost 13 points.
- 11) *Add A -½ Limitation:* Total cost 13 points.



CHAOS MAGIC

ORDER MAGIC

It stands to reason that if such a thing as Chaos Magic exists, then it must have a counterpart — *Order Magic*. Order Magic would concern itself with stability, preservation, creation, and repair. Some of its spells would just be opposites of Chaos Magic. For example, it would include an Order Shield spell — Resistant Protection (PD, ED, Power Defense) that only protects against Chaos Magic. Other spells you can adapt from Divine Magic, Thaumaturgy, and other types of spells in this book.

In some Fantasy settings, the fundamental forces of Chaos and Order (or Law) underlie all of reality. *Chaos Magic* is a category of spells that allow a spellcaster to manipulate raw Chaos (or, as some style it, “Chaos energy”) for various purposes. Chaos spells tend to be powerful — they typically work by exposing the target to Chaos in some way, thus changing, warping, or “unmaking” (reducing to its component parts) it to achieve a specific effect. However, many of them are also dangerous, their effects at least partly unpredictable and their energies difficult to control; significant Chaos Magic roll penalties and Side Effects are common.

Some practitioners claim Chaos lies at the root of all magic, since magic of necessity involves imposing a willful (and often unpredictable) change on the orderly world. These spellcasters often study Arcanomancy (page 22) as well, seeing it as just another expression or manifestation of Chaos.

At the GM’s option, the use of Chaos Magic may have negative side effects just like Black Magic does (see page 47). Instead of corrupting the soul, exposure to the stuff of Chaos warps the caster’s body and mind, making him physically repugnant (and perhaps less physically capable, depending on the exact changes the body experiences) and mad.

OFFENSIVE SPELLS



CHAOS BLAST

Effect: Blast 12d6
Target: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 100m
Magic Roll Penalty: -12
END Cost: 6

Description: Perhaps the most basic of Chaos Magic spells, Chaos Blast hurls a clot of raw Chaos at the target, causing great harm and pain.

Game Information: Blast 12d6 (60 Active Points); OAF Expendable (meteorite pebble carved with a Chaos-rune, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Limited Range (100m; -¼), Requires A Magic Roll (-1 per 5 Active Points; -1), Side Effects (Blast 6d6; -½), Spell (-½). Total cost: 12 points.

Options:

- 1) *Strong Spell:* Increase to Blast 14d6. 70 Active Points; total cost 14 points.
- 2) *Weak Spell:* Decrease to Blast 10d6. 50 Active Points; total cost 10 points.
- 3) *Free Spell:* Total cost: 16 points.
- 4) *Remove A -¼ Limitation:* Total cost 13 points.
- 5) *Remove A -½ Limitation:* Total cost 13 points.
- 6) *Add A +¼ Advantage:* 75 Active Points; total cost 15 points.
- 7) *Add A +½ Advantage:* 90 Active Points; total cost 18 points.
- 8) *Add A -¼ Limitation:* Total cost 11 points.
- 9) *Add A -½ Limitation:* Total cost 11 points.
- 10) *Deadly Chaos Blast:* Change to RKA 4d6. 60 Active Points; total cost 12 points.



CHAOS INFUSION

Effect: Aid STR 6d6, Side Effects (target becomes Berserk)
Target: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: Touch
Magic Roll Penalty: -7
END Cost: 4

Description: This spell infuses another person or being with the stuff of Chaos, temporarily reducing him to a more primitive state. He becomes immensely strong, but also immensely stupid and filled with berserk rage.

Game Information: Aid STR 6d6 (36 Active Points); OAF Expendable (sinews of a bear, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Only Aid Others (-½), Requires A Magic Roll (-1 per 5 Active Points; -1), Side Effects (Drain STR 3d6; -½), Side Effects (recipient of Aid becomes Berserk in combat and cannot make 14-recovery roll until all points gained from the Aid fade; -0). Total cost: 7 points.

Options:

- 1) *Strong Spell*: Increase to Aid STR 8d6. 48 Active Points; total cost 10 points.
- 2) *Weak Spell*: Decrease to Aid STR 4d6. 24 Active Points; total cost 5 points.
- 3) *Free Spell*: Total cost: 10 points.
- 6) *Remove A -¼ Limitation*: Total cost 8 points.
- 7) *Remove A -½ Limitation*: Total cost 8 points.
- 8) *Add A +¼ Advantage*: 45 Active Points; total cost 9 points.
- 9) *Add A +½ Advantage*: 54 Active Points; total cost 11 points.
- 10) *Add A -¼ Limitation*: Total cost 7 points.
- 11) *Add A -½ Limitation*: Total cost 7 points.
- 12) *Long-Lasting Spell*: The effects of the spell don't fade for a long time. Add Delayed Return Rate (points fade at the rate of 5 per 5 Minutes; +1¼). 81 Active Points; total cost 17 points.

 CHAOS WAVE

Effect: Blast 8d6
Target: 32m Line
Casting Time: Full Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: 40m (see text)
Magic Roll Penalty: -11
END Cost: 5

Description: This spell creates a “wave” of Chaos 32m long. (At the GM's option, the caster can make the Line less than 32m long.) The character creates the Wave anywhere he wants within 40m of himself. Place the center point of the Line on the target point. Anyone within the Line is, of course, affected by it. In later Phases, the caster can move the wave up to 12m in any direction. The wave remains in existence as long as he concentrates on it (i.e., spends END to maintain it).

Game Information: Blast 8d6, Area Of Effect (up to a 32m Line, see text; +½), Constant (+½), Mobile (+½), Reduced Endurance (½ END; +¼) (110 Active Points); OAF Expendable (strip of patchwork cloth, Difficult to obtain; -1¼), Extra Time (Full Phase to cast; -¼), Gestures (-¼), Incantations (-¼), Limited Range (40m, see text; -¼), Requires A Magic Roll (-½), Side Effects (Drain STUN 3d6; -½), Spell (-½). Total cost: 23 points.

Options:

- 1) *Strong Spell*: Increase to Blast 10d6. 137 Active Points; total cost 29 points.
- 2) *Weak Spell*: Decrease to Blast 6d6. 82 Active Points; total cost 17 points.
- 3) *Free Spell*: Total cost: 31 points.
- 4) *Remove A +¼ Advantage*: 100 Active Points; total cost 21 points.
- 5) *Remove A +½ Advantage*: 90 Active Points; total cost 19 points.
- 6) *Remove A -¼ Limitation*: Total cost 24 points.

- 7) *Remove A -½ Limitation*: Total cost 26 points.
- 8) *Add A +¼ Advantage*: 120 Active Points; total cost 25 points.
- 9) *Add A +½ Advantage*: 130 Active Points; total cost 27 points.
- 10) *Add A -¼ Limitation*: Total cost 22 points.
- 11) *Add A -½ Limitation*: Total cost 21 points.
- 12) *Deadly Chaos Wave*: Change to RKA 2½d6. 110 Active Points; total cost 23 points.

 CHAOTIC MIND

Effect: Major Transform 6d6 (sane person to insane person), ACV
Target: One character
Casting Time: Full Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 100m
Magic Roll Penalty: -9
END Cost: 9

Description: This spell introduces a perception of pure Chaos into the target's mind. Since most people cannot fully comprehend or tolerate Chaos, this drives the target utterly insane. Chaos mages, who not only comprehend but revel in Chaos, are immune to the effect.

Game Information: Major Transform 6d6 (sane person to insane person with the Psychological Complication *Utterly, Gibberingly Insane* [Very Common, Total]; heals back through appropriate curative magics), ACV (uses OCV against DMCV; +¼), AVAD (Mental Defense; +0), Works Against EGO, Not BODY (+¼) (90 Active Points); OAF Expendable (a fine topaz engraved with Chaos-runes, Very Difficult to obtain; -1½), Does Not Work Against Chaos Mages (anyone who can cast at least three Chaos Magic spells or has a *Chaos Magic Skill*; -¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Limited Range (100m; -¼), Limited Target (sentient beings; -¼), Requires A Magic Roll (-½), Side Effects (Drain EGO 2d6; -¼), Spell (-½). Total cost: 16 points.

Options:

- 1) *Strong Spell*: Increase to Major Transform 8d6. 120 Active Points; total cost 22 points.
- 2) *Weak Spell*: Decrease to Major Transform 4d6. 60 Active Points; total cost 11 points.
- 3) *Free Spell*: Total cost: 22 points.
- 4) *Remove A +¼ Advantage*: 75 Active Points; total cost 14 points.
- 5) *Remove A +½ Advantage*: 60 Active Points; total cost 11 points.
- 6) *Remove A -¼ Limitation*: Total cost 17 points.
- 7) *Remove A -½ Limitation*: Total cost 18 points.
- 8) *Add A +¼ Advantage*: 105 Active Points; total cost 19 points.
- 9) *Add A +½ Advantage*: 120 Active Points; total cost 22 points.
- 10) *Add A -¼ Limitation*: Total cost 16 points.
- 11) *Add A -½ Limitation*: Total cost 15 points.



CHAOTIC SHAPE

Effect:	Severe Transform 4d6 (anything into anything)
Target:	One person/object
Casting Time:	Full Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	40m
Magic Roll Penalty:	-12
END Cost:	12

Description: This powerful spell uses pure Chaos energy to alter the shape of any being or object. The caster can Transform the target into whatever he wants, though he cannot alter the target's Mind or Spirit. (However, at the GM's option, the character could Transform an inanimate object into, say, a small animal, thereby giving it life and a Mind of sorts.)

Game Information: Severe Transform 4d6 (anything into anything, heals back through another application of this spell), Improved Results Group (anything; +1) (120 Active Points); OAF Expendable (Chaos talisman, Difficult to obtain; -1¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Limited Range (40m; -¼), Requires A Magic Roll (-½), Side Effects (Drain 3d6 of one randomly-chosen Characteristic; -½), Spell (-½). Total cost: 24 points.

Options:

- 1) *Strong Spell:* Increase to Severe Transform 5d6. 150 Active Points; total cost 30 points.
- 2) *Weak Spell:* Decrease to Severe Transform 3d6. 90 Active Points; total cost 18 points.
- 3) *Free Spell:* Total cost: 32 points.
- 4) *Remove A -¼ Limitation:* Total cost 25 points.
- 5) *Remove A -½ Limitation:* Total cost 27 points.
- 6) *Add A +¼ Advantage:* 135 Active Points; total cost 27 points.
- 7) *Add A +½ Advantage:* 150 Active Points; total cost 30 points.
- 8) *Add A -¼ Limitation:* Total cost 23 points.
- 9) *Add A -½ Limitation:* Total cost 22 points.
- 10) *Unpredictable Spell:* The results of this spell are as random as the Chaos-stuff it uses. Add No Conscious Control (caster controls activation of spell, but GM randomly determines what the target Transforms into; -1). Total cost: 20 points.



SOW DISCORD

Effect:	Mind Control 15d6, only to cause bickering and quarreling
Target:	8m Radius
Casting Time:	Full Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	LOS
Magic Roll Penalty:	-11
END Cost:	11

Description: This spell allows a Chaos mage to introduce Chaos into some group of people. It turns an orderly, even friendly, group of people into a bickering, quarrelsome mob. It won't necessarily set the victims at each other's throats, but it definitely prevents a group of people from functioning with any degree of efficiency... or even simply getting along with each other.

Game Information: Mind Control 15d6, Area Of Effect (8m Radius; +½) (112 Active Points); OAF Expendable (jacinth carved with Chaos-runes, Difficult to obtain; -1¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Set Effect (only to cause bickering, quarrelling, and discord among people; -1), Spell (-½). Total cost: 21 points.

Options:

- 1) *Strong Spell:* Increase to Mind Control 18d6. 135 Active Points; total cost 26 points.
- 2) *Weak Spell:* Decrease to Mind Control 12d6. 90 Active Points; total cost 17 points.
- 3) *Free Spell:* Total cost: 26 points.
- 4) *Remove A +¼ Advantage:* 94 Active Points; total cost 18 points.
- 5) *Remove A +½ Advantage:* 75 Active Points; total cost 14 points.
- 6) *Remove A -¼ Limitation:* Total cost 22 points.
- 7) *Remove A -½ Limitation:* Total cost 23 points.
- 8) *Add A +¼ Advantage:* 131 Active Points; total cost 25 points.
- 9) *Add A +½ Advantage:* 150 Active Points; total cost 28 points.
- 10) *Add A -¼ Limitation:* Total cost 20 points.
- 11) *Add A -½ Limitation:* Total cost 19 points.



TOUCH OF CHAOS

Effect:	Drain DEX and Striking Appearance 4d6
Target:	One character
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	400m
Magic Roll Penalty:	-12
END Cost:	12

Description: This spell surrounds the victim with raw Chaos which warps and transforms his body, rendering him hideously ugly and unable to move easily.

Game Information: Drain DEX and Striking Appearance 4d6, Expanded Effect (two abilities simultaneously; +½), Delayed Return Rate (fpoints return at the rate of 5 per Month; +2¾) (170 Active Points); OAF Expendable (formless stone statuette of a human, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Side Effects (spell's effects affect caster; -1), Spell (-½). Total cost: 34 points.

Options:

- 1) *Strong Spell:* Increase to Drain 5d6. 212 Active Points; total cost 45 points.
- 2) *Weak Spell:* Decrease to Drain 3d6. 127 Active Points; total cost 27 points.
- 3) *Free Spell:* Total cost: 48 points.
- 4) *Remove A +¼ Advantage:* 160 Active Points; total cost 34 points.
- 5) *Remove A +½ Advantage:* 150 Active Points; total cost 31 points.
- 6) *Remove A -¼ Limitation:* Total cost 38 points.
- 7) *Remove A -½ Limitation:* Total cost 40 points.
- 8) *Add A +¼ Advantage:* 180 Active Points; total cost 38 points.
- 9) *Add A +½ Advantage:* 190 Active Points; total cost 40 points.
- 10) *Add A -¼ Limitation:* Total cost 34 points.
- 11) *Add A -½ Limitation:* Total cost 32 points.

★ UNMAKING

Effect: RKA 1d6, NND, Does BODY
Target: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: 600m
Magic Roll Penalty: -12
END Cost: 6

Description: This spell attacks the target with primal Chaos, breaking him (or it) down into his component pieces and substances — unmaking the Orderliness of his form into the Chaos of his raw materials. The effect lasts as long as the caster can maintain the spell (*i.e.*, pay END for it).

Game Information: RKA 1d6, NND (defense is Chaos Shield or equivalent Order Magic spell; +1), Does BODY (+1), Constant (+½) (52 Active Points); OAF Expendable (Chaos amulet, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-1 per 5 Active Points; -1), Side Effects (caster suffers effects himself for one Phase; -1), Spell (-½). Total cost: 10 points.

Options:

- 1) *Strong Spell:* Increase to RKA 2d6. 105 Active Points; total cost 20 points.
- 2) *Weak Spell:* Decrease to RKA ½d6. 35 Active Points; total cost 7 points.
- 3) *Free Spell:* Total cost: 13 points.
- 4) *Remove A +¼ Advantage:* 49 Active Points; total cost 9 points.
- 5) *Remove A +½ Advantage:* 45 Active Points; total cost 8 points.
- 6) *Remove A -¼ Limitation:* Total cost 10 points.
- 7) *Remove A -½ Limitation:* Total cost 11 points.

- 8) *Add A +¼ Advantage:* 56 Active Points; total cost 11 points.
- 9) *Add A +½ Advantage:* 60 Active Points; total cost 11 points.
- 10) *Add A -¼ Limitation:* Total cost 9 points.
- 11) *Add A -½ Limitation:* Total cost 9 points.

★ UNWEAVING

Effect: Dispel Magic 16d6
Target: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 100m
Magic Roll Penalty: -7
END Cost: 7

Description: This spell applies the force of Chaos to magic, unravelling the arcane threads and thus causing a spell to fail.

Game Information: Dispel Magic 16d6, Variable Effect (any one Magic spell or power at a time; +½) (72 Active Points); OAF Expendable (piece from a shattered wand, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Limited Range (100m; -¼), Requires A Magic Roll (-½), Side Effects (Drain END 3d6; -½), Spell (-½). Total cost: 16 points.

Options:

- 1) *Strong Spell:* Increase to Dispel Magic 20d6. 90 Active Points; total cost 20 points.
- 2) *Weak Spell:* Decrease to Dispel Magic 12d6. 54 Active Points; total cost 12 points.
- 3) *Free Spell:* Total cost: 22 points.
- 4) *Remove A +¼ Advantage:* 60 Active Points; total cost 13 points.
- 5) *Remove A +½ Advantage:* 48 Active Points; total cost 11 points.
- 6) *Remove A -¼ Limitation:* Total cost 17 points.
- 7) *Remove A -½ Limitation:* Total cost 18 points.
- 8) *Add A +¼ Advantage:* 84 Active Points; total cost 19 points.
- 9) *Add A +½ Advantage:* 96 Active Points; total cost 21 points.
- 10) *Add A -¼ Limitation:* Total cost 15 points.
- 11) *Add A -½ Limitation:* Total cost 14 points.
- 12) *True Unweaving:* Only a Chaos Shield spell can protect the target from this form of Unweaving. Add NND (defense is Chaos Shield or equivalent Order Magic spell; +½). 96 Active Points; total cost 21 points.
- 13) *Expanded Disruption I:* Increase to Expanded Effect + Variable Effect (any two Magic spells or powers at once; +1). 96 Active Points; total cost 21 points.
- 14) *Expanded Disruption II:* Increase to Expanded Effect + Variable Effect (any four Magic spells or powers at once; +2). 144 Active Points; total cost 32 points.
- 15) *Expanded Disruption III:* Increase to Expanded Effect + Variable Effect (all Magic spells or powers simultaneously; +4). 240 Active Points; total cost 53 points.



DEFENSIVE SPELLS



CHAOS SHIELD

Effect:	Power Defense (25 points), Only Versus Chaos/Order Magic
Target:	Self
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-5
END Cost:	2

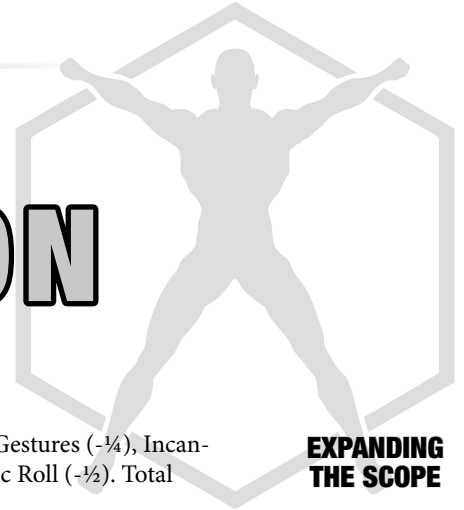
Description: This spell creates a barrier around the caster's body that protects him from Chaos and Order Magic.

Game Information: Power Defense (25 points) (25 Active Points); OAF Expendable (small fragment from a shield used in battle, Difficult to obtain; -1¼), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Only Works Against Chaos And Order Magics (-1), Requires A Magic Roll (-1 per 5 Active Points; -1), Side Effects (Drain END 3d6; -½). Total cost: 4 points.

Options:

- 1) *Strong Spell:* Increase to Power Defense (30 points). 30 Active Points; total cost 5 points.
- 2) *Weak Spell:* Decrease to Power Defense (20 points). 20 Active Points; total cost 3 points.
- 3) *Free Spell:* Total cost: 5 points.
- 4) *Remove A -¼ Limitation:* Total cost 4 points.
- 5) *Remove A -½ Limitation:* Total cost 5 points.
- 6) *Add A +¼ Advantage:* 31 Active Points; total cost 5 points.
- 7) *Add A +½ Advantage:* 37 Active Points; total cost 6 points.
- 8) *Add A -¼ Limitation:* Total cost 4 points.
- 9) *Add A -½ Limitation:* Total cost 4 points.

CONJURATION



Conjuration is the art of summoning beings from this and other planes of existence, and of controlling and banishing them. In some campaign settings, the concept of “conjuration” extends even further, to allow the conjuror to “summon” or “create” just about any physical substance or object — such as weather phenomena (fog, wind, and the like) or buildings — and even forms of energy such as lightning or fire. *To My Hand*, below, is an example of an object-summoning spell; you could easily expand upon it, or adapt spells from other categories, if you want to broaden the conjuror’s art.

BASIC SPELLS

Conjuration’s most fundamental spells are all built with the *Power Summon*. By longstanding tradition, the hierarchy of summoning power is as follows: animals; monsters; elementals; demons (“demon” in this case meaning almost any extra-planar entity). Even though an animal-summoning spell might conjure a creature more powerful than an imp, in the minds of most conjurors an imp-summoning spell is “better” because it’s harder and more dangerous to cast.

★ BEAST SUMMONING

Effect: Summon one animal built on up to 100 Total Points
Target: Special
Casting Time: Full Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: No Range
Magic Roll Penalty: -3
END Cost: 3

Description: With this spell, a conjuror can Summon any normal animal built on up to 100 Character Points. This would include any small animal or bird, a small bear, a chimpanzee, a pony, a wolf, or some serpents. The animal appears instantly when the caster completes the spell.

Game Information: Summon one animal built on up to 100 Total Points, Expanded Class (animals; +½) (30 Active Points); OAF Expendable (food the animal would like, Difficult to obtain; -1¼),

Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 8 points.

Options:

- 1) *Beast Summoning II*: Increase to one animal built on up to 200 Total Points. 60 Active Points; total cost 16 points.
- 2) *Beast Summoning III*: Increase to one animal built on up to 300 Total Points. 90 Active Points; total cost 24 points.
- 3) *Many Beasts*: Increase to up to four animals:
Beast Summoning: 45 Active Points; total cost 12 points.
Beast Summoning II: 75 Active Points; total cost 20 points.
Beast Summoning III: 105 Active Points; total cost 28 points.
- 4) *Many, Many Beasts*: Increase to up to 32 animals:
Beast Summoning: 67 Active Points; total cost 18 points.
Beast Summoning II: 97 Active Points; total cost 26 points.
Beast Summoning III: 127 Active Points; total cost 34 points.
- 5) *Free Spell*: Total cost: 12 points.
- 6) *Remove A +¼ Advantage*: 25 Active Points; total cost 7 points.
- 7) *Remove A +½ Advantage*: 20 Active Points; total cost 5 points.
- 8) *Remove A -¼ Limitation*: Total cost 8 points.
- 9) *Remove A -½ Limitation*: Total cost 9 points.
- 10) *Add A +¼ Advantage*: 35 Active Points; total cost 9 points.
- 11) *Add A +½ Advantage*: 40 Active Points; total cost 11 points.
- 12) *Add A -¼ Limitation*: Total cost 7 points.
- 13) *Add A -½ Limitation*: Total cost 7 points.
- 14) *Devoted Animal*: Add Devoted (+¾). 45 Active Points; total cost 12 points.
- 15) *Slavishly Devoted Animal*: Add Slavishly Devoted (+1). 50 Active Points; total cost 14 points.
- 16) *Local Animals*: The conjuror’s spell doesn’t instantly transport the animal to the conjuror; it must live in the area and come under its own power. Add Arrives Under Own Power (-½) and Summoned Being Must Inhabit Locale (-½). Total cost: 6 points.

EXPANDING THE SCOPE

You can vastly expand Conjunction by devising spells with the special effect “summoned being performs a particular task for the spellcaster.” *Conjuror’s Ease*, below, represents a simple form of this — a spell that allows a conjuror to quickly and easily clean house and perform other chores with the aid of summoned demonlings and like beings. If you wanted to (and the GM allowed), you could use this special effect to supply conjurors with all sorts of attack and defense spells.



ELEMENTAL SUMMONING

Effect:	Summon one elemental of up to 550 Total Points
Target:	Special
Casting Time:	Full Phase
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-14
END Cost:	14

Description: This spell allows a caster to summon an elemental (see HSB 129-33 for character sheets for elementals). In its restricted form (see Option 16), this spell should also be considered to belong to the appropriate Elemental Magic category.

Game Information: Summon one elemental built on up to 550 Total Points, Expanded Class (elementals; +¼) (137 Active Points); OAF Expendable (elemental amulet plus at least a handful of the element associated with the type of elemental to be summoned, Difficult to obtain; -1¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 36 points.

Options:

- 1) *Elemental Summoning II:* Increase to one elemental built on up to 650 Total Points. 162 Active Points; total cost 43 points.
- 2) *Elemental Summoning III:* Increase to one elemental built on up to 750 Total Points. 187 Active Points; total cost 50 points.
- 3) *Many Elementals:* Increase to up to four elementals:
Elemental Summoning: 150 Active Points; total cost 40 points.
Elemental Summoning II: 175 Active Points; total cost 47 points.
Elemental Summoning III: 200 Active Points; total cost 53 points.
- 4) *Many, Many Elementals:* Increase to up to 32 elementals:
Elemental Summoning: 169 Active Points; total cost 45 points.
Elemental Summoning II: 194 Active Points; total cost 52 points.
Elemental Summoning III: 219 Active Points; total cost 58 points.
- 5) *Free Spell:* Total cost: 55 points.
- 6) *Remove A +¼ Advantage:* 110 Active Points; total cost 29 points.
- 7) *Remove A -¼ Limitation:* Total cost 39 points.
- 8) *Remove A -½ Limitation:* Total cost 42 points.
- 9) *Add A +¼ Advantage:* 165 Active Points; total cost 44 points.
- 10) *Add A +½ Advantage:* 192 Active Points; total cost 51 points.
- 11) *Add A -¼ Limitation:* Total cost 34 points.
- 12) *Add A -½ Limitation:* Total cost 32 points.
- 13) *Devoted Elementals:* Add Devoted (+¾). 220 Active Points; total cost 59 points.
- 14) *Slavishly Devoted Elementals:* Add Slavishly Devoted (+1). 247 Active Points; total cost 66 points.

- 15) *Restricted Elemental Type:* While conjurers usually want to summon any type of elemental that catches their fancy, some prefer to restrict themselves to a single type of elemental, and thus learn the following spells instead:

The Call To The Wind: Summon one 503-point air elemental. 101 Active Points; total cost 27 points.

The Call To Stone: Summon one 382-point earth elemental. 76 Active Points; total cost 20 points.

The Call To Flame: Summon one 486-point fire elemental. 97 Active Points; total cost 26 points.

The Call To Wave: Summon one 481-point water elemental. 96 Active Points; total cost 26 points.



INFERNAL SUMMONING

Effect:	Summon one demon built on up to 600 Total Points
Target:	Special
Casting Time:	1 Turn
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-18
END Cost:	18

Description: The height of the conjuror's art is the power to summon demons, devils, and other creatures of power who dwell on planes of existence other than the material world. This spell is dangerous, since infernal beings are extremely hard to control... but they offer the promise of great power to he who can master them. See HSB 71-89 for character sheets for various infernal beings.

Game Information: Summon one infernal being built on up to 600 Total Points, Expanded Class (demons, devils, and similar infernal beings; +½) (180 Active Points); OAF Expendable (sulphur burned in a specially-worked iron brazier, Very Difficult to obtain; -1½), Concentration (0 DCV throughout; -1), Extra Time (1 Turn; -1¼), Gestures (throughout; -½), Incantations (throughout; -½), Requires A Magic Roll (-½). Total cost: 29 points.

Options:

- 1) *Infernal Summoning II:* Increase to one infernal being built on up to 900 Total Points. 270 Active Points; total cost 43 points.
- 2) *Infernal Summoning III:* Increase to one infernal being built on up to 1,200 Total Points. 360 Active Points; total cost 58 points.
- 3) *Many Infernals:* Increase to up to four infernal beings:
Infernal Summoning: 195 Active Points; total cost 31 points.
Infernal Summoning II: 285 Active Points; total cost 46 points.
Infernal Summoning III: 375 Active Points; total cost 60 points.

- 4) *Many, Many Infernals*: Increase to up to 32 infernal beings:
Infernal Summoning: 217 Active Points; total cost 35 points.
Infernal Summoning II: 307 Active Points; total cost 49 points.
Infernal Summoning III: 397 Active Points; total cost 63 points.
- 5) *Free Spell*: Total cost: 38 points.
- 6) *Remove A +¼ Advantage*: 150 Active Points; total cost 24 points.
- 7) *Remove A +½ Advantage*: 120 Active Points; total cost 19 points.
- 8) *Remove A -¼ Limitation*: Total cost 30 points.
- 9) *Remove A -½ Limitation*: Total cost 31 points.
- 10) *Add A +¼ Advantage*: 210 Active Points; total cost 34 points.
- 11) *Add A +½ Advantage*: 240 Active Points; total cost 38 points.
- 12) *Add A -¼ Limitation*: Total cost 28 points.
- 13) *Add A -½ Limitation*: Total cost 27 points.
- 14) *Devoted Infernals*: Add Devoted (+¾). 270 Active Points; total cost 43 points.
- 15) *Slavishly Devoted Infernals*: Add Slavishly Devoted (+1). 300 Active Points; total cost 48 points.
- 16) *Demon Prince Summoning Ritual*: This ritual allows a group of spellcasters to summon one specific demon prince (defined when the spell is bought; see HSB 90-97 for example character sheets for demon princes). Of course, unless the casters have the power or persuasiveness to win the prince to their cause, they're likely to find themselves at the demon-lord's mercy unless they've drawn their pentagram *very well*.... Change to Summon one specific demon prince built on up to 1,510 Total Points, Specific Being (+1) (604 Active Points); OAF Expendable (gemstones burned in a specially-worked golden brazier, Extremely Difficult to obtain; -2), Concentration (0 DCV throughout; -1), Extra Time (6 Hours; -3½), Gestures (throughout; -½), Incantations (throughout; -½), Requires A Magic Roll (-½), Requires Multiple Users (13 casters; -1), Window Of Opportunity (5 Years; -5). Total cost: 40 points.



MASTER CONJURATION

Effect:	Summon any one being built on up to 400 Total Points
Target:	Special
Casting Time:	Full Phase
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-16
END Cost:	16

Description: This spell allows the caster to summon virtually any type of being he can think of. While it won't suffice to conjure some very powerful extra-planar entities or some of the largest and mightiest monsters, most beings cannot resist its call.

Game Information: Summon any one being built on up to 400 Total Points, Expanded Class (any being; +1) (160 Active Points); OAF (conjuror's staff or the like; defined by character when spell is purchased; -1), Concentration (0 DCV; -½), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 40 points.

Options:

- 1) *Strong Spell*: Increase to Summon any one being built on up to 600 Character Points. 240 Active Points; total cost 60 points.
- 2) *Weak Spell*: Decrease to Summon any one being built on up to 300 Character Points. 120 Active Points; total cost 30 points.
- 3) *Many Beings*: Increase to up to four beings:
Standard: 180 Active Points; total cost 45 points.
Strong: 260 Active Points; total cost 65 points.
Weak: 140 Active Points; total cost 35 points.
- 4) *Many, Many Beings*: Increase to up to 32 beings:
Standard: 210 Active Points; total cost 52 points.
Strong: 290 Active Points; total cost 72 points.
Weak: 170 Active Points; total cost 42 points.
- 5) *Free Spell*: Total cost: 53 points.
- 6) *Remove A +¼ Advantage*: 140 Active Points; total cost 35 points.
- 7) *Remove A +½ Advantage*: 120 Active Points; total cost 30 points.
- 8) *Remove A -¼ Limitation*: Total cost 48 points.
- 9) *Remove A -½ Limitation*: Total cost 51 points.
- 10) *Add A +¼ Advantage*: 180 Active Points; total cost 45 points.
- 11) *Add A +½ Advantage*: 200 Active Points; total cost 50 points.
- 12) *Add A -¼ Limitation*: Total cost 38 points.
- 13) *Add A -½ Limitation*: Total cost 35 points.



MONSTER SUMMONING

Effect:	Summon one monster built on up to 400 Total Points
Target:	Special
Casting Time:	Full Phase
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-12
END Cost:	12

Description: This spell conjures a powerful monster to serve the conjuror... though he has to use persuasion, bribery, or force to convince the creature to do his bidding.

Game Information: Summon one monster built on up to 400 Total Points, Expanded Class (monsters; +½) (120 Active Points); OAF Expendable (rune-carved silver flute, Difficult to obtain; -1¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 32 points.

Options:

- 1) *Monster Summoning II:* Increase to one monster built on up to 500 Total Points. 150 Active Points; total cost 40 points.
- 2) *Monster Summoning III:* Increase to one monster built on up to 600 Total Points. 180 Active Points; total cost 48 points.
- 3) *Many Monsters:* Increase to up to four monsters:
Monster Summoning: 135 Active Points; total cost 36 points.
Monster Summoning II: 165 Active Points; total cost 44 points.
Monster Summoning III: 195 Active Points; total cost 52 points.
- 4) *Many, Many Monsters:* Increase to up to 32 monsters:
Monster Summoning: 157 Active Points; total cost 42 points.
Monster Summoning II: 187 Active Points; total cost 50 points.
Monster Summoning III: 217 Active Points; total cost 58 points.
- 5) *Free Spell:* Total cost: 48 points.
- 6) *Remove A +¼ Advantage:* 100 Active Points; total cost 27 points.
- 7) *Remove A +½ Advantage:* 80 Active Points; total cost 21 points.
- 8) *Remove A -¼ Limitation:* Total cost 34 points.
- 9) *Remove A -½ Limitation:* Total cost 37 points.
- 10) *Add A +¼ Advantage:* 140 Active Points; total cost 37 points.
- 11) *Add A +½ Advantage:* 160 Active Points; total cost 43 points.
- 12) *Add A -¼ Limitation:* Total cost 30 points.
- 13) *Add A -½ Limitation:* Total cost 28 points.
- 14) *Devoted Monsters:* Add Devoted (+¾). 180 Active Points; total cost 48 points.
- 15) *Slavishly Devoted Monsters:* Add Slavishly Devoted (+1). 200 Active Points; total cost 53 points.

- 16) *Local Monsters:* The conjuror's spell doesn't instantly transport the monster to the conjuror; it must live in the area and come under its own power. Add Arrives Under Own Power (-½) and Summoned Being Must Inhabit Locale (-½). Total cost: 25 points.
- 17) *Dragon Summoning:* This spell summons the mightiest of monsters, a dragon. Change to Summon one 969-point Greater Dragon (see HSB 107) (194 Active Points); OAF Expendable (dragon statuette made of gold and rubies, Extremely Difficult to obtain; -2), Concentration (0 DCV throughout; -1), Extra Time (1 Hour; -3), Gestures (throughout; -½), Incantations (throughout; -½), Requires A Magic Roll (-½). Total cost: 23 points.
- 18) *Dragon Summoning Ritual:* As Dragon Summoning, but add Requires Multiple Users (4 casters; -½) and increase the Extra Time to (6 Hours; -3½). Total cost: 20 points.

OFFENSIVE SPELLS



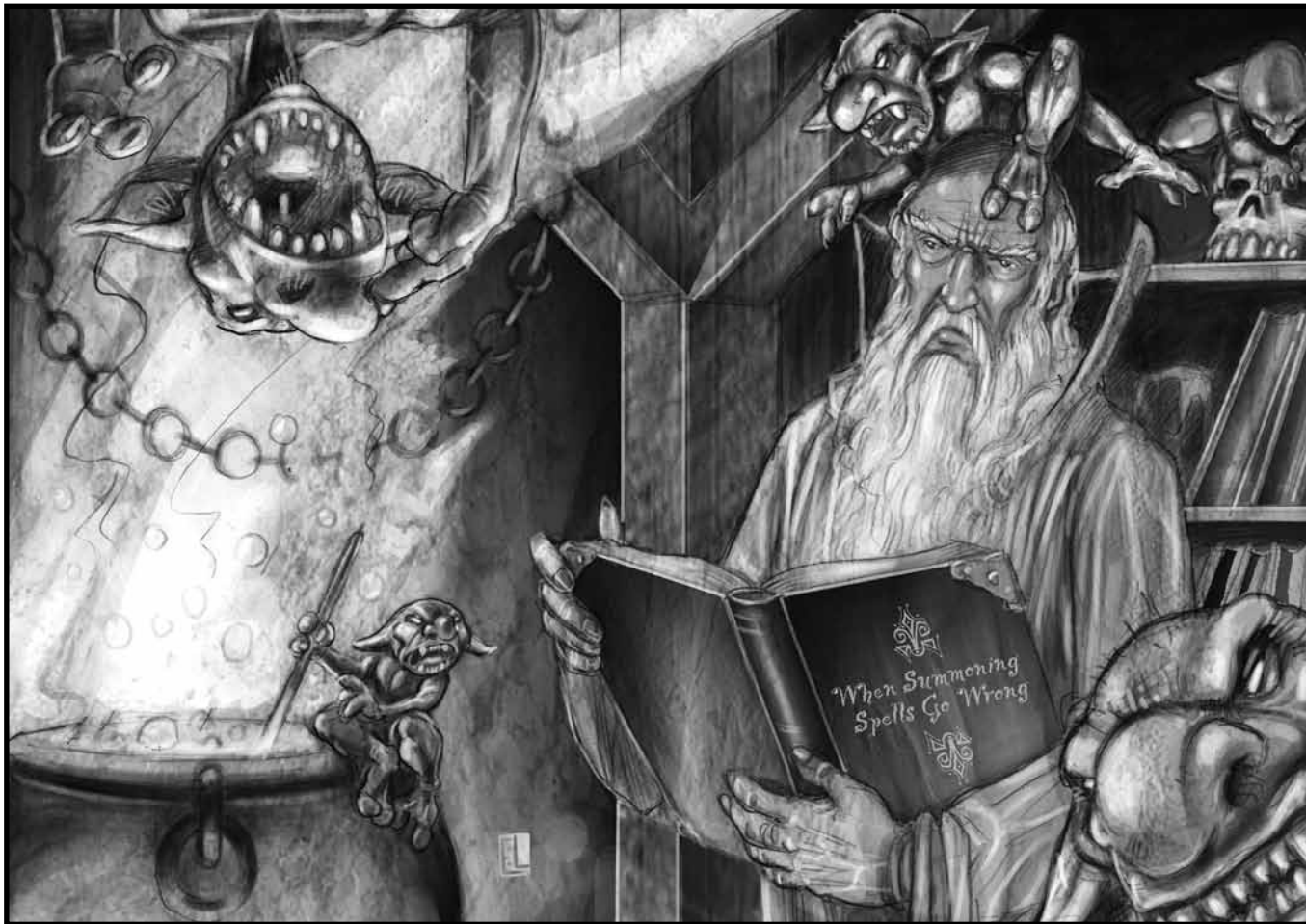
BANISHMENT

Effect:	Dispel Summon 20d6
Target:	One Summoned creature
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	600m
Magic Roll Penalty:	-6
END Cost:	6

Description: Also known more poetically as *Severing The Bindings*, this spell is one of the most important in the conjuror's repertoire. What a summoner calls up, he must be able to put down — or maybe he just needs a way to put down rival conjurors' creatures. This spell breaks the magical "ties" that connect a Summoned being to its current location and plane, thus sending it back to wherever it was when first Summoned. (See page 155 of *Fantasy Hero* for more information about banishing.) The spell only works on spells that "conjure" or "call" a Summoned being, not on spells that use the *Summon* Power to "create" beings (such as the various "create undead" spells described in the *Necromancy* section of this book).

Since some spells of Conjunction involve calling up enormously powerful beings, some versions of this spell must be equally powerful to banish them. One version creates a small force of banishment, then builds it up slowly until it's strong enough to sever the bindings; of course, this works best when the conjured being cannot flee or attack the caster.

Game Information: Dispel Summon 20d6 (60 Active Points); OAF Expendable (special incense, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Only Works On Conjuring Summons (see text; -0), Requires A Magic Roll (-½), Spell (-½). Total cost: 16 points.

**Options:**

- 1) *Greater Banishment*: Increase to Dispel Summon 40d6. 120 Active Points; total cost 32 points.
- 2) *Lesser Banishment*: Decrease to Dispel Summon 12d6. 36 Active Points; total cost 10 points.
- 3) *Free Spell*: Total cost: 24 points.
- 4) *Remove A -¼ Limitation*: Total cost 17 points.
- 5) *Remove A -½ Limitation*: Total cost 18 points.
- 6) *Add A +¼ Advantage*: 75 Active Points; total cost 20 points.
- 7) *Add A +½ Advantage*: 90 Active Points; total cost 24 points.
- 8) *Add A -¼ Limitation*: Total cost 15 points.
- 9) *Add A -½ Limitation*: Total cost 14 points.
- 10) *Variant Banishment*: Decrease to Dispel Summon 8d6 and add Constant (+½) and Cumulative (384 points; +1¼). 66 Active Points; total cost 18 points.

**CONTROL SUMMONED BEING**

Effect:	Mind Control 12d6
Target:	One character
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	LOS
Magic Roll Penalty:	-6
END Cost:	6

Description: Rather than negotiate, bargain, or bribe Summoned beings, some conjurors prefer to compel their obedience with magic. While Control Summoned Being may not be powerful enough force a Summoned being to do *anything* the caster wants (particularly if the being is already inimical toward the caster), in the hands of a clever conjuror it can influence the being's behavior enough for the conjuror to accomplish his aims... or at least keep himself safe from the creature's vengeance.

This spell uses a slight variation of the "classes of minds" rules from 6E1 149. It defines "all summoned beings" as a "class of minds" so that the spell works in the most common-sense, dramatic-sense fashion. Gamemasters who prefer to stick to the classes of minds rules more closely can have characters rebuild the spell with the "Human" and "Alien" classes of minds (the latter covers demons and other extra-planar entities).

Game Information: Mind Control 12d6 (Summoned class of minds) (60 Active Points); OAF (-1), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 17 points.

Options:

- 1) *Strong Spell:* Increase to Mind Control 15d6. 75 Active Points; total cost 21 points.
- 2) *Weak Spell:* Decrease to Mind Control 10d6. 50 Active Points; total cost 14 points.
- 3) *Free Spell:* Total cost: 24 points.
- 4) *Remove A -¼ Limitation:* Total cost 18 points.
- 5) *Remove A -½ Limitation:* Total cost 20 points.
- 6) *Add A +¼ Advantage:* 75 Active Points; total cost 21 points.
- 7) *Add A +½ Advantage:* 90 Active Points; total cost 26 points.
- 8) *Add A -¼ Limitation:* Total cost 16 points.
- 9) *Add A -½ Limitation:* Total cost 15 points.



ENHANCE CONJUROR'S WILLPOWER

Effect: Aid EGO 4d6, Only For EGO Roll Contests With Summoned Beings
Target: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: Self
Magic Roll Penalty: -2
END Cost: 2

Description: Since compelling the obedience of a Summoned being normally requires a contest of willpower, a wise conjuror equips himself with this spell, which enhances his EGO for purposes of such contests.

Game Information: Aid EGO 4d6 (24 Active Points); OAF Expendable (small statuette of a tower, Very Difficult to obtain; -1½), Only For EGO Roll Contests With Summoned Beings (-1), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Only Aid Self (-1). Total cost: 4 points.

Options:

- 1) *Strong Spell:* Increase to Aid EGO 6d6. 36 Active Points; total cost 6 points.
- 2) *Weak Spell:* Decrease to Aid EGO 3d6. 18 Active Points; total cost 3 points.
- 3) *Free Spell:* Total cost: 6 points.
- 4) *Remove A -¼ Limitation:* Total cost 4 points.
- 5) *Remove A -½ Limitation:* Total cost 5 points.
- 6) *Add A +¼ Advantage:* 30 Active Points; total cost 5 points.
- 7) *Add A +½ Advantage:* 36 Active Points; total cost 6 points.
- 8) *Add A -¼ Limitation:* Total cost 4 points.
- 9) *Add A -½ Limitation:* Total cost 4 points.

DEFENSIVE SPELLS



SUMMONING CIRCLE

Effect: Change Environment (create area summoned beings cannot leave or enter)
Target: 2m Radius
Casting Time: 30 Minutes
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: No Range
Magic Roll Penalty: -1
END Cost: 1

Description: Long ago, conjurors seeking a way to protect themselves from the dangers posed by summoned beings devised the Summoning Circle. It's a mystic ward that a summoned entity, by the laws of magic, cannot exit or enter, and through which its attacks and inimical powers cannot extend. (Note that the Demon character sheets on HSB 71-97 all have the Physical Complication *Restricted By Pentagrams* to reflect this; in general, the GM should extend this to most if not all Summoned beings so that this spell functions properly.)

The Circle itself is drawn, or sometimes carved, into the ground or a floor by the caster in a half-hour long ritual. If the Circle is improperly created, it has no effect; if anything breaks, mars, obscures, or covers it, it instantly ceases to have any effect (though it can be repaired by the Mage).

Despite the name, Summoning Circles take many forms, not just circular. Certain standards must be maintained — for example, a Circle intended to confine certain beings must take a certain shape (like pentagrams for demons), and all Circles of a particular style must have certain specific guardian sigils as part of their design. However, within those restrictions the caster can draw the Circle however he wants.

Game Information: Change Environment (create area summoned beings cannot leave, enter, or affect beings outside/within depending on their position), Area Of Effect (2m Radius; +¼) (12 Active Points); OAF Fragile Expendable (magic circle or the like drawn or carved on the ground with easily-disturbed enchanted paints, inks, powders, or the like, Difficult to obtain; -1½), Concentration (0 DCV throughout casting; -1), Extra Time (30 Minutes; -2½), Gestures (throughout casting; -1/2), Incantations (throughout casting; -½), No Range (-½), Requires A Magic Roll (-½), Side Effects (summoned being can escape, attack caster, or the like; -1). Total cost: 1 point.

MISCELLANEOUS SPELLS



CONJUROR'S EASE

Effect:	Change Environment (clean area)
Target:	8m Radius
Casting Time:	Half Phase
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	No Range
Magic Roll Penalty:	-4
END Cost:	0

Description: This spell summons several implings to clean and perform related chores. People who try to walk through the area find the implings flitting about and constantly getting in the way (a -1 to DEX Rolls effect, but this only lasts until the implings are done cleaning, not for the duration of the power). The *Long-Lasting* Adder signifies that the changes are permanent — at least until someone makes another mess.

Game Information: Change Environment (clean the area), Long-Lasting, Area Of Effect (8m Radius; +½), Reduced Endurance (0 END; +½) (38 Active Points); OAF Expendable (inscribed scroll; -1¼), Concentration (0 DCV throughout; -1), Extra Time (1 Turn to cast; -¾), Gestures (throughout casting; -½), Incantations (throughout casting; -½), No Range (-½), Requires A Magic Roll (-½). Total cost: 6 points.

Options:

- 1) *Conjuror's Porter:* This related spell conjures imps to carry things for the caster and perform similar tasks. Change to: Telekinesis (20 STR), Reduced Endurance (0 END; +½) (45 Active Points); OAF Expendable (inscribed scroll; -1¼), Concentration (0 DCV throughout casting; -1), Extra Time (1 Turn to cast; -¾), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Requires A Magic Roll (-½). Total cost: 8 points.



TO MY HAND

Effect:	Teleportation 10m, Usable As Attack
Target:	One pre-designated object
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	10,000 km (see text)
Magic Roll Penalty:	-4
END Cost:	4

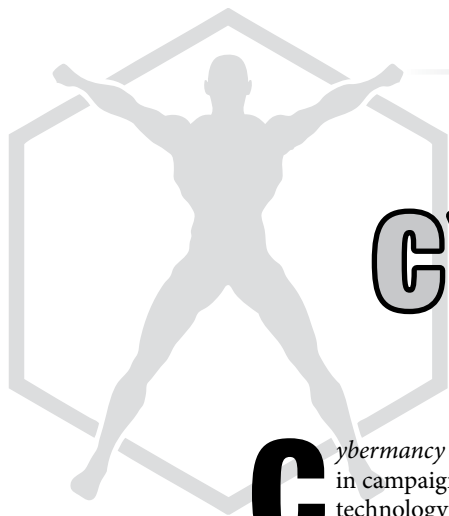
Description: With this spell, a conjuror need only speak a mystic word and make a mystic gesture, and an object — one prepared in advance — appears instantly in his hand. The object must be small and light enough that the character could hold it in one hand without difficulty; examples include a weapon, a pouch of coins, or a book.

You must have the GM's permission to buy this spell, since it uses the rules for Fixed Locations in an unusual way. In this case, the "Location" is actually the *object*, which the caster designates in advance (but can switch during the game by speaking the spell's incantation repeatedly over another object; this takes 1 Turn).

Game Information: Teleportation 10m, MegaScale (1m = 100 km; +1½), Usable As Attack (+1¼) (37 Active Points); OAF Expendable (tiny silver horn, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Only Works On Hand-Held Objects (-½), Requires A Magic Roll (-½), Spell (-½) (total cost: 9 points) **plus** one Floating Fixed "Location" (see text) (total cost: 5 points). Total cost: 14 points.

Options:

- 1) *Strong Spell:* Increase to Teleportation 15m. 56 Active Points; total cost 13 points; total cost of spell 18 points.
- 2) *Weak Spell:* Decrease to Teleportation 5m. 19 Active Points; total cost 4 points; total cost of spell 9 points.
- 3) *Free Spell:* Total cost 12 points; total cost of spell 17 points.
- 4) *Remove A +¼ Advantage:* 35 Active Points; total cost 8 points; total cost of spell 13 points.
- 5) *Remove A +½ Advantage:* 32 Active Points; total cost 7 points; total cost of spell 12 points.
- 6) *Remove A -¼ Limitation:* Total cost 9 points; total cost of spell 14 points.
- 7) *Remove A -½ Limitation:* Total cost 10 points; total cost of spell 15 points.
- 8) *Add A +¼ Advantage:* 40 Active Points; total cost 9 points; total cost of spell 14 points.
- 9) *Add A +½ Advantage:* 42 Active Points; total cost 10 points; total cost of spell 15 points.
- 10) *Add A -¼ Limitation:* Total cost 8 points; total cost of spell 13 points.
- 11) *Add A -½ Limitation:* Total cost 8 points; total cost of spell 13 points.



CYBERMANCY

Cybermancy is a type of magic found only in campaigns that feature advanced technology (such as Urban Fantasy Hero games, Science Fiction games, and some Post-Apocalyptic campaigns). It features spells that allow characters to manipulate and evoke technology and technology-related phenomena (such as electric power or smog).

As a category of spells, Cybermancy is in some ways limited — for example, it has no defensive spells. This reflects the way that magic and machines tend to interact in most fiction. However, you could certainly expand this category to include more spells and a wider sphere of possible abilities; see the *Cyberkinesis Powers* section of *Champions Powers* for some similar powers that you could easily adapt into spells.

OFFENSIVE SPELLS



ALTER ELECTRONIC DATA

Effect:	Severe Transform 2d6 (add, alter, or remove computer software)
Target:	One machine
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	Touch
Magic Roll Penalty:	-5
END Cost:	5

Description: This spell grants a caster the power to add, alter, or remove software and files to or from a computer (or similar device).

See APG 73 for more information and guidelines about Mentally Transforming software and the like. In most cases, adding, removing, or altering a sentient machine's Psychological Complications requires a Severe Transform. So does adding, removing, or altering a piece of software. Adding, altering, or removing a computer file may only require a Cosmetic, Minor, or Major Transform effect, based on the GM's judgment regarding the complexity and importance of the information; the *Partial Transform* Advantage allows the caster to achieve such lesser effects easily.

Game Information: Severe Transform 2d6 (add, alter, or remove computer Psychological Complications, programs, or records; heal back through application of the same power, reprogramming, and/or re-entering the data), ACV (uses OMCV versus DMCV; +¼), AVAD (Mental Defense; +0), Partial Transform (+½) (52 Active Points); OAF Expendable (a disk containing software for a program no longer produced or supported; -1¼), Gestures (-¼), Incantations (-¼), No Range (-½), Limited Target (computer software and files; -½), Requires A Magic Roll (-½), Spell (-½). Total cost: 11 points.

Options:

- 1) *Strong Spell:* Increase to Severe Transform 3d6. 79 Active Points; total cost 17 points.
- 2) *Weak Spell:* Decrease to Severe Transform 1d6. 26 Active Points; total cost 5 points.
- 3) *Free Spell:* Total cost: 15 points.
- 4) *Remove A +¼ Advantage:* 45 Active Points; total cost 9 points.
- 5) *Remove A +½ Advantage:* 37 Active Points; total cost 8 points.
- 6) *Remove A -¼ Limitation:* Total cost 11 points.
- 7) *Remove A -½ Limitation:* Total cost 12 points.
- 8) *Add A +¼ Advantage:* 60 Active Points; total cost 13 points.
- 9) *Add A +½ Advantage:* 67 Active Points; total cost 14 points.
- 10) *Add A -¼ Limitation:* Total cost 10 points.
- 11) *Add A -½ Limitation:* Total cost 10 points.



CONTROL TECHNOLOGY

Effect:	Mind Control 8d6 (Machine class of minds)
Target:	One device
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	LOS
Magic Roll Penalty:	-4
END Cost:	4

Description: A caster can use this spell to control machines, making them function as he wishes. See APG 70-73 for more rules for "cyberkinesis," including "Intelligence" ratings for various types of machines that don't have EGOS.



Game Information: Mind Control 8d6 (Machine class of minds) (40 Active Points); OAF (talisman; -1), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 11 points.

Options:

- 1) *Strong Spell:* Increase to Mind Control 10d6. 50 Active Points; total cost 14 points.
- 2) *Weak Spell:* Decrease to Mind Control 6d6. 30 Active Points; total cost 8 points.
- 3) *Free Spell:* Total cost: 16 points.
- 4) *Remove A -¼ Limitation:* Total cost 12 points.
- 5) *Remove A -½ Limitation:* Total cost 13 points.
- 6) *Add A +¼ Advantage:* 50 Active Points; total cost 14 points.
- 7) *Add A +½ Advantage:* 60 Active Points; total cost 17 points.
- 8) *Add A -¼ Limitation:* Total cost 11 points.
- 9) *Add A -½ Limitation:* Total cost 10 points.

★ CONTROL WEAPONS

Effect: Mind Control 10d6, Only Versus Weapons
Target: One weapon
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: LOS
Magic Roll Penalty: -6
END Cost: 6

Description: With this spell, a caster can override and take control of any electronic weapon he can see and cause it to fire at one of his enemies. (See APG 70-73 for more rules for “cyberkinesis,” including “Intelligence” ratings for various types of machines that don’t have EGOs.)

Note that a character with Machine Manipulation (see below) may be able to fire weapons telekinetically instead of using this power, and may be more likely to affect sturdy mechanical (as opposed to electronic or computer-controlled) weapons.

Game Information: Mind Control 10d6 (Machine class of minds) (50 Active Points); OAF Expendable (a used battery or weapon power-pack, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Only Versus Electronic Weapons (-1), Requires A Magic Roll (-½), Spell (-½). Total cost: 10 points.

Options:

- 1) *Strong Spell:* Increase to Mind Control 12d6. 60 Active Points; total cost 13 points.
- 2) *Weak Spell:* Decrease to Mind Control 8d6. 40 Active Points; total cost 8 points.
- 3) *Free Spell:* Total cost: 14 points.
- 4) *Remove A -¼ Limitation:* Total cost 11 points.
- 5) *Remove A -½ Limitation:* Total cost 12 points.
- 6) *Add A +¼ Advantage:* 62 Active Points; total cost 13 points.
- 7) *Add A +½ Advantage:* 75 Active Points; total cost 16 points.
- 8) *Add A -¼ Limitation:* Total cost 10 points.
- 9) *Add A -½ Limitation:* Total cost 9 points.
- 10) *Greater Legion:* The character can control multiple weapons at once, though they all have to fire at the same target. Reduce to Mind Control 6d6 and add Area Of Effect (32m Radius; +1). 60 Active Points; total cost 13 points.



DEACTIVATE MACHINE

Effect:	Dispel Electrical/Mechanical Devices 16d6, all Electrical/Mechanical Device powers simultaneously
Target:	One machine
Casting Time:	Full Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	100m
Magic Roll Penalty:	-12
END Cost:	12

Description: Even a wizard can't always rely on technology to function properly, and sometimes it's necessary to shut the device off quickly lest it harm him. That's when this spell, which can deactivate any device, comes in handy.

Game Information: Dispel Electrical/Mechanical Devices 16d6, Expanded Effect + Variable Effect (all Electrical/Mechanical Device powers simultaneously; +4), Reduced Endurance ($\frac{1}{2}$ END; + $\frac{1}{4}$) (252 Active Points); OAF Expendable (a screwdriver or similar tool inscribed with mystic runes, Difficult to obtain; - $\frac{1}{4}$), Extra Time (Full Phase; - $\frac{1}{2}$), Gestures (- $\frac{1}{4}$), Incantations (- $\frac{1}{4}$), Limited Range (100m; - $\frac{1}{4}$), Requires A Magic Roll (-1 per 20 Active Points; - $\frac{1}{4}$), Spell (- $\frac{1}{2}$). Total cost: 59 points.

Options:

- 1) *Strong Spell:* Increase to Dispel Electrical/Mechanical Devices 20d6. 315 Active Points; total cost 74 points.
- 2) *Weak Spell:* Decrease to Dispel Electrical/Mechanical Devices 12d6. 189 Active Points; total cost 44 points.
- 3) *Free Spell:* Total cost: 84 points.
- 4) *Remove A + $\frac{1}{4}$ Advantage:* 240 Active Points; total cost 56 points.
- 5) *Remove A - $\frac{1}{4}$ Limitation:* Total cost 63 points.
- 6) *Remove A - $\frac{1}{2}$ Limitation:* Total cost 67 points.
- 7) *Add A + $\frac{1}{4}$ Advantage:* 264 Active Points; total cost 62 points.
- 8) *Add A + $\frac{1}{2}$ Advantage:* 276 Active Points; total cost 65 points.
- 9) *Add A - $\frac{1}{4}$ Limitation:* Total cost 56 points.
- 10) *Add A - $\frac{1}{2}$ Limitation:* Total cost 53 points.



DRAIN POWER

Effect:	Dispel END 30d6, Only From Electronic Endurance Reserves
Target:	One device
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	100m
Magic Roll Penalty:	-9
END Cost:	9

Description: Most most devices require some sort of power, whether it comes from a wall socket, a battery, chemical fuel, tapping into an antimatter power converter, or receiving it from a broadcast power station. This spell saps that power, making it harder (or impossible) for a device to function.

In *HERO System* terms, the power supply for a device is usually provided by an Endurance Reserve. This spell Dispel the Reserve's END. Ordinarily it's against the rules to use Dispel against a Characteristic, but it's permitted in this case because the END in this situation is a Power and Dispel best represents how the spell should work.

Game Information: Dispel END 30d6 (90 Active Points); OAF Expendable (a used battery or power-pack, Difficult to obtain; - $\frac{1}{4}$), Gestures (- $\frac{1}{4}$), Incantations (- $\frac{1}{4}$), Limited Range (100m; - $\frac{1}{4}$), Requires A Magic Roll (- $\frac{1}{2}$), Spell (- $\frac{1}{2}$). Total cost: 22 points.

Options:

- 1) *Strong Spell:* Increase to Dispel END 40d6. 120 Active Points; total cost 30 points.
- 2) *Weak Spell:* Decrease to Dispel END 20d6. 60 Active Points; total cost 15 points.
- 3) *Free Spell:* Total cost: 33 points.
- 4) *Remove A - $\frac{1}{4}$ Limitation:* Total cost 24 points.
- 5) *Remove A - $\frac{1}{2}$ Limitation:* Total cost 26 points.
- 6) *Add A + $\frac{1}{4}$ Advantage:* 112 Active Points; total cost 28 points.
- 7) *Add A + $\frac{1}{2}$ Advantage:* 135 Active Points; total cost 34 points.
- 8) *Add A - $\frac{1}{4}$ Limitation:* Total cost 21 points.
- 9) *Add A - $\frac{1}{2}$ Limitation:* Total cost 20 points.



ENHANCE POWER

Effect:	Aid END 3d6, Only Works On Electrical Devices
Target:	One machine
Casting Time:	Full Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	Touch
Magic Roll Penalty:	-4
END Cost:	4

Description: Most most devices require some sort of power, whether it comes from a wall socket, a battery, chemical fuel, tapping into an antimatter power converter, or receiving it from a broadcast power station. This spell provides power to a device, allowing it to function for a short time even if it's not hooked up to a power source (or extending its operating time if it has a finite source of power).

In *HERO System* terms, the power supply for a device is usually provided by an Endurance Reserve. This spell Aids the Reserve's END. Assume that a device that has no functioning power supply when the spell is used has an "Endurance Reserve" with 0 END, 0 REC.

Game Information: Aid END 3d6, Delayed Return Rate (points fade at the rate of 5 per Minute; +1) (36 Active Points); OAF Expendable (any type of fresh battery or power-pack, Difficult to obtain; - $\frac{1}{4}$), Extra Time (Full Phase; - $\frac{1}{2}$), Gestures (- $\frac{1}{4}$), Incantations (- $\frac{1}{4}$), Only Works On Electrical Devices (-1), Requires A Magic Roll (- $\frac{1}{2}$), Spell (- $\frac{1}{2}$). Total cost: 7 points.

Options:

- 1) *Strong Spell*: Increase to Aid END 4d6. 48 Active Points; total cost 9 points.
- 2) *Weak Spell*: Decrease to Aid END 2d6. 24 Active Points; total cost 4 points.
- 3) *Free Spell*: Total cost: 8 points.
- 4) *Remove A +¼ Advantage*: 31 Active Points; total cost 6 points.
- 5) *Remove A +½ Advantage*: 27 Active Points; total cost 5 points.
- 6) *Remove A -¼ Limitation*: Total cost 7 points.
- 7) *Remove A -½ Limitation*: Total cost 7 points.
- 8) *Add A +¼ Advantage*: 40 Active Points; total cost 8 points.
- 9) *Add A +½ Advantage*: 45 Active Points; total cost 8 points.
- 10) *Add A -¼ Limitation*: Total cost 6 points.
- 11) *Add A -½ Limitation*: Total cost 6 points.

 INTERFERENCE

Effect: Drain Electronic Devices 4d6
Target: One electronic device
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 40m
Magic Roll Penalty: -6
END Cost: 6

Description: This spell creates a mystic “field of interference” that can disrupt the functioning of any electronic device within 40m of the caster, causing it to function less efficiently (and possibly to shut down altogether) for a while.

Game Information: Drain Electronic Devices 4d6, Variable Effect (any one Electronic Device power at a time; +½) (60 Active Points); OAF Expendable (broken cog or gear, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Limited Range (40m; -¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 15 points.

Options:

- 1) *Strong Spell*: Increase to Drain Electronic Devices 6d6. 90 Active Points; total cost 22 points.
- 2) *Weak Spell*: Decrease to Drain Electronic Devices 2d6. 30 Active Points; total cost 7 points.
- 3) *Free Spell*: Total cost: 22 points.
- 4) *Remove A +¼ Advantage*: 50 Active Points; total cost 12 points.
- 5) *Remove A +½ Advantage*: 40 Active Points; total cost 10 points.
- 6) *Remove A -¼ Limitation*: Total cost 16 points.
- 7) *Remove A -½ Limitation*: Total cost 17 points.
- 8) *Add A +¼ Advantage*: 70 Active Points; total cost 17 points.
- 9) *Add A +½ Advantage*: 80 Active Points; total cost 20 points.
- 10) *Add A -¼ Limitation*: Total cost 14 points.
- 11) *Add A -½ Limitation*: Total cost 13 points.
- 12) *Long-Term Inteferece*: Add Delayed Return Rate (points return at the rate of 5 per Minute; +1). 100 Active Points; total cost 25 points.

 MACHINE PHANTASMS I

Effect: Mental Illusions 8d6
Target: One machine
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: LOS
Magic Roll Penalty: -4
END Cost: 4

Description: This spell allows a caster to control what a machine “sees” or displays. For example, he could make security cameras show himself and his comrades as uniformed security guards rather than civilians (or as not being there at all), or cause a computer screen to display the specific images he wants it to. The character cannot cause the machine to take STUN or BODY damage due to the effect of the illusion.

Game Information: Mental Illusions 8d6 (Machine class of minds) (40 Active Points); OAF Expendable (piece of a broken camera lens painted with mystic runes, Difficult to obtain; -1¼), Cannot Cause Harm (-¼), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 10 points.

Options:

- 1) *Strong Spell*: Increase to Mental Illusions 10d6. 50 Active Points; total cost 12 points.
- 2) *Weak Spell*: Decrease to Mental Illusions 6d6. 30 Active Points; total cost 7 points.
- 3) *Free Spell*: Total cost: 14 points.
- 4) *Remove A -¼ Limitation*: Total cost 11 points.
- 5) *Remove A -½ Limitation*: Total cost 11 points.
- 6) *Add A +¼ Advantage*: 50 Active Points; total cost 12 points.
- 7) *Add A +½ Advantage*: 60 Active Points; total cost 15 points.
- 8) *Add A -¼ Limitation*: Total cost 9 points.
- 9) *Add A -½ Limitation*: Total cost 9 points.
- 10) *See What I Want You To See*: The standard spell affects all senses, since a caster might need to attack a sentient robot or the like with it. However, some casters can only affect machines’ sight and radio senses, since so few have any other senses. Add Limited Senses (cannot affect Hearing, Smell/Taste, and Touch Groups; -¾). Total cost: 8 points.

 MACHINE PHANTASMS II

Effect: Sight and Radio Group Images
Target: 16m radius
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: 150m
Magic Roll Penalty: -3
END Cost: 3

Description: A caster can use this spell to fool machines in situations when Machine Phantasms I (see above) isn’t quite appropriate. It allows him to control what the machine sees or displays (and thus what anyone monitoring the machine sees). For example, he could make a security camera see

the undisturbed bank vault it normally expects to see, even when a team of burglars is busy looting the place. Anyone monitoring that camera remotely would see the Image, but anyone viewing the scene with the naked eye wouldn't be affected at all.

The Image has an 16m radius, which should suffice to cover the the area scanned by most cameras. If necessary, the caster can place the illusion directly in front of the camera so it cannot avoid it.

Game Information: Sight and Radio Group Images, Area Of Effect (16m Radius; +¾) (26 Active Points); OAF Expendable (piece of a broken camera lens painted with mystic runes, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Only Versus Machines (-1), Requires A Magic Roll (-½), Spell (-½). Total cost: 5 points.

Options:

- 1) *Strong Spell:* Add -3 to PER Rolls. 42 Active Points; total cost 9 points.
- 1) *Free Spell:* Total cost: 7 points.
- 2) *Remove A +¼ Advantage:* 22 Active Points; total cost 5 points.
- 3) *Remove A +½ Advantage:* 19 Active Points; total cost 4 points.
- 4) *Remove A -¼ Limitation:* Total cost 6 points.
- 5) *Remove A -½ Limitation:* Total cost 6 points.
- 6) *Add A +¼ Advantage:* 30 Active Points; total cost 6 points.
- 7) *Add A +½ Advantage:* 34 Active Points; total cost 7 points.
- 8) *Add A -¼ Limitation:* Total cost 5 points.
- 9) *Add A -½ Limitation:* Total cost 5 points.



MACHINE-SCULPTING

Effect: Severe Transform 3d6 (machines to other machines, or spare parts into machines)

Target: One machine or collection of spare parts

Casting Time: 1 Turn (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: No Range

Magic Roll Penalty: -4

END Cost: 4

Description: This spell transmutes one machine into another machine, or a collection of spare parts into a working machine. The GM determines the BODY of the machine or spare parts (see 6E2 170-73 for guidelines). The rules for adding or removing abilities with Transform (6E1 306) apply. Depending on the situation, the GM may limit the scope of what the character can do with this spell based on the material he's got to work with and the degree of similarity between the two machines. For example, a caster could Transform a television remote control into an infrared laser pistol, but not into a starter motor.

Game Information: Severe Transform 3d6 (machine into any other type of machine, or spare parts into working machine; heals back by being taken apart or destroyed, or subjected to another use of this power) (45 Active Points); OAF Expendable (a small silver hex-nut with a gold nail through its hole, Difficult to obtain; -1¼), Extra Time (1 Turn; -1¼), Gestures (-¼), Incantations (-¼), No Range (-½), Limited Target (machines and spare parts for machines; -½), Requires A Magic Roll (-½), Spell (-½). Total cost: 6 points.

Options:

- 1) *Strong Spell:* Increase to Severe Transform 4d6. 60 Active Points; total cost 8 points.
- 2) *Weak Spell:* Decrease to Severe Transform 2d6. 30 Active Points; total cost 4 points.
- 3) *Free Spell:* Total cost: 8 points.
- 4) *Remove A -¼ Limitation:* Total cost 7 points.
- 5) *Remove A -½ Limitation:* Total cost 7 points.
- 6) *Add A +¼ Advantage:* 56 Active Points; total cost 8 points.
- 7) *Add A +½ Advantage:* 67 Active Points; total cost 9 points.
- 8) *Add A -¼ Limitation:* Total cost 6 points.
- 9) *Add A -½ Limitation:* Total cost 6 points.



MANIPULATE MACHINE

Effect: Telekinesis (10 STR), Fine Manipulation, Only Versus Machines

Target: One machine

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: 250m

Magic Roll Penalty: -1

END Cost: 2

Description: Wizards use this common Cybermancy spell to move machines, control the moving parts in machines, flip switches, and so forth. In a sense it's an enhanced version of the standard "1 STR Telekinesis" characters with Cybermancy abilities have (see APG 71).

Game Information: Telekinesis (10 STR), Fine Manipulation (25 Active Points); OAF Expendable (leftover switch or lever from an electronic device, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Only To Control Machines And Machine Parts (-1), Requires A Magic Roll (-½), Spell (-½). Total cost: 5 points.

Options:

- 1) *Free Spell:* Total cost: 7 points.
- 2) *Remove A -¼ Limitation:* Total cost 5 points.
- 3) *Remove A -½ Limitation:* Total cost 6 points.
- 4) *Add A +¼ Advantage:* 31 Active Points; total cost 6 points.
- 5) *Add A +½ Advantage:* 37 Active Points; total cost 8 points.
- 6) *Add A -¼ Limitation:* Total cost 5 points.
- 7) *Add A -½ Limitation:* Total cost 5 points.

MOVEMENT SPELLS



SUMMON VEHICLE

Effect:	Summon one motor vehicle built on up to 300 total points, LOS Required
Target:	One motor vehicle
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-15
END Cost:	15

Description: The character can remotely activate any motor vehicle he can see and cause it to come to him and then obey his commands as he rides in it. The vehicle uses its own DEX and SPD, not the character's DEX and SPD. The vehicle is totally "loyal" to him, though someone else could physical take control of it away from him (by, for example, leaping into the driver's seat and grabbing the wheel).

Game Information: Summon one motorized vehicle built on up to 300 Total Points, Expanded Class (vehicles; +½), Slavishly Devoted (+1) (150 Active Points); OAF (toy model of that type of vehicle; -1), Arrives Under Own Power (-½), Caster Must Have LOS To Vehicle To Summon It (-½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Spell (-½), Summoned Being Must Inhabit Locale (-½). Total cost: 30 points.

Options:

- 1) *Weak Spell:* Decrease to one motorized vehicle built on up to 150 Total Points. 75 Active Points; total cost 15 points.
- 2) *Free Spell:* Total cost: 37 points.
- 3) *Remove A +¼ Advantage:* 135 Active Points; total cost 27 points.
- 4) *Remove A +½ Advantage:* 120 Active Points; total cost 24 points.
- 5) *Remove A -¼ Limitation:* Total cost 31 points.
- 6) *Remove A -½ Limitation:* Total cost 33 points.
- 7) *Add A +¼ Advantage:* 165 Active Points; total cost 33 points.
- 8) *Add A +½ Advantage:* 180 Active Points; total cost 36 points.
- 9) *Add A -¼ Limitation:* Total cost 28 points.
- 10) *Add A -½ Limitation:* Total cost 27 points.

SENSORY SPELLS



MACHINE SCANNING

Effect:	Mind Scan 8d6 (Machine class of minds)
Target:	One device
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	LOS
Magic Roll Penalty:	-4
END Cost:	4

Description: With this spell a caster can mystically scan an area for the presence of "thinking" machines, ranging from ordinary computers to sentient androids and the like.

The GM should determine the Mind Scan modifier based on the number of *machine minds* in the designated area, not people. Given the prevalence of computers and similar devices (fax machines, PDAs, multi-function cellular phones, and so on) in modern cities (not to mention a place like Millennium City), the difference in numbers may not be great, but it probably exists. Powerful supercomputers and sentient machines may qualify as "unique, strange, or powerful," thus granting the character a bonus to find them.

Game Information: Mind Scan 8d6 (Machine class of minds) (40 Active Points); OAF Expendable (bit of fabric or similar component from a stereo speaker, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 11 points.

Options:

- 1) *Strong Spell:* Increase to Mind Scan 10d6. 50 Active Points; total cost 13 points.
- 2) *Weak Spell:* Decrease to Mind Scan 6d6. 30 Active Points; total cost 8 points.
- 3) *Free Spell:* Total cost: 16 points.
- 4) *Remove A -¼ Limitation:* Total cost 11 points.
- 5) *Remove A -½ Limitation:* Total cost 12 points.
- 6) *Add A +¼ Advantage:* 50 Active Points; total cost 13 points.
- 7) *Add A +½ Advantage:* 60 Active Points; total cost 16 points.
- 8) *Add A -¼ Limitation:* Total cost 10 points.
- 9) *Add A -½ Limitation:* Total cost 9 points.

MACHINE SPEECH

Effect:	Telepathy 8d6 (Machine class of minds)
Target:	One device
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	LOS
Magic Roll Penalty:	-4
END Cost:	4

Description: Cybermancers know that computers and many similar devices can “talk” — in other words, that a wizard can communicate with them to learn what they know and perhaps persuade them to take a particular course of action. This is the spell used for such communication.

Game Information: Telepathy 8d6 (Machine class of minds) (40 Active Points); OAF Expendable (bit of fabric or similar component from a stereo speaker, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 11 points.

Options:

- 1) *Strong Spell:* Increase to Telepathy 10d6. 50 Active Points; total cost 13 points.
- 2) *Weak Spell:* Decrease to Telepathy 6d6. 30 Active Points; total cost 8 points.
- 3) *Free Spell:* Total cost: 16 points.
- 4) *Remove A -¼ Limitation:* Total cost 11 points.
- 5) *Remove A -½ Limitation:* Total cost 12 points.
- 6) *Add A +¼ Advantage:* 50 Active Points; total cost 13 points.
- 7) *Add A +½ Advantage:* 60 Active Points; total cost 16 points.
- 8) *Add A -¼ Limitation:* Total cost 10 points.
- 9) *Add A -½ Limitation:* Total cost 9 points.

PERCEIVE THE SPECTRUM

Effect:	HRRP (Radio Group)
Target:	Self
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-1
END Cost:	1

Description: Casting this spell expands a character’s senses, allowing him to hear radio transmissions and see video transmissions, and if necessary to “respond” the same way.

Game Information: HRRP (Radio Group) (12 Active Points); OAF (wand made from a radio antenna; -1), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 3 points.

READ DATA

Effect:	Detect Data In Computer
Target:	Self
Casting Time:	Half Phase
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-3
END Cost:	3

Description: By casting this spell and touching a computer (or similar electronic media storage device), a character can detect the data inside it. It may take him a long time to sift through all that data to find what he wants, but at least he doesn’t have to turn the computer on, hack through its security programs, and so forth.

Game Information: Detect Data In A Computer (INT Roll) (Radio Group), Discriminatory, Analyze, Rapid (x10,000) (32 Active Points); OAF (small magnet etched with runes; -1), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 9 points.

SENSES OF THE CITY

Effect:	Clairsentience (Sight Group), Only Through Fixed-Location Cameras
Target:	Area
Casting Time:	Full Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	Up to 20 km
Magic Roll Penalty:	-4
END Cost:	4

Description: In modern cities, there are a lot of installed cameras: traffic cameras; security cameras; cameras to monitor employee conduct; and more. This spell allows a character to tap into this “network” of cameras and watch what’s going on.

Game Information: Clairsentience (Sight Group), MegaScale (1m = 1 km; +1) (40 Active Points); OAF (a lens from a security camera; -1), Concentration (½ DCV throughout use; -½), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Only Through Fixed-Location Cameras (-½), Requires A Magic Roll (-½). Total cost: 9 points.

Options:

- 1) *Free Spell:* Total cost: 11 points.
- 2) *Remove A -¼ Limitation:* Total cost 9 points.
- 3) *Remove A -½ Limitation:* Total cost 10 points.
- 4) *Add A +¼ Advantage:* 50 Active Points; total cost 11 points.
- 5) *Add A +½ Advantage:* 60 Active Points; total cost 13 points.
- 6) *Add A -¼ Limitation:* Total cost 8 points.
- 7) *Add A -½ Limitation:* Total cost 8 points.
- 8) *Rewind:* The caster can also “rewind” the camera to watch anything it’s viewed within the timeframe defined by its tape, disk, or other recording system. Add Retrocognition. 80 Active Points; total cost 18 points.

MISCELLANEOUS SPELLS

⬠ ACTIVATE DEVICE

Effect:	Make Magic roll to turn on a device (see text)
Target:	One device
Casting Time:	Full Phase (Attack Action)
Casting Procedures:	Gestures, Incantations
Duration:	Instant
Range:	10m
Magic Roll Penalty:	See text
END Cost:	1

Description: The simplest spell of Cybermancy is one that allows a wizard to turn on a device. To activate a machine, the wizard simply has to succeed with a Magic roll and spend 1 END. The roll is modified by the complexity of the device: Simple devices (most household appliances and such) are -2; Complex devices (energy weapons, most vehicles) are at -4; and Very Complex devices (robots, computers, automated security systems...) are at -8.

Game Information: See text.

⬠ ASSEMBLE MACHINE

Effect:	Minor Transform 4d6 (parts into working machine)
Target:	One set of parts
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	20m
Magic Roll Penalty:	-2
END Cost:	2

Description: This spell assembles a collection of spare parts into any working machine those parts could make (if they could make more than one, the caster chooses which one). Use the BODY of the completed machine as the target of the Transform; the character has to achieve twice that much BODY on his rolls to succeed.

Game Information: Minor Transform 4d6 (parts into working machine), Improved Results Group (various machines, as defined by the parts available; +¼) (25 Active Points); OAF (talisman; -1), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Limited Target (spare parts; -½), Limited Range (20m; -¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 5 points.

Options:

- 1) *Strong Spell:* Increase to Minor Transform 6d6. 37 Active Points; total cost 8 points.
- 2) *Weak Spell:* Decrease to Minor Transform 2d6. 12 Active Points; total cost 2 points.
- 3) *Free Spell:* Total cost: 7 points.
- 4) *Remove A -¼ Limitation:* Total cost 5 points.
- 5) *Remove A -½ Limitation:* Total cost 6 points.
- 6) *Add A +¼ Advantage:* 30 Active Points; total cost 6 points.
- 7) *Add A +½ Advantage:* 35 Active Points; total cost 7 points.
- 8) *Add A -¼ Limitation:* Total cost 5 points.
- 9) *Add A -½ Limitation:* Total cost 5 points.

⬠ ASSEMBLE ROBOT

Effect:	Summon one robot built on up to 600 Total Points
Target:	Special
Casting Time:	1 Minute
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-9
END Cost:	7

Description: With this spell a wizard can take bits and pieces of technology and form them into a working robot. Robots built this way can be quite powerful... if the wizard has the right parts. The GM has the final say on what a robot created with this spell can do. One built out of ordinary parts might simply be able to move and carry things; one that incorporates military technology or an industrial laser might have an attack or three to use on its creator's enemies.

At the GM's option, contrary to the standard rule for Summon, a caster using this spell can have Summoned at any one time as many robots as he wants — he just has to create them one at a time. See *The HERO System Bestiary* and other Hero Games products for example robots you could use with this spell.

Depending on the setting, you may want to define this spell as *Summon Junk Golem*. A junk golem is a robot-like being a caster creates out of whatever spare parts he can scrape together (often from junked cars, appliances, and industrial equipment).

Game Information: Summon one robot built on up to 600 Total Points, Expanded Class (any robot; +¼), Reduced Endurance (½ END; +¼) (180 Active Points); OAF (robotics tool etched with mystic runes; -1), Concentration (½ DCV throughout casting; -½), Extra Time (1 Minute; -1½), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Requires A Magic Roll (-1 per 20 Active Points; -¼), Requires Appropriate Spare Parts (see text; -1). Total cost: 29 points.

Options:

- 1) *Strong Spell:* Increase to Summon one robot built on up to 800 Total Points. 240 Active Points; total cost 38 points.
- 2) *Weak Spell:* Decrease to Summon one robot built on up to 400 Total Points. 120 Active Points; total cost 19 points.
- 3) *Free Spell:* Total cost: 34 points.
- 4) *Remove A +¼ Advantage:* 150 Active Points; total cost 24 points.
- 5) *Remove A +½ Advantage:* 120 Active Points; total cost 19 points.
- 6) *Remove A -¼ Limitation:* Total cost 30 points.
- 7) *Remove A -½ Limitation:* Total cost 31 points.
- 8) *Add A +¼ Advantage:* 210 Active Points; total cost 34 points.
- 9) *Add A +½ Advantage:* 240 Active Points; total cost 38 points.
- 10) *Add A -¼ Limitation:* Total cost 28 points.
- 11) *Add A -½ Limitation:* Total cost 27 points.

**REPAIR**

Effect: Healing BODY 4d6, Machines Only
Target: One machine
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: Touch
Magic Roll Penalty: -4
END Cost: 4

Description: By touching a damaged machine, a wizard can repair it with this spell. The spell cannot replace missing parts or the like, it can only repair existing, damaged parts.

Game Information: Healing BODY 4d6 (40 Active Points); OAF (polishing cloth embroidered with mystic runes; -1), Concentration ($\frac{1}{2}$ DCV throughout casting; $-\frac{1}{2}$), Extra Time (1 Turn; $-1\frac{1}{4}$), Gestures (throughout casting; $-\frac{1}{2}$), Incantations (throughout casting; $-\frac{1}{2}$), Only Versus Machines (-1), Requires A Magic Roll ($-\frac{1}{2}$). Total cost: 6 points.

Options:

- 1) *Strong Spell:* Increase to Healing BODY 6d6. 60 Active Points; total cost 10 points.
- 2) *Weak Spell:* Decrease to Healing BODY 2d6. 20 Active Points; total cost 3 points.
- 3) *Free Spell:* Total cost: 8 points.
- 4) *Remove A $-\frac{1}{4}$ Limitation:* Total cost 7 points.
- 5) *Remove A $-\frac{1}{2}$ Limitation:* Total cost 7 points.
- 6) *Add A $+\frac{1}{4}$ Advantage:* 50 Active Points; total cost 8 points.
- 7) *Add A $+\frac{1}{2}$ Advantage:* 60 Active Points; total cost 10 points.
- 8) *Add A $-\frac{1}{4}$ Limitation:* Total cost 6 points.
- 9) *Add A $-\frac{1}{2}$ Limitation:* Total cost 6 points.

**SUMMON CITY ELEMENTAL**

Effect: Summon one city elemental built on up to 550 Total Points
Target: One elemental
Casting Time: Full Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: No Range
Magic Roll Penalty: -14
END Cost: 14

Description: Many magic systems allow for the existence of elementals formed from Air, Earth, Fire, and Water. In settings where Cybermancy exists, urban spellcasters can often conjure *city elementals* — elemental beings formed from the stuff that makes a city function. Examples include:

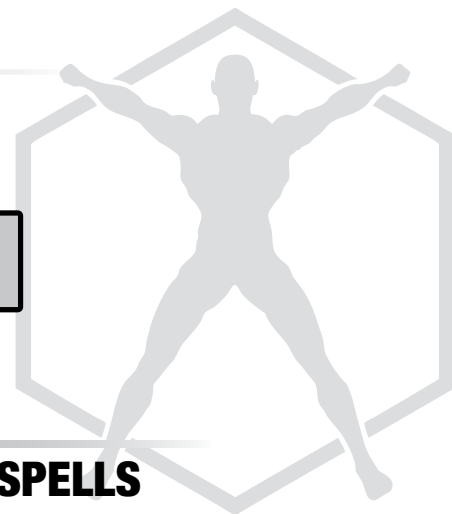
- Electricity elementals summoned from wall sockets and transformers (use the Fire Elemental character sheet, HSB 132, but change the special effects from Fire to Electricity)
- Sludge elementals conjured from toxic waste, spilled oil, and other such pleasant substances (use the Water Elemental character sheet, HSB 133, or possibly the Swamp Elemental sheet on HSB 130)
- Smog elementals formed of pollution and cigarette smoke (use the Air Elemental character sheet with “Blinding Fog” option, HSB 129)
- Street elementals made of asphalt, lampposts, telephone poles, electrical wires, brick walls, and the like (use the Earth Elemental character sheet, HSB 130)

Game Information: Summon one city elemental built on up to 550 Total Points, Expanded Class (city elementals; $+\frac{1}{4}$) (137 Active Points); OAF Expendable (city elemental amulet plus at least a handful of the element associated with the type of elemental to be summoned, Difficult to obtain; $-1\frac{1}{4}$), Extra Time (Full Phase; $-\frac{1}{2}$), Gestures ($-\frac{1}{4}$), Incantations ($-\frac{1}{4}$), Requires A Magic Roll ($-\frac{1}{2}$). Total cost: 36 points.

Options:

- 1) *Summon City Elemental II:* Increase to one elemental built on up to 650 Total Points. 162 Active Points; total cost 43 points.
- 2) *Summon City Elemental III:* Increase to one elemental built on up to 750 Total Points. 187 Active Points; total cost 50 points.
- 3) *Free Spell:* Total cost: 55 points.
- 4) *Remove A $+\frac{1}{4}$ Advantage:* 110 Active Points; total cost 29 points.
- 5) *Remove A $-\frac{1}{4}$ Limitation:* Total cost 39 points.
- 6) *Remove A $-\frac{1}{2}$ Limitation:* Total cost 42 points.
- 7) *Add A $+\frac{1}{4}$ Advantage:* 165 Active Points; total cost 44 points.
- 8) *Add A $+\frac{1}{2}$ Advantage:* 192 Active Points; total cost 51 points.
- 9) *Add A $-\frac{1}{4}$ Limitation:* Total cost 34 points.
- 10) *Add A $-\frac{1}{2}$ Limitation:* Total cost 32 points.
- 11) *Devoted Elementals:* Add Devoted ($+\frac{3}{4}$). 220 Active Points; total cost 59 points.
- 12) *Slavishly Devoted Elementals:* Add Slavishly Devoted (+1). 247 Active Points; total cost 66 points.

DIVINATION



Divination is the art of finding and foretelling. Its practitioners, known as oracles, diviners, seers, soothsayers, or prophets, possess powers that draw on senses denied to ordinary men. Not only can they foresee the future (sometimes with great accuracy, sometimes not), but they can view the past as well, and perceive things hidden from the senses of normal folk.

Many Divination spells have an OAF defined as “caster’s Focus of choice.” Different diviners prefer different methods of discerning things. Some read cards, some gaze into mirrors or pools of water, some use crystal balls, and so forth. Use the *Remove A -½ Limitation* option to change this to an OIF, if appropriate (such as “any mirror of opportunity” rather than a specific mirror the character keeps with him). See HSS 357-39 for an extensive list of methods of divination.

To many spellcasters, Divination is an arcana of little depth. But while it’s true that Divination possesses few spells compared to other arcana, those it does contain are often of great utility. Many a general has won a battle because a soothsayer showed him the size and strength of the enemy, and many a king has chosen the right road to greatness based on the words of an oracle.

In addition to the spells listed here, Divination includes “Detect” spells listed elsewhere, such as Detect Magic (page 347) or Sense The Unholy (page 96).

DEFENSIVE SPELLS



PREMONITION

Effect:	Danger Sense
Target:	The general area around the character
Casting Time:	1 Turn
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-4
END Cost:	4

Description: This spell grants the caster the ability to sense anything dangerous in the general area around him — even if it’s something he cannot perceive the danger with his normal senses (such as an invisible attacker or a well-hidden trap).

Game Information: Danger Sense (any danger, general area) (INT Roll +5) (40 Active Points);

OAF (caster’s Focus of choice; -1), Costs Endurance (-½), Extra Time (1 Turn to cast; -¾), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Requires A Magic Roll (-½). Total cost: 8 points.

Options:

- 1) *Strong Spell:* The character can determine the nature of the danger precisely. Add Discriminatory and Analyze. 50 Active Points; total cost 10 points.
- 2) *Weak Spell:* The character can only perceive dangers that directly affect him, not those in the general area. Remove “general area.” 30 Active Points; total cost 6 points.
- 3) *Free Spell:* Total cost: 11 points.
- 4) *Remove A -¼ Limitation:* Total cost 9 points.
- 5) *Remove A -½ Limitation:* Total cost 9 points.
- 6) *Add A +¼ Advantage:* 50 Active Points; total cost 10 points.
- 7) *Add A +½ Advantage:* 60 Active Points; total cost 13 points.
- 8) *Add A -¼ Limitation:* Total cost 8 points.
- 9) *Add A -½ Limitation:* Total cost 8 points.



SENSORY SPELLS

☆ DETECT SCRYING

Effect:	Detect Scrying
Target:	Self
Casting Time:	Half Phase
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	Self
Magic Roll Penalty:	-1
END Cost:	1

Description: This spell allows a diviner to determine if someone is scrying him — following his actions with magic spells such as Far Sight. It does not tell him *who* is scrying him, or why, but just knowing that his actions are being observed often proves quite helpful.

This spell is built as a Detect of a single object or phenomenon. You can use it as a template to create similar spells, such as:

- **Detect Dwarves** (or any other one race): detects the presence of dwarves
- **Detect Gold:** detects the presence of gold
- **Detect Necromancy** (or any other one category of spells): detects the presence of necromantic magic

Game Information: Detect Scrying (INT +3) (no Sense Group) (6 Active Points); OAF Expendable (a small colored glass bead, Difficult to obtain; -1¼), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Nonpersistent (-¼), Instant (-½), Requires A Magic Roll (-½). Total cost: 1 point.

Options:

- 1) **Strong Spell:** Increase to INT +6. 9 Active Points; total cost 2 points.
- 2) **Weak Spell:** Decrease to INT +0. 3 Active Points; total cost 1 point.
- 3) **Free Spell:** Total cost: 2 points.
- 4) **Remove A -¼ Limitation:** Total cost 1 point.
- 5) **Remove A -½ Limitation:** Total cost 1 point.
- 6) **Add A +¼ Advantage:** 7 Active Points; total cost 2 points.
- 7) **Add A +½ Advantage:** 9 Active Points; total cost 2 points.
- 8) **Add A -¼ Limitation:** Total cost 1 point.
- 9) **Add A -½ Limitation:** Total cost 1 point.

DETECT SECRET DOORS

Effect:	Detect Secret And Concealed Doors
Target:	Self
Casting Time:	Half Phase
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	Self
Magic Roll Penalty:	-1
END Cost:	1

Description: With this spell, a diviner can discern the presence of secret or concealed doors, compartments, and the like.

This spell is built as a Detect of a class of objects or phenomena. You can use it as a template to create similar spells, such as:

- Detect Animals: detects the presence of any type of animal
- Detect Lies (Hearing Group): reveals when someone speaks a falsehood
- Detect Magic (see page 347)
- Detect Metals: detects the presence of any type of metal
- Detect Monsters: detects the presence of monsters
- Detect Non-Humans: detects the presence of non-human humanoid races
- Detect Plants: reveals the presence of plants or plant matter
- Detect Poison: detects poison in food, on a blade, or the like
- Detect Traps: detects traps
- Detect Undead: detects the presence of undead creatures

Game Information: Detect Secret And Concealed Doors (INT +3) (Sight Group) (8 Active Points); OAF Expendable (a small silver hammer, Difficult to obtain; -1¼), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Nonpersistent (-¼), Instant (-½), Requires A Magic Roll (-½). Total cost: 2 points.

Options:

- 1) *Strong Spell:* Increase to INT +6. 11 Active Points; total cost 3 points.
- 2) *Weak Spell:* Decrease to INT +0. 5 Active Points; total cost 1 point.
- 3) *Free Spell:* Total cost: 3 points.
- 4) *Remove A -¼ Limitation:* Total cost 2 points.
- 5) *Remove A -½ Limitation:* Total cost 2 points.
- 6) *Add A +¼ Advantage:* 10 Active Points; total cost 2 points.
- 7) *Add A +½ Advantage:* 12 Active Points; total cost 3 points.
- 8) *Add A -¼ Limitation:* Total cost 2 points.
- 9) *Add A -½ Limitation:* Total cost 2 points.

- 10) *Precise Detection:* Not only can the diviner perceive secret or concealed doors, he can perceive how they work and how to open them (assuming this information is available to visual inspection — the spell won't reveal magical command words or the like, nor does it confer Lockpicking abilities). Add Discriminatory and Analyze. 18 Active Points; total cost 4 points.
- 11) *Ranged Detection:* In many cases, a diviner doesn't have the luxury of closely examining a wall for secret doors as he casts this spell. This version allows him to perceive such things at a distance. Add Range. 13 Active Points; total cost 3 points.

DETECT TREASURE

Effect:	Detect Treasure
Target:	Self
Casting Time:	Half Phase
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	Self
Magic Roll Penalty:	-1
END Cost:	1

Description: This spell allows the caster to sense the presence of “treasure” — objects generally considered valuable by people and associated with the term, such as coins, golden statues, gems, enchanted items, and the like.

This spell is built as a Detect of a large class of objects or phenomena. You can use it as a template to create similar spells, such as:

- Detect Enemies: detects the presence of enemies and persons hostile to the character
- Detect Life Force: detects the presence of living beings or the “energy” that makes life possible.
- Detect Lost Objects: detects a specific lost object (requires Range)

Game Information: Detect Treasure (INT +3) (no Sense Group) (13 Active Points); OAF Expendable (a small silver hammer, Difficult to obtain; -1¼), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Nonpersistent (-¼), Instant (-½), Requires A Magic Roll (-½). Total cost: 3 points.

Options:

- 1) *Strong Spell:* Increase to INT +6. 16 Active Points; total cost 4 points.
- 2) *Weak Spell:* Decrease to INT +0. 10 Active Points; total cost 2 points.
- 3) *Free Spell:* Total cost: 4 points.
- 4) *Remove A -¼ Limitation:* Total cost 3 points.
- 5) *Remove A -½ Limitation:* Total cost 3 points.
- 6) *Add A +¼ Advantage:* 16 Active Points; total cost 4 points.
- 7) *Add A +½ Advantage:* 19 Active Points; total cost 4 points.
- 8) *Add A -¼ Limitation:* Total cost 3 points.
- 9) *Add A -½ Limitation:* Total cost 3 points.

DETECTION SPELLS

Spells like *Detect Secret Doors* may cause problems in some campaigns. Because characters can use them repeatedly, they may make it impossible for the GM to keep any significant object or phenomenon secret from the characters (though of course, even if the spell works, the caster may fail his PER Roll).

If this is a problem in your game, the GM should restrict the use of such spells. Possible solutions include: increasing the Magic roll penalties for these spells; requiring high levels of Extra Time for all such spells; imposing a maximum on the PER Roll a spell can provide; and imposing a *Charges* Limitation on any such spells.



FAR SIGHT

Effect:	Clairsentience (Sight Group)
Target:	Area
Casting Time:	Full Phase
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	Up to 200 km
Magic Roll Penalty:	-4
END Cost:	4

Description: This spell allows a diviner to see what transpires at a place far from his current location. The caster needs some sort of reflective surface in which to view the distant events (a mirror, a pool of water, or a crystal ball, for example), but the preferred Focus varies from caster to caster.

Game Information: Clairsentience (Sight Group), MegaScale (1m = 1 km; +1) (40 Active Points); OAF (caster's Focus of choice; -1), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 11 points.

Options:

- 1) *Free Spell:* Total cost: 16 points.
- 2) *Remove A -¼ Limitation:* Total cost 12 points.
- 3) *Remove A -½ Limitation:* Total cost 13 points.
- 4) *Add A +¼ Advantage:* 45 Active Points; total cost 13 points.
- 5) *Add A +½ Advantage:* 50 Active Points; total cost 14 points.
- 6) *Add A -¼ Limitation:* Total cost 11 points.
- 7) *Add A -½ Limitation:* Total cost 13 points.
- 8) *Moving Sight:* A variation of this spell allows the caster to move his perception point at the rate of 12m per Phase as a Half Phase Action. Add Mobile Perception Point. 50 Active Points; total cost 13 points.



VIEW THE FUTURE

Effect:	Precognition (Sight Group)
Target:	Area
Casting Time:	1 Turn
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	No Range
Magic Roll Penalty:	-4
END Cost:	4

Description: Oracles are renowned for their power to see into the future using various means (such as catoptromancy, cartomancy, crystallo-mancy, geomancy, haruspicy, oneiromancy, or dozens more; see HSS 357-59). While a diviner's visions are usually vague and subject to multiple possible interpretations, a supplicant who can discern the true meaning of a soothsayer's words benefits greatly from them. Unfortunately, the further into the future the diviner looks, the harder it becomes to see accurately.

See APG 83-85 for expanded rules for Precognition.

Game Information: Clairsentience (Sight Group), Precognition (40 Active Points); OAF (caster's Focus of choice; -1), Concentration (½ DCV throughout; -½), Extra Time (1 Turn; -1¼), Gestures (throughout; -½), Incantations (throughout; -½), No Range (-½), Precognition Only (-1), Requires A Magic Roll (-½), Time Modifiers (-½), Vague And Unclear (-½). Total cost: 5 points.

Options:

- 1) *Free Spell:* Total cost: 6 points.
- 2) *Remove A -¼ Limitation:* Total cost 5 points.
- 3) *Remove A -½ Limitation:* Total cost 5 points.
- 4) *Add A +¼ Advantage:* 50 Active Points; total cost 6 points.
- 5) *Add A +½ Advantage:* 60 Active Points; total cost 8 points.
- 6) *Add A -¼ Limitation:* Total cost 5 points.
- 7) *Add A -½ Limitation:* Total cost 5 points.



VIEW THE PAST

Effect:	Retrocognition (Sight Group)
Target:	Area
Casting Time:	1 Turn
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	No Range
Magic Roll Penalty:	-4
END Cost:	4

Description: This spell allows a diviner to gaze back in time to find out what took place at his current location. The further back in time the diviner looks, the harder it becomes to see accurately.

See APG 83-85 for expanded rules for Retrocognition.

Game Information: Clairsentience (Sight Group), Retrocognition (40 Active Points); OAF Expendable (a small, specially-ground lens, Difficult to obtain; -1¼), Concentration (½ DCV throughout; -½), Extra Time (1 Turn; -1¼), Gestures (throughout; -½), Incantations (throughout; -½), No Range (-½), Requires A Magic Roll (-½), Retrocognition Only (-1), Time Modifiers (-½). Total cost: 5 points.

Options:

- 1) *Free Spell:* Total cost: 6 points.
- 2) *Remove A -¼ Limitation:* Total cost 5 points.
- 3) *Remove A -½ Limitation:* Total cost 6 points.
- 4) *Add A +¼ Advantage:* 50 Active Points; total cost 7 points.
- 5) *Add A +½ Advantage:* 60 Active Points; total cost 8 points.
- 6) *Add A -¼ Limitation:* Total cost 5 points.
- 7) *Add A -½ Limitation:* Total cost 5 points.

DIVINE MAGIC



Divine magic isn't exactly a category of spells. Instead, it's the body of gods-granted mystic powers and lore possessed by priests, paladins, and other characters associated with a deity or deities. They often hew more toward healing, defending, preserving, and enhancing than attacking, but a powerful priest can inflict grievous harm upon unbelievers and wicked beings.

As written, these spells assume priests are "good" and use their spells to oppose that which is tangibly "evil" (primarily the undead, demons, and the like). To rework these spells for priests of evil gods, simply reverse that assumption (and the relevant Limitations). Thus, instead of Smite Evil or Sacred Fire, an evil priest has Smite Good and Unholy Fire.

In addition to the spells listed here, priests often have access to other spells related to the god or gods they primarily worship. The priest of a war-god might have combat magic and battle magic spells; the priest of a fire god has fire spells; and so on. You can adapt spells from the *Theurgy* category (page 289) for these purposes. For example, the priests of many religions can create light; they should just buy the *Create Light* spell (page 151) with appropriate changes.

In many campaigns the form of *Power Skill* used to cast Divine Magic spells is called *Faith*; it's often necessary even in campaigns where all other types of magic are cast using the same *Power: Magic Skill*.

SPELLS OF HEALING AND CURING

★ CURE BLINDNESS

Effect:	Major Transform 8d6 (blind being into sighted being)
Target:	One character
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	Touch
Magic Roll Penalty:	-8
END Cost:	8

Description: This spell restores sight to those who have gone blind for any reason — eye injuries, cataracts, disease, or the like. It will not, however, give the power of sight to beings or species that have no eyes (such as some types of worms). The priest must touch the recipient's eyes (or eye sockets) when casting the spell.

Game Information: Major Transform 8d6 (blind being into sighted being, heals back through any natural means that would cause loss of sight) (80 Active Points); OAF (holy symbol or the like; -1), Gestures (-¼), Incantations (-¼), Limited Target (once sighted but now blind beings; -1), No Range (-½), Only When Serving The God's Purposes (-½), Requires A Magic Roll (-½). Total cost: 16 points.

Options:

- 1) *Strong Spell:* Increase to Major Transform 10d6. 100 Active Points; total cost 20 points.
- 2) *Weak Spell:* Decrease to Major Transform 6d6. 60 Active Points; total cost 12 points.
- 3) *Free Spell:* Total cost: 20 points.
- 4) *Remove A -¼ Limitation:* Total cost 17 points.
- 5) *Remove A -½ Limitation:* Total cost 18 points.
- 6) *Add A +¼ Advantage:* 100 Active Points; total cost 20 points.
- 7) *Add A +½ Advantage:* 120 Active Points; total cost 24 points.
- 8) *Add A -¼ Limitation:* Total cost 15 points.
- 9) *Add A -½ Limitation:* Total cost 14 points.



★ CURE ILLNESS

Effect:	Major Transform 4d6 (sick person into well person)
Target:	One character
Casting Time:	5 Minutes (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	Touch
Magic Roll Penalty:	-4
END Cost:	4

Description: The character can cure diseases, plagues, fevers, and other illnesses by laying his hands on a sick person and praying to his god. The more intense the effects of the disease, the longer it may take to cure.

In game terms, this is a Major Transform, “sick person to well person,” that stops the course of a disease — once the character applies the spell, the disease inflicts no further damage (loss of CON, for example) on the victim. However, the spell doesn’t automatically heal any STUN, BODY, CON, or other Characteristics lost to the disease prior to the spell’s use. To accomplish that, the priest must add up the cost of the lost abilities he wants to restore and treat them as “powers” being granted to the target by the Transform (see 6E1 306-07).

Game Information: Major Transform 4d6 (sick person into well person, heals back through any normal means that would cause character to contract another disease) (40 Active Points); OAF (holy symbol or the like; -1), Concentration (0 DCV throughout casting; -1), Extra Time (5 Minutes; -2), Gestures (throughout casting; -½),

Incantations (throughout casting; -½), Limited Target (sentient beings; -¼), No Range (-½), Only When Serving The God’s Purposes (-½), Requires A Magic Roll (-½). Total cost: 5 points.

Options:

- 1) *Strong Spell:* Increase to Major Transform 6d6. 60 Active Points; total cost 8 points.
- 2) *Weak Spell:* Decrease to Major Transform 2d6. 20 Active Points; total cost 2 points.
- 3) *Free Spell:* Total cost: 6 points.
- 4) *Remove A -¼ Limitation:* Total cost 5 points.
- 5) *Remove A -½ Limitation:* Total cost 5 points.
- 6) *Add A +¼ Advantage:* 50 Active Points; total cost 6 points.
- 7) *Add A +½ Advantage:* 60 Active Points; total cost 8 points.
- 8) *Add A -¼ Limitation:* Total cost 5 points.
- 9) *Add A -½ Limitation:* Total cost 5 points.
- 10) *Cure Illness Variant:* This form of Cure Illness works by Healing the Characteristics lost to the disease. However, if the disease remains present and active within the character’s body, he may continue to lose Characteristics after a character casts this spell upon him. Change to Healing 6d6, Expanded Effect + Variable Effect (any four Characteristics at once; +2) (180 Active Points); OAF (holy symbol or the like; -1), Concentration (0 DCV throughout casting; -1), Extra Time (5 Minutes; -2), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Only To Heal Characteristics Lost To Disease (-1), Only When Serving The God’s Purposes (-½), Requires A Magic Roll (-½). Total cost: 22 points.

CURE POISON

Effect:	Major Transform 4d6 (poisoned person into non-poisoned person)
Target:	One character
Casting Time:	Full Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	Touch
Magic Roll Penalty:	-4
END Cost:	4

Description: This spell removes poison from a character's body.

In game terms, this is a Major Transform, "poisoned person into non-poisoned person," that stops poison from affecting a character — once the caster applies the spell, the poison inflicts no further damage on the victim. However, the spell doesn't automatically heal any STUN, BODY, or other Characteristics lost to the poison prior to the spell's use. To accomplish that, the priest must add up the cost of the lost abilities he wants to restore and treat them as "powers" being granted to the target by the Transform (see 6E1 306-07).

Game Information: Major Transform 4d6 (poisoned person into non-poisoned person, heals back through being poisoned again) (40 Active Points); OAF (holy symbol or the like; -1), Concentration (0 DCV throughout casting; -1), Extra Time (Full Phase; -½), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Limited Target (sentient beings; -¼), No Range (-½), Only When Serving The God's Purposes (-½), Requires A Magic Roll (-½). Total cost: 6 points.

Options:

- 1) *Strong Spell:* Increase to Major Transform 6d6. 60 Active Points; total cost 10 points.
- 2) *Weak Spell:* Decrease to Major Transform 2d6. 20 Active Points; total cost 3 points.
- 3) *Free Spell:* Total cost: 6 points.
- 4) *Remove A -¼ Limitation:* Total cost 7 points.
- 5) *Remove A -½ Limitation:* Total cost 7 points.
- 6) *Add A +¼ Advantage:* 50 Active Points; total cost 8 points.
- 7) *Add A +½ Advantage:* 60 Active Points; total cost 10 points.
- 8) *Add A -¼ Limitation:* Total cost 6 points.
- 9) *Add A -½ Limitation:* Total cost 6 points.
- 10) *Cure Poison Variant:* This form of Cure Poison works by Healing the BODY and STUN lost to the poison. However, if the poison remains present and active within

the character's body, he may continue to lose BODY and STUN after a character casts this spell upon him. Change to Healing 6d6, Expanded Effect (BODY and STUN simultaneously; +½) (90 Active Points); OAF (holy symbol or the like; -1), Concentration (0 DCV throughout casting; -1), Extra Time (Full Phase; -½), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Only To Heal Characteristics Lost To Poison (-1), Only When Serving The God's Purposes (-½), Requires A Magic Roll (-½). Total cost: 14 points.

HEALING SPELL

Effect:	Simplified Healing 6d6
Target:	One character
Casting Time:	1 Turn (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	Touch
Magic Roll Penalty:	-6
END Cost:	6

Description: Perhaps the most important spell in an adventuring priest's repertoire, the Healing Spell allows the caster to heal severe injuries in but a few seconds. After applying the spell to a wound, the character must wait an entire day before he can use it again on that same wound.

Game Information: Simplified Healing 6d6 (60 Active Points); OAF (holy symbol or the like; -1), Concentration (½ DCV throughout; -½), Extra Time (1 Turn; -1¼), Gestures (throughout; -½), Incantations (throughout; -½), Only When Serving The God's Purposes (-½), Requires A Magic Roll (-½). Total cost: 10 points.

Options:

- 1) *Strong Spell:* Increase to Simplified Healing 8d6. 80 Active Points; total cost 14 points.
- 2) *Weak Spell:* Decrease to Simplified Healing 4d6. 40 Active Points; total cost 7 points.
- 3) *Free Spell:* Total cost: 13 points.
- 4) *Remove A -¼ Limitation:* Total cost 11 points.
- 5) *Remove A -½ Limitation:* Total cost 11 points.
- 6) *Add A +¼ Advantage:* 75 Active Points; total cost 13 points.
- 7) *Add A +½ Advantage:* 90 Active Points; total cost 16 points.
- 8) *Add A -¼ Limitation:* Total cost 10 points.
- 9) *Add A -½ Limitation:* Total cost 10 points.
- 10) *Expanded Healing:* This form of the Healing Spell can regenerate lost limbs. Add Can Heal Limbs. 65 Active Points; total cost 11 points.



RESURRECTION

Effect: Healing BODY 6d6, Resurrection
Target: One character
Casting Time: 1 Hour (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: Touch
Magic Roll Penalty: -16
END Cost: 8

Description: Perhaps the most powerful spell ever granted to a character, Resurrection allows the caster to return the dead to life. A character cannot use this spell for ordinary healing (that requires the Healing Spell); it only works to give life to the dead.

Game Information: Healing BODY 6d6, Resurrection (can stop the resurrection by interrupting the ceremony) (80 Active Points); OAF (holy symbol or the like; -1), Concentration (0 DCV throughout; -1), Extra Time (1 Hour; -3), Gestures (throughout; -½), Incantations (throughout; -½), Only When Serving The God's Purposes (-½), Resurrection Only (-½), Requires A Magic Roll (-1 per 5 Active Points; -1). Total cost: 9 points.

Options:

- 1) *Strong Spell:* Increase to Healing BODY 8d6. 100 Active Points; total cost 11 points.
- 2) *Weak Spell:* Decrease to Healing BODY 4d6. 60 Active Points; total cost 7 points.
- 3) *Free Spell:* Total cost: 9 points.
- 4) *Remove A -½ Limitation:* Total cost 9 points.
- 5) *Add A +¼ Advantage:* 100 Active Points; total cost 11 points.
- 6) *Add A +½ Advantage:* 120 Active Points; total cost 13 points.
- 7) *Add A -¼ Limitation:* Total cost 9 points.
- 8) *Add A -½ Limitation:* Total cost 8 points.
- 9) *Resurrection Ritual:* This form of the Resurrection spell requires several priests to cast. Add Requires Multiple Users (9 casters; -1). Total cost: 8 points.

OFFENSIVE SPELLS



DIVINE COMMAND

Effect: Mind Control 20d6
Target: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: LOS
Magic Roll Penalty: -10
END Cost: 10

Description: This spell infuses the priest's voice with the essence of his god, allowing him to issue a single command to one person, which that person must obey. The command must consist of no more than a single, simple sentence; thereafter the priest cannot change or reinforce the command unless he casts the spell again.

Game Information: Mind Control 20d6 (100 Active Points); OAF (holy symbol or the like; -1), Incantations (-¼), Only When Serving The God's Purposes (-½), Requires A Magic Roll (-½), Single Command Only (see text; -¼), Spell (-½). Total cost: 25 points.

Options:

- 1) *Strong Spell:* Increase to Mind Control 24d6. 120 Active Points; total cost 30 points.
- 2) *Weak Spell:* Decrease to Mind Control 16d6. 80 Active Points; total cost 20 points.
- 3) *Free Spell:* Total cost: 33 points.
- 4) *Remove A -¼ Limitation:* Total cost 27 points.
- 5) *Remove A -½ Limitation:* Total cost 28 points.
- 6) *Add A +¼ Advantage:* 125 Active Points; total cost 31 points.
- 7) *Add A +½ Advantage:* 150 Active Points; total cost 37 points.
- 8) *Add A -¼ Limitation:* Total cost 23 points.
- 9) *Add A -½ Limitation:* Total cost 22 points.



DIVINE HINDRANCE

Effect: Drain Characteristics 2d6, Variable Effect (any one Characteristic at a time)
Target: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 200m
Magic Roll Penalty: -3
END Cost: 3

Description: When he casts this spell, a priest calls upon the power of his god to hinder and interfere with the actions of the priest's enemy. The enemy becomes clumsy, inaccurate, foolish, or the like.

Game Information: Drain Characteristics 2d6, Variable Effect (any one Characteristic at a time; +½) (30 Active Points); OAF (holy symbol or the like; -1), Gestures (-¼), Incantations (-¼), Only When Serving The God's Purposes (-½), Requires A Magic Roll (-½), Spell (-½). Total cost: 7 points.

Options:

- 1) *Strong Spell:* Increase to Drain Characteristics 3d6. 45 Active Points; total cost 11 points.
- 2) *Weak Spell:* Decrease to Drain Characteristics 1d6. 15 Active Points; total cost 4 points.
- 3) *Free Spell:* Total cost: 10 points.
- 4) *Remove A +½ Advantage:* 20 Active Points; total cost 5 points.
- 5) *Remove A -¼ Limitation:* Total cost 8 points.
- 6) *Remove A -½ Limitation:* Total cost 8 points.
- 7) *Add A +¼ Advantage:* 35 Active Points; total cost 9 points.
- 8) *Add A +½ Advantage:* 40 Active Points; total cost 10 points.
- 9) *Add A +1 Advantage:* 50 Active Points; total cost 12 points.
- 10) *Add A -¼ Limitation:* Total cost 7 points.
- 11) *Add A -½ Limitation:* Total cost 7 points.

HOLY LIGHT

Effect: RKA 4d6, Only Versus Infernal And Undead Beings
Target: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 600m
Magic Roll Penalty: -6
END Cost: 6

Description: When he casts this spell, the priest projects a beam of holy light from his hand or holy symbol. When the beam strikes an undead creature or a demon (or other infernal being), it inflicts terrible wounds.

Game Information: RKA 4d6 (60 Active Points); OAF (holy symbol or the like; -1), Gestures (-¼), Incantations (-¼), Only Versus Infernal And Undead Beings (-1), Only When Serving The God's Purposes (-½), Requires A Magic Roll (-½), Spell (-½). Total cost: 12 points.

Options:

- 1) *Strong Spell:* Increase to RKA 6d6. 90 Active Points; total cost 18 points.
- 2) *Weak Spell:* Decrease to RKA 3d6. 45 Active Points; total cost 9 points.
- 3) *Free Spell:* Total cost: 15 points.
- 4) *Remove A -¼ Limitation:* Total cost 13 points.
- 5) *Remove A -½ Limitation:* Total cost 13 points.
- 6) *Add A +¼ Advantage:* 75 Active Points; total cost 15 points.
- 7) *Add A +½ Advantage:* 90 Active Points; total cost 18 points.
- 8) *Add A -¼ Limitation:* Total cost 11 points.
- 9) *Add A -½ Limitation:* Total cost 11 points.
- 10) *Smite Evil:* This spell is identical to Holy Light, but uses HKA instead of RKA. Any of the options listed above could also apply, since the costs remain the same.

INSTILL CALM

Effect: Mind Control 15d6, Set Effect (calmness)
Target: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: LOS
Magic Roll Penalty: -7
END Cost: 7

Description: This spell allows a priest to calm a troubled or enraged mind, forcing a person to become calm, tranquil, and quiet.

Game Information: Mind Control 15d6 (75 Active Points); OAF (holy symbol or the like; -1), Gestures (-¼), Incantations (-¼), Only When Serving The God's Purposes (-½), Requires A Magic Roll (-½), Set Effect (calmness and tranquility; -1), Spell (-½). Total cost: 15 points.

Options:

- 1) *Strong Spell:* Increase to Mind Control 18d6. 90 Active Points; total cost 18 points.
- 2) *Weak Spell:* Decrease to Mind Control 12d6. 60 Active Points; total cost 12 points.
- 3) *Free Spell:* Total cost: 19 points.
- 4) *Remove A -¼ Limitation:* Total cost 16 points.
- 5) *Remove A -½ Limitation:* Total cost 17 points.
- 6) *Add A +¼ Advantage:* 94 Active Points; total cost 19 points.
- 7) *Add A +½ Advantage:* 112 Active Points; total cost 22 points.
- 8) *Add A -¼ Limitation:* Total cost 14 points.
- 9) *Add A -½ Limitation:* Total cost 14 points.

PROTECTION AGAINST EVIL

Effect: Drain DEX, SPD, BODY, and STUN 2d6, only versus evil beings
Target: 8m Radius
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: No Range
Magic Roll Penalty: -6
END Cost: 6

Description: This spell creates a field of holy force that harms evil beings. (Primarily this means undead creatures and infernal beings (devils, demons, and the like), but the GM defines what qualifies as an "evil being" for purposes of this spell.) It doesn't prevent them from entering the area, but as long as they're in the area they'll suffer pain that weakens them and makes it harder for them to function properly.

At the GM's option, any Power Defense an "evil being" has doesn't protect him against this spell, since it's specifically designed to harm his kind.

Game Information: Drain DEX, SPD, BODY, and STUN 2d6, Expanded Effect (four Characteristics simultaneously; +1½), Area Of Effect (8m Radius; +½), Constant (+½) (70 Active Points); OAF (holy symbol or the like; -1), Gestures (-¼), Incantations (-¼), No Range (-½), Only Affects Evil Beings (see text; -1), Requires A Magic Roll (-½), Spell (-½). Total cost: 14 points.

Options:

- 1) *Strong Spell:* Increase to Drain 3d6. 105 Active Points; total cost 21 points.
- 2) *Weak Spell:* Decrease to Drain 1d6. 35 Active Points; total cost 7 points.
- 3) *Free Spell:* Total cost: 15 points.
- 4) *Remove A +¼ Advantage:* 65 Active Points; total cost 13 points.
- 5) *Remove A +½ Advantage:* 60 Active Points; total cost 12 points.
- 6) *Remove A -¼ Limitation:* Total cost 15 points.
- 7) *Remove A -½ Limitation:* Total cost 15 points.
- 8) *Add A +¼ Advantage:* 75 Active Points; total cost 15 points.
- 9) *Add A +½ Advantage:* 80 Active Points; total cost 16 points.
- 10) *Add A -¼ Limitation:* Total cost 11 points.
- 11) *Add A -½ Limitation:* Total cost 11 points.



REPEL THE UNDEAD

Effect: +50 PRE, Only For Turning Undead
Target: Special
Casting Time: Full Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: Self
Magic Roll Penalty: -5
END Cost: 5

Description: This spell calls upon the power of the divine to enhance the priest's ability to repel and destroy the undead. The character casts it, and in subsequent Phases may apply its extra PRE to his attempts to turn the undead (see *Fantasy Hero*, pages 143-44).

Game Information: +50 PRE (50 Active Points); OAF (holy symbol or the like; -1), Costs Endurance (-½), Extra Time (Full Phase to cast; -¼), Gestures (-¼), Incantations (-¼), Only For Turning Undead (-1), Only When Serving The God's Purposes (-½), Requires A Magic Roll (-½), Spell (-½). Total cost: 9 points.

Options:

- 1) *Strong Spell:* Increase to +80 PRE. 80 Active Points; total cost 14 points.
- 2) *Weak Spell:* Decrease to +30 PRE. 30 Active Points; total cost 5 points.
- 3) *Free Spell:* Total cost: 10 points.
- 4) *Remove A -¼ Limitation:* Total cost 9 points.
- 5) *Remove A -½ Limitation:* Total cost 9 points.
- 6) *Add A +¼ Advantage:* 62 Active Points; total cost 11 points.
- 7) *Add A +½ Advantage:* 75 Active Points; total cost 13 points.
- 8) *Add A -¼ Limitation:* Total cost 8 points.
- 9) *Add A -½ Limitation:* Total cost 8 points.



SACRED FIRE

Effect: RKA 3d6, Penetrating
Target: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 450m
Magic Roll Penalty: -7
END Cost: 7

Description: This spell allows the priest to act as a conduit for the divine fire of his god, and use that fire to blast and burn his enemies. The exact appearance of the "fire" may vary from deity to deity; it could be actual fire (of any color), a beam of light, a bolt of lightning, or the like. The character should choose the appearance and special effect when he buys the spell.

Game Information: RKA 3d6, Penetrating (+½) (67 Active Points); OAF (holy symbol or the like; -1), Gestures (-¼), Incantations (-¼), Only When Serving The God's Purposes (-½), Requires A Magic Roll (-½), Spell (-½). Total cost: 17 points.

Options:

- 1) *Strong Spell:* Increase to RKA 4d6. 90 Active Points; total cost 22 points.
- 2) *Weak Spell:* Decrease to RKA 2d6. 45 Active Points; total cost 11 points.
- 3) *Free Spell:* Total cost: 22 points.
- 4) *Remove A +¼ Advantage:* 56 Active Points; total cost 14 points.
- 5) *Remove A +½ Advantage:* 45 Active Points; total cost 11 points.
- 6) *Remove A -¼ Limitation:* Total cost 18 points.
- 7) *Remove A -½ Limitation:* Total cost 19 points.
- 8) *Add A +¼ Advantage:* 79 Active Points; total cost 20 points.
- 9) *Add A +½ Advantage:* 90 Active Points; total cost 22 points.
- 10) *Add A -¼ Limitation:* Total cost 16 points.
- 11) *Add A -½ Limitation:* Total cost 15 points.

SANCTIFY WEAPON

Effect:	Change Environment (make a weapon sacred)
Target:	One weapon
Casting Time:	Full Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Time Limit (duration of 1 Turn, +1 Turn per point by which the caster succeeds with his Magic roll)
Range:	Touch
Magic Roll Penalty:	-1
END Cost:	0

Description: When a priest casts this spell and touches a weapon, he infuses that weapon with holy energy. This allows it to exploit the Susceptibility to holy objects that most infernal beings and many forms of undead possess.

Game Information: Change Environment (make a weapon sacred), Reduced Endurance (0 END; +½), Time Limit (duration of 1 Turn, +1 Turn per point by which the caster succeeds with his Magic roll; +¼) (9 Active Points); OAF (holy symbol or the like; -1), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), No Range (-½), Only When Serving The God's Purposes (-½), Requires A Magic Roll (-½), Spell (-½). Total cost: 2 points.

Options:

- 1) *Strong Spell:* The spell not only sanctifies the weapon, it makes the weapon do more damage to demons and the undead. However, the caster can only apply the spell to one weapon at a time. Change to: Deadly Blow (+3 DCs to weapons versus Evil Beings), Usable By Other (+¼) (24 Active Points); OAF (holy symbol or the like; -1), Gestures (-¼), Incantations (-¼), Only When Serving The God's Purposes (-½), Requires A Magic Roll (-½), Time Limit (duration of 1 Turn, +1 Turn per point by which the caster succeeds with his Magic roll; -2). Total cost: 4 points.
- 2) *Free Spell:* Total cost: 3 points.
- 3) *Remove A -¼ Advantage:* 7 Active Points; total cost 1 point.
- 4) *Remove A -¼ Limitation:* Total cost 4 points.
- 5) *Remove A -½ Limitation:* Total cost 5 points.
- 6) *Add A +¼ Advantage:* 10 Active Points; total cost 2 points.
- 7) *Add A +½ Advantage:* 11 Active Points; total cost 2 points.
- 8) *Add A -¼ Limitation:* Total cost 2 points.
- 9) *Add A -½ Limitation:* Total cost 2 points.

DEFENSIVE SPELLS

SAFE JOURNEY

Effect:	Change Environment (make body/soul immune to Necromancy)
Target:	One corpse
Casting Time:	5 Minutes
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Uncontrolled (perma- nent unless body is taken into an unholy area)
Range:	Touch
Magic Roll Penalty:	-1
END Cost:	0

Description: When cast upon a corpse, this spell renders the dead person immune to various necromantic spells. A necromancer cannot raise the corpse as a corporeal undead, nor summon the deceased's spirit back to become a ghost or answer precognitive questions. However, this spell also makes it impossible to use Resurrection (or like spells) on the character (but a Grant Wish or the act of a god could still bring the character back to life).

Game Information: Change Environment (makes body/soul immune to Necromancy), Reduced Endurance (0 END; +½), Uncontrolled (effect is permanent unless body is taken into an unholy area; +½) (10 Active Points); OAF (holy symbol or the like; -1), Concentration (0 DCV throughout casting; -1), Extra Time (5 Minutes; -2), Gestures (throughout casting; -½), Incantations (throughout casting; -½), No Range (-½), Only When Serving The God's Purposes (-½), Requires A Magic Roll (-½), Side Effect (makes it impossible to use Resurrection on person, always occurs; -½). Total cost: 1 point.

Options:

- 1) *Free Spell:* Total cost: 1 point.
- 2) *Remove A -¼ Limitation:* Total cost 1 point.
- 3) *Remove A -½ Limitation:* Total cost 1 point.
- 4) *Add A +¼ Advantage:* 11 Active Points; total cost 1 point.
- 5) *Add A +½ Advantage:* 12 Active Points; total cost 1 point.
- 6) *Add A -¼ Limitation:* Total cost 1 point.
- 7) *Add A -½ Limitation:* Total cost 1 point.

**SHIELD AGAINST EVIL**

Effect: Barrier 10 PD/10 ED, 10 BODY (50m long, 4m high, and ½m thick), Only Versus Evil Beings
Target: Special
Casting Time: Half Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: No Range
Magic Roll Penalty: -9
END Cost: 4

Description: This spell creates a circular wall of holy force that surrounds an 8m radius area around the caster. It offers no protection against mundane attacks, but provides a powerful defense against the attacks of demons, the undead, and other evil beings (see *Protection Against Evil*, above, for discussion of “evil beings”).

Game Information: Barrier 10 PD/10 ED, 10 BODY (50m long, 4m high, and ½m thick) (95 Active Points); OAF (holy symbol or the like; -1), Cannot Englobe (-¼), Costs Half Endurance (to maintain; -¼), Gestures (-¼), Incantations (-¼), No Range (-½), Only When Serving The God's Purposes (-½), Only Versus Evil Beings (-1), Requires A Magic Roll (-½), Restricted Shape (8m radius circle around caster; -¼). Total cost: 16 points.

Options:

- 1) *Strong Spell:* Increase to 12 PD/12 ED, 12 BODY. 103 Active Points; total cost 18 points.
- 2) *Weak Spell:* Decrease to 8 PD/8 ED, 8 BODY. 87 Active Points; total cost 15 points.
- 3) *Free Spell:* Total cost: 20 points.
- 4) *Remove A -¼ Limitation:* Total cost 17 points.
- 5) *Remove A -½ Limitation:* Total cost 18 points.
- 6) *Add A +¼ Advantage:* 119 Active Points; total cost 21 points.
- 7) *Add A +½ Advantage:* 142 Active Points; total cost 25 points.
- 8) *Add A -¼ Limitation:* Total cost 16 points.
- 9) *Add A -½ Limitation:* Total cost 15 points.

**SHIELD OF FAITH**

Effect: Resistant Protection (6 PD/6 ED)
Target: Self
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: Self
Magic Roll Penalty: -1
END Cost: 1

Description: This spell calls upon the power of the priest's god to protect the priest. While it remains in effect, a soft glow surrounds the priest.

Game Information: Resistant Protection (6 PD/6 ED) (18 Active Points); OAF (holy symbol or the like; -1), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Only When Serving The God's Purposes (-½), Requires A Magic Roll (-½). Total cost: 4 points.

Options:

- 1) *Strong Spell:* Increase to Resistant Protection (8 PD/8 ED). 24 Active Points; total cost 6 points.
- 2) *Weak Spell:* Decrease to Resistant Protection (4 PD/4 ED). 12 Active Points; total cost 3 points.
- 3) *Free Spell:* Total cost: 6 points.
- 4) *Remove A -¼ Limitation:* Total cost 5 points.
- 5) *Remove A -½ Limitation:* Total cost 5 points.
- 6) *Add A +¼ Advantage:* 22 Active Points; total cost 5 points.
- 7) *Add A +½ Advantage:* 27 Active Points; total cost 7 points.
- 8) *Add A -¼ Limitation:* Total cost 4 points.
- 9) *Add A -½ Limitation:* Total cost 4 points.
- 10) *Defined Duration Spell:* Remove Costs Endurance (-½) and add Time Limit (duration of 1 Turn, +1 Phase per point by which the caster succeeds with his Magic roll; -2½). Total cost: 3 points.

**SHIELD OF THE SOUL**

Effect: Power Defense (15 points), Only Versus Infernal, Necromantic, Or Evil Divine Magic
Target: Up to 8 characters
Casting Time: Half Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: Touch
Magic Roll Penalty: -3
END Cost: 3

Description: This spell protects up to eight people (typically the priest and up to seven of his comrades) from some of the abilities of many types of demons and undead, as well as certain necromantic and evil divine spells.

Game Information: Power Defense (15 points), Usable Simultaneously (up to eight people at once; +1) (30 Active Points); OAF (holy symbol or the like; -1), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Only When Serving The God's Purposes (-½), Only Versus Infernal, Necromantic, Or Evil Divine Magic (-1), Requires A Magic Roll (-½). Total cost: 6 points.

Options:

- 1) *Strong Spell:* Increase to Power Defense (20 points). 40 Active Points; total cost 8 points.
- 2) *Weak Spell:* Decrease to Power Defense (10 points). 20 Active Points; total cost 4 points.
- 3) *Free Spell:* Total cost: 7 points.
- 4) *Remove A +¼ Advantage:* 26 Active Points; total cost 5 points.
- 5) *Remove A +½ Advantage:* 22 Active Points; total cost 4 points.
- 6) *Remove A -¼ Limitation:* Total cost 6 points.
- 7) *Remove A -½ Limitation:* Total cost 7 points.
- 8) *Add A +¼ Advantage:* 34 Active Points; total cost 7 points.
- 9) *Add A +½ Advantage:* 37 Active Points; total cost 7 points.
- 10) *Add A -¼ Limitation:* Total cost 7 points.
- 11) *Add A -½ Limitation:* Total cost 7 points.

★ WARMTH

Effect:	Life Support (Safe Environment: Intense Cold) plus Resistant Protection (12 ED), Only Versus Cold Attacks
Target:	Up to 8 characters
Casting Time:	Half Phase
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Time Limit (duration of 6 Hours, +1 Hour per point by which the caster succeeds with his Magic roll)
Range:	Touch
Magic Roll Penalty:	-4
END Cost:	0

Description: A much-beloved spell in northern, arctic, and mountainous regions, Warmth keeps up to eight characters (typically the priest and seven of his comrades) warm, dry, and comfortable no matter how cold it gets. Additionally, the spell protects against cold-based attacks.

Game Information: Life Support (Safe Environment: Intense Cold), Usable Simultaneously (up to eight people at once; +1) (4 Active Points); OAF (holy symbol or the like; -1), Gestures (-¼), Incantations (-¼), Only When Serving The God's Purposes (-½), Requires A Magic Roll (-½), Time Limit (6 Hours, +1 Hour per point by which the caster succeeds with his Magic roll; -¼) (total cost: 1 point) **plus** Resistant Protection (12 ED), Usable Simultaneously (up to eight people at once; +1) (36 Active Points); OAF (holy symbol or the like; -1), Gestures (-¼), Incantations (-¼), Linked (-¼), Only Works Against Ice/Cold Attacks (-¾), Only When Serving The God's Purposes (-½), Requires A Magic Roll (-½), Time Limit (6 Hours, +1 Hour per point by which the caster succeeds with his Magic roll; -¼) (total cost: 7 points). Total cost: 8 points.

Options:

- 3) *Free Spell:* Total cost: 1 + 10 = 11 points.
- 4) *Remove A +¼ Advantage:* 3 + 31 = 34 Active Points; total cost 1 + 6 = 7 points.
- 5) *Remove A +½ Advantage:* 3 + 27 = 30 Active Points; total cost 1 + 6 = 7 points.
- 6) *Remove A -¼ Limitation:* Total cost 1 + 8 = 9 points.
- 7) *Remove A -½ Limitation:* Total cost 1 + 8 = 9 points.
- 8) *Add A +¼ Advantage:* 4 + 40 = 44 Active Points; total cost 1 + 8 = 9 points.
- 9) *Add A +½ Advantage:* 5 + 45 = 50 Active Points; total cost 1 + 10 = 11 points.
- 10) *Add A -¼ Limitation:* Total cost 1 + 7 = 8 points.
- 11) *Add A -½ Limitation:* Total cost 1 + 7 = 8 points.

MOVEMENT SPELLS

★ HEAVENLY GATE

Effect:	Extra-Dimensional Movement (to heaven/the Land Of The Gods)
Target:	Self
Casting Time:	1 Minute
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	Self
Magic Roll Penalty:	-2
END Cost:	20

Description: Sometimes powerful priests are granted the power to visit their gods in the gods' home realm via this spell.

Game Information: Extra-Dimensional Movement (to heaven/the Land Of The Gods) (20 Active Points); OAF (holy symbol or the like; -1), Concentration (0 DCV throughout; -1), Extra Time (1 Minute; -1½), Gestures (throughout; -½), Incantations (throughout; -½), Increased Endurance Cost (x10 END; -4), Requires A Magic Roll (-½). Total cost: 2 points.

Options:

- 1) *Strong Spell:* Add Increased Weight (can transport a total of 1,600 kg). 40 Active Points; total cost 4 points.
- 2) *Free Spell:* Total cost: 2 points.
- 3) *Remove A -¼ Limitation:* Total cost 2 points.
- 4) *Remove A -½ Limitation:* Total cost 2 points.
- 5) *Add A +¼ Advantage:* 25 Active Points; total cost 2 points.
- 6) *Add A +½ Advantage:* 30 Active Points; total cost 3 points.
- 7) *Add A -¼ Limitation:* Total cost 2 points.
- 8) *Add A -½ Limitation:* Total cost 2 points.

★ SUMMON DIVINE STEED

Effect:	Summon one 315-point divine pegasus, Loyal
Target:	Special
Casting Time:	Half Phase
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-10
END Cost:	10

Description: This spell summons one "divine steed" — a creature created by and loyal to the priest's god and capable of transporting him as a riding beast. The spell uses a pegasus with the *Divine* template (see HSB 28, 183), but you can easily substitute other creatures by recalculating the cost.

Game Information: Summon one 348-point divine pegasus, Loyal (+½) (105 Active Points); OAF (holy symbol or the like; -1), Concentration (½ DCV throughout; -½), Extra Time (1 Turn; -1¼), Gestures (throughout; -½), Incantations (throughout; -½), Only When Serving The God's Purposes (-½), Requires A Magic Roll (-½). Total cost: 18 points.

Options:

- 1) *Herd Of Divine Steeds:* Increase to four 348-point divine pegasi. 120 Active Points; total cost 21 points.
- 2) *Large Herd Of Divine Steeds:* Increase to eight 348-point divine pegasi. 127 Active Points; total cost 22 points.
- 3) *Free Spell:* Total cost: 22 points.
- 4) *Remove A +¼ Advantage:* 87 Active Points; total cost 15 points.
- 5) *Remove A +½ Advantage:* 70 Active Points; total cost 12 points.
- 6) *Remove A -¼ Limitation:* Total cost 19 points.
- 7) *Remove A -½ Limitation:* Total cost 20 points.
- 8) *Add A +¼ Advantage:* 131 Active Points; total cost 23 points.
- 9) *Add A +½ Advantage:* 140 Active Points; total cost 24 points.
- 10) *Add A -¼ Limitation:* Total cost 17 points.
- 11) *Add A -½ Limitation:* Total cost 17 points.

SENSORY SPELLS



SENSE THE UNHOLY

Effect: Detect Infernal And Undead Beings, Discriminatory, Range Self
Target: Self
Casting Time: Half Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: Self
Magic Roll Penalty: -2
END Cost: 2

Description: This spell grants the priest the power to perceive his most deadly enemies, demons and the undead. He can perceive them even if physical barriers, such as walls, interfere with senses such as sight, but cannot perceive them precisely enough to attack them using this sense alone.

Game Information: Detect Infernal And Undead Beings (INT Roll) (no Sense Group), Discriminatory, Range (20 Active Points); OAF (holy symbol or the like; -1), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Only When Serving The God's Purposes (-½), Requires A Magic Roll (-½). Total cost: 5 points.

Options:

- 1) *Strong Spell:* Increase to INT Roll +5. 25 Active Points; total cost 7 points.
- 2) *Weak Spell:* Remove Discriminatory. 15 Active Points; total cost 4 points.
- 3) *Free Spell:* Total cost: 8 points.
- 4) *Remove A -¼ Limitation:* Total cost 5 points.

- 5) *Remove A -½ Limitation:* Total cost 6 points.
- 6) *Add A +¼ Advantage:* 25 Active Points; total cost 6 points.
- 7) *Add A +½ Advantage:* 30 Active Points; total cost 7 points.
- 8) *Add A -¼ Limitation:* Total cost 5 points.
- 9) *Add A -½ Limitation:* Total cost 4 points.
- 10) *Precise Spell:* Add Targeting. 30 Active Points; total cost 7 points.
- 11) *Long-Range Spell:* Add Telescopic (+8 versus Range Modifier). 28 Active Points; total cost 7 points.
- 12) *Demonhunter's Eye:* Add Tracking. 25 Active Points; total cost 6 points.

MISCELLANEOUS SPELLS



BLESS BABY

Effect: +3 to CON Rolls, Usable By Other, Only To Resist Illness, Only Works On Infants
Target: One character
Casting Time: Half Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Time Limit (duration of no more than 10 years)
Range: Touch
Magic Roll Penalty: -1
END Cost: 0

Description: Priests use this spell to extend a special benefit to their congregation. When cast upon an infant, it grants that infant a +3 bonus to his CON Rolls to resist illness and disease until he reaches 10 years of age.

Game Information: +3 to CON Rolls, Usable By Other (+¼) (7 Active Points); OAF (holy symbol or the like; -1), Concentration (½ DCV throughout casting; -½), Extra Time (20 Minutes to cast; -1¼), Gestures (throughout; -½), Incantations (throughout; -½), Only Works On Infants (-2), Only To Resist Illness (-1), Only When Serving The God's Purposes (-½), Requires A Magic Roll (-½), Time Limit (duration of no more than 10 years; -0). Total cost: 1 point.

Options:

- 1) *Strong Spell:* Increase to +5 to CON Rolls. 12 Active Points; total cost 1 point.
- 2) *Weak Spell:* Decrease to +2 to CON Rolls. 5 Active Points; total cost 1 point.
- 3) *Free Spell:* Total cost: 1 point.
- 4) *Remove A +¼ Advantage:* 6 Active Points; total cost 1 point.
- 5) *Remove A -¼ Limitation:* Total cost 1 point.
- 6) *Remove A -½ Limitation:* Total cost 1 point.
- 7) *Add A +¼ Advantage:* 9 Active Points; total cost 1 point.
- 8) *Add A +½ Advantage:* 10 Active Points; total cost 1 point.
- 9) *Add A -¼ Limitation:* Total cost 1 point.
- 10) *Add A -½ Limitation:* Total cost 1 point.

★ BLESSING

Effect: +1 Overall
Target: Up to 8 people at once
Casting Time: Half Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Time Limit (duration of 1 Minute, +1 Minute per point by which the caster succeeds with his Magic roll)
Range: Touch
Magic Roll Penalty: -2
END Cost: 0

Description: The character has the power to confer the blessing of his god on up to eight people by touching them on the forehead and uttering a short prayer. The *Appropriate Uses Only* Limitation is a generic way of saying “a recipient can only use the Overall Level for actions appropriate to the god who granted the power” — such as only for combat for a war-god, only for Professional Skills and the like for a god of craftsmen, and so forth.

Game Information: +1 Overall, Usable Simultaneously (up to eight people at once; +1) (24 Active Points); OAF (holy symbol or the like; -1), Appropriate Uses Only (-½), Gestures (-¼), Incantations (-¼), Only When Serving The God's Purposes (-½), Requires A Magic Roll (-½), Time Limit (duration of 1 Minute, +1 Minute per point by which the caster succeeds with his Magic roll; -1½). Total cost: 4 points.

Options:

- 1) *Strong Spell:* Increase to +2 Overall. 48 Active Points; total cost 9 points.
- 2) *Weak Spell:* Decrease to Usable Simultaneously (up to four people at once; +¾). 21 Active Points; total cost 4 points.
- 3) *Free Spell:* Total cost: 5 points.
- 4) *Remove A +¼ Advantage:* 21 Active Points; total cost 4 points.
- 5) *Remove A +½ Advantage:* 18 Active Points; total cost 3 points.
- 6) *Remove A -¼ Limitation:* Total cost 4 points.
- 7) *Remove A -½ Limitation:* Total cost 5 points.
- 8) *Add A +¼ Advantage:* 27 Active Points; total cost 5 points.
- 9) *Add A +½ Advantage:* 30 Active Points; total cost 5 points.
- 10) *Add A -¼ Limitation:* Total cost 4 points.
- 11) *Add A -½ Limitation:* Total cost 4 points.
- 12) *Divine Guidance:* This version of Blessing only works for the priest, and only works for his next Action after the spell is cast. Change to +1 Overall (12 Active Points); OAF (holy symbol or the like; -1), Appropriate Uses Only (-½), Gestures (-¼), Incantations (-¼), Instant (works for next Action after spell is cast; -½), Only When Serving The God's Purposes (-½), Requires A Magic Roll (-½). Total cost: 3 points.

★ CREATE FEAST

Effect: Life Support (Diminished Eating: no need to eat or drink)
Target: Up to 16 people
Casting Time: Half Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Special
Range: No Range
Magic Roll Penalty: -1
END Cost: 1 Continuing Fuel Charge

Description: This spell, which a priest may only cast once per day, creates enough food and drink to feed 16 people for a day. With the GM's permission, characters may parcel the provender out differently, as long as the total man-days of food does not exceed 16 (e.g., feed 32 people for half a day, feed four people for two days, and so on).

Game Information: Life Support (Diminished Eating: no need to eat or drink), Usable Simultaneously (up to 16 people at once; +1¼) (7 Active Points); OAF (holy symbol or the like; -1), Gestures (-¼), Incantations (-¼), Only When Serving The God's Purposes (-½), Requires A Magic Roll (-½), 1 Continuing Fuel Charge lasting 1 Day (-0). Total cost: 2 points.

Options:

- 1) *Strong Spell:* Increase to Usable Simultaneously (up to 32 people at once; +1½). 7 Active Points; total cost 2 points.
- 2) *Weak Spell:* Decrease to Usable Simultaneously (up to 4 people at once; +¾). 5 Active Points; total cost 1 point.
- 3) *Free Spell:* Total cost: 3 points.
- 4) *Remove A +¼ Advantage:* 6 Active Points; total cost 2 points.
- 5) *Remove A +½ Advantage:* 5 Active Points; total cost 1 point.
- 6) *Remove A -¼ Limitation:* Total cost 2 points.
- 7) *Remove A -½ Limitation:* Total cost 2 points.
- 8) *Add A +¼ Advantage:* 7 Active Points; total cost 2 points.
- 9) *Add A +½ Advantage:* 8 Active Points; total cost 2 points.
- 10) *Add A -¼ Limitation:* Total cost 2 points.
- 11) *Add A -½ Limitation:* Total cost 2 points.

ELOQUENCE

Effect: +5 for Conversation, Oratory, and Persuasion rolls

Target: Self

Casting Time: Half Phase

Casting Procedures: Focus, Gestures, Incantations

Duration: Time Limit (10 minutes, +10 minutes per point by which the caster succeeds with his Magic roll)

Range: Self

Magic Roll Penalty: -1

END Cost: 0

Description: This spell makes the priest an even more eloquent speaker for a short time.

Game Information: +5 for Conversation, Oratory, and Persuasion rolls (15 Active Points); OAF (holy symbol or the like; -1), Gestures (-¼), Incantations (-¼), Only When Serving The God's Purposes (-½), Requires A Magic Roll (-½), Time Limit (10 minutes, +10 minutes per point by which the caster succeeds with his Magic roll; -½). Total cost: 4 points.

Options:

- 1) *Strong Spell:* Increase to +8 for Conversation, Oratory, and Persuasion rolls. 24 Active Points; total cost 6 points.
- 2) *Weak Spell:* Decrease to +3 for Conversation, Oratory, and Persuasion rolls. 9 Active Points; total cost 2 points.
- 3) *Free Spell:* Total cost: 5 points.
- 4) *Remove A -¼ Limitation:* Total cost 4 points.
- 5) *Remove A -½ Limitation:* Total cost 4 points.
- 6) *Add A +¼ Advantage:* 19 Active Points; total cost 5 points.
- 7) *Add A +½ Advantage:* 22 Active Points; total cost 5 points.
- 8) *Add A -¼ Limitation:* Total cost 3 points.
- 9) *Add A -½ Limitation:* Total cost 3 points.

FAVOR OF THE GODS

Effect: Aid Characteristics 4d6, Variable Effect (any one Characteristic at a time)

Target: One character

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: Touch

Magic Roll Penalty: -4

END Cost: 4

Description: By calling on one of the gods, the priest can receive the deity's favor and receive a tiny spark of the divine power to augment his, or another person's, abilities for a short period.

Game Information: Aid Characteristics 4d6, Variable Effect (any one Characteristic at a time; +½) (36 Active Points); OAF (holy symbol or the like; -1), Gestures (-¼), Incantations (-¼), Only When Serving The God's Purposes (-½), Requires A Magic Roll (-½). Total cost: 10 points.

Options:

- 1) *Strong Spell:* Increase to Aid 5d6. 45 Active Points; total cost 13 points.
- 2) *Weak Spell:* Decrease to Aid 3d6. 27 Active Points; total cost 8 points.
- 3) *Free Spell:* Total cost: 14 points.
- 4) *Remove A -¼ Limitation:* Total cost 11 points.
- 5) *Remove A -½ Limitation:* Total cost 12 points.
- 6) *Add A +¼ Advantage:* 42 Active Points; total cost 12 points.
- 7) *Add A +½ Advantage:* 48 Active Points; total cost 14 points.
- 8) *Add A -¼ Limitation:* Total cost 10 points.
- 9) *Add A -½ Limitation:* Total cost 9 points.
- 10) *Extended Spell:* Add Delayed Return Rate (points fade at the rate of 5 per Minute; +1). 60 Active Points; total cost 17 points.
- 11) *The Gods' Capricious Favor:* The priest can bestow the favor of the gods whenever he wants... but the gods determine what sort of favor it shall be! Add No Conscious Control (priest controls the casting of the spell, but the gods decide which Characteristic to Aid; -1). Total cost: 8 points.
- 12) *Only The Holy Receive The Gods' Favor:* Add Aid Self Only (-1). Total cost: 8 points.

★ PARTING THE WATERS

Effect: Telekinesis (80 STR), Affects Porous
Target: One body of water
Casting Time: 1 Turn (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: 1,300m
Magic Roll Penalty: -16
END Cost: 6

Description: This spell allows a caster to part a lake, sea, or river so that people can walk through. It even removes the water from the soil so that those who walk through don't have to struggle through mud.

Game Information: Telekinesis (80 STR), Affects Porous, Reduced Endurance ($\frac{1}{2}$ END; $+\frac{1}{4}$) (162 Active Points); OAF (holy symbol or the like; -1), Concentration (0 DCV throughout casting; -1), Extra Time (1 Turn; $-1\frac{1}{4}$), Gestures (throughout casting; $-\frac{1}{2}$), Incantations (throughout casting; $-\frac{1}{2}$), Only To Part Waters (-2), Only When Serving The God's Purposes ($-\frac{1}{2}$), Requires A Magic Roll ($-\frac{1}{2}$), Spell ($-\frac{1}{2}$). Total cost: 18 points.

Options:

- 1) *Strong Spell:* Increase to Telekinesis (100 STR). 200 Active Points; total cost 23 points.
- 2) *Weak Spell:* Decrease to Telekinesis (60 STR). 125 Active Points; total cost 14 points.
- 3) *Free Spell:* Total cost: 21 points.
- 4) *Remove A $+\frac{1}{4}$ Advantage:* 130 Active Points; total cost 15 points.
- 5) *Remove A $-\frac{1}{4}$ Limitation:* Total cost 19 points.
- 6) *Remove A $-\frac{1}{2}$ Limitation:* Total cost 20 points.
- 7) *Add A $+\frac{1}{4}$ Advantage:* 195 Active Points; total cost 22 points.
- 8) *Add A $+\frac{1}{2}$ Advantage:* 227 Active Points; total cost 26 points.
- 9) *Add A $-\frac{1}{4}$ Limitation:* Total cost 18 points.
- 10) *Add A $-\frac{1}{2}$ Limitation:* Total cost 17 points.

★ SANCTIFY AREA

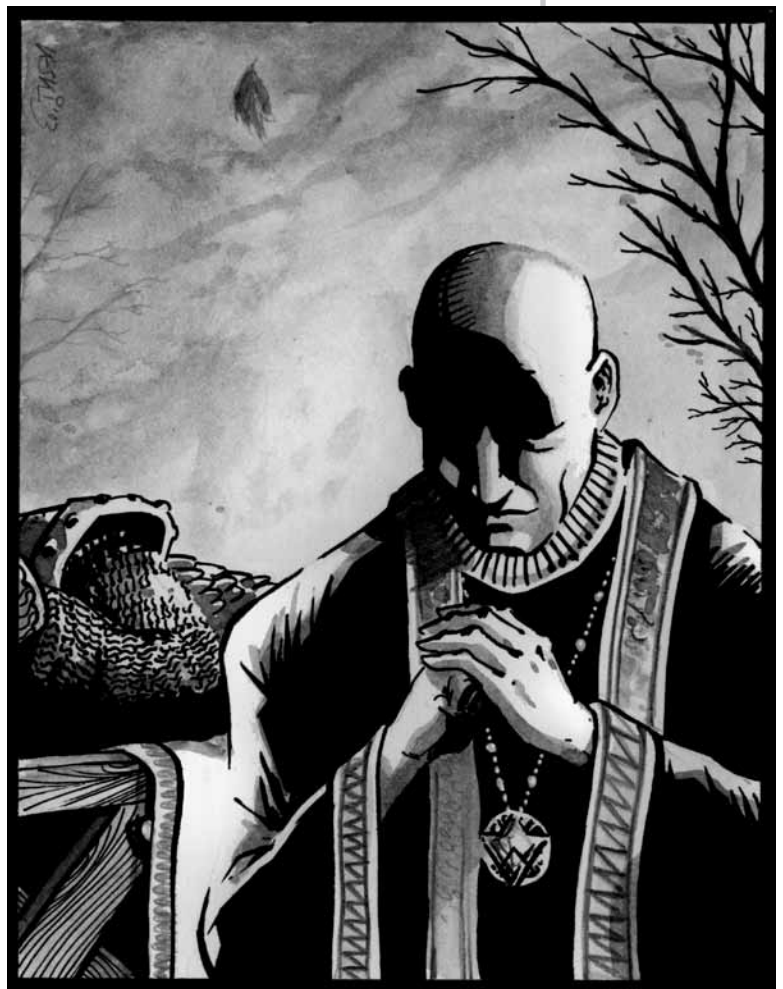
Effect: Change Environment (sanctify area)
Target: 16m Radius
Casting Time: 1 Hour (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Long-Lasting (permanent until defiled)
Range: No Range
Magic Roll Penalty: -4
END Cost: 0

Description: This spell allows a priest to sanctify an area, thus preventing demons, some types of undead, and other such creatures from entering it without feeling pain. Typically this is done as part of the construction of a temple, but there's no reason a priest who wanted to take the time and effort couldn't sanctify other places of importance.

Game Information: Change Environment (sanctify area), Long-Lasting (duration is permanent until defiled), Area Of Effect (16m Radius; $+\frac{3}{4}$), Reduced Endurance (0 END; $+\frac{1}{2}$) (45 Active Points); OAF (holy symbol or the like; -1), Concentration (0 DCV throughout casting; -1), Extra Time (1 Hour to cast; $-1\frac{1}{2}$), Gestures (throughout casting; $-\frac{1}{2}$), Incantations (throughout casting; $-\frac{1}{2}$), No Range ($-\frac{1}{2}$), Only When Serving The God's Purposes ($-\frac{1}{2}$), Requires A Magic Roll ($-\frac{1}{2}$), Spell ($-\frac{1}{2}$). Total cost: 6 points.

Options:

- 1) *Strong Spell:* Increase to Area Of Effect (32m Radius; $+\frac{1}{2}$). 50 Active Points; total cost 7 points.
- 2) *Weak Spell:* Decrease to Area Of Effect (8m Radius; $+\frac{1}{2}$). 40 Active Points; total cost 5 points.
- 3) *Free Spell:* Total cost: 7 points.
- 4) *Remove A $+\frac{1}{4}$ Advantage:* 40 Active Points; total cost 5 points.
- 5) *Remove A $+\frac{1}{2}$ Advantage:* 35 Active Points; total cost 5 points.
- 6) *Remove A $-\frac{1}{4}$ Limitation:* Total cost 6 points.
- 7) *Remove A $-\frac{1}{2}$ Limitation:* Total cost 6 points.
- 8) *Add A $+\frac{1}{4}$ Advantage:* 50 Active Points; total cost 7 points.
- 9) *Add A $+\frac{1}{2}$ Advantage:* 55 Active Points; total cost 7 points.
- 10) *Add A $-\frac{1}{4}$ Limitation:* Total cost 6 points.
- 11) *Add A $-\frac{1}{2}$ Limitation:* Total cost 6 points.



**SANCTIFY WATER**

Effect: Minor Transform 2d6 (ordinary water into holy water)
Target: Special
Casting Time: Full Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Time Limit (duration of permanent until defiled)
Range: Touch
Magic Roll Penalty: -1
END Cost: 1

Description: This spell allows a priest to bless water, thus turning it into a potent weapon against demons, some types of undead, and the like.

For purposes of this spell, assume that water has 1 BODY per pint.

Game Information: Minor Transform 2d6 (ordinary water into holy water, “heals” if defiled) (10 Active Points); OAF (holy symbol or the like; -1), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Limited Target (water; -½), No Range (-½), Only When Serving The God’s Purposes (-½), Requires A Magic Roll (-½). Total cost: 2 points.

Options:

- 1) *Strong Spell:* Increase to Minor Transform 3d6. 15 Active Points; total cost 3 points.
- 2) *Weak Spell:* Decrease to Minor Transform 1d6. 5 Active Points; total cost 1 point.
- 3) *Free Spell:* Total cost: 2 points.
- 4) *Remove A -¼ Limitation:* Total cost 2 points.
- 5) *Remove A -½ Limitation:* Total cost 2 points.
- 6) *Add A +¼ Advantage:* 12 Active Points; total cost 2 points.
- 7) *Add A +½ Advantage:* 15 Active Points; total cost 3 points.
- 8) *Add A -¼ Limitation:* Total cost 2 points.
- 9) *Add A -½ Limitation:* Total cost 2 points.

**SPEAK IN TONGUES**

Effect: Universal Translator
Target: Self
Casting Time: Half Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: Self
Magic Roll Penalty: -2
END Cost: 0

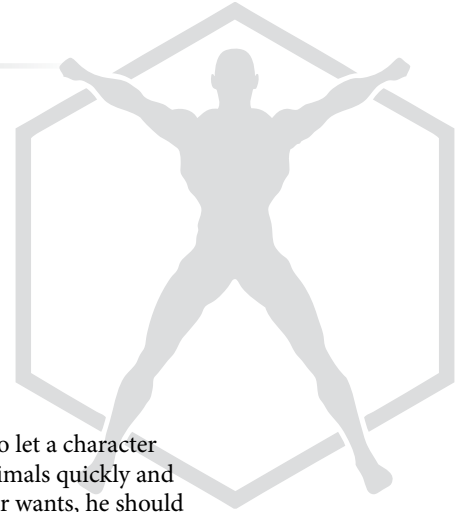
Description: This spell allows a priest to preach or speak to others in their own language, the better to convey his message and thus convert the heathen. The spell doesn’t allow him to understand others’ speech, or read any form of writing — it simply lets another person comprehend him even if they don’t speak the same language.

Game Information: Universal Translator (INT Roll +3) (23 Active Points); OAF (holy symbol or the like; -1), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Only To Allow Others To Understand Priest’s Words (-1), Only When Serving The God’s Purposes (-½), Requires A Magic Roll (-½). Total cost: 5 points.

Options:

- 1) *Strong Spell:* Increase to INT Roll +5. 25 Active Points; total cost 5 points.
- 2) *Weak Spell:* Decrease to INT Roll. 20 Active Points; total cost 4 points.
- 3) *Free Spell:* Total cost: 6 points.
- 4) *Remove A -¼ Limitation:* Total cost 5 points.
- 5) *Remove A -½ Limitation:* Total cost 5 points.
- 6) *Add A +¼ Advantage:* 29 Active Points; total cost 6 points.
- 7) *Add A +½ Advantage:* 34 Active Points; total cost 7 points.
- 8) *Add A -¼ Limitation:* Total cost 4 points.
- 9) *Add A -½ Limitation:* Total cost 4 points.

DRUIDRY



Druidry includes spells relating to, using, or affecting animals, plants, and nature in general. It's a form of magic practiced not only by wizards, but in some campaign settings by a special type of priest known as a *druid*.

In addition to the spells listed here, Divination “detect” spells focused on natural phenomena (such as Detect Animals, Detect Plants, or the like) are also considered part of Druidry; see page 85. At the GM's option, characters who can cast Druidry spells can also treat Elemental Magic spells invoking specific natural phenomena (such as Hailstorm, page 149) and Thaumaturgy spells involving changing shape into animal forms (particularly Animal Shapes, page 281) as part of Druidry. Some Witchcraft spells (page 337) might also be appropriate for characters who know Druidry, and vice-versa.

OFFENSIVE SPELLS



ANIMAL COMPANION

Effect: Severe Transform 3d6 (wild animal into animal friend), ACV, AVAD
Target: One animal
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 80m
Magic Roll Penalty: -7
END Cost: 7

Description: This spell turns a ferocious wild beast into a companion and helper of the spellcaster. The fiercer the animal, the longer it takes for this spell to affect it (*i.e.*, the more times the character has to cast it to achieve the Transform effect). The animal gradually returns to its normal state (though the character can cast the spell again to maintain the state of friendliness).

This spell is not intended to let a character acquire a menagerie of pet animals quickly and easily. If that's what a character wants, he should buy the animals as Followers (perhaps with the special effect that the effects of this spell are permanent).

Game Information: Severe Transform 3d6 (wild animal into animal with the Psychological Complication *Devoted Friend Of Spellcaster*; heals back normally), ACV (uses OCV against DMCV; +¼), AVAD (Mental Defense; +0), Works Against EGO, Not BODY (+¼) (67 Active Points); OAF Expendable (bit of food, Easy to obtain; -1), Gestures (-¼), Incantations (-¼), Limited Range (80m; -¼), Limited Target (animals; -¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 17 points.

Options:

- 1) *Strong Spell:* Increase to Severe Transform 4d6. 90 Active Points; total cost 22 points.
- 2) *Weak Spell:* Decrease to Severe Transform 2d6. 45 Active Points; total cost 11 points.
- 3) *Free Spell:* Total cost: 22 points.
- 4) *Remove A +¼ Advantage:* 56 Active Points; total cost 14 points.
- 5) *Remove A +½ Advantage:* 45 Active Points; total cost 11 points.
- 6) *Remove A -¼ Limitation:* Total cost 18 points.
- 7) *Remove A -½ Limitation:* Total cost 19 points.
- 8) *Add A +¼ Advantage:* 79 Active Points; total cost 20 points.
- 9) *Add A +½ Advantage:* 90 Active Points; total cost 22 points.
- 10) *Add A -¼ Limitation:* Total cost 16 points.
- 11) *Add A -½ Limitation:* Total cost 15 points.

**ANIMAL DIMINUTION**

Effect: Major Transform 6d6 (make animal smaller)
Target: One animal
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: Touch
Magic Roll Penalty: -9
END Cost: 0

Description: This spell reduces an animal in size, thus reducing the danger they pose to people and/or making it easier to hide them. The targeted animal is reduced to one-sixteenth its normal size and 1/4000th its normal mass, its attacks and other abilities are reduced to approximately one-sixteenth of their full power (but it has +8 DCV), others suffer a -8 to PER Rolls to perceive it, and it takes +24m KB (only for distance, not damage). (Note: in the case of animals that are larger than human size, the DCV and PER Roll modifiers will partly or fully counteract the penalties imposed by the animal's *Size Physical Complication*; see 6E1 442-45.)

Game Information: Major Transform 6d6 (make animal smaller, see text; heals back normally or through another application of this spell) (60 Active Points); OAF Expendable (two statuettes of an animal, one small, one larger, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Limited Target (animals; -¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 15 points.

Options:

- 1) *Strong Spell:* Increase to Major Transform 8d6. 80 Active Points; total cost 20 points.
- 2) *Weak Spell:* Decrease to Major Transform 4d6. 40 Active Points; total cost 10 points.
- 3) *Free Spell:* Total cost: 20 points.
- 4) *Remove A -¼ Limitation:* Total cost 16 points.
- 5) *Remove A -½ Limitation:* Total cost 17 points.
- 6) *Add A +¼ Advantage:* 75 Active Points; total cost 19 points.
- 7) *Add A +½ Advantage:* 90 Active Points; total cost 22 points.
- 8) *Add A -¼ Limitation:* Total cost 14 points.
- 8) *Add A -½ Limitation:* Total cost 13 points.
- 10) *Plant Diminution:* This variant of the spell only works on plants rather than animals, allowing the caster to Transform a mighty oak into a puny sapling. Change Limited Target (animals; -¼) to Limited Target (plants; -½). Total cost: 14 points.

**ANIMAL GROWTH**

Effect: Growth, Usable As Attack, Only Works On Animals
Target: One animal
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Time Limit (1 hour plus 10 minutes per point by which the caster succeeds with his Magic roll)
Range: Touch
Magic Roll Penalty: -10
END Cost: 0

Description: With this spell, a caster can make an animal four times as tall and wide as normal (which also means the animal becomes stronger and tougher). The caster must spend END to cast the spell, but thereafter it remains in effect for at least an hour (and sometimes longer) without further expenditure of END. (Note: in the case of animals that are smaller than human size, the DCV and PER Roll modifiers will partly or fully counteract the modifiers imposed by the animal's *Size Physical Complication*; see 6E1 442-45.)

Game Information: Growth (+30 STR, +10 CON, +10 PRE, +6 PD, +6 ED, +6 BODY, +12 STUN, +3m Reach, +24m Running, -12m KB, +4 to others' OCV to hit character, +4 to others' PER Rolls to perceive character, x4 as tall and wide as normal, x64 mass), Usable As Attack (+1¼), Time Limit (duration of 1 hour plus 10 minutes per point by which the caster succeeds with his Magic roll; +1¼), Reduced Endurance (0 END; +½) (200 Active Points); OAF Expendable (two statuettes of an animal, one small, one larger, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Only Works On Animals (-1), Requires A Magic Roll (-1 per 20 Active Points; -¼), Spell (-½). Total cost: 44 points.

Options:

- 1) *Free Spell:* Total cost: 61 points.
- 2) *Remove A +¼ Advantage:* 187 Active Points; total cost 41 points.
- 3) *Remove A +½ Advantage:* 175 Active Points; total cost 39 points.
- 4) *Remove A -¼ Limitation:* Total cost 47 points.
- 5) *Remove A -½ Limitation:* Total cost 57 points.
- 6) *Add A +¼ Advantage:* 212 Active Points; total cost 47 points.
- 7) *Add A +½ Advantage:* 225 Active Points; total cost 50 points.
- 8) *Add A -¼ Limitation:* Total cost 42 points.
- 9) *Add A -½ Limitation:* Total cost 40 points.
- 10) *Plant Growth:* This variant of the spell only works on plants rather than animals, allowing the caster to Transform a puny sapling into a mighty oak. (See also *Enhance Plant Growth*, below.) Change Only Works On Animals (-1) to Only Works On Plants (-1½). Total cost: 14 points.

BEAST'S WEAPONS

Effect:	HKA 1d6
Target:	One character
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Time Limit (1 Minute)
Range:	Touch
Magic Roll Penalty:	-3
END Cost:	3

Description: When cast on the spellcaster (or another person of his choosing), this spell grants the ability to grow claws. The spell remains in effect for one minute, during which the recipient can choose whether or not to use the claws in any given Phase.

Game Information: HKA 1d6 (plus STR), Time Limit (1 Minute; +¼), Usable By Other (+¼) (30 Active Points); OAF Expendable (claw from a carnivorous animal, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 8 points.

Options:

- 1) *Strong Spell:* Increase to HKA 2d6. 60 Active Points; total cost 16 points.
- 2) *Weak Spell:* Decrease to HKA ½d6. 20 Active Points; total cost 5 points.
- 3) *Free Spell:* Total cost: 12 points.
- 4) *Remove A +¼ Advantage:* 26 Active Points; total cost 7 points.
- 5) *Remove A +½ Advantage:* 22 Active Points; total cost 6 points.
- 6) *Remove A -¼ Limitation:* Total cost 9 points.
- 7) *Remove A -½ Limitation:* Total cost 9 points.
- 8) *Add A +¼ Advantage:* 34 Active Points; total cost 9 points.
- 9) *Add A +½ Advantage:* 37 Active Points; total cost 10 points.
- 10) *Add A -¼ Limitation:* Total cost 7 points.
- 11) *Add A -½ Limitation:* Total cost 7 points.

CALL ANIMALS

Effect:	Summon up to four animals built on up to 250 Total Points each
Target:	Special
Casting Time:	Full Phase
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-7
END Cost:	7

Description: This spell allows the caster to call forth up to four animals. He must be in their native habitat (or otherwise near them), and they come to him under their own power. Once they arrive, the caster must compel or persuade them to obedience; they are not inherently disposed to like him.

The animals Summoned by this spell are built on up to 250 Total Points, which covers the vast majority of animals listed in Chapter Six of *The HERO System Bestiary*. The GM can extend it to cover more expensive animals (such as great white sharks) via the Absolute Effect Rule if desired.

Game Information: Summon up to four animals built on up to 250 Total Points each, Expanded Class (animals; +½) (90 Active Points); OAF Expendable (food the animal would like, Difficult to obtain; -1¼), Extra Time (1 Turn; -1¼), Gestures (throughout; -½), Incantations (throughout; -½), Requires A Magic Roll (-½), Arrives Under Own Power (-½), Summoned Being Must Inhabit Locale (-½). Total cost: 15 points.

Options:

- 1) *Many Beasts:* Increase to 32 animals built on up to 250 Total Points. 112 Active Points; total cost 19 points.
- 2) *Weaker Beasts:* Decrease to up to four animals of up to 150 Character Points. 60 Active Points; total cost 10 points.
- 3) *Free Spell:* Total cost: 18 points.
- 4) *Remove A +¼ Advantage:* 75 Active Points; total cost 12 points.
- 5) *Remove A +½ Advantage:* 60 Active Points; total cost 10 points.
- 6) *Remove A -¼ Limitation:* Total cost 16 points.
- 7) *Remove A -½ Limitation:* Total cost 16 points.
- 8) *Add A +¼ Advantage:* 105 Active Points; total cost 17 points.
- 9) *Add A +½ Advantage:* 120 Active Points; total cost 20 points.
- 10) *Devoted Animal:* Add Devoted (+¾). 135 Active Points; total cost 22 points.
- 11) *Slavishly Devoted Animal:* Add Slavishly Devoted (+1). 150 Active Points; total cost 25 points.
- 12) *Add A -¼ Limitation:* Total cost 14 points.
- 13) *Add A -½ Limitation:* Total cost 14 points.



CALM ANIMAL

Effect:	Mind Control 12d6, Set Effect (calm animal)
Target:	One animal
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	60m
Magic Roll Penalty:	-6
END Cost:	6

Description: This spell calms angry, ferocious, frightened, or vicious beasts, making it easy for the character to cope with them. It doesn't make the animal friendly toward the caster, or willing to obey his commands without question, but it's likely to keep the creature from attacking or threatening anyone. In many cases, animals affected by Calm Animal simply wander away (or flee as quickly as they can) and leave the caster and his companions alone.

If a spellcaster uses Calm Animal on an animal who's Enraged or Berserk, the target number for the Effect Roll is EGO +30 (in other cases it's EGO +20 at most, and often less). If the Effect Roll succeeds, the animal automatically gets to make a roll to recover with a bonus of +1, with an additional +1 for every 5 points by which the Effect Roll exceeded the target number. Even if the Effect Roll fails, the animal still gets a normal roll to recover.

Game Information: Mind Control 12d6 (Animal class of minds) (60 Active Points); OAF Expendable (miniature bronze flute, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Limited Normal Range (60m and subject to Range Modifier; -½), Requires A Magic Roll (-½), Set Effect (calmness; -1), Spell (-½). Total cost: 11 points.

Options:

- 1) *Strong Spell:* Increase to Mind Control 14d6. 70 Active Points; total cost 13 points.
- 2) *Weak Spell:* Decrease to Mind Control 10d6. 50 Active Points; total cost 9 points.
- 3) *Free Spell:* Total cost: 14 points.
- 4) *Remove A -¼ Limitation:* Total cost 12 points.
- 5) *Remove A -½ Limitation:* Total cost 13 points.
- 6) *Add A +¼ Advantage:* 75 Active Points; total cost 14 points.
- 7) *Add A +½ Advantage:* 90 Active Points; total cost 17 points.
- 8) *Add A -¼ Limitation:* Total cost 11 points.
- 9) *Add A -½ Limitation:* Total cost 10 points.
- 14) *Terrify Animal:* This spell is the opposite of Calm Animal — it scares beasts. Usually this causes them to flee, but in the case of some types of beasts (including ferocious predators) may make them more likely to attack or become Enraged/Berserk. Change Set Effect to (create fear; -1); any version of the spell has the same cost as the corresponding version of Calm Animal.

CONTROL ANIMAL

Effect:	Mind Control 8d6
Target:	One animal
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	LOS
Magic Roll Penalty:	-5
END Cost:	5

Description: More commonly used by wizards than by druids (the latter prefer Animal Companion or the use of the *Animal Handler* Skill), this spell allows the caster to take control of the mind of a single animal. It's often cast to stop animals from attacking or the like.

Game Information: Mind Control 8d6 (Animal class of minds) (40 Active Points); OAF Expendable (a small piece of a leash or halter, Easy to obtain; -1), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 11 points.

Options:

- 1) *Strong Spell:* Increase to Mind Control 10d6. 50 Active Points; total cost 14 points.
- 2) *Weak Spell:* Decrease to Mind Control 6d6. 30 Active Points; total cost 8 points.
- 3) *Free Spell:* Total cost: 16 points.
- 4) *Remove A -¼ Limitation:* Total cost 12 points.
- 5) *Remove A -½ Limitation:* Total cost 13 points.
- 6) *Add A +¼ Advantage:* 50 Active Points; total cost 14 points.
- 7) *Add A +½ Advantage:* 60 Active Points; total cost 17 points.
- 8) *Add A -¼ Limitation:* Total cost 11 points.
- 9) *Add A -½ Limitation:* Total cost 10 points.
- 10) *Plant Control:* This spell allows the caster to take control of the mind of a single plant. Since plants rarely have "minds" of sufficient strength to be subject to Mental Powers, the spell really only works on monstrous plants and plant-creatures. Substitute "Plant class of minds" for Animal minds in any version of Control Animal.

CREATE CARNIVOROUS PLANT

Effect:	Summon one Giant Carnivorous Plant built on up to 250 Total Points
Target:	Special
Casting Time:	Full Phase
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-5
END Cost:	5

Description: This spell "quickens" and transforms any sufficiently large plant (a medium-sized bush or larger) into a fearsome carnivorous version of itself! These plants often possess other strange abilities, such as dangerous spores or the ability to shoot thorns.

Game Information: Summon one Giant Carnivorous Plant built on up to 250 Total Points (see HSB 189) (50 Active Points); OAF Expendable (ball of human blood and monster manure, Difficult to obtain; -1¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Summoned Being Must Inhabit Locale (-½). Total cost: 12 points.

Options:

- 1) *Strong Spell:* Increase to Summon one 300-point Giant Carnivorous Plant. 60 Active Points; total cost 14 points.
- 2) *Weak Spell:* Decrease to Summon one 175-point Giant Carnivorous Plant. 35 Active Points; total cost 8 points.
- 3) *Free Spell:* Total cost: 17 points.
- 4) *Remove A -¼ Limitation:* Total cost 12 points.
- 5) *Remove A -½ Limitation:* Total cost 13 points.
- 6) *Add A +¼ Advantage:* 62 Active Points; total cost 14 points.
- 7) *Add A +½ Advantage:* 75 Active Points; total cost 16 points.
- 8) *Devoted Plant:* Add Devoted (+¾). 87 Active Points; total cost 20 points.
- 9) *Slavishly Devoted Plant:* Add Slavishly Devoted (+1). 100 Active Points; total cost 23 points.
- 10) *Add A -¼ Limitation:* Total cost 11 points.
- 11) *Add A -½ Limitation:* Total cost 10 points.



CREATE FOG

Effect: Change Environment, -3 to Sight Group PER Rolls
Target: 16m Radius
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Time Limit (1d6+1 minutes, +1 minute per point by which the caster succeeds with his Magic roll)
Range: 90m
Magic Roll Penalty: -2
END Cost: 0

Description: This spell instantly fills an 16m radius area with fog so thick that it obscures vision.

Game Information: Change Environment (create fog), -3 to Sight Group PER Rolls, Area Of Effect (16m Radius; +¾), Reduced Endurance (0 END; +½), Time Limit (1d6+1 minutes, +1 minute per point by which the caster succeeds with his Magic roll; +½) (25 Active Points); OAF Expendable (wisp of cotton, Easy to obtain; -1), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 7 points.

Options:

- 1) *Strong Spell:* Increase to -4 to Sight Group PER Rolls. 33 Active Points; total cost 9 points.
- 2) *Weak Spell:* Decrease to -2 to Sight Group PER Rolls. 16 Active Points; total cost 4 points.
- 3) *Free Spell:* Total cost: 10 points.
- 4) *Remove A +¼ Advantage:* 22 Active Points; total cost 6 points.
- 5) *Remove A +½ Advantage:* 20 Active Points; total cost 6 points.
- 6) *Remove A -¼ Limitation:* Total cost 8 points.
- 7) *Remove A -½ Limitation:* Total cost 8 points.
- 8) *Add A +¼ Advantage:* 27 Active Points; total cost 8 points.
- 9) *Add A +½ Advantage:* 29 Active Points; total cost 8 points.
- 10) *Add A -¼ Limitation:* Total cost 7 points.
- 11) *Add A -½ Limitation:* Total cost 6 points.



CREATE TREEMAN

Effect: Summon one Treeman built on 300 Total Points
Target: Special
Casting Time: 1 Hour
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: No Range
Magic Roll Penalty: -6
END Cost: 18

Description: This spell turns an ordinary large tree into a treeman (HSB 192). The treeman isn't necessarily kindly disposed toward the caster, who must negotiate with it or coerce it to obtain services from it.

Game Information: Summon one Treeman built on 300 Total Points (60 Active Points); OAF Expendable (carved wooden statuette of a treeman, Difficult to obtain; -1¼), Concentration (0 DCV throughout; -1), Extra Time (1 Hour; -3), Gestures (throughout; -½), Incantations (throughout; -½), Increased Endurance Cost (x3 END; -1), Requires A Magic Roll (-½), Requires Appropriate Tree (-½). Total cost: 6 points.

Options:

- 1) *Free Spell:* Total cost: 7 points.
- 2) *Remove A -¼ Limitation:* Total cost 7 points.
- 3) *Remove A -½ Limitation:* Total cost 7 points.
- 4) *Add A +¼ Advantage:* 75 Active Points; total cost 8 points.
- 5) *Add A +½ Advantage:* 90 Active Points; total cost 10 points.
- 6) *Devoted Treeman:* Add Devoted (+¾). 105 Active Points; total cost 11 points.
- 7) *Slavishly Devoted Treeman:* Add Slavishly Devoted (+1). 120 Active Points; total cost 13 points.
- 8) *Add A -¼ Limitation:* Total cost 6 points.
- 9) *Add A -½ Limitation:* Total cost 6 points.



DESTROY WOOD

Effect: RKA 3d6, Only Versus Wood
Target: One wooden object
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 450m
Magic Roll Penalty: -4
END Cost: 4

Description: Druidry spells can harm things of nature as well as heal or use them. This spell, for example, destroys wooden objects, causing them to rot and fall apart in the space of a second. A clever spellcaster can use it to ruin a wooden-hafted weapon, destroy a door without much noise or difficulty, or kill a tree.

Game Information: RKA 3d6 (45 Active Points); OAF Expendable (tiny silver axe, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Only Versus Wood (-1), Requires A Magic Roll (-½), Spell (-½). Total cost: 9 points.

Options:

- 1) *Strong Spell:* Increase to RKA 4d6. 60 Active Points; total cost 13 points.
- 2) *Weak Spell:* Decrease to RKA 2d6. 30 Active Points; total cost 6 points.
- 3) *Free Spell:* Total cost: 13 points.
- 4) *Remove A -¼ Limitation:* Total cost 10 points.
- 5) *Remove A -½ Limitation:* Total cost 11 points.
- 6) *Add A +¼ Advantage:* 56 Active Points; total cost 12 points.
- 7) *Add A +½ Advantage:* 67 Active Points; total cost 14 points.
- 8) *Add A -¼ Limitation:* Total cost 9 points.
- 9) *Add A -½ Limitation:* Total cost 9 points.

ENTANGLING VINES

Effect:	Entangle 5d6, 5 PD/5 ED
Target:	One character
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	500m
Magic Roll Penalty:	-5
END Cost:	5

Description: This spell causes the plants and trees around the target to suddenly move, twist, and grow so as to grab and hold him. It only works if the target is near a sufficient amount of plant matter — at least one medium-sized bush. Depending on the type of plant matter involved, the GM may decrease the Entangle's PD/ED, or even the dice rolled to determine the Entangle's BODY.

Game Information: Entangle 5d6, 5 PD/5 ED (50 Active Points); OAF Expendable (a bit of vine twisted into a complicated knot, Easy to obtain; -1), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Requires Sufficient Plants (see text; -½), Spell (-½), Vulnerable (bladed weapons; -1), Vulnerable (fire; -1). Total cost: 8 points.

Options:

- 1) *Strong Spell:* Increase to Entangle 6d6, 6 PD/6 ED. 60 Active Points; total cost 10 points.
- 2) *Weak Spell:* Decrease to Entangle 4d6, 4 PD/4 ED. 40 Active Points; total cost 7 points.
- 3) *Free Spell:* Total cost: 10 points.
- 4) *Remove A -¼ Limitation:* Total cost 9 points.
- 5) *Remove A -½ Limitation:* Total cost 8 points.
- 6) *Add A +¼ Advantage:* 62 Active Points; total cost 10 points.
- 7) *Add A +½ Advantage:* 75 Active Points; total cost 12 points.
- 8) *Add A -¼ Limitation:* Total cost 8 points.
- 9) *Add A -½ Limitation:* Total cost 8 points.

IMPASSABLE TERRAIN

Effect:	Change Environment, -10m of Running/Ground Movement
Target:	500m radius
Casting Time:	1 Hour
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Time Limit (duration of 1 week plus 1 day per point by which the caster succeeds with his Magic roll)
Range:	No Range
Magic Roll Penalty:	-6
END Cost:	0

Description: This spell alters the terrain in a 500m radius area (enough to protect a castle, cut off a mountain pass, or the like). Within the area affected by the spell, overland travel becomes much harder. To everyone but the caster (and at the GM's option, his allies), thickets are denser and harder to push through, mud is deeper and grips more strongly, the stones become larger and sharper, and so forth. Impassable Terrain turns what could be a simple, pleasant journey into a slow and aggravating effort. However, it has no effect in cities, or on non-natural surfaces such as paved roads.

Game Information: Change Environment (create impassable terrain), -10m Running/Ground Movement, Area Of Effect (500m Radius; +2), Personal Immunity (+¼), Reduced Endurance (0 END; +½), Time Limit (duration of 1 week plus 1 day per point by which the caster succeeds with his Magic roll; +2) (57 Active Points); OAF Expendable (a twist of plant matter tied around a pebble in a complex knot, Easy to obtain; -1), Concentration (0 DCV throughout; -1), Extra Time (1 Hour; -3), Gestures (two hands throughout; -1), Incantations (throughout; -½), No Range (-½), Only Works In Natural Environments (see text; -1), Requires A Magic Roll (-½), Spell (-½). Total cost: 6 points.

Options:

- 1) *Strong Spell:* Increase to Area Of Effect (1,000m Radius; +2¼). 60 Active Points; total cost 6 points.
- 2) *Weak Spell:* Decrease to Area Of Effect (125m Radius; +1½). 52 Active Points; total cost 5 points.
- 3) *Free Spell:* Total cost: 5 points.
- 4) *Remove A +¼ Advantage:* 55 Active Points; total cost 5 points.
- 5) *Remove A +½ Advantage:* 52 Active Points; total cost 5 points.
- 6) *Remove A -¼ Limitation:* Total cost 6 points.
- 7) *Remove A -½ Limitation:* Total cost 6 points.
- 8) *Add A +¼ Advantage:* 60 Active Points; total cost 6 points.
- 9) *Add A +½ Advantage:* 62 Active Points; total cost 6 points.
- 10) *Add A -¼ Limitation:* Total cost 5 points.
- 11) *Add A -½ Limitation:* Total cost 5 points.
- 12) *Impassable Region:* Add MegaScale (each 1m radius is 1 km wide, broad, and deep; +1). 67 Active Points; total cost 7 points.



LIGHTNING STRIKE

Effect: RKA 3d6, Indirect
Target: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 450m
Magic Roll Penalty: -6
END Cost: 6

Description: This spell calls down from the sky a tremendous bolt of lightning to strike the caster's foes. If the target is inside, the bolt must first blast through the roof or other obstacles, diminishing its effect considerably.

Game Information: RKA 3d6, Indirect (Source Point is always in the sky above the target; sky; +¼) (56 Active Points); OAF Expendable (chip of wood from a lightning-struck tree, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 15 points.

Options:

- 1) *Strong Spell:* Increase to RKA 4d6. 75 Active Points; total cost 20 points.
- 2) *Weak Spell:* Decrease to RKA 2d6. 37 Active Points; total cost 10 points.
- 3) *Free Spell:* Total cost: 22 points.
- 4) *Remove A +¼ Advantage:* 45 Active Points; total cost 12 points.
- 5) *Remove A -¼ Limitation:* Total cost 16 points.
- 6) *Remove A -½ Limitation:* Total cost 17 points.
- 7) *Add A +¼ Advantage:* 67 Active Points; total cost 18 points.
- 8) *Add A +½ Advantage:* 79 Active Points; total cost 21 points.
- 9) *Add A -¼ Limitation:* Total cost 16 points.
- 10) *Add A -½ Limitation:* Total cost 17 points.
- 11) *Spear Of The Storm:* This form of the spell only works when the local weather conditions are right for lightning. Add Only Works During Storms (-1). Total cost: 12 points.



PARALYZE ANIMAL

Effect: Entangle 4d6, 4 PD/4 ED, Takes No Damage From Attacks
Target: One animal
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 100m
Magic Roll Penalty: -8
END Cost: 8

Description: This spell paralyzes an animal, making it impossible for him to move unless he's strong enough to break the bonds of magical force. Many adventurers and hunters rely on it to render their prey helpless before they deliver the killing blow, but others think it a cowardly and dishonorable way to slay a noble foe deserving of respect.

Game Information: Entangle 4d6, 4 PD/4 ED, Takes No Damage From Attacks (+1) (80 Active Points); OAF Expendable (animal fur and claws

bound together with glue, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Limited Range (100m; -¼), Only Versus Animals (-1), Requires A Magic Roll (-½), Spell (-½). Total cost: 16 points.

Options:

- 1) *Strong Spell:* Increase to Entangle 5d6, 5 PD/5 ED. 100 Active Points; total cost 20 points.
- 2) *Weak Spell:* Decrease to Entangle 3d6, 3 PD/3 ED. 60 Active Points; total cost 12 points.
- 3) *Free Spell:* Total cost: 20 points.
- 4) *Remove A -¼ Limitation:* Total cost 17 points.
- 5) *Remove A -½ Limitation:* Total cost 18 points.
- 6) *Add A +¼ Advantage:* 90 Active Points; total cost 18 points.
- 7) *Add A +½ Advantage:* 100 Active Points; total cost 20 points.
- 8) *Add A -¼ Limitation:* Total cost 15 points.
- 9) *Add A -½ Limitation:* Total cost 14 points.



STINGING SWARM

Effect: RKA 1 point, NND, Does BODY
Target: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: 80m
Magic Roll Penalty: -2
END Cost: 6

Description: This spell calls up a large swarm of stinging, biting insects and sets them on a hapless victim. Even the strongest plate mail offers no protection against these deadly pests; only a form of defense that completely shields the body (such as some mystic protection spells, including Shield Of Faith and Wizard's Shield) can keep the insects away.

Game Information: RKA 1 point, NND (defenses is airtight rPD surrounding target's body; +1), Does BODY (+1), Constant (+½) (17 Active Points); OAF Expendable (a pinch of sugar, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Increased Endurance Cost (x3 END; -1), Limited Range (80m; -¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 3 points.

Options:

- 1) *Free Spell:* Total cost: 4 points.
- 2) *Remove A +¼ Advantage:* 16 Active Points; total cost 3 points.
- 3) *Remove A +½ Advantage:* 15 Active Points; total cost 3 points.
- 4) *Remove A -½ Limitation:* Total cost 4 points.
- 5) *Add A +¼ Advantage:* 19 Active Points; total cost 4 points.
- 6) *Add A +½ Advantage:* 20 Active Points; total cost 4 points.
- 7) *Add A -¼ Limitation:* Total cost 3 points.
- 8) *Add A -½ Limitation:* Total cost 3 points.

WARP WOOD

Effect:	Minor Transform 4d6 (wooden object into useless wooden object)
Target:	One wooden object
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	400m
Magic Roll Penalty:	-4
END Cost:	4

Description: This spell, regarded by some spell-casters as a lesser version of Destroy Wood, warps and deforms wood. With it a caster can deform a door to make it easy to open (or change its shape so that it's firmly wedged shut), bend a bow or spear so that it's useless, or cause a tree to grow in an unusual or pleasing shape.

At the GM's option, if a character uses this spell against a being made of wood, such as a wood golem or treeman, you can treat it as an RKA 2½d6, NND (defense is Power Defense), Does BODY.

Game Information: Minor Transform 4d6 (wooden object into useless wooden object; heals back through the application of this or a similar spell) (20 Active Points); OAF Expendable (small piece of warped wood, Easy to obtain; -1), Gestures (-¼), Incantations (-¼), Limited Target (wooden objects; -½), Requires A Magic Roll (-½), Spell (-½). Total cost: 5 points.

Options:

- 1) *Strong Spell:* Increase to Minor Transform 6d6. 30 Active Points; total cost 7 points.
- 2) *Weak Spell:* Decrease to Minor Transform 2d6. 10 Active Points; total cost 2 points.
- 3) *Free Spell:* Total cost: 7 points.
- 4) *Remove A -¼ Limitation:* Total cost 5 points.
- 5) *Remove A -½ Limitation:* Total cost 6 points.
- 6) *Add A +¼ Advantage:* 25 Active Points; total cost 6 points.
- 7) *Add A +½ Advantage:* 30 Active Points; total cost 7 points.
- 8) *Add A -¼ Limitation:* Total cost 5 points.
- 9) *Add A -½ Limitation:* Total cost 4 points.

WEBS

Effect:	Barrier 6 PD/6 ED, 8 BODY plus Entangle 3d6, 3 PD/3 ED, Damage Shield
Target:	Area
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Time Limit (duration of 10 minutes, +1 minute by which the caster succeeds with his Magic roll)
Range:	60m
Magic Roll Penalty:	-8
END Cost:	0

Description: This spell creates large, thick, sticky strands of spider web that catch and entangle anyone who touches them.

Because the webs don't form a solid Barrier, characters can sometimes safely make attacks through them. Making a Ranged attack against someone on the other side of the Barrier without hitting it entails a -2 OCV penalty; if the Attack Roll fails the attack hits the Barrier (and thus may still get through it, and even have a chance to hit the target, if it's powerful enough). A character can only make a HTH attack if he's standing next to the web and his target is standing next to it on the other side. He suffers a -2 OCV penalty... and if his Attack Roll fails he's touched the web and is now Entangled.

Game Information: Barrier 6 PD/6 ED, 8 BODY (up to 8m long, 8m high, ½m thick), Reduced Endurance (0 END; +½) (64 Active Points); OAF Expendable (dead spider wrapped in a bit of webbing, Easy to obtain; -1), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Limited Effect (characters can sometimes attack through web, see text; -¼), Limited Range (60m; -¼), Requires A Magic Roll (-1 per 20 Active Points; -¼), Spell (-½), Time Limit (duration of 10 minutes, +1 minute by which the caster succeeds with his Magic roll; -1) (total cost: 15 points) **plus** Entangle 3d6, 3 PD/3 ED, Constant (+½), Area Of Effect (Surface large enough to cover Barrier, Damage Shield; +1), Personal Immunity (+¼), Reduced Endurance (0 END; +½) (97 Active Points); OAF Expendable (dead spider wrapped in a bit of webbing, Easy to obtain; -1), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Limited Range (60m; -¼), Linked (-¼), Requires A Magic Roll (-1 per 20 Active Points; -¼), Spell (-½), Time Limit (duration of 10 minutes, +1 minute by which the caster succeeds with his Magic roll; -1) (total cost: 23 points). Total cost: 38 points.

Options:

- 1) *Free Spell:* Total cost: 20 + 30 = 50 points.
- 2) *Remove A +¼ Advantage:* 54 + 90 = 144 Active Points; total cost 13 + 21 = 34 points.
- 3) *Remove A +½ Advantage:* 43 + 82 = 125 Active Points; total cost 10 + 19 = 29 points.
- 4) *Remove A -¼ Limitation:* Total cost 16 + 24 = 40 points.
- 5) *Remove A -½ Limitation:* Total cost 17 + 26 = 43 points.
- 6) *Add A +¼ Advantage:* 75 + 105 = 180 Active Points; total cost 18 + 25 = 43 points.
- 7) *Add A +½ Advantage:* 86 + 112 = 198 Active Points; total cost 20 + 26 = 46 points.
- 8) *Add A -¼ Limitation:* Total cost 14 + 21 = 35 points.
- 9) *Add A -½ Limitation:* Total cost 13 + 20 = 33 points.

DEFENSIVE SPELLS



BARKSKIN

Effect:	Resistant Protection (5 PD/5 ED)
Target:	Self
Casting Time:	Half Phase
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-1
END Cost:	1

Description: This spell transforms the caster's skin into thick, tough bark. The bark protects him from attacks; it doesn't hinder his movement or restrict his agility.

Game Information: Resistant Protection (5 PD/5 ED) (15 Active Points); OAF Expendable (piece of bark tied to a piece of metal from a used suit of armor, Difficult to obtain; -1¼), Costs Endurance (to maintain; -½), Gestures (-¼), Incantations (-¼), Perceivable (-¼), Requires A Magic Roll (-½). Total cost: 4 points.

Options:

- 1) *Oakenskin:* Increase to Resistant Protection (7 PD/7 ED). 21 Active Points; total cost 5 points.
- 2) *Willowskin:* Decrease to Resistant Protection (3 PD/3 ED). 9 Active Points; total cost 2 points.
- 3) *Free Spell:* Total cost: 5 points.
- 4) *Remove A -¼ Limitation:* Total cost 4 points.
- 5) *Remove A -½ Limitation:* Total cost 4 points.
- 6) *Add A +¼ Advantage:* 19 Active Points; total cost 5 points.
- 7) *Add A +½ Advantage:* 22 Active Points; total cost 5 points.
- 8) *Add A -¼ Limitation:* Total cost 3 points.
- 9) *Add A -½ Limitation:* Total cost 3 points.
- 10) *Limited Duration Spell:* Remove Costs Endurance (-½) and add Time Limit (duration of 10 minutes, +1 minute by which the caster succeeds with his Magic roll; -¾). Total cost: 3 points.



THORN WALL

Effect:	Barrier 6 PD/6 ED, 6 BODY (up to 8m long, 3m tall, 1m thick) plus RKA 1d6, Armor Piercing, Damage Shield
Target:	Area
Casting Time:	Full Phase
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Time Limit (lasts until destroyed or dies)
Range:	60m
Magic Roll Penalty:	-9
END Cost:	4 to cast

Description: This spell creates an 8m long, 3m high, 1m thick wall of brambles with large, sharp thorns. Anyone who touches the wall or tries to move through it suffers injury from the thorns. The wall remains in place until someone cuts it down, it dies and collapses (which takes just a few days, since it's not rooted in the ground), or someone Dispel's it.

Game Information: Barrier 6 PD/6 ED, 6 BODY (up to 8m long, 3m tall, 1m thick) (37 Active Points); OAF Expendable (chip of metal from a bladed weapon wrapped with a strand of thorny vine, Difficult to obtain; -1¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Limited Range (60m; -¼), Requires A Magic Roll (-½), Spell (-½) (total cost: 9 points) **plus** RKA 1d6, Constant (+½), Area Of Effect (Surface large enough to cover Barrier, Damage Shield; +1), Armor Piercing (+¼), Reduced Endurance (0 END; +½), Time Limit (lasts until Barrier is destroyed or dies; +½) (56 Active Points); OAF Expendable (as above; -1¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Limited Range (60m; -¼), Linked (-¼), Requires A Magic Roll (-½), Spell (-½) (total cost: 12 points). Total cost: 21 points.

Options:

- 1) *Free Spell:* Total cost: 13 + 16 = 29 points.
- 2) *Remove A +¼ Advantage:* 37 + 52 = 89 Active Points; total cost 9 + 14 = 23 points.
- 3) *Remove A +½ Advantage:* 37 + 49 = 86 Active Points; total cost 9 + 13 = 22 points.
- 4) *Remove A -¼ Limitation:* Total cost 10 + 12 = 22 points.
- 5) *Remove A -½ Limitation:* Total cost 10 + 13 = 23 points.
- 6) *Add A +¼ Advantage:* 46 + 60 = 106 Active Points; total cost 11 + 13 = 24 points.
- 7) *Add A +½ Advantage:* 55 + 79 = 134 Active Points; total cost 14 + 17 = 31 points.
- 8) *Add A -¼ Limitation:* Total cost 9 + 11 = 20 points.
- 9) *Add A -½ Limitation:* Total cost 8 + 11 = 19 points.

WILDERNESS COMFORT

Effect:	Life Support (Safe Environments: Intense Cold, Intense Heat)
Target:	Self
Casting Time:	Half Phase
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Time Limit (3 hours, +1 hour per point by which the caster succeeds with his Magic roll)
Range:	Self
Magic Roll Penalty:	-1
END Cost:	0

Description: This spell keeps the caster comfortable no matter what the temperature is. In the hottest desert or the coldest blizzard, he remains perfectly at ease — though he still suffers damage from spells based on fire, ice, or the like.

Game Information: Life Support (Safe Environments: Intense Cold, Intense Heat) (4 Active Points); OAF Expendable (a cooled ember, Easy to obtain; -1), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Time Limit (3 hours, +1 hour per point by which the caster succeeds with his Magic roll; -½). Total cost: 1 point.

Options:

- 1) *Free Spell:* Total cost: 1 point.
- 2) *Remove A -¼ Limitation:* Total cost 1 point.
- 3) *Remove A -½ Limitation:* Total cost 1 point.
- 4) *Add A +¼ Advantage:* 5 Active Points; total cost 1 points.
- 5) *Add A +½ Advantage:* 6 Active Points; total cost 2 points.
- 6) *Add A -¼ Limitation:* Total cost 1 point.
- 7) *Add A -½ Limitation:* Total cost 1 point.
- 8) *Wilderness Comfort Zone:* This form of the spell also keeps the caster's friends warm, provided they remain near him. Add Usable By Nearby (8m radius; +1). 8 Active Points; total cost 2 points.

WILDERNESS SKILLS

Effect:	+5 with Concealment, Stealth, and Tracking, Only In Natural Environments
Target:	Self
Casting Time:	Half Phase
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-1
END Cost:	1

Description: This spell heightens a character's ability to hide and move stealthfully in woodlands and other wilderness environments. It provides a +5 bonus to Stealth, Concealment, and Tracking in natural areas. The character may only use the Concealment bonus when trying to hide himself or traces of himself, and may only use the Tracking bonus to hide his tracks.

Game Information: +5 with Concealment, Stealth, and Tracking (15 Active Points); OAF Expendable (small brush made of twigs wrapped in green

cloth, Difficult to obtain; -1¼), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Only In Natural Environments (-1), Requires A Magic Roll (-½). Total cost: 3 points.

Options:

- 1) *Strong Spell:* Increase to +7 with Concealment, Stealth, and Tracking. 21 Active Points; total cost 4 points.
- 2) *Weak Spell:* Decrease to +3 with Concealment, Stealth, and Tracking. 9 Active Points; total cost 2 points.
- 3) *Free Spell:* Total cost: 4 points.
- 4) *Remove A -¼ Limitation:* Total cost 3 points.
- 5) *Remove A -½ Limitation:* Total cost 3 points.
- 6) *Add A -¼ Limitation:* Total cost 3 points.
- 7) *Add A -½ Limitation:* Total cost 3 points.
- 8) *Limited Duration Spell:* Remove Costs Endurance (-½) and add Time Limit (duration of 10 minutes, +1 minute by which the caster succeeds with his Magic roll; -¾). Total cost: 3 points.

MOVEMENT SPELLS

EASY PASSAGE

Effect:	Tunneling 12m through PD 6 material, Fill In, Only Versus Thickets
Target:	Self
Casting Time:	Half Phase
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-3
END Cost:	3

Description: When this spell is cast, thickets, undergrowth, brambles, and the like part in front of the spellcaster, allowing him (and his companions, if any) to pass through effortlessly. After passage is complete, the plants return to their normal shape.

In game terms, this spell uses Tunneling to create "safe passage" through undergrowth (including things like a Thorn Wall). Most natural undergrowth has PD 1-3 for purposes of this spell. After the character passes through, the Fill In effect occurs automatically; the character cannot leave an open "tunnel" through the wilderness behind him without GM's permission. Spellcasters cannot use this spell to "pass through" or cause damage to plant-based monsters.

As built, this spell assumes the caster has the standard Running 12m most characters have. If he has more or fewer meters of Running, rebuild it accordingly.

Game Information: Tunneling 12m through PD 6 material, Fill In (34 Active Points); OAF Expendable (tiny steel scythe-blade, Difficult to obtain; -1¼), Fill In Occurs Automatically (-0), Gestures (-¼), Incantations (-¼), Limited Medium (thickets, undergrowth, and the like; -1), Requires A Magic Roll (-½). Total cost: 8 points.

Options:

- 1) *Free Spell*: Total cost: 10 points.
- 2) *Remove A -¼ Limitation*: Total cost 8 points.
- 3) *Remove A -½ Limitation*: Total cost 9 points.
- 4) *Add A +¼ Advantage*: 42 Active Points; total cost 10 points.
- 5) *Add A +½ Advantage*: 51 Active Points; total cost 12 points.
- 6) *Add A -¼ Limitation*: Total cost 7 points.
- 7) *Add A -½ Limitation*: Total cost 7 points.

**LEAVE NO TRACKS**

Effect: Flight 12m, Only In Contact With A Horizontal Surface

Target: Self

Casting Time: Full Phase

Casting Procedures: Focus, Gestures, Incantations

Duration: Time Limit (duration of 1 hour, +1 hour per point by which the caster succeeds with his Magic roll)

Range: Self

Magic Roll Penalty: -1

END Cost: 3 to cast

Description: This spell, a favorite of bandits and thieves, prevents the caster from leaving tracks when he walks. No matter how muddy the ground, or how soft the snow, where the caster walks he leaves no tracks. (He could still leave behind scraps of cloth or the like, though.)

As built, this spell assumes the caster has the standard Running 12m most characters have. If he has more or fewer meters of Running, rebuild it accordingly.

Game Information: Flight 12m, Costs Endurance Only To Activate (+¼), Time Limit (duration of 1 hour, +1 hour per point by which the caster succeeds with his Magic roll; +1¼) (30 Active Points); OAF Expendable (a feather, Easy to obtain; -1), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Only In Contact With A Horizontal Surface (-¼), Requires A Magic Roll (-½). Total cost: 8 points.

Options:

- 1) *Free Spell*: Total cost: 11 points.
- 2) *Remove A +¼ Advantage*: 27 Active Points; total cost 7 points.
- 3) *Remove A +½ Advantage*: 24 Active Points; total cost 6 points.
- 4) *Remove A -¼ Limitation*: Total cost 8 points.
- 5) *Remove A -½ Limitation*: Total cost 9 points.
- 6) *Add A +¼ Advantage*: 33 Active Points; total cost 9 points.
- 7) *Add A +½ Advantage*: 36 Active Points; total cost 10 points.
- 8) *Add A -¼ Limitation*: Total cost 7 points.
- 9) *Add A -½ Limitation*: Total cost 7 points.
- 10) *Group Leave No Tracks*: Add Usable By Nearby (4m radius; +1). 42 Active Points; total cost 11 points.

**SPIDER CLIMBING**

Effect: Clinging (normal STR)

Target: Self

Casting Time: Half Phase

Casting Procedures: Focus, Gestures, Incantations

Duration: Time Limit (duration of 10 minutes, +1 minute by which the caster succeeds with his Magic roll)

Range: Self

Magic Roll Penalty: -2

END Cost: 0

Description: This spell allows the caster to walk up walls and along ceilings as if he were a spider. However, he must take care to reach the ground before the spell's duration expires, lest he suffer a long fall.

Game Information: Clinging (normal STR), Time Limit (duration of 10 minutes, +1 minute by which the caster succeeds with his Magic roll; +1) (20 Active Points); OAF Expendable (two spider's legs, Easy to obtain; -1), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 7 points.

Options:

- 1) *Free Spell*: Total cost: 10 points.
- 2) *Remove A -¼ Limitation*: Total cost 7 points.
- 3) *Remove A -½ Limitation*: Total cost 8 points.
- 4) *Add A +¼ Advantage*: 22 Active Points; total cost 7 points.
- 5) *Add A +½ Advantage*: 25 Active Points; total cost 8 points.
- 6) *Add A -¼ Limitation*: Total cost 6 points.
- 7) *Add A -½ Limitation*: Total cost 6 points.
- 8) *Group Spider Climbing*: Add Usable By Nearby (4m radius; +1). 30 Active Points; total cost 10 points.

**SWIFTER STEED**

Effect: Aid Running 3d6, Only Aid Others, Animals Only

Target: One animal

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: Touch

Magic Roll Penalty: -2

END Cost: 2

Description: With this spell, a caster can make an animal (typically one he's riding) run much faster than normal.

Game Information: Aid Running 3d6 (18 Active Points); OAF Expendable (rune-incised chip of metal from a used horseshoe, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Others Only (-½), Only Works On Animals (-1), Requires A Magic Roll (-½). Total cost: 4 points.

Options:

- 1) *Strong Spell*: Increase to Aid Running 4d6. 24 Active Points; total cost 5 points.
- 2) *Weak Spell*: Decrease to Aid Running 2d6. 12 Active Points; total cost 2 points.
- 3) *Free Spell*: Total cost: 5 points.
- 4) *Remove A -¼ Limitation*: Total cost 4 points.
- 5) *Remove A -½ Limitation*: Total cost 4 points.
- 6) *Add A +¼ Advantage*: 22 Active Points; total cost 5 points.
- 7) *Add A +½ Advantage*: 27 Active Points; total cost 6 points.
- 8) *Add A -¼ Limitation*: Total cost 4 points.
- 9) *Add A -½ Limitation*: Total cost 3 points.
- 10) *Swifter Steed Variant*: Change to Boost Running 3d6 and add Costs Endurance (to maintain; -½). 18 Active Points; total cost 3 points.

SENSORY SPELLS



ANIMAL EYES

Effect: Clairsentience (Sight Group), Only Through The Senses Of Others

Target: Area

Casting Time: Full Phase

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: 1,000m

Magic Roll Penalty: -3

END Cost: 3

Description: This spell allows the caster to see through the eyes of any animal within 1,000m of him. While casting the spell, he reaches out with his mystic senses to determine if there's an animal at or near his desired perception point. If not, he has to choose another perception point or stop casting the spell. If so, he selects the animal and can see out of its eyes. If the animal moves, so does the spell's perception point. If the caster wishes to shift the perception point to another animal, he must stop the spell and re-cast it.

Game Information: Clairsentience (Sight Group), Mobile Perception Point, 4x Range (1,000m) (35 Active Points); OAF Expendable (an eye from a predatory mammal, Difficult to obtain; -1¼), Extra Time (Full Phase to cast; -¼), Gestures (-¼), Incantations (-¼), Only Through The Senses Of Others (local animals; -½), Requires A Magic Roll (-½). Total cost: 9 points.

Options:

- 1) *Strong Spell*: Increase to 8x Range (2,000m). 40 Active Points; total cost 10 points.
- 2) *Weak Spell*: Decrease to 2x Range (500m). 30 Active Points; total cost 7 points.
- 3) *Free Spell*: Total cost: 13 points.
- 4) *Remove A -¼ Limitation*: Total cost 9 points.
- 5) *Remove A -½ Limitation*: Total cost 10 points.
- 6) *Add A +¼ Advantage*: 44 Active Points; total cost 11 points.
- 7) *Add A +½ Advantage*: 52 Active Points; total cost 13 points.
- 8) *Add A -¼ Limitation*: Total cost 8 points.
- 9) *Add A -½ Limitation*: Total cost 8 points.



KNOW DIRECTION

Effect: Bump Of Direction

Target: Self

Casting Time: Half Phase

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: Self

Magic Roll Penalty: -1

END Cost: 1

Description: This spell grants the caster an unerring sense of direction. Even in a maze in the darkest night, he knows which way is north.

Game Information: Bump Of Direction (3 Active Points); OAF Expendable (piece of moss, Easy to obtain; -1), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 1 point.

Options:

- 1) *Free Spell*: Total cost: 1 point.
- 2) *Remove A -¼ Limitation*: Total cost 1 point.
- 3) *Remove A -½ Limitation*: Total cost 1 point.
- 4) *Add A -¼ Limitation*: Total cost 1 point.
- 5) *Add A -½ Limitation*: Total cost 1 point.



SPEAK WITH ANIMALS

Effect: Telepathy 5d6 (Animal class of minds)

Target: One animal

Casting Time: Half Phase

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: No Range

Magic Roll Penalty: -2

END Cost: 2

Description: This spell grants the caster the power to speak to animals. When using this spell, the caster must actually speak out loud to the animal, and the animal "speaks" in return... but only the character can understand what the animal says. To people nearby, the communication sounds like so many grunts, growls, and howls. Speak With Animals cannot compel an animal to talk with the caster, give him information, or do as he asks. The GM decides how any given animal reacts to a character's efforts to speak to him.



Game Information: Telepathy 5d6 (Animal class of minds) (25 Active Points); OAF (talisman made from a bit of flesh from a dragon's heart; -1), Communication Only (-¼), Gestures (-¼), Incantations (throughout; -½), No Range (-½), Perceivable (-¼), Requires A Magic Roll (-½). Total cost: 6 points.

Options:

- 1) *Strong Spell:* Increase to Telepathy 7d6. 35 Active Points; total cost 8 points.
- 2) *Weak Spell:* Decrease to Telepathy 3d6. 15 Active Points; total cost 3 points.
- 3) *Free Spell:* Total cost: 8 points.
- 4) *Remove A -¼ Limitation:* Total cost 6 points.
- 5) *Remove A -½ Limitation:* Total cost 7 points.
- 6) *Add A +¼ Advantage:* 31 Active Points; total cost 7 points.
- 7) *Add A +½ Advantage:* 37 Active Points; total cost 9 points.
- 8) *Add A -¼ Limitation:* Total cost 5 points.
- 9) *Add A -½ Limitation:* Total cost 5 points.



SPEAK WITH STONES

Effect: Retrocognition (Sight and Hearing Groups)
Target: See text
Casting Time: 1 Turn
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: No Range
Magic Roll Penalty: -4
END Cost: 4

Description: This spell awakens the spirits in stones that they might tell the caster what has transpired near them in the past. The spirits have trouble remembering things accurately the further back in time the caster asks them to remember, and sometimes have difficulty with human concepts (such as large numbers). Nevertheless, they usually provide valuable information.

For this spell to work, the caster must have access to a sufficient quantity of unworked stone — at least one large boulder's worth. Smaller stones, and worked stone of any size, have no spirits able to respond to the spell's call.

Game Information: Clairsentience (Sight and Hearing Groups), Retrocognition (50 Active Points); OAF (carved stone talisman; -1), Concentration (½ DCV throughout; -½), Extra Time (1 Turn; -1¼), Gestures (throughout; -½), Incantations (throughout; -½), No Range (-½), Requires Sufficient Unworked Stone (-½), Requires A Magic Roll (-½), Retrocognition Only (-1), Time Modifiers (-½). Total cost: 6 points.

Options:

- 1) *Free Spell:* Total cost: 7 points.
- 2) *Remove A -¼ Limitation:* Total cost 7 points.
- 3) *Remove A -½ Limitation:* Total cost 7 points.
- 4) *Add A +¼ Advantage:* 62 Active Points; total cost 8 points.
- 5) *Add A +½ Advantage:* 75 Active Points; total cost 10 points.
- 6) *Add A -¼ Limitation:* Total cost 6 points.
- 7) *Add A -½ Limitation:* Total cost 6 points.



TERRAIN SENSE

Effect: Detect Terrain
Target: Self
Casting Time: 1 Turn
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: Self
Magic Roll Penalty: -1
END Cost: 1

Description: When he casts this spell, the caster gains knowledge of the terrain all around him for as far as his eye could see if nothing blocked its sight. He knows where streams and bodies of water are, whether the ground becomes easier or rougher beyond the edge of the mountains, how much undergrowth chokes the nearby forest, and so forth.

Game Information: Detect Terrain (INT +3) (no Sense Group) (13 Active Points); OAF Expendable (a tiny pouch filled with a splinter of wood, a pebble, some sand, some leaves, and some drops of water, Easy to obtain; -1), Concentration ($\frac{1}{2}$ DCV throughout; - $\frac{1}{2}$), Costs Endurance (- $\frac{1}{2}$), Extra Time (1 Turn; -1 $\frac{1}{4}$), Gestures (throughout; - $\frac{1}{2}$), Incantations (throughout; - $\frac{1}{2}$), Instant (- $\frac{1}{2}$), Requires A Magic Roll (- $\frac{1}{2}$). Total cost: 2 points.

Options:

- 1) *Strong Spell:* Increase to INT Roll +6. 16 Active Points; total cost 3 points.
- 2) *Weak Spell:* Decrease to INT Roll +0. 10 Active Points; total cost 2 points.
- 3) *Free Spell:* Total cost: 2 points.
- 4) *Remove A - $\frac{1}{4}$ Limitation:* Total cost 2 points.
- 5) *Remove A - $\frac{1}{2}$ Limitation:* Total cost 2 points.
- 6) *Add A + $\frac{1}{4}$ Advantage:* 16 Active Points; total cost 2 points.
- 7) *Add A + $\frac{1}{2}$ Advantage:* 19 Active Points; total cost 3 points.
- 8) *Add A - $\frac{1}{4}$ Limitation:* Total cost 2 points.
- 9) *Add A - $\frac{1}{2}$ Limitation:* Total cost 2 points.

TRACKER'S EYE

Effect: Tracking (INT +8)
Target: Self
Casting Time: Half Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: Self
Magic Roll Penalty: -2
END Cost: 2

Description: Upon casting this spell, the caster becomes a master tracker, able to follow spoor over the roughest, hardest ground.

Game Information: Tracking (INT +8) (19 Active Points); OAF Expendable (dried paw of a mammalian predator, Difficult to obtain; -1 $\frac{1}{4}$), Costs Endurance (- $\frac{1}{2}$), Gestures (- $\frac{1}{4}$), Incantations (- $\frac{1}{4}$), Requires A Magic Roll (- $\frac{1}{2}$). Total cost: 5 points.

Options:

- 1) *Strong Spell:* Increase to INT +10. 23 Active Points; total cost 6 points.
- 2) *Weak Spell:* Decrease to INT +5. 13 Active Points; total cost 3 points.
- 3) *Free Spell:* Total cost: 8 points.
- 4) *Remove A - $\frac{1}{4}$ Limitation:* Total cost 5 points.
- 5) *Remove A - $\frac{1}{2}$ Limitation:* Total cost 6 points.
- 6) *Add A + $\frac{1}{4}$ Advantage:* 24 Active Points; total cost 6 points.
- 7) *Add A + $\frac{1}{2}$ Advantage:* 28 Active Points; total cost 7 points.
- 8) *Add A - $\frac{1}{4}$ Limitation:* Total cost 5 points.
- 9) *Add A - $\frac{1}{2}$ Limitation:* Total cost 4 points.
- 10) *Wilderness Lore:* This spell is similar to Tracker's Eye, but gives the character the Survival Skill (6 points' worth of environments, INT +5 roll). 16 Active Points; total cost 4 points.

MISCELLANEOUS SPELLS

CONTROL WEATHER

Effect: Change Environment (alter the weather), +/-10 Temperature Levels, Varying Combat Effects, Varying Effect (+1)
Target: 4 km Radius
Casting Time: 5 minutes
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: No Range
Magic Roll Penalty: -7
END Cost: 30 per hour

Description: This spell gives a spellcaster the power to alter the weather over a four kilometer radius around him. The effects, being artificial, disperse fairly quickly once the caster stops paying END.

Game Information: Change Environment (control the weather), +/-10 Temperature Levels, Varying Combat Effects, Area Of Effect (4m Radius; + $\frac{1}{4}$), Varying Effect (+1), MegaArea (1m = 1 km broad and wide; +1), Delayed Endurance Cost (once per Hour; + $\frac{1}{2}$) (150 Active Points); OAF Expendable (several small semi-precious gems, Very Difficult to obtain; -1 $\frac{1}{2}$), Concentration (0 DCV throughout casting; -1), Extra Time (5 Minutes to cast; -1), Gestures (two hands throughout casting; -1), Incantations (throughout casting; - $\frac{1}{2}$), Increased Endurance Cost (x2 END; - $\frac{1}{2}$), No Range (- $\frac{1}{2}$), Noisy (- $\frac{1}{4}$), Requires A Magic Roll (-1 per 20 Active Points; - $\frac{1}{4}$), Spell (- $\frac{1}{2}$). Total cost: 19 points.

Options:

- 1) *Strong Spell:* Increase to Area Of Effect (8m Radius; + $\frac{1}{2}$). 160 Active Points; total cost 20 points.
- 2) *Weak Spell:* Decrease to Area Of Effect (2m Radius; + $\frac{1}{4}$). 150 Active Points; total cost 19 points.
- 3) *Free Spell:* Total cost: 23 points.
- 4) *Remove A + $\frac{1}{4}$ Advantage:* 140 Active Points; total cost 17 points.
- 5) *Remove A + $\frac{1}{2}$ Advantage:* 130 Active Points; total cost 16 points.
- 6) *Remove A - $\frac{1}{4}$ Limitation:* Total cost 19 points.
- 7) *Remove A - $\frac{1}{2}$ Limitation:* Total cost 20 points.
- 8) *Add A + $\frac{1}{4}$ Advantage:* 160 Active Points; total cost 20 points.
- 9) *Add A + $\frac{1}{2}$ Advantage:* 170 Active Points; total cost 21 points.
- 10) *Add A - $\frac{1}{4}$ Limitation:* Total cost 18 points.
- 11) *Add A - $\frac{1}{2}$ Limitation:* Total cost 18 points.
- 12) *Lasting Weather:* Instead of maintaining the change in the weather by paying END, the caster simply makes the change, and then the weather reverts to its normal patterns at his usual speed (usually this takes at least a day, and sometimes longer). Add Long-Lasting (1 Day, +14 Character Points) and remove Delayed Endurance Cost (+ $\frac{1}{2}$). 175 Active Points; total cost 22 points.



ENHANCE PLANT GROWTH

Effect: Minor Transform 2d6 (young/small plants into older/larger plants)
Target: 16m Radius
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 100m
Magic Roll Penalty: -2
END Cost: 2

Description: With this spell, a caster can cause a field of young plants to grow and bloom instantly, or a group of small plants to become larger. Its creator, the druid Trendel, created it to ease his home region in Tornathia through a period of drought, and it has since saved many other lands from lack of water as well... and many good folk from starvation.

Game Information: Minor Transform 2d6 (young/small plants into older/larger plants), Area Of Effect (16m Radius; +¾) (17 Active Points); OAF Expendable (handful of seeds from the plants to be enlarged, Easy to obtain; -1), Gestures (-¼), Incantations (-¼), Limited Target (plants; -¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 4 points.

Options:

- 1) *Strong Spell:* Increase to Minor Transform 3d6. 26 Active Points; total cost 7 points.
- 2) *Weak Spell:* Decrease to Minor Transform 1d6. 9 Active Points; total cost 2 points.
- 3) *Free Spell:* Total cost: 6 points.
- 4) *Remove A +¼ Advantage:* 15 Active Points; total cost 4 points.
- 5) *Remove A +½ Advantage:* 12 Active Points; total cost 3 points.
- 6) *Remove A -¼ Limitation:* Total cost 5 points.
- 7) *Remove A -½ Limitation:* Total cost 5 points.
- 8) *Add A +¼ Advantage:* 20 Active Points; total cost 5 points.
- 9) *Add A +½ Advantage:* 22 Active Points; total cost 6 points.
- 10) *Add A -¼ Limitation:* Total cost 4 points.
- 11) *Add A -½ Limitation:* Total cost 4 points.



HEAL ANIMALS

Effect: Simplified Healing 4d6, Animals Only
Target: One animal
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: Touch
Magic Roll Penalty: -4
END Cost: 4

Description: With this spell, a caster can heal injuries suffered by animals, be they in battle or from more natural causes.

Game Information: Simplified Healing 4d6 (40 Active Points); OAF Expendable (a small piece of cloth soaked in the animal's blood,

Easy to obtain; -1), Gestures (-¼), Incantations (-¼), Others Only (-½), Only Works On Animals (-1), Requires A Magic Roll (-½). Total cost: 9 points.

Options:

- 1) *Strong Spell:* Increase to Simplified Healing 6d6. 60 Active Points; total cost 13 points.
- 2) *Weak Spell:* Decrease to Simplified Healing 3d6. 30 Active Points; total cost 7 points.
- 3) *Free Spell:* Total cost: 11 points.
- 4) *Remove A -¼ Limitation:* Total cost 9 points.
- 5) *Remove A -½ Limitation:* Total cost 10 points.
- 6) *Add A +¼ Advantage:* 50 Active Points; total cost 11 points.
- 7) *Add A +½ Advantage:* 60 Active Points; total cost 13 points.
- 8) *Add A -¼ Limitation:* Total cost 8 points.
- 9) *Add A -½ Limitation:* Total cost 8 points.
- 10) *Heal Plants:* This spell heals damage to trees and other plants instead of animals. Change Only Works On Animals (-1) to Only Works On Plants (-2). Total cost: 7 points.



TREE FORM

Effect: Multiform (16 tree forms built on up to 150 Total Points each)
Target: Self
Casting Time: 20 Minutes
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: Self
Magic Roll Penalty: -5
END Cost: 0

Description: This spell grants the character the power to change his shape of any tree. (Technically he's limited to 16 tree forms, but the GM should apply the Absolute Effect Rule to let him assume other tree shapes in the event 16 forms isn't enough.)

For game purposes, a tree's character sheet mostly consists of a lot of Size-related abilities coupled with some significant Physical Complications (such as the inability to move in any way). On the upside, trees are very durable and can survive for centuries. In many natural environments assuming tree form is a superb way to hide.

Game Information: Multiform (16 tree forms built on up to 150 Total Points each) (50 Active Points); OAF Expendable (a bundle of twigs and leaves wrapped together with scarlet thread, Easy to obtain; -1), Concentration (0 DCV throughout casting; -1), Costs Endurance (to cast; -½), Extra Time (20 Minutes to cast; -1¼), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Requires A Magic Roll (-½). Total cost: 8 points.

Options:

- 1) *Free Spell:* Total cost: 9 points.
- 2) *Remove A -¼ Limitation:* Total cost 8 points.
- 3) *Remove A -½ Limitation:* Total cost 9 points.
- 4) *Add A -¼ Limitation:* Total cost 8 points.
- 5) *Add A -½ Limitation:* Total cost 7 points.

ELEMENTAL MAGIC: AIR



Air Magic spells relate to or use winds, clouds, mists, and related phenomena (such as lightning). Air wizards can learn some similar spells from Druidry (such as Cordarion's Spell Of Weatherworking) as part of their arcana, and often learn some Ice Magic (page 148) as well.

In addition to the spells listed here, some of the spells of Druidry (page 101) could qualify as Air Magic, and vice-versa. The "air elemental only" option for Elemental Summoning (page 68) should also be considered an Air Magic spell.

ELEMENTAL MAGIC

The term *Elemental Magic* refers to spells related to the four classic Elements — Air, Earth, Fire, and Water — as well as "lesser" element-like phenomena (such as Ice/Cold and Light/Shadow). For ease of reference and learning, practitioners of magic divide Elemental Magic into multiple categories. Thus, a caster could be a Fire Mage, Air Wizard, or Shadow Mage. Other wizards prefer to be general elementalists, mixing and matching spells from the different Elemental Magic categories to achieve the best results.

Compared to many other categories, Elemental Magic tends to be spectacular, even "flashy." Powerful, impressive effects are common, and spells sometimes take the Limitation *Noisy* because they attract so much mystical attention. Many combat-oriented spellcasters focus on Elemental Magic because it has so many attack spells.

OFFENSIVE SPELLS



CALM THE WINDS

Effect:	Suppress Air Powers 4d6, Expanded Effect + Variable Effect (all Air Powers simultaneously)
Target:	One character
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	400m
Magic Roll Penalty:	-10
END Cost:	10

Description: Using this spell, an air wizard can deprive a rival of his powers, or simply negate the effect of natural winds. For the latter effect, the GM should rate natural breezes, winds, and other "air powers" in game terms (typically as Telekinisis, using the STR ratings from the table on 6E2 146), then apply the Suppress normally.

Game Information: Suppress Air Powers 4d6, Expanded Effect + Variable Effect (all Air Powers simultaneously; +4) (200 Active Points); OAF Expendable (a miniature fan made of fine vellum and inked with mystic runes, Difficult to obtain; -1¼), Costs Half Endurance (to maintain; -¼), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-1 per 20 Active Points; -¼), Spell (-½). Total cost: 53 points.

Options:

- 1) *Strong Spell:* Increase to Suppress Air Powers 6d6. 300 Active Points; total cost 80 points.
- 2) *Weak Spell:* Decrease to Suppress Air Powers 2d6. 100 Active Points; total cost 27 points.
- 3) *Free Spell:* Total cost: 80 points.
- 4) *Remove A +½ Advantage:* 140 Active Points; total cost 37 points.
- 5) *Remove A -¼ Limitation:* Total cost 57 points.
- 6) *Remove A -½ Limitation:* Total cost 61 points.
- 7) *Add A +¼ Advantage:* 210 Active Points; total cost 56 points.
- 8) *Add A +½ Advantage:* 220 Active Points; total cost 59 points.
- 9) *Add A -¼ Limitation:* Total cost 49 points.
- 10) *Add A -½ Limitation:* Total cost 47 points.

★ DEADLY CLOUD

Effect: RKA 1d6, NND, Does BODY
Target: 8m Radius
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: 60m
Magic Roll Penalty: -6
END Cost: 6

Description: This spell creates a 10m radius cloud of stinking, mephitic fog that poisons anyone who breathes it in. The fumes are heavy and thick, and remain in place once cast as long as the caster continues to pay END to maintain the spell.

Game Information: RKA 1d6, Area Of Effect (8m Radius; +½), Constant (+½), NND (defense is Life Support [Immunity to any poison or Self-Contained Breathing]; +1), Does BODY (+1) (60 Active Points); OAF Expendable (a tuft of cotton soaked in lethal poison, Very Difficult to obtain; -1½), Gestures (-¼), Incantations (-¼), Limited Range (60m; -¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 14 points.

Options:

- 1) *Strong Spell:* Increase to RKA 2d6. 120 Active Points; total cost 28 points.
- 2) *Weak Spell:* Decrease to RKA ½d6. 40 Active Points; total cost 9 points.
- 3) *Free Spell:* Total cost: 22 points.
- 4) *Remove A +¼ Advantage:* 56 Active Points; total cost 13 points.
- 5) *Remove A +½ Advantage:* 52 Active Points; total cost 12 points.
- 6) *Remove A -¼ Limitation:* Total cost 15 points.
- 7) *Remove A -½ Limitation:* Total cost 16 points.
- 8) *Add A +¼ Advantage:* 64 Active Points; total cost 15 points.
- 9) *Add A +½ Advantage:* 67 Active Points; total cost 16 points.
- 10) *Add A -¼ Limitation:* Total cost 13 points.
- 11) *Add A -½ Limitation:* Total cost 13 points.

★ DISPEL FOG

Effect: Dispel Mist Powers 15d6, Variable Effect (any one mist/smoke/fog power at a time)
Target: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 100m
Magic Roll Penalty: -7
END Cost: 7

Description: This spell banishes and dispels any fog-, mist-, or smoke-based effect, whether natural or magical. For spells such as Mistshaping or the Create Fog, use the spell's Active Point total to determine whether the Dispel works; for natural fogs, mists, and clouds, treat them as large Change Environments that impose a -1 penalty on Normal Sight PER Rolls.

Game Information: Dispel Mist Powers 15d6, Variable Effect (any one mist/smoke/fog power at a time; +½) (67 Active Points); OAF Expendable (a miniature bellows made of fine wood and leather, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Limited Range (100m; -¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 17 points.

Options:

- 1) *Strong Spell:* Increase to Dispel 18d6. 81 Active Points; total cost 20 points.
- 2) *Weak Spell:* Decrease to Dispel 12d6. 54 Active Points; total cost 13 points.
- 3) *Free Spell:* Total cost: 24 points.
- 4) *Remove A +¼ Advantage:* 56 Active Points; total cost 14 points.
- 5) *Remove A +½ Advantage:* 45 Active Points; total cost 11 points.
- 6) *Remove A -¼ Limitation:* Total cost 18 points.
- 7) *Remove A -½ Limitation:* Total cost 19 points.
- 8) *Add A +¼ Advantage:* 79 Active Points; total cost 20 points.
- 9) *Add A +½ Advantage:* 90 Active Points; total cost 22 points.
- 10) *Add A -¼ Limitation:* Total cost 16 points.
- 11) *Add A -½ Limitation:* Total cost 15 points.

★ LIGHTNING BOLT

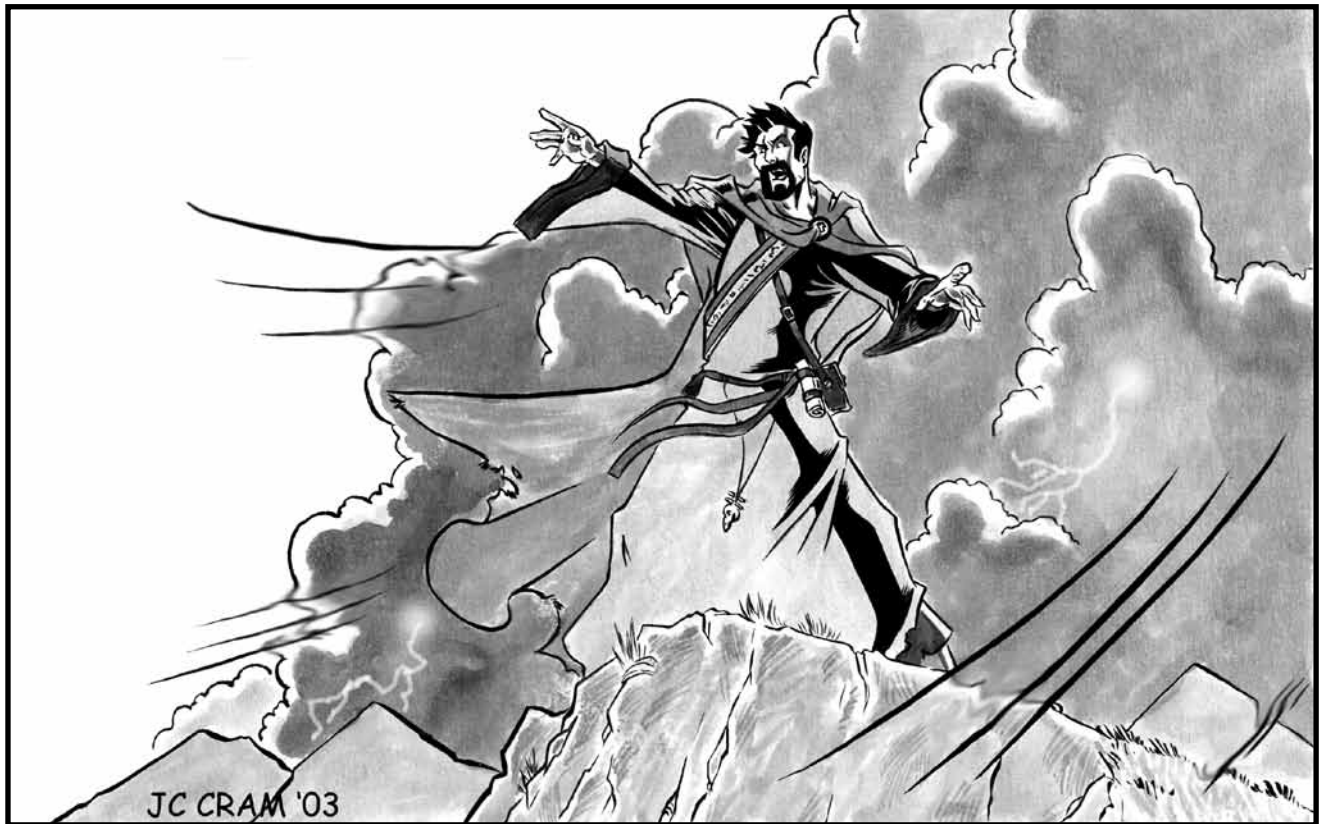
Effect: RKA 4d6
Target: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 600m
Magic Roll Penalty: -6
END Cost: 6

Description: One of the most potent weapons in many wizards' arsenals, this spell blasts the caster's enemies with a powerful bolt of lightning.

Game Information: RKA 4d6 (60 Active Points); OAF Expendable (a small piece of meteoric iron, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 16 points.

Options:

- 1) *Strong Spell:* Increase to RKA 5d6. 75 Active Points; total cost 20 points.
- 2) *Weak Spell:* Decrease to RKA 3d6. 45 Active Points; total cost 12 points.
- 3) *Free Spell:* Total cost: 24 points.
- 4) *Remove A -¼ Limitation:* Total cost 17 points.
- 5) *Remove A -½ Limitation:* Total cost 18 points.
- 6) *Add A +¼ Advantage:* 75 Active Points; total cost 20 points.
- 7) *Add A +½ Advantage:* 90 Active Points; total cost 24 points.
- 8) *Add A -¼ Limitation:* Total cost 15 points.
- 9) *Add A -½ Limitation:* Total cost 14 points.



★ MAGE'S WIND

Effect: Telekinesis (20 STR), Affects Whole Object
Target: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: 300m
Magic Roll Penalty: -3
END Cost: 3

Description: This spell creates a strong gust of wind that the caster can use for various effects. If cast at lower levels of power (1-5 STR), it can ruffle curtains or clothes, snuff out candles and torches, blow papers off desks, and so forth. At higher levels of power, it can even pick up and “throw” objects up to four times the weight of a man. Clever casters can find many other uses for it, such as blowing sand in attackers’ eyes or extinguishing campfires.

Game Information: Telekinesis (20 STR) (30 Active Points); OAF Expendable (tiny leather bag stitched with scarlet thread and tied with golden thread, Difficult to obtain; -1¼), Affects Whole Object (-¼), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 7 points.

Options:

- 1) *Strong Spell:* Increase to Telekinesis (30 STR). 45 Active Points; total cost 11 points.
- 2) *Weak Spell:* Decrease to Telekinesis (10 STR). 15 Active Points; total cost 4 points.
- 3) *Free Spell:* Total cost: 11 points.
- 4) *Remove A -¼ Limitation:* Total cost 8 points.
- 5) *Remove A -½ Limitation:* Total cost 9 points.

- 6) *Add A +¼ Advantage:* 37 Active Points; total cost 9 points.
- 7) *Add A +½ Advantage:* 45 Active Points; total cost 11 points.
- 8) *Add A -¼ Limitation:* Total cost 7 points.
- 9) *Add A -½ Limitation:* Total cost 7 points.

★ MISTSHAPING

Effect: Images to Sight Group, +2 to PER Rolls
Target: 16m Radius
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: 100m
Magic Roll Penalty: -3
END Cost: 3

Description: This spell allows a character to shape mists, fogs, or clouds. For example, he could form images of people out of the mist, make it spell words, or change its overall shape. He can shape the mist within an 16m radius area, which may leave some parts of a larger field of fog untouched.

The shapes formed with the mist are obviously made of mist (hence the PER Roll modifier for the spell is a bonus rather than a penalty; ordinarily it can't fool anyone). For example, if a wizard used Mistshaping to form a cloud of fog into the shapes of ten gnomish warriors, the warriors would clearly be made of mist and would not fool anyone who saw them directly into thinking they were real warriors. However, a clever spellcaster may be able to use Mistshaping to trick his enemies in situations where there's already a lot of fog or mist preventing people from seeing clearly.

Game Information: Images to Sight Group, +2 to PER Rolls, Area Of Effect (16m Radius; +¾) (28 Active Points); OAF Expendable (a ribbon of finest grey silk with three knots tied in it, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Limited Range (100m; -¼), Requires A Magic Roll (-½), Requires Mist/Fog (-½). Total cost: 7 points.

Options:

- 1) *Free Spell:* Total cost: 10 points.
- 2) *Remove A +¼ Advantage:* 24 Active Points; total cost 6 points.
- 3) *Remove A +½ Advantage:* 20 Active Points; total cost 5 points.
- 4) *Remove A -¼ Limitation:* Total cost 7 points.
- 5) *Remove A -½ Limitation:* Total cost 8 points.
- 6) *Add A +¼ Advantage:* 32 Active Points; total cost 8 points.
- 7) *Add A +½ Advantage:* 36 Active Points; total cost 9 points.
- 8) *Add A -¼ Limitation:* Total cost 7 points.
- 9) *Add A -½ Limitation:* Total cost 6 points.

★ SLUMBROUS CLOUD

Effect: Blast 4d6, NND
Target: 8m Radius
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: 60m
Magic Roll Penalty: -6
END Cost: 6

Description: Desiring the effectiveness of the Deadly Cloud, but not its lethal power, the wizard Stelrane created this cloud-spell, which only puts the victims to sleep. He later enhanced the spell's power in various ways, but all versions of it have seen widespread use among mages.

Game Information: Blast 4d6, Area Of Effect (8m Radius; +½), Constant (+½), NND (defense is Life Support [Immunity to any poison or Self-Contained Breathing]; +1) (60 Active Points); OAF Expendable (a ball of silk made from a pillow someone slept on, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Limited Range (60m; -¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 15 points.

Options:

- 1) *Strong Spell:* Increase to Blast 6d6. 90 Active Points; total cost 22 points.
- 2) *Weak Spell:* Decrease to Blast 2d6. 30 Active Points; total cost 7 points.
- 3) *Free Spell:* Total cost: 22 points.
- 4) *Remove A +¼ Advantage:* 55 Active Points; total cost 14 points.
- 5) *Remove A +½ Advantage:* 50 Active Points; total cost 12 points.
- 6) *Remove A -¼ Limitation:* Total cost 16 points.
- 7) *Remove A -½ Limitation:* Total cost 17 points.
- 8) *Add A +¼ Advantage:* 65 Active Points; total cost 16 points.
- 9) *Add A +½ Advantage:* 70 Active Points; total cost 17 points.
- 10) *Add A -¼ Limitation:* Total cost 14 points.

- 11) *Add A -½ Limitation:* Total cost 13 points.

★ STENCH

Effect: Change Environment, -4 to CON Rolls
Target: 16m Radius
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: 60m
Magic Roll Penalty: -3
END Cost: 3

Description: This spell fills the air in an 16m radius with horrific odors. Anyone in (or who enters) the area of malodorous air must make a CON Roll at -4. Characters who fail lose one Phase retching, but can make further CON Rolls in later Phases. If the character fails the roll in later Phases, reduce his OCV by 1. As soon as the character makes one of his CON Rolls, this penalty ceases to apply.

Another spellcaster can cancel the effect of this spell by applying the spell Freshen Air to the affected area. On the other hand, casting Stinking Air into a Freshened area negates that spell.

Game Information: Change Environment (create horrible stench), -4 to CON Rolls, Area Of Effect (16m Radius; +¾) (21 Active Points); OAF Expendable (a ball of sulphur and dung, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Limited Range (60m; -¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 5 points.

Options:

- 1) *Strong Spell:* Increase to -6 to CON Rolls. 31 Active Points; total cost 8 points.
- 2) *Weak Spell:* Decrease to -2 to CON Rolls. 10 Active Points; total cost 2 points.
- 3) *Free Spell:* Total cost: 8 points.
- 4) *Remove A +¼ Advantage:* 18 Active Points; total cost 4 points.
- 5) *Remove A +½ Advantage:* 15 Active Points; total cost 4 points.
- 6) *Remove A -¼ Limitation:* Total cost 6 points.
- 7) *Remove A -½ Limitation:* Total cost 5 points.
- 8) *Add A +¼ Advantage:* 24 Active Points; total cost 6 points.
- 9) *Add A +½ Advantage:* 27 Active Points; total cost 7 points.
- 10) *Add A -¼ Limitation:* Total cost 5 points.
- 11) *Add A -½ Limitation:* Total cost 5 points.

SUFFOCATION

Effect: Blast 4d6, NND, Does BODY
Target: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: 60m
Magic Roll Penalty: -7
END Cost: 7

Description: This spell removes all the air from around a person, even from his lungs, and prevents him from obtaining any more, thus ensuring that he quickly passes out (and can even die, if the caster maintains the spell). (See also the *Variant Suffocation* option, below.)

Game Information: Blast 4d6, Constant (+½), NND (defense is Life Support [Self-Contained Breathing]; +1), Does BODY (+1) (70 Active Points); OAF Expendable (small empty corked bottle, Easy to obtain; -1), Gestures (-¼), Incantations (-¼), Limited Range (60m; -¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 19 points.

Options:

- 1) *Strong Spell:* Increase to Blast 6d6. 105 Active Points; total cost 28 points.
- 2) *Weak Spell:* Decrease to Blast 2d6. 35 Active Points; total cost 9 points.
- 3) *Free Spell:* Total cost: 25 points.
- 4) *Remove A -¼ Advantage:* Total cost 20 points.
- 5) *Remove A -½ Limitation:* Total cost 21 points.
- 6) *Add A +¼ Advantage:* 75 Active Points; total cost 20 points.
- 7) *Add A +½ Advantage:* 80 Active Points; total cost 21 points.
- 8) *Add A -¼ Limitation:* Total cost 17 points.
- 9) *Add A -½ Limitation:* Total cost 16 points.
- 10) *Variant Suffocation:* Instead of building this spell as an NND, you can use the optional rules for suffocation attacks on APG 83. This is much slower, but accurately models how suffocation works in *HERO System* terms. Change to: Change Environment (suffocation). 20 Active Points; total cost 5 points.

WHIRLWIND

Effect: Blast 5d6 plus Telekinesis (20 STR), Only To Lift Upward
Target: 4m Radius
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: 60m
Magic Roll Penalty: -8
END Cost: 8

Description: This spell invokes a miniature whirlwind covering a 4m radius. Anyone in that area, or who enters it, gets sucked up in the whirlwind. The whirlwind holds him off the ground as high as 8m while it spins and batters him around. The whirlwind remains in effect until the caster stops paying END to maintain it.

Game Information: Blast 5d6, Area Of Effect (4m Radius; +¼), Constant (+½) (44 Active Points); OAF Expendable (a cone made of fine vellum and inked with mystic runes, Difficult to obtain; -1¼), Gestures (throughout; -½), Incantations (throughout; -½), Limited Range (60m; -¼), Requires A Magic Roll (-½), Spell (-½) (total cost: 10 points) **plus** Telekinesis (20 STR), Area Of Effect (4m Radius; +¼) (37 Active Points); OAF Expendable (a cone made of fine vellum and inked with mystic runes, Difficult to obtain; -1¼), Affects Whole Object (-¼), Gestures (throughout; -½), Incantations (throughout; -½), Limited Range (60m; -¼), Linked (-½), Only To Lift Targets No More Than 8m Upward (-1), Requires A Magic Roll (-½), Spell (-½) (total cost: 6 points). Total cost: 16 points.

Options:

- 1) *Strong Spell:* Increase to Blast 6d6. 52 + 37 = 89 Active Points; total cost 11 + 6 = 17 points.
- 2) *Weak Spell:* Decrease to Blast 4d6. 35 + 37 = 72 Active Points; total cost 8 + 6 = 14 points.
- 3) *Free Spell:* Total cost: 13 + 7 = 20 points.
- 4) *Remove A +¼ Advantage:* 37 + 30 = 67 Active Points; total cost 8 + 5 = 13 points.
- 5) *Remove A +½ Advantage:* 31 + 37 = 68 Active Points; total cost 7 + 6 = 13 points.
- 6) *Remove A -¼ Limitation:* Total cost 10 + 6 = 16 points.
- 7) *Remove A -½ Limitation:* Total cost 11 + 6 = 17 points.
- 8) *Add A +¼ Advantage:* 50 + 45 = 95 Active Points; total cost 11 + 7 = 18 points.
- 9) *Add A +½ Advantage:* 56 + 52 = 108 Active Points; total cost 12 + 8 = 20 points.
- 10) *Add A -¼ Limitation:* Total cost 9 + 6 = 15 points.
- 11) *Add A -½ Limitation:* Total cost 9 + 5 = 14 points.

DEFENSIVE SPELLS

AIR SPHERE

Effect: Life Support (Self-Contained Breathing)
Target: 8m Radius around caster
Casting Time: Half Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: Self
Magic Roll Penalty: -2
END Cost: 2

Description: Spellcasters who venture underwater or into areas filled with dust, poisonous gases, or the like often use this spell. It creates a sphere of fresh air in a 8m radius around the caster that moves with him as he moves. Thanks to its size, it allows the caster's comrades to breathe normally, too — provided they stay within 8m of him.

The Sphere Of Air remains in existence as long as the caster continues to pay END. This could cause problems if an attacker Knocks him Out underwater....

Game Information: Life Support (Self-Contained Breathing), Usable By Nearby (anyone within 8m; +1) (20 Active Points); OAF Expendable (small, hollow glass or crystal sphere, Difficult to obtain; -1¼), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 5 points.

Options:

- 1) *Free Spell:* Total cost: 8 points.
- 2) *Remove A -¼ Limitation:* Total cost 6 points.
- 3) *Remove A -½ Limitation:* Total cost 6 points.
- 4) *Add A +¼ Advantage:* 25 Active Points; total cost 7 points.
- 5) *Add A +½ Advantage:* 30 Active Points; total cost 8 points.
- 6) *Add A -¼ Limitation:* Total cost 5 points.
- 7) *Add A -½ Limitation:* Total cost 5 points.

WALL OF CLOUD

Effect: Barrier 6 PD/4 ED, 8 BODY (up to 12m long, 4m high, and ½m thick), Opaque (Sight Group), Dismissable

Target: Area

Casting Time: Half Phase

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: 60m

Magic Roll Penalty: -5

END Cost: 5

Description: When invoked, this spell creates a wall of wind and cloud strong enough to repel many attacks. The swirling grey and white clouds that are part of the wall block sight.

When successfully created, a Wall Of Cloud can be up to 8m long and 3m tall. For every 1 point by which the caster succeeds with his Magic roll, he can increase the length or height by +1m to a maximum of 12m long and 4m tall.

Game Information: Barrier 6 PD/4 ED, 8 BODY (up to 12m long, 4m high, and ½m thick), Opaque (Sight Group), Dismissable (55 Active Points); OAF Expendable (a hand-sized mat woven of raw cotton, Difficult to obtain; -1¼), Cannot Englobe (-¼), Costs Endurance (to maintain; -½), Gestures (-¼), Incantations (-¼), Limited Range (60m; -¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 11 points.

Options:

- 1) *Free Spell:* Total cost: 16 points.
- 2) *Remove A -¼ Limitation:* Total cost 12 points.
- 3) *Remove A -½ Limitation:* Total cost 13 points.
- 4) *Add A +¼ Advantage:* 69 Active Points; total cost 14 points.
- 5) *Add A +½ Advantage:* 82 Active Points; total cost 17 points.
- 6) *Add A -¼ Limitation:* Total cost 11 points.
- 7) *Add A -½ Limitation:* Total cost 10 points.

MOVEMENT SPELLS

SAILING WIND

Effect: Boost Swimming 6d6/
Suppress Swimming 6d6,
Only For Sailed Vehicles

Target: One sailed vehicle

Casting Time: Full Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: No Range

Magic Roll Penalty: -6

END Cost: 6

Description: Air mages can call forth the wind to improve or hinder the movement of a sailing vessel.

Game Information:

Cost Power

- 10 **Mage's Wind:** Multipower, 60-point reserve; all OAF (wizard's staff, talisman, or the like; -1), Costs Endurance (to maintain; -½), Extra Time (Full Phase to cast and to maintain; -½), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Only For Vehicles With The Sailed Limitation (-1), Requires A Magic Roll (-½), Spell (-½)
- 1f **1) The Winds Blow For Me:** Boost Swimming 6d6; common Limitations as described above
- 1f **2) The Winds Blow Against You:** Suppress Swimming 6d6; common Limitations as described above

Total cost: 12 points.

Options:

- 1) *Strong Spell:* Increase to 80-point reserve and Boost/Suppress 8d6. Total cost 15 points.
- 2) *Weak Spell:* Decrease to 40-point reserve and Boost/Suppress 4d6. Total cost 9 points.
- 3) *Free Spell:* Total cost: 14 points.
- 4) *Remove A -¼ Limitation:* Total cost 12 points.
- 5) *Remove A -½ Limitation:* Total cost 13 points.
- 6) *Add A +¼ Advantage:* Increase to 75-point reserve. Total cost 14 points.
- 7) *Add A +½ Advantage:* Increase to 90-point reserve. Total cost 17 points.
- 8) *Add A -¼ Limitation:* Total cost 12 points.
- 9) *Add A -½ Limitation:* Total cost 11 points.

WINGS OF THE WIND

Effect: Flight 20m

Target: Self

Casting Time: Half Phase

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: Self

Magic Roll Penalty: -2

END Cost: 2

Description: With this spell a caster can make the winds pick him up and carry him through the air. He can continue to fly as long as he pays END.

Game Information: Flight 20m (20 Active Points); OAF Expendable (feather wrapped in silk, Difficult to obtain; $-1\frac{1}{4}$), Gestures ($-\frac{1}{4}$), Incantations ($-\frac{1}{4}$), Requires A Magic Roll ($-\frac{1}{2}$). Total cost: 6 points.

Options:

- 1) *Strong Spell:* Increase to Flight 30m. 30 Active Points; total cost 9 points.
- 2) *Weak Spell:* Decrease to Flight 10m. 10 Active Points; total cost 3 points.
- 3) *Free Spell:* Total cost: 10 points.
- 4) *Remove A $-\frac{1}{4}$ Limitation:* Total cost 7 points.
- 5) *Remove A $-\frac{1}{2}$ Limitation:* Total cost 7 points.
- 6) *Add A $+\frac{1}{4}$ Advantage:* 25 Active Points; total cost 8 points.
- 7) *Add A $+\frac{1}{2}$ Advantage:* 30 Active Points; total cost 9 points.
- 8) *Add A $-\frac{1}{4}$ Limitation:* Total cost 6 points.
- 9) *Add A $-\frac{1}{2}$ Limitation:* Total cost 5 points.
- 10) *Flock Of The Wind:* With this form of the spell, a wizard not only can fly, but he can bring several companions along for the journey, but they must remain within 8m of him or they'll plummet to the ground. Add Usable By Nearby (anyone within 8m; +1). 40 Active Points; total cost 12 points.

MISCELLANEOUS SPELLS

AIR FORM

Effect: Desolidification, Cannot Pass Through Solid Objects plus Invisibility

Target: Self

Casting Time: Full Phase

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: Self

Magic Roll Penalty: -7

END Cost: 7

Description: This spell transforms the caster's body and carried personal possessions into purest air. While in Air Form, a spellcaster can fit through any opening and cannot be seen.

Game Information: Desolidification (affected by air and magic attacks) (40 Active Points); OAF Expendable (tiny bottle of air, Difficult to obtain; $-1\frac{1}{4}$), Cannot Pass Through Solid Objects ($-\frac{1}{2}$), Extra Time (Full Phase; $-\frac{1}{2}$), Gestures ($-\frac{1}{4}$), Incantations ($-\frac{1}{4}$), Requires A Magic Roll ($-\frac{1}{2}$) (total cost: 9 points) **plus** Invisibility to Sight Group, No Fringe (30 Active Points); OAF Expendable (tiny bottle of air, Difficult to obtain; $-1\frac{1}{4}$), Extra Time (Full Phase; $-\frac{1}{2}$), Gestures ($-\frac{1}{4}$), Incantations ($-\frac{1}{4}$), Linked ($-\frac{1}{2}$), Requires A Magic Roll ($-\frac{1}{2}$) (total cost: 7 points). Total cost: 16 points.

Options:

- 1) *Free Spell:* Total cost: 20 + 15 = 35 points.
- 2) *Remove A $-\frac{1}{4}$ Limitation:* Total cost 13 + 10 = 23 points.
- 3) *Remove A $-\frac{1}{2}$ Limitation:* Total cost 14 + 11 = 25 points.
- 4) *Add A $+\frac{1}{4}$ Advantage:* 50 + 37 = 87 Active Points; total cost 15 + 11 = 26 points.
- 5) *Add A $+\frac{1}{2}$ Advantage:* 60 + 45 = 105 Active Points; total cost 18 + 14 = 32 points.
- 6) *Add A $-\frac{1}{4}$ Limitation:* Total cost 11 + 8 = 19 points.
- 7) *Add A $-\frac{1}{2}$ Limitation:* Total cost 11 + 8 = 19 points.
- 8) *Air Form Variant:* In addition to making the caster intangible and invisible, this version of Air Form allows him to condense his wind-form to a small enough size to fit into a bottle. Add Shrinking (.032 m tall, .0004 kg mass, -12 to PER Rolls to perceive character, +12 DCV, takes +36m KB) (36 Active Points); OAF Expendable (tiny bottle of air, Difficult to obtain; $-1\frac{1}{4}$), Extra Time (Full Phase; $-\frac{1}{2}$), Gestures ($-\frac{1}{4}$), Incantations ($-\frac{1}{4}$), Linked ($-\frac{1}{2}$), Requires A Magic Roll ($-\frac{1}{2}$). Total cost 11 points; total cost of spell 32 points.

FRESHEN AIR

Effect: Change Environment (freshen the air)

Target: 16m Radius

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: 40m

Magic Roll Penalty: -1

END Cost: 1

Description: This spell freshens stale or malodorous air, making it crisp, clean, and pleasant-smelling. It has no particular combat effect, though using it can cancel out the Spell Of The Stinking Air (see above).

Game Information: Change Environment (freshen the air), Area Of Effect (16m Radius; $+\frac{3}{4}$) (7 Active Points); OAF Expendable (a dried rose or other pleasant-smelling flower, Easy to obtain; -1), Gestures ($-\frac{1}{4}$), Incantations ($-\frac{1}{4}$), Requires A Magic Roll ($-\frac{1}{2}$), Spell ($-\frac{1}{2}$). Total cost: 2 points.

Options:

- 1) *Free Spell:* Total cost: 3 points.
- 2) *Remove A $+\frac{1}{4}$ Advantage:* 6 Active Points; total cost 2 points.
- 3) *Remove A $+\frac{1}{2}$ Advantage:* 5 Active Points; total cost 1 point.
- 4) *Remove A $-\frac{1}{4}$ Limitation:* Total cost 2 points.
- 5) *Remove A $-\frac{1}{2}$ Limitation:* Total cost 2 points.
- 6) *Add A $+\frac{1}{4}$ Advantage:* 8 Active Points; total cost 2 points.
- 7) *Add A $+\frac{1}{2}$ Advantage:* 9 Active Points; total cost 2 points.
- 8) *Add A $-\frac{1}{4}$ Limitation:* Total cost 2 points.
- 9) *Add A $-\frac{1}{2}$ Limitation:* Total cost 2 points.



ELEMENTAL MAGIC: EARTH

Earth Magic spells relate to, use, or affect, earth, rock, stone, and the like (including spells pertaining to crystals, glass, sand, and metal). It's a favorite category of many dwarven and gnomish spellcasters, as well as many battle mages, but they're by no means the only practitioners of it.

In addition to the spells listed here, some of the spells of Druidry (page 101) could qualify as Earth Magic, and vice-versa. The "earth elemental only" option for Elemental Summoning (page 68) should also be considered an Earth Magic spell.

OFFENSIVE SPELLS



EARTHQUAKE

Effect: Telekinesis (40 STR) to cause/restrain earthquakes
Target: 10 km Radius/7 km Radius
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: No Range
Magic Roll Penalty: -12/-13
END Cost: 12/13

Description: This spell allows a caster to cause — or calm — an earthquake.

Causing an earthquake involves damaging structures and beings on the ground over a vast area. Secondary effects may occur, such as buildings collapsing, power and fuel lines rupturing, rifts opening in the earth, or bodies of water changing location or course. Earthquakes count as Telekinesis that damages objects on the ground over a wide area; typically, an earthquake has 5 points of STR per 1.0 rating on the Richter scale. Thus, a 5.0 Richter quake has Telekinesis (25 STR).

To cancel or negate a quake, the character has to be on the ground where the quake occurs. He matches the *Calming The Quake* aspect of this spell against the quake's STR in a Strength Versus Strength Contest. If the character wins, he stops the quake from occurring in the area affected by his power (if the quake is larger than that, the effect continues, unabated, in area the character

cannot cover). If the quake wins, it occurs as normal, though the GM may, in his discretion, reduce its effect thanks to the character's efforts (the character's STR may reduce the quake's STR on a 1-for-1 point basis, or maybe every BODY the character got on his STR Roll reduces the quake's STR by some amount).

Game Information:

Cost Power

- 37 **Earthquake:** Multipower, 150-point reserve; all OAF Expendable (a pebble incised with runes, Easy to obtain; -1), Gestures (-¼), Incantations (-¼), No Range (-½), Requires A Magic Roll (-½), Spell (-½)
- 3f **1) Summon Earthquake:** Telekinesis (40 STR), Area Of Effect (8m Radius Explosion [loses 5 STR per 1m radius area]; +¼), MegaArea (1m = 1 km wide, broad, and deep; +1), Personal Immunity (+¼); common Limitations listed above, plus Only Affects Targets On The Ground (-¼)
- 3f **2) Calming The Quake:** Telekinesis (40 STR), Area Of Effect (8m Radius; +½), MegaArea (1m = 1 km wide, broad, and deep; +1); common Limitations listed above, plus Only To Stop Earthquakes (-1½)

Total cost: 43 points.

Options:

- 1) *Strong Spell:* Increase reserve to 225 points and both slots to Telekinesis (60 STR). Total cost: 65 points.
- 2) *Weak Spell:* Decrease to reserve to 112 points and both slots to Telekinesis (30 STR). Total cost: 33 points.
- 3) *Free Spell:* Total cost: 58 points.
- 4) *Remove A +¼ Advantage:* Decrease reserve to 135 points; total cost 39 points.
- 5) *Remove A +½ Advantage:* Decrease reserve to 120 points; total cost 35 points.
- 6) *Remove A -¼ Limitation:* Total cost 44 points.
- 7) *Remove A -½ Limitation:* Total cost 47 points.
- 8) *Add A +¼ Advantage:* Increase reserve to 165 points; total cost 48 points.
- 9) *Add A +½ Advantage:* Increase reserve to 180 points; total cost 52 points.
- 10) *Add A -¼ Limitation:* Total cost 41 points.
- 11) *Add A -½ Limitation:* Total cost 38 points.



★ HANDS OF STONE

Effect: Entangle 4d6, 6 PD/6 ED
Target: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 600m
Magic Roll Penalty: -5
END Cost: 5

Description: With this spell, an earth mage can cause a gigantic hand (or hands) of stone to reach up from the ground and grab hold of a single person, imprisoning him until he breaks out, or someone breaks him out.

Game Information: Entangle 4d6, 6 PD/6 ED (50 Active Points); OAF Expendable (miniature hand carved out of stone, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Only Affects Targets On The Ground (-¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 12 points.

Options:

- 1) *Strong Spell:* Increase to Entangle 6d6, 8 PD/8 ED. 70 Active Points; total cost 17 points.
- 2) *Weak Spell:* Decrease to Entangle 2d6, 4 PD/4 ED. 30 Active Points; total cost 7 points.
- 3) *Free Spell:* Total cost: 18 points.
- 4) *Remove A -¼ Limitation:* Total cost 13 points.
- 5) *Remove A -½ Limitation:* Total cost 14 points.
- 6) *Add A +¼ Advantage:* 62 Active Points; total cost 15 points.
- 7) *Add A +½ Advantage:* 75 Active Points; total cost 19 points.
- 8) *Add A -¼ Limitation:* Total cost 12 points.
- 9) *Add A -½ Limitation:* Total cost 10 points.

★ LAVA BLAST

Effect: RKA 1d6, NND, Does BODY, +1 Increased STUN Multiplier, Indirect
Target: 1m radius
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 20m
Magic Roll Penalty: -6
END Cost: 6

Description: This spell opens a cleft in the ground beneath the target's feet, and from the cleft spurts red-hot lava and rocks.

Game Information: RKA 1d6, Area Of Effect (1m Radius; +¼), NND (defense is Life Support [Safe Environment: Intense Heat] or having the Protection From Fire spell active; +1), Does BODY (+1), +1 Increased STUN Multiplier (+¼), Indirect (Path is always from the ground; +¼) (56 Active Points); OAF Expendable (piece of pumice charred in a fire, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Limited Range (20m; -¼), Only Affects Targets On Or Within 2m Of The Ground (-0), Requires A Magic Roll (-½), Spell (-½). Total cost: 14 points.

Options:

- 1) *Strong Spell:* Increase to RKA 2d6. 112 Active Points; total cost 28 points.
- 2) *Weak Spell:* Decrease to RKA ½d6. 37 Active Points; total cost 9 points.
- 3) *Free Spell:* Total cost: 20 points.
- 4) *Remove A +¼ Advantage:* 52 Active Points; total cost 13 points.

- 5) *Remove A +½ Advantage*: 49 Active Points; total cost 12 points.
- 6) *Remove A -¼ Limitation*: Total cost 15 points.
- 7) *Remove A -½ Limitation*: Total cost 16 points.
- 8) *Add A +¼ Advantage*: 60 Active Points; total cost 15 points.
- 9) *Add A +½ Advantage*: 64 Active Points; total cost 16 points.
- 10) *Add A -¼ Limitation*: Total cost 13 points.
- 11) *Add A -½ Limitation*: Total cost 12 points.

★ STONE INTO MUD

Effect: Minor Transform 12d6
Target: See text
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 100m
Magic Roll Penalty: -6
END Cost: 6

Description: This powerful spell converts stone into mud. The caster controls the consistency of the mud; it can be fairly firm, very wet and soupy, or something in between.

At its most basic level, all this spell does is lower the PD/ED of the substance from 5/10 (stone) to 0/4 (earth), but the secondary effects may be more significant. If the caster Transforms part of a stone pillar or wall into mud, he could cause the structure it supports to fall down, killing everyone inside. Similarly, a proper application of this spell can create an opening in a stone wall.

Per 6E2 170-173, a boulder has 13 BODY, 5 PD, and 10 ED, while dirt has 10 BODY, 0 PD, and 4 ED. Therefore, using the Standard Effect Rule, and assuming a “boulder” is roughly 1 cubic meter of stone, this spell Transforms up to three cubic meters of stone to mud per casting.

Game Information: Minor Transform 12d6 (stone into mud; heals back through another application of this spell or the passing of aeons) (standard effect: 42 BODY) (60 Active Points); OAF Expendable (ball of mud, Easy to obtain; -1), Gestures (-¼), Incantations (-¼), Limited Range (100m; -¼), Limited Target (stone; -½), Requires A Magic Roll (-½), Spell (-½). Total cost: 14 points.

Options:

- 1) *Strong Spell*: Increase to Minor Transform 14d6. 70 Active Points; total cost 16 points.
- 2) *Weak Spell*: Decrease to Minor Transform 10d6. 50 Active Points; total cost 12 points.
- 3) *Free Spell*: Total cost: 18 points.
- 4) *Remove A -¼ Limitation*: Total cost 15 points.
- 5) *Remove A -½ Limitation*: Total cost 16 points.
- 6) *Add A +¼ Advantage*: 75 Active Points; total cost 18 points.
- 7) *Add A +½ Advantage*: 90 Active Points; total cost 21 points.
- 8) *Add A -¼ Limitation*: Total cost 13 points.
- 9) *Add A -½ Limitation*: Total cost 13 points.

★ SUBTERRANEAN PRISON

Effect: Extra-Dimensional Movement, Usable As Attack
Target: One character
Casting Time: 5 Minutes
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 40m
Magic Roll Penalty: -5
END Cost: 20

Description: This terrible spell thrusts the target into an unlighted, unequipped stone cyst miles beneath the surface of the earth. With nothing but rock surrounding him for miles, the victim can only hope that he starves to death before madness sets in.

Because this spell takes a lot of time and effort to cast, it works best on persons the caster already has at a disadvantage.

Game Information: Extra-Dimensional Movement (to the point in the “subterranean prison dimension” corresponding to the target’s current location on the surface of the earth), Usable As Attack (stopped by Power Defense; +1¼), Limited Range (40m; +¼) (55 Active Points); OAF Expendable (a miniature stone box, completely sealed and unopenable, inlaid with gold fittings and gems, Extremely Difficult to obtain; -2), Concentration (0 DCV throughout casting; -1), Extra Time (5 Minutes; -2), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Increased Endurance Cost (x4 END; -1½), Requires A Magic Roll (-½), Spell (-½). Total cost: 6 points.

Options:

- 3) *Free Spell*: Total cost: 7 points.
- 4) *Remove A +¼ Advantage*: 49 Active Points; total cost 5 points.
- 5) *Remove A +½ Advantage*: 44 Active Points; total cost 5 points.
- 6) *Remove A -¼ Limitation*: Total cost 6 points.
- 7) *Remove A -½ Limitation*: Total cost 6 points.
- 8) *Add A +¼ Advantage*: 60 Active Points; total cost 6 points.
- 9) *Add A +½ Advantage*: 66 Active Points; total cost 7 points.
- 10) *Add A -¼ Limitation*: Total cost 6 points.
- 11) *Add A -½ Limitation*: Total cost 5 points.

★ WIZARD’S CATAPULT

Effect: RKA 3d6, Indirect
Target: One character
Casting Time: 1 Turn
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 450m
Magic Roll Penalty: -7
END Cost: 7

Description: This spell, primarily considered a form of battle magic, hurls large boulders at a target (typically a castle or other large, immobile object, since it takes so long to cast that other targets can get out of the way easily).

Game Information: RKA 3d6, +1 Increased STUN Multiplier (+¼), Indirect (Source Point is always the caster, but the Path can arc above intervening obstacles; +¼) (67 Active Points); OAF Expendable (miniature model of a catapult made of fine wood and silver wire, Very Difficult to obtain; -1½), Extra Time (1 Turn; -1¼), Gestures (throughout; -½), Incantations (throughout; -½), Requires Large Boulders (-½), Requires A Magic Roll (-½), Spell (-½). Total cost: 11 points.

Options:

- 1) *Strong Spell*: Increase to RKA 4d6. 90 Active Points; total cost 14 points.
- 2) *Weak Spell*: Decrease to RKA 2d6. 45 Active Points; total cost 7 points.
- 3) *Free Spell*: Total cost: 14 points.
- 4) *Remove A +¼ Advantage*: 56 Active Points; total cost 9 points.
- 5) *Remove A +½ Advantage*: 45 Active Points; total cost 7 points.
- 6) *Remove A -¼ Limitation*: Total cost 12 points.
- 7) *Remove A -½ Limitation*: Total cost 12 points.
- 8) *Add A +¼ Advantage*: 79 Active Points; total cost 13 points.
- 9) *Add A +½ Advantage*: 90 Active Points; total cost 14 points.
- 10) *Add A -¼ Limitation*: Total cost 10 points.
- 11) *Add A -½ Limitation*: Total cost 10 points.

DEFENSIVE SPELLS

STONYSKIN

Effect: Resistant Protection (5 PD/5 ED)
Target: Self
Casting Time: Half Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: Self
Magic Roll Penalty: -1
END Cost: 1

Description: Stonyskin is one of the premiere defensive spells of elemental wizards. It turns the caster's skin to mystic stone that provides protection against blows, but does not diminish his agility or sense of touch, nor weigh him down.

Game Information: Resistant Protection (5 PD/5 ED) (15 Active Points); OAF Expendable (chip of polished stone, Easy to obtain; -1), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 4 points.

Options:

- 1) *Strong Spell*: Increase to Resistant Protection (7 PD/7 ED). 21 Active Points; total cost 6 points.
- 2) *Weak Spell*: Decrease to Resistant Protection (5 PD/3 ED). 12 Active Points; total cost 3 points.
- 3) *Free Spell*: Total cost: 6 points.
- 4) *Remove A -¼ Limitation*: Total cost 5 points.
- 5) *Remove A -½ Limitation*: Total cost 5 points.
- 6) *Add A +¼ Advantage*: 19 Active Points; total cost 5 points.
- 7) *Add A +½ Advantage*: 22 Active Points; total cost 6 points.
- 8) *Add A -¼ Limitation*: Total cost 4 points.
- 9) *Add A -½ Limitation*: Total cost 4 points.
- 10) *Limited Duration Spell*: Replace Costs Endurance (-½) with Time Limit (duration of 1 hour, +10 minutes for each point by which the caster succeeds with a Magic roll; -¾). Total cost: 4 points.

WALL OF EARTH

Effect: Barrier 4 PD/4 ED, 5 BODY (up to 12m long, 4m tall, and 1m thick), Opaque
Target: Area
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 20m
Magic Roll Penalty: -5
END Cost: 5

Description: This spell allows the caster to cause a wall of earth and soil to provide cover for his friends or hinder the movement of his foes.

When successfully created, a Wall Of Earth can be up to 8m long and 3m tall. For every 1 point by which the caster succeeds with his Magic roll, he can increase the length or height by +1m to a maximum of 12m long and 4m tall.

Game Information: Barrier 4 PD/4 ED, 5 BODY (up to 12m long, 4m tall, and 1m thick), Opaque (46 Active Points); OAF Expendable (small mud brick formed by the caster, Easy to obtain; -1), Gestures (-¼), Incantations (-¼), Limited Range (20m; -¼), Requires A Magic Roll (-½). Total cost: 14 points.

Options:

- 1) *Strong Spell*: Increase to up to 18m long, 6m tall, and 2m thick. 56 Active Points; total cost 17 points.
- 2) *Free Spell*: Total cost: 20 points.
- 3) *Remove A -¼ Limitation*: Total cost 15 points.
- 4) *Remove A -½ Limitation*: Total cost 17 points.
- 5) *Add A +¼ Advantage*: 57 Active Points; total cost 17 points.
- 6) *Add A +½ Advantage*: 69 Active Points; total cost 21 points.
- 7) *Add A -¼ Limitation*: Total cost 13 points.
- 8) *Add A -½ Limitation*: Total cost 12 points.
- 9) *Controlled Wall*: The caster can make the Wall disappear at will. Add Dismissable. 51 Active Points; total cost 16 points.



WALL OF STONE

Effect: Barrier 6 PD/10 ED, 11 BODY (up to 12m long, 4m tall, and 1m thick), Opaque (Sight Group)

Target: Area

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: 20m

Magic Roll Penalty: -6

END Cost: 6

Description: This spell resembles Wall Of Earth, but allows the caster to create a much more durable wall of solid rock instead. He can control the appearance/texture of the wall, making it as smooth as a polished flagstone or as rough as a rocky mountainside.

When successfully created, a Wall Of Stone can be up to 8m long and 3m tall. For every 1 point by which the caster succeeds with his Magic roll, he can increase the length or height by +1m to a maximum of 12m long and 4m tall.

Game Information: Barrier 6 PD/10 ED, 11 BODY (up to 12m long, 4m tall, and 1m thick), Opaque (Sight Group) (63 Active Points); OAF Expendable (small cube of stone with a rune etched in each side, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Limited Range (20m; -¼), Requires A Magic Roll (-½). Total cost: 18 points.

Options:

- 1) *Strong Spell:* Increase to up to 18m long, 6m tall, and 2m thick. 73 Active Points; total cost 21 points.
- 2) *Free Spell:* Total cost: 28 points.
- 3) *Remove A -¼ Limitation:* Total cost 19 points.
- 4) *Remove A -½ Limitation:* Total cost 21 points.
- 5) *Add A +¼ Advantage:* 79 Active Points; total cost 22 points.
- 6) *Add A +½ Advantage:* 94 Active Points; total cost 27 points.
- 7) *Add A -¼ Limitation:* Total cost 17 points.
- 8) *Add A -½ Limitation:* Total cost 16 points.
- 9) *Controlled Wall:* The caster can make the Wall disappear at will. Add Dismissable. 68 Active Points; total cost 19 points.
- 10) *Wall Of Spiked Stone:* This variant spell creates a Wall Of Stone with sharp stone spikes on one side (typically the side facing away from the caster. Add: RKA 1d6, Constant (+½), Area Of Effect (Surface large enough to cover Barrier, Damage Shield; +1), Armor Piercing (+¼), Reduced Endurance (0 END; +½), Time Limit (lasts until Barrier is destroyed; +½) (56 Active Points); OAF Expendable (small cube of stone with a rune etched in each side, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Limited Range (20m; -¼), Linked (-½), Requires A Magic Roll (-½). Total cost: 14 points; total cost of spell 32 points.

MOVEMENT SPELLS



DIG TUNNEL

Effect: Tunneling 12m through 6 PD material

Target: Self

Casting Time: Half Phase

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: Self

Magic Roll Penalty: -2

END Cost: 2

Description: This spell creates a tunnel through earth, or even through solid rock! It does not, however, affect worked stone walls.

Game Information: Tunneling 12m through 6 PD material (24 Active Points); OAF Expendable (tiny silver shovel, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Limited Medium (natural soil and rock only; -½), Requires A Magic Roll (-½). Total cost: 6 points.

Options:

- 1) *Weak Spell:* Decrease to Tunneling 6m. 18 Active Points; total cost 5 points.
- 2) *Free Spell:* Total cost: 10 points.
- 3) *Remove A -¼ Limitation:* Total cost 7 points.
- 4) *Remove A -½ Limitation:* Total cost 7 points.
- 5) *Add A +¼ Advantage:* 30 Active Points; total cost 8 points.
- 6) *Add A +½ Advantage:* 36 Active Points; total cost 10 points.
- 7) *Add A -¼ Limitation:* Total cost 6 points.
- 8) *Add A -½ Limitation:* Total cost 6 points.
- 9) *Fillable Tunnel:* Add Fill In. 34 Active Points; total cost 9 points.

MISCELLANEOUS SPELLS



CREATE TOWER

Effect: Summon one tower built on up to 300 Total Points

Target: Special

Casting Time: 1 Hour

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: No Range

Magic Roll Penalty: -13

END Cost: 13

Description: This powerful incantation allows a caster to create a stone tower out of nothingness. The caster must create the tower on cleared, level ground, or by adding onto an existing structure; he cannot raise the tower in such a way as to destroy another structure or the like.

Game Information: Summon one tower built on up to 300 Total Points, Expanded Class (any type of stone tower or like structure; +¼), Slavishly Devoted (+1) (135 Active Points); OAF Expendable (miniature gold tower, studded with gems, Extremely Difficult to obtain; -2), Concentration (0 DCV throughout; -1), Extra Time (1 Hour; -3), Gestures (throughout; -½), Incantations (throughout; -½), Requires A Magic Roll (-½). Total cost: 16 points.

Options:

- 1) *Strong Spell:* Increase to Summon one tower built on up to 400 Total Points. 180 Active Points; total cost 21 points.
- 2) *Weak Spell:* Decrease to Summon one tower built on up to 200 Total Points. 90 Active Points; total cost 11 points.
- 3) *Free Spell:* Total cost: 21 points.
- 4) *Remove A +¼ Advantage:* 120 Active Points; total cost 14 points.
- 5) *Remove A +½ Advantage:* 105 Active Points; total cost 12 points.
- 6) *Remove A -¼ Limitation:* Total cost 17 points.
- 7) *Remove A -½ Limitation:* Total cost 17 points.
- 8) *Add A +¼ Advantage:* 150 Active Points; total cost 18 points.
- 9) *Add A +½ Advantage:* 165 Active Points; total cost 19 points.
- 10) *Add A -¼ Limitation:* Total cost 15 points.
- 11) *Add A -½ Limitation:* Total cost 15 points.

★ STONESHAPING

Effect: Minor Transform 10d6 (reshape stone objects)
Target: One stone object
Casting Time: 1 Turn
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: No Range
Magic Roll Penalty: -5
END Cost: 5

Description: This spell allows a character to reshape a single stone object. He could, for example, create a hole in a stone block, change the posture of a statue, turn a boulder into a statue (assuming he has a Skill to do so, such as PS: Sculptor), or the like. For larger stone objects (such as huge blocks), the wizard may need to cast the spell repeatedly to fully change the object's shape. This spell does not affect living or mobile beings of stone, such as stone golems.

Game Information: Minor Transform 10d6 (stone object into differently-shaped stone object) (50 Active Points); OAF Expendable (tiny golden chisel, Very Difficult to obtain; -1½), Extra Time (1 Turn; -1¼), Gestures (throughout; -½), Incantations (throughout; -½), Limited Target (stone; -¼), No Range (-½), Requires A Magic Roll (-½), Spell (-½). Total cost: 8 points.

Options:

- 1) *Strong Spell:* Increase to Minor Transform 12d6. 60 Active Points; total cost 9 points.
- 2) *Weak Spell:* Decrease to Minor Transform 8d6. 40 Active Points; total cost 6 points.
- 3) *Free Spell:* Total cost: 10 points.
- 4) *Remove A -¼ Limitation:* Total cost 8 points.
- 5) *Remove A -½ Limitation:* Total cost 8 points.
- 6) *Add A +¼ Advantage:* 62 Active Points; total cost 9 points.
- 7) *Add A +½ Advantage:* 75 Active Points; total cost 11 points.
- 8) *Add A -¼ Limitation:* Total cost 8 points.
- 9) *Add A -½ Limitation:* Total cost 7 points.

SPELLS OF CRYSTAL AND GLASS

★ CRYSTAL ARROW

Effect: RKA 1d6+1, Armor Piercing, Autofire (3 shots)
Target: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: LOS
Magic Roll Penalty: -4
END Cost: 4

Description: This spell causes arrows or darts made of pure but steel-hard crystal to shoot from the caster's fingertips to impale his target.

Game Information: RKA 1d6+1, Armor Piercing (+¼), Autofire (3 shots; +¼), Line Of Sight (+½) (40 Active Points); OAF Expendable (tiny crystal arrow, Very Difficult to obtain; -1½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 10 points.

Options:

- 1) *Strong Spell:* Increase to RKA 2d6. 60 Active Points; total cost 15 points.
- 2) *Weak Spell:* Decrease to RKA 1d6. 30 Active Points; total cost 7 points.
- 3) *Free Spell:* Total cost: 16 points.
- 4) *Remove A +¼ Advantage:* 35 Active Points; total cost 9 points.
- 5) *Remove A +½ Advantage:* 30 Active Points; total cost 7 points.
- 6) *Remove A -¼ Limitation:* Total cost 11 points.
- 7) *Remove A -½ Limitation:* Total cost 11 points.
- 8) *Add A +¼ Advantage:* 45 Active Points; total cost 11 points.
- 9) *Add A +½ Advantage:* 50 Active Points; total cost 12 points.
- 10) *Add A -¼ Limitation:* Total cost 9 points.
- 11) *Add A -½ Limitation:* Total cost 9 points.

**STRONGGLASS**

Effect: Aid PD And ED 4d6, Only Works On Glass
Target: One glass object
Casting Time: 20 Minutes
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: Touch
Magic Roll Penalty: -10
END Cost: 20

Description: When a wizard casts this spell upon a glass object, the glass becomes much stronger and harder to damage — often as strong as steel itself!

Game Information: Aid PD And ED 4d6, Expanded Effect (two Characteristics simultaneously; +½), Delayed Return Rate (points fade at the rate of 5 per Week; +2½) (96 Active Points); OAF Expendable (small piece of purest glass sandwiched inside two pieces of steel, Very Difficult to obtain; -1½), Concentration (0 DCV throughout; -1), Extra Time (20 Minutes; -2½), Gestures (throughout; -½), Incantations (throughout; -½), Increased Endurance Cost (x2 END; -½), Only Works On Glass (-1), Requires A Magic Roll (-½). Total cost: 11 points.

Options:

- 1) *Strong Spell:* Increase to Aid PD And ED 5d6. 120 Active Points; total cost 13 points.
- 2) *Weak Spell:* Decrease to Aid PD And ED 3d6. 72 Active Points; total cost 8 points.
- 3) *Free Spell:* Total cost: 13 points.
- 4) *Remove A +¼ Advantage:* 90 Active Points; total cost 10 points.
- 5) *Remove A +½ Advantage:* 84 Active Points; total cost 9 points.
- 6) *Remove A -¼ Limitation:* Total cost 11 points.
- 7) *Remove A -½ Limitation:* Total cost 11 points.
- 8) *Add A +¼ Advantage:* 102 Active Points; total cost 11 points.
- 9) *Add A +½ Advantage:* 108 Active Points; total cost 12 points.
- 10) *Add A -¼ Limitation:* Total cost 10 points.
- 11) *Add A -½ Limitation:* Total cost 10 points.

SPELLS OF METAL**BLADESTORM**

Effect: RKA 1d6, Armor Piercing, Damage Shield
Target: 1m radius
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: Self
Magic Roll Penalty: -6
END Cost: 0

Description: This spell creates numerous daggers, swords, and other bladed weapons that begin whirling about the caster in a deadly storm. Anyone who gets close to the caster suffers an attack from the blades. When the spell ends, the blades vanish.

Game Information: RKA 1d6, Area Of Effect (1m Radius; +¼), Armor Piercing (+¼), Constant (+½), Area Of Effect (personal Surface — Damage Shield; +¼), Reduced Endurance (0 END; +½) (41 Active Points); OAF Expendable (dagger with scarlet thread wrapped around the hilt, Difficult to obtain; -1¼), Extra Time (Full Phase to cast; -¼), Gestures (-¼), Incantations (-¼), No Range (-½), Requires A Magic Roll (-½), Spell (-½). Total cost: 9 points.

Options:

- 1) *Strong Spell:* Increase to RKA 2d6. 82 Active Points; total cost 18 points.
- 2) *Weak Spell:* Decrease to RKA ½d6. 27 Active Points; total cost 6 points.
- 3) *Free Spell:* Total cost: 13 points.
- 4) *Remove A +¼ Advantage:* 37 Active Points; total cost 8 points.
- 5) *Remove A +½ Advantage:* 34 Active Points; total cost 7 points.
- 6) *Remove A -¼ Limitation:* Total cost 10 points.
- 7) *Remove A -½ Limitation:* Total cost 10 points.
- 8) *Add A +¼ Advantage:* 45 Active Points; total cost 10 points.
- 9) *Add A +½ Advantage:* 49 Active Points; total cost 11 points.
- 10) *Add A -¼ Limitation:* Total cost 9 points.
- 11) *Add A -½ Limitation:* Total cost 8 points.
- 12) *Lesser Bladestorm:* This variant of the spell only works if there are swords and daggers nearby (and under no one's control) for the caster to use; it doesn't create them out of thin air. Add Requires 6+ Blades Within 6m (-½). Total cost: 8 points.

★ DANCING BLADE

Effect:	Telekinesis (20 STR), Only To Manipulate Bladed Weapons
Target:	One bladed weapon
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	60m
Magic Roll Penalty:	-3
END Cost:	3

Description: This spell allows the caster to grasp and move bladed weapons — swords, daggers, axes, and the like — with mystic force. As its name suggests, it's often used to fight with a blade without having to hold it in hand, but clever wizards can also use it to disarm their foes. The spell's material component is a tiny silver dagger, which the caster wields in the air throughout the spell's duration as part of the mystic gestures necessary to maintain control of the telekinetically-grasped blade.

Game Information: Telekinesis (20 STR) (30 Active Points); OAF Expendable (tiny silver dagger, Difficult to obtain; -1¼), Gestures (throughout; -½), Incantations (-¼), Limited Range (60m; -¼), Only To Manipulate Bladed Weapons (-1), Requires A Magic Roll (-½), Spell (-½). Total cost: 6 points.

Options:

- 1) *Strong Spell:* Increase to Telekinesis (30 STR). 45 Active Points; total cost 9 points.
- 2) *Weak Spell:* Decrease to Telekinesis (12 STR). 18 Active Points; total cost 3 points.
- 3) *Free Spell:* Total cost: 7 points.
- 4) *Remove A -¼ Limitation:* Total cost 6 points.
- 5) *Remove A -½ Limitation:* Total cost 6 points.
- 6) *Add A +¼ Advantage:* 37 Active Points; total cost 7 points.
- 7) *Add A +½ Advantage:* 45 Active Points; total cost 9 points.
- 8) *Add A -¼ Limitation:* Total cost 5 points.
- 9) *Add A -½ Limitation:* Total cost 5 points.
- 10) *Metallic Manipulation:* This spell functions like Dancing Blade, but works on any metal object, not just bladed weapons. Change Only To Manipulate Bladed Weapons (-1) to Only Works On Metal (-¼). Total cost: 7 points.

★ RUST

Effect:	RKA 4d6, Only Versus Metal
Target:	One metal object
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	60m
Magic Roll Penalty:	-6
END Cost:	6

Description: This spell afflicts a single metal object with rust, typically weakening — and sometimes even destroying — it. Many a fighting man has gaped in horror as Rust reduced his blade or armor to useless fragments of steel.

Game Information: RKA 4d6 (60 Active Points); OAF Expendable (piece of rusty steel, Easy to obtain; -1), Gestures (-¼), Incantations (-¼), Limited Range (60m; -¼), Only Versus Metal (-1), Requires A Magic Roll (-½), Spell (-½). Total cost: 13 points.

Options:

- 1) *Strong Spell:* Increase to RKA 6d6. 90 Active Points; total cost 19 points.
- 2) *Weak Spell:* Decrease to RKA 2d6. 30 Active Points; total cost 6 points.
- 3) *Free Spell:* Total cost: 16 points.
- 4) *Remove A -¼ Limitation:* Total cost 13 points.
- 5) *Remove A -½ Limitation:* Total cost 14 points.
- 6) *Add A +¼ Advantage:* 75 Active Points; total cost 16 points.
- 7) *Add A +½ Advantage:* 90 Active Points; total cost 19 points.
- 8) *Add A -¼ Limitation:* Total cost 12 points.
- 9) *Add A -½ Limitation:* Total cost 11 points.

★ SHARPEN BLADE

Effect:	Armor Piercing (+¼) for up to HKA 3d6, Usable By Other
Target:	One character
Casting Time:	1 Turn
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Time Limit (duration of 1 Minute, +1 Minute per point by which caster makes his Earth Magic roll)
Range:	Touch
Magic Roll Penalty:	-4
END Cost:	0

Description: This spell makes a sword's edge as sharp and tough as possible for a period of at least one minute, and often longer. To cast it, the wizard must handle the blade, running the material component (a gilded blade-shard) up and down both edges of the sword while speaking the incantations.

Game Information: Armor Piercing (+¼) for up to HKA 3d6, Constant (+½), Reduced Endurance (0 END; +½), Time Limit (duration of 1 Minute, +1 Minute per point by which caster makes his Magic roll; +1), Usable By Other (+¼) (36 Active Points); OAF Expendable (shard of metal from a blade used in battle, gilded and with a special sigil etched into it, Very Difficult to obtain; -1½), Extra Time (Extra Phase; -¾), Gestures (throughout; -½), Incantations (throughout; -½), Requires A Magic Roll (-½), Spell (-½). Total cost: 7 points.

Options:

- 1) *Strong Spell:* Increase to Armor Piercing (+¼) for up to HKA 4d6. 49 Active Points; total cost 9 points.
- 2) *Weak Spell:* Decrease to Armor Piercing (+¼) for up to HKA 2d6. 23 Active Points; total cost 4 points.
- 3) *Free Spell:* Total cost: 8 points.
- 4) *Remove A +¼ Advantage:* 33 Active Points; total cost 6 points.
- 5) *Remove A +½ Advantage:* 30 Active Points; total cost 6 points.
- 6) *Remove A -¼ Limitation:* Total cost 7 points.
- 7) *Remove A -½ Limitation:* Total cost 7 points.
- 8) *Add A +¼ Advantage:* 38 Active Points; total cost 7 points.
- 9) *Add A +½ Advantage:* 41 Active Points; total cost 8 points.
- 10) *Add A -¼ Limitation:* Total cost 6 points.
- 11) *Add A -½ Limitation:* Total cost 6 points.



WALL OF IRON

Effect: Barrier 12 PD/12 ED, 15 BODY (up to 12m long, 4m tall, and 1m thick), Opaque (Sight Group)

Target: Area

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: 20m

Magic Roll Penalty: -8

END Cost: 8

Description: This spell resembles Wall Of Stone (page 128), but allows the caster to create a wall of solid iron. He can control the appearance/texture of the wall, making it as smooth as a blade or as rough as iron ore. However, at least one edge of the wall must maintain firm contact with the ground; a spellcaster cannot create the wall so that it falls and crushes people.

When successfully created, a Wall Of Iron can be up to 8m long and 3m tall. For every 1 point by which the caster succeeds with his Magic roll, he can increase the length or height by +1m to a maximum of 12m long and 4m tall.

Game Information: Barrier 12 PD/12 ED, 15 BODY (up to 12m long, 4m tall, and 1m thick), Opaque (Sight Group) (79 Active Points); OAF Expendable (small cube of iron with a rune etched in each side, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Limited Range (20m; -¼), Requires A Magic Roll (-½). Total cost: 22 points.

Options:

- 1) *Strong Spell:* Increase to up to 18m long, 6m tall, and 2m thick. 89 Active Points; total cost 25 points.
- 2) *Free Spell:* Total cost: 35 points.
- 3) *Remove A -¼ Limitation:* Total cost 24 points.
- 4) *Remove A -½ Limitation:* Total cost 22 points.
- 5) *Add A +¼ Advantage:* 99 Active Points; total cost 28 points.
- 6) *Add A +½ Advantage:* 118 Active Points; total cost 34 points.
- 7) *Add A -¼ Limitation:* Total cost 21 points.
- 8) *Add A -½ Limitation:* Total cost 20 points.
- 9) *Controlled Wall:* The caster can make the Wall disappear at will. Add Dismissable. 84 Active Points; total cost 24 points.
- 10) *Wall Of Spiked Iron:* This variant spell creates a Wall Of Iron with sharp metal spikes on one side (typically the side facing away from the caster. Add: RKA 1d6, Constant (+½), Area Of Effect (Surface large enough to cover Barrier, Damage Shield; +1), Armor Piercing (+¼), Reduced Endurance (0 END; +½), Time Limit (lasts until Barrier is destroyed; +½) (56 Active Points); OAF Expendable (small cube of iron with a rune etched in each side, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Limited Range (20m; -¼), Linked (-½), Requires A Magic Roll (-½). Total cost: 14 points; total cost of spell 36 points.

ELEMENTAL MAGIC: FIRE



Fire Magic is perhaps the most popular form of Elemental Magic; many wizards who care little for Air, Earth, or Water know more than a few Fire spells. Most Fire spells are attack spells, since Fire is a potent weapon.

In addition to the spells listed here, some of the spells of Druidry (page 101) could qualify as Fire Magic, and vice-versa. The “fire elemental only” option for Elemental Summoning (page 68) should also be considered a Fire Magic spell.

BASIC SPELLS

★ IGNITE

Effect: RKA 1 point, Penetrating
Target: 16m Radius, Selective
Casting Time: Half Phase (Attack Action)
Casting Procedures: Gestures, Incantations
Duration: Time Limit (until runs out of fuel or is extinguished)
Range: 60m
Magic Roll Penalty: -2
END Cost: 0

Description: One of the first spells learned by any fire mage, Ignite allows a wizard to set flammable objects on fire. He can light every flammable object within a 16m radius (including things like other peoples’ clothes, hair, and fur), or only specified objects. The spell *also* has the *Area Of Effect* (1m Radius Accurate) Advantage, so every Attack Roll made with it to selectively attack targets is made against DCV 3.

Any flammable object that touches an object lit on fire with the Flammiifer also catches fire (the Sticky effect). The flames keep burning until they run out of fuel or air, or someone puts them out. Dousing one burning person or object doesn’t affect any of the others; each person or object must be extinguished individually.

At the GM’s option, characters may buy this spell Linked with other Fire Magic spells, to represent the fact that fire attacks tend to set objects on fire. It may even be possible for a fire mage to “Link” them by succeeding with a Magic roll at -2.

Game Information: RKA 1 point, Area Of Effect (16m Radius Selective, +1), Area Of Effect (1m Radius Accurate; +½), Constant (+½), Penetrating (+½), Reduced Endurance (0 END; +½), Sticky (only affects flammables; +¼), Time Limit (spell ends when it runs out of fuel or oxygen, or someone extinguishes the flames; +½) (24 Active Points); Gestures (-¼), Incantations (-¼), Limited Range (60m; -¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 9 points.

Options:

- 1) *Strong Spell:* Increase to RKA ½d6. 47 Active Points; total cost 17 points.
- 2) *Weak Spell:* Decrease to 8m Radius. 22 Active Points; total cost 8 points.
- 3) *Focused Spell:* Add OAF (piece of flint, Easy to obtain; -1). Total cost: 6 points.
- 4) *Remove A +¼ Advantage:* 22 Active Points; total cost 8 points.
- 5) *Remove A +½ Advantage:* 21 Active Points; total cost 8 points.
- 6) *Remove A -¼ Limitation:* Total cost 10 points.
- 7) *Remove A -½ Limitation:* Total cost 11 points.
- 8) *Add A +¼ Advantage:* 25 Active Points; total cost 9 points.
- 9) *Add A +½ Advantage:* 26 Active Points; total cost 9 points.
- 10) *Add A -¼ Limitation:* Total cost 8 points.
- 11) *Add A -½ Limitation:* Total cost 7 points.

OFFENSIVE SPELLS

★ BOIL LIQUID

Effect: Change Environment, +14 Temperature Levels
Target: One container of liquid
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: No Range
Magic Roll Penalty: -5
END Cost: 5

Description: This spell, a favorite of wizards who travel the wilds, allows the caster to instantly bring up to one cubic meter of water to boil. It’s typically used to heat water in a kettle for cooking, but it can also melt ice and the like.

In game terms, the spell adds 14 Temperature Levels, or up to 280 degrees Fahrenheit, to the affected water. This suffices to boil water in most situations (since the normal boiling point of water is 212 degrees Fahrenheit).

A spellcaster cannot use this spell to harm living beings. However, in the case of beings made of Water (such as water elementals), the GM might consider it to cause RKA 1d6, NND, Does BODY damage (the defense being Power Defense or an appropriate protective spell).

Game Information: Change Environment (boil liquid), +14 Temperature Levels, Area Of Effect (1m Radius; +¼) (52 Active Points); OAF Expendable (cooled ember and a bit of flame, Easy to obtain; -1), Gestures (-¼), Incantations (-¼), No Range (-½), Only Works On Liquids (-½), Requires A Magic Roll (-½), Spell (-½). Total cost: 11 points.

Options:

- 1) *Free Spell:* Total cost: 15 points.
- 2) *Remove A +¼ Advantage:* 42 Active Points; total cost 9 points.
- 3) *Remove A -¼ Limitation:* Total cost 12 points.
- 4) *Remove A -½ Limitation:* Total cost 13 points.
- 5) *Add A +¼ Advantage:* 63 Active Points; total cost 14 points.
- 6) *Add A +½ Advantage:* 73 Active Points; total cost 16 points.
- 7) *Add A -¼ Limitation:* Total cost 11 points.
- 8) *Add A -½ Limitation:* Total cost 10 points.



FIERY BLADE

Effect: Penetrating (+½) for up to HKA 3d6, Usable On Other

Target: One character

Casting Time: 1 Turn

Casting Procedures: Focus, Gestures, Incantations

Duration: Time Limit (duration of 1 Minute, +1 Minute per point by which caster makes his Fire Magic roll)

Range: Touch

Magic Roll Penalty: -7

END Cost: 0

Description: With this spell, a wizard can cause the blade of a weapon (typically a sword or dagger) to burst into magical flame. While aflame, a weapon is more likely to injure anyone hit with it — even if it cannot actually cut through armor, the mystic fire inflicts burns.

Game Information: Penetrating (+½) for up to HKA 3d6, Reduced Endurance (0 END; +½), Time Limit (duration of 1 Minute, +1 Minute per point by which caster makes his Fire Magic roll; +1), Usable On Other (can grant power to one recipient, recipient must be willing, grantor controls the power and pays the END for it, recipient must be within Reach but can go anywhere thereafter; +½) (66 Active Points); OAF Expendable (shard of metal from a blade used in battle, heated red-hot in special fires and then allowed to cool, and with a special sigil etched into it,

Very Difficult to obtain; -1½), Extra Time (1 Turn to cast; -¾), Gestures (throughout; -½), Incantations (throughout; -½), Requires A Magic Roll (-½), Spell (-½). Total cost: 12 points.

Options:

- 1) *Strong Spell:* Increase to Penetrating (+½) for up to HKA 4d6. 90 Active Points; total cost 17 points.
- 2) *Weak Spell:* Decrease to Penetrating (+½) for up to HKA 2d6. 21 Active Points; total cost 4 points.
- 3) *Free Spell:* Total cost: 18 points.
- 4) *Remove A +¼ Advantage:* 60 Active Points; total cost 11 points.
- 5) *Remove A +½ Advantage:* 55 Active Points; total cost 10 points.
- 6) *Remove A -¼ Limitation:* Total cost 13 points.
- 7) *Remove A -½ Limitation:* Total cost 14 points.
- 8) *Add A +¼ Advantage:* 71 Active Points; total cost 13 points.
- 9) *Add A +½ Advantage:* 77 Active Points; total cost 15 points.
- 10) *Add A -¼ Limitation:* Total cost 12 points.
- 11) *Add A -½ Limitation:* Total cost 11 points.
- 12) *Magefiery Blade:* This form of Fiery Blade uses not ordinary fire but magefire, making the affected weapon incredibly deadly. Change Penetrating to NND (defense is having a spell that provides Power Defense active or having the Protection From Fire spell active; +1) and Does BODY (+1). 270 Active Points; total cost 51 points.



FIRE ARROW

Effect: RKA 2d6, +2 Increased STUN Multiplier

Target: One character

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: LOS

Magic Roll Penalty: -6

END Cost: 6

Description: This spell creates an arrow made of fire that flies from the wizard's fingertips to strike the designated target with deadly impact. As long as the wizard can see a foe, he can attack him with the Fiery Arrow.

Game Information: RKA 2d6, +2 Increased STUN Multiplier (+½), Line Of Sight (+½) (60 Active Points); OAF Expendable (miniature copper arrow graven with arcane runes, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 16 points.

Options:

- 1) *Strong Spell:* Increase to RKA 3d6. 90 Active Points; total cost 24 points.
- 2) *Weak Spell:* Remove +2 Increased STUN Multiplier (+½). 45 Active Points; total cost 12 points.
- 3) *Free Spell:* Total cost: 24 points.
- 4) *Remove A +¼ Advantage:* 52 Active Points; total cost 14 points.

- 5) *Remove A +½ Advantage*: 45 Active Points; total cost 12 points.
- 6) *Remove A -¼ Limitation*: Total cost 17 points.
- 7) *Remove A -½ Limitation*: Total cost 18 points.
- 8) *Add A +¼ Advantage*: 67 Active Points; total cost 18 points.
- 9) *Add A +½ Advantage*: 75 Active Points; total cost 20 points.
- 10) *Add A -¼ Limitation*: Total cost 15 points.
- 11) *Add A -½ Limitation*: Total cost 14 points.
- 12) *Magefire Arrow*: This form of the spell uses deadly magefire. Reduce to RKA 1d6 and add NND (defense is having a spell that provides Power Defense active or having the Protection From Fire spell active; +1) and Does BODY (+1). 60 Active Points; total cost 16 points.

FIRE AURA

Effect: RKA 1d6, Armor Piercing, Damage Shield
Target: Self
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: No Range
Magic Roll Penalty: -3
END Cost: 3

Description: When a wizard chants the words of this spell, an aura of mystic fire engulfs his body. It inflicts no harm upon him, but any who touch him (or whom he grabs) feel the effects of the deadly flames.

Game Information: RKA 1d6, Armor Piercing (+¼), Constant (+½), Area Of Effect (personal Surface — Damage Shield; +¼) (30 Active Points); OAF Expendable (a piece of fire-colored silk soaked in oil, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 8 points.

Options:

- 1) *Strong Spell*: Increase to RKA 2d6. 60 Active Points; total cost 16 points.
- 2) *Weak Spell*: Decrease to RKA ½d6. 20 Active Points; total cost 5 points.
- 3) *Free Spell*: Total cost: 12 points.
- 4) *Remove A +¼ Advantage*: 26 Active Points; total cost 7 points.
- 5) *Remove A +½ Advantage*: 22 Active Points; total cost 6 points.
- 6) *Remove A -¼ Limitation*: Total cost 8 points.
- 7) *Remove A -½ Limitation*: Total cost 9 points.
- 8) *Add A +¼ Advantage*: 34 Active Points; total cost 9 points.
- 9) *Add A +½ Advantage*: 37 Active Points; total cost 10 points.
- 10) *Add A -¼ Limitation*: Total cost 7 points.
- 11) *Add A -½ Limitation*: Total cost 7 points.
- 12) *Magefire Aura*: This form of the spell uses deadly magefire. Remove Armor Piercing (+¼) and add NND (defense is having a spell that provides Power Defense active or having the Protection From Fire spell active; +1) and Does BODY (+1). 56 Active Points; total cost 15 points.

FIREBALL

Effect: RKA 2d6
Target: 16m Radius
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 300m
Magic Roll Penalty: -5
END Cost: 5

Description: A favorite of many mages, this spell produces a large sphere of fire hot enough to injure almost any foe.

Game Information: RKA 2d6, Area Of Effect (16m Radius; +¾) (52 Active Points); OAF Expendable (small piece of flint and small piece of steel tied together with cloth of gold thread, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 14 points.

Options:

- 1) *Strong Spell*: Increase to RKA 3d6. 79 Active Points; total cost 21 points.
- 2) *Weak Spell*: Decrease to RKA 1d6. 26 Active Points; total cost 7 points.
- 3) *Free Spell*: Total cost: 21 points.
- 4) *Remove A +¼ Advantage*: 45 Active Points; total cost 12 points.
- 5) *Remove A +½ Advantage*: 37 Active Points; total cost 10 points.
- 6) *Remove A -¼ Limitation*: Total cost 15 points.
- 7) *Remove A -½ Limitation*: Total cost 16 points.
- 8) *Add A +¼ Advantage*: 60 Active Points; total cost 16 points.
- 9) *Add A +½ Advantage*: 67 Active Points; total cost 18 points.
- 10) *Add A -¼ Limitation*: Total cost 13 points.
- 11) *Add A -½ Limitation*: Total cost 12 points.
- 12) *Magefire Ball*: This fireball is made not of ordinary flame, but deadly magefire. Add NND (defense is having a spell that provides Power Defense active or having the Protection From Fire spell active; +1) and Does BODY (+1). 112 Active Points; total cost 30 points.

FIREBOLT

Effect: RKA 2d6
Target: 32m Line
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: No Range
Magic Roll Penalty: -4
END Cost: 4

Description: This spell creates a bolt of fire 1m wide and 32m long with which the caster can injure one or more of his foes.

Game Information: RKA 2d6, Area Of Effect (32m Line; +½) (45 Active Points); OAF Expendable (small gold rod tipped with garnets, Very Difficult to obtain; -1½), Gestures (-¼), Incantations (-¼), No Range (-½), Requires A Magic Roll (-½), Spell (-½). Total cost: 10 points.

Options:

- 1) *Strong Spell*: Increase to RKA 3d6. 67 Active Points; total cost 15 points.
- 2) *Weak Spell*: Decrease to RKA 1d6. 22 Active Points; total cost 5 points.
- 3) *Free Spell*: Total cost: 15 points.
- 4) *Remove A +¼ Advantage*: 37 Active Points; total cost 8 points.
- 5) *Remove A +½ Advantage*: 30 Active Points; total cost 7 points.
- 6) *Remove A -¼ Limitation*: Total cost 10 points.
- 7) *Remove A -½ Limitation*: Total cost 11 points.
- 8) *Add A +¼ Advantage*: 52 Active Points; total cost 11 points.
- 9) *Add A +½ Advantage*: 60 Active Points; total cost 13 points.
- 10) *Add A -¼ Limitation*: Total cost 9 points.
- 11) *Add A -½ Limitation*: Total cost 9 points.
- 12) *Movable Firebolt*: This form of the spell remains in effect as long as the caster pays END for it. Furthermore, the caster can move the fiery bolt, thus injuring many foes. Add Constant (+½) and Mobile (+½). 75 Active Points; total cost 17 points.
- 13) *Magefire Bolt*: This fire bolt is made not of ordinary flame, but deadly magefire. Decrease to RKA 1d6 and add NND (defense is having a spell that provides Power Defense active or having the Protection From Fire spell active; +1) and Does BODY (+1). 52 Active Points; total cost 11 points.

**FIRE ORBS**

Effect: RKA 1d6+1, Armor Piercing
Target: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant (Variable Targets)
Range: RBS
Magic Roll Penalty: -4
END Cost: 4

Description: One of the most common Fire Magic attack spells, Fire Orbs creates a series of small fireballs, of a size to easily fit in one hand. The caster throws the orbs at his foes, one per Phase, until he chooses to stop or is Stunned or Knocked Out.

Game Information: RKA 1d6+1, Armor Piercing (+¼), Constant (caster can vary target from Phase to Phase, and must make an Attack Roll each Phase to hit targets; +¾) (40 Active Points); OAF Expendable (a ball of sulphur wrapped around a cold ember, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Range Based On STR (-¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 10 points.

Options:

- 1) *Strong Spell*: Increase to RKA 2d6. 60 Active Points; total cost 15 points.
- 2) *Weak Spell*: Decrease to RKA ½d6. 20 Active Points; total cost 5 points.
- 3) *Free Spell*: Total cost: 14 points.
- 4) *Remove A +¼ Advantage*: 35 Active Points; total cost 9 points.

- 5) *Remove A +½ Advantage*: 30 Active Points; total cost 7 points.
- 6) *Remove A -¼ Limitation*: Total cost 11 points.
- 7) *Remove A -½ Limitation*: Total cost 11 points.
- 8) *Add A +¼ Advantage*: 45 Active Points; total cost 11 points.
- 9) *Add A +½ Advantage*: 50 Active Points; total cost 12 points.
- 10) *Add A -¼ Limitation*: Total cost 9 points.
- 11) *Add A -½ Limitation*: Total cost 9 points.
- 12) *Magefire Orbs*: This version of the spell allows the caster to create orbs of deadly magefire. Reduce to RKA 1d6 and add NND (defense is having a spell that provides Power Defense active or having the Protection From Fire spell active; +1) and Does BODY (+1). 60 Active Points; total cost 15 points.

**FIRESHAPING**

Effect: Telekinesis (30 “STR”), Only Works On Fire
Target: Special
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: 450m
Magic Roll Penalty: -4
END Cost: 4

Description: This spell allows the caster to “pick up” masses of flame, move them, and even create crude shapes with them (such as a fiery eagle or a tower of flame). The spell can pick up a mass of fire doing up to 6 Damage Classes’ worth of damage (1 DC for every “5 STR” worth of Telekinesis; see APG 122). The caster can move the flame at the normal rate for Telekinesis.

If the caster touches a person with the flame, that person takes the flame’s damage; this extinguishes the flame (otherwise it does not “burn out” as long as the caster holds on to it). If the caster touches the flame to something flammable, such as a curtain, he loses control of it and it keeps burning until it uses up all the available fuel.

Game Information: Telekinesis (30 “STR”) (45 Active Points); OAF Expendable (small ivory hand engraved with fire-runes, Very Difficult to obtain; -1½), Gestures (-¼), Incantations (-¼), Only Works On Fire (-1), Requires A Magic Roll (-½), Spell (-½). Total cost: 9 points.

Options:

- 1) *Strong Spell*: Increase to Telekinesis (40 “STR”). 60 Active Points; total cost 12 points.
- 2) *Weak Spell*: Decrease to Telekinesis (20 “STR”). 30 Active Points; total cost 6 points.
- 3) *Free Spell*: Total cost: 13 points.
- 4) *Remove A -¼ Limitation*: Total cost 9 points.
- 5) *Remove A -½ Limitation*: Total cost 10 points.
- 6) *Add A +¼ Advantage*: 56 Active Points; total cost 11 points.
- 7) *Add A +½ Advantage*: 67 Active Points; total cost 13 points.
- 8) *Add A -¼ Limitation*: Total cost 8 points.
- 9) *Add A -½ Limitation*: Total cost 8 points.

FIRESTORM

Effect: RKA 1½d6, Armor Piercing
Target: 16m Radius
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: 250m
Magic Roll Penalty: -7
END Cost: 0

Description: This spell creates a 16m radius zone filled with ribbons and blasts of deadly flame. Anyone caught within the area takes damage from the fire on each of the caster's Phases.

Game Information: RKA 1½d6, Area Of Effect (16m Radius; +¾), Armor Piercing (+¼), Constant (+½), Reduced Endurance (0 END; +½) (75 Active Points); OAF Expendable (disk of ivory carved with fire-runes, Very Difficult to obtain; -1½), Gestures (throughout; -½), Incantations (throughout; -½), Requires A Magic Roll (-½), Spell (-½). Total cost: 17 points.

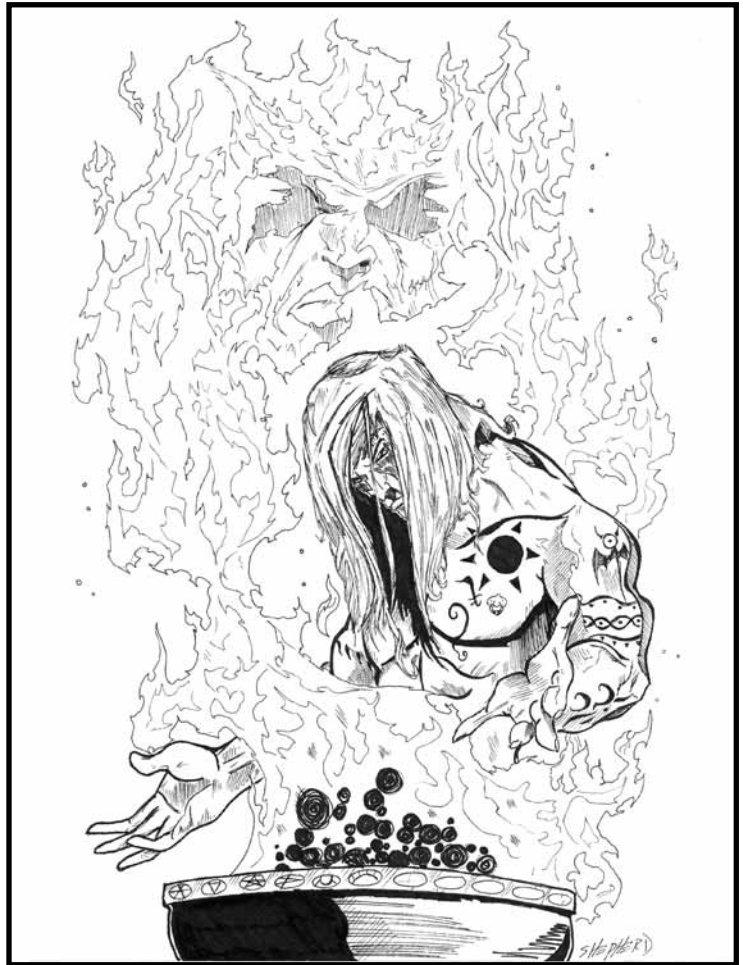
Options:

- 1) *Strong Spell:* Increase to RKA 2d6. 90 Active Points; total cost 20 points.
- 2) *Weak Spell:* Decrease to RKA 1d6+1. 60 Active Points; total cost 13 points.
- 3) *Free Spell:* Total cost: 25 points.
- 4) *Remove A +¼ Advantage:* 69 Active Points; total cost 15 points.
- 5) *Remove A +½ Advantage:* 62 Active Points; total cost 14 points.
- 6) *Remove A -¼ Limitation:* Total cost 18 points.
- 7) *Remove A -½ Limitation:* Total cost 19 points.
- 8) *Add A +¼ Advantage:* 81 Active Points; total cost 18 points.
- 9) *Add A +½ Advantage:* 87 Active Points; total cost 19 points.
- 10) *Add A -¼ Limitation:* Total cost 16 points.
- 11) *Add A -½ Limitation:* Total cost 15 points.
- 12) *Magefire Storm:* This form of the spell uses deadly magefire. Reduce to RKA 1d6 and add NND (defense is having a spell that provides Power Defense active or having the Protection From Fire spell active; +1) and Does BODY (+1). 75 Active Points; total cost 17 points.

FLAME SWORD

Effect: HKA 2d6
Target: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Time Limit (1 Minute)
Range: No Range
Magic Roll Penalty: -7
END Cost: 2

Description: This spell creates a sword out of pure fire for the caster to wield. The caster can use the blade as often as desired for 1 Minute after casting.



Game Information: HKA 2d6, Time Limit (1 Minute; +¾), Reduced Endurance (0 END; +½) (67 Active Points); OAF Expendable (tiny sword forged out of iron from a used poker, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), No STR Bonus (-½), Requires A Magic Roll (-½), Spell (-½). Total cost: 16 points.

Options:

- 1) *Strong Spell:* Increase to HKA 2½d6. 90 Active Points; total cost 21 points.
- 2) *Weak Spell:* Decrease to HKA 1d6. 34 Active Points; total cost 8 points.
- 3) *Free Spell:* Total cost: 22 points.
- 4) *Remove A +¼ Advantage:* 60 Active Points; total cost 14 points.
- 5) *Remove A +½ Advantage:* 52 Active Points; total cost 12 points.
- 6) *Remove A -¼ Limitation:* Total cost 17 points.
- 7) *Remove A -½ Limitation:* Total cost 18 points.
- 8) *Add A +¼ Advantage:* 75 Active Points; total cost 18 points.
- 9) *Add A +½ Advantage:* 82 Active Points; total cost 19 points.
- 10) *Add A -¼ Limitation:* Total cost 15 points.
- 11) *Add A -½ Limitation:* Total cost 14 points.
- 12) *Magefire Blade:* This form of the spell creates a sword of deadly magefire. Reduce to HKA 1d6+1 and add NND (defense is having a spell that provides Power Defense active or having the Protection From Fire spell active; +1) and Does BODY (+1). 85 Active Points; total cost 20 points.



LEAPING FLAME

Effect: RKA 2d6, Indirect, Varying Damage
Target: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Gestures, Incantations
Duration: Instant
Range: 60m
Magic Roll Penalty: -6
END Cost: 6

Description: This spell allows a caster to use local sources of flame — candles, lanterns, torches, hearth-fires, campfires, and so forth — to attack his foes. With a word of power and a gesture, he causes the flame to blaze up, leap through the air, and strike the target. Both the fire and the target must be within 60m of the caster, and the angle of the attack depends on the relative locations of the fire and the target. After the spell takes effect, the source of flame returns to its normal intensity.

The damage this spell causes depends on the size and intensity of the flame used. See 6E2 150 and page 415 of *Fantasy Hero* for suggested guidelines.

Game Information: RKA 2d6 (see text), Indirect (Source Point and Path can vary from use to use; +1) (60 Active Points); Gestures (-¼), Incantations (-¼), Limited Range (60m; -¼), Requires A Magic Roll (-½), Spell (-½), Varying Damage (damage depends on locally-available sources of flame; -½). Total cost: 18 points.

Options:

- 1) *Focused Spell:* Add OAF (ball of wax and flint tied with a scarlet cord, Difficult to obtain; -1¼). Total cost: 13 points.
- 2) *Remove A -¼ Limitation:* Total cost 20 points.
- 3) *Remove A -½ Limitation:* Total cost 22 points.
- 4) *Add A +¼ Advantage:* 67 Active Points; total cost 21 points.
- 5) *Add A +½ Advantage:* 75 Active Points; total cost 23 points.
- 6) *Add A -¼ Limitation:* Total cost 17 points.
- 7) *Add A -½ Limitation:* Total cost 16 points.



MAGEFIRE

Effect: RKA 1d6, NND, Does BODY
Target: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: 150m
Magic Roll Penalty: -5
END Cost: 5

Description: *Magefire* is wizards' name for a special type of magic flame that burns with great heat (and, often, no noticeable form of fuel). This spell allows a caster to immolate a person in mage-fire and keep burning him until he dies. The caster can vary the color of his magefire as he wishes.

Game Information: RKA 1d6, Constant (+½), NND (defense is having a spell that provides Power Defense active or having the Protection

From Fire spell active; +1), Does BODY (+1) (52 Active Points); OAF Expendable (piece of flint seared in a fire and carved with a fire-rune, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 14 points.

Options:

- 1) *Strong Spell:* Increase to RKA 1d6+1. 70 Active Points; total cost 19 points.
- 2) *Weak Spell:* Decrease to RKA ½d6. 35 Active Points; total cost 9 points.
- 3) *Free Spell:* Total cost: 21 points.
- 4) *Remove A +¼ Advantage:* 49 Active Points; total cost 13 points.
- 5) *Remove A +½ Advantage:* 45 Active Points; total cost 12 points.
- 6) *Remove A -¼ Limitation:* Total cost 15 points.
- 7) *Remove A -½ Limitation:* Total cost 16 points.
- 8) *Add A +¼ Advantage:* 56 Active Points; total cost 15 points.
- 9) *Add A +½ Advantage:* 60 Active Points; total cost 16 points.
- 10) *Add A -¼ Limitation:* Total cost 13 points.
- 11) *Add A -½ Limitation:* Total cost 12 points.



QUENCH FLAME

Effect: Dispel Fire 12d6
Target: One fire
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 100m
Magic Roll Penalty: -5
END Cost: 5

Description: What a fire mage creates, he can destroy. This spell extinguishes fires both mundane and magical, snuffing them out instantly.

For fire powers possessed by characters, use the Active Points in the power to determine whether the Dispel works. At the GM's option, separate fires caused by a character's power may also use this rule, instead of the one for natural fires.

For natural fires, if a fire fills a 1m radius area or less, use its Active Points (typically for an RKA, Constant) to determine whether the Dispel works (see 6E2 150 and page 415 of *Fantasy Hero* for suggested damage ranges for fires). If it fills a larger area, the character can either extinguish it in 1m radius area sections, or in larger "pieces." To determine the Active Points for a large fire, apply an appropriate Advantage (Area Of Effect, typically) to the Powers used to create the fire.

Extinguishing a fire doesn't get rid of the smoke it generated, or reverse any effects it may already have caused (like heating an area or weakening the structure of a building).

Game Information: Dispel Fire 12d6, Variable Effect (any one Fire spell or power at a time; +½) (54 Active Points); OAF Expendable (a few drops of water, Easy to obtain; -1), Gestures (-¼), Incantations (-¼), Limited Range (100m; -¼), Noisy (-¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 13 points.

Options:

- 1) *Strong Spell*: Increase to Dispel 16d6. 72 Active Points; total cost 18 points.
- 2) *Weak Spell*: Decrease to Dispel 8d6. 36 Active Points; total cost 9 points.
- 3) *Free Spell*: Total cost: 18 points.
- 4) *Remove A +¼ Advantage*: 45 Active Points; total cost 11 points.
- 5) *Remove A +½ Advantage*: 36 Active Points; total cost 9 points.
- 6) *Remove A -¼ Limitation*: Total cost 14 points.
- 7) *Remove A -½ Limitation*: Total cost 15 points.
- 8) *Add A +¼ Advantage*: 63 Active Points; total cost 16 points.
- 9) *Add A +½ Advantage*: 72 Active Points; total cost 18 points.
- 10) *Add A -¼ Limitation*: Total cost 13 points.
- 11) *Add A -½ Limitation*: Total cost 12 points.

 RAIN OF FIRE

Effect: RKA 1½d6, Indirect (always from above)
Target: 16m Radius
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: 60m
Magic Roll Penalty: -6
END Cost: 6

Description: This spell causes a rain of fiery “meteors” to bombard a 16m radius area for as long as the caster maintains the spell.

Game Information: RKA 1½d6, Area Of Effect (16m Radius; +¾), Constant (+½), Indirect (Source Point is always above target area; +¼) (62 Active Points); OAF Expendable (disk of flame-colored cloth embroidered with fire-runes, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Limited Range (60m; -¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 15 points.

Options:

- 1) *Strong Spell*: Increase to RKA 2d6. 75 Active Points; total cost 19 points.
- 2) *Weak Spell*: Decrease to RKA 1d6. 37 Active Points; total cost 9 points.
- 3) *Free Spell*: Total cost: 22 points.
- 4) *Remove A +¼ Advantage*: 56 Active Points; total cost 14 points.
- 5) *Remove A +½ Advantage*: 50 Active Points; total cost 12 points.
- 6) *Remove A -¼ Limitation*: Total cost 16 points.
- 7) *Remove A -½ Limitation*: Total cost 18 points.
- 8) *Add A +¼ Advantage*: 69 Active Points; total cost 17 points.
- 9) *Add A +½ Advantage*: 75 Active Points; total cost 19 points.
- 10) *Add A -¼ Limitation*: Total cost 14 points.
- 11) *Add A -½ Limitation*: Total cost 14 points.

DEFENSIVE SPELLS
 PROTECTION FROM FIRE

Effect: Resistant Protection (14 ED), Only Works Against Fire/Heat Damage, Usable By Other
Target: One person
Casting Time: Half Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Time Limit (duration of 1 Hour, +1 Hour per +1 by which the character makes his Magic roll)
Range: Touch
Magic Roll Penalty: -3
END Cost: 3 to cast

Description: This spell allows the caster to confer on himself or one other person a high degree of protection from fire attacks. The defense applies against both normal and magical fire, and lasts for a minimum of 1 Hour. The recipient of the spell may choose at any time to end it.

Game Information: Resistant Protection (14 ED), Usable On Other (can grant power to one recipient, recipient must be willing, grantor controls the power and pays the END for it, recipient must be within Reach but can go anywhere thereafter; +½) (31 Active Points); OAF Expendable (vial of alchemically-prepared sand, Very Difficult to obtain; -1½), Costs Endurance (only to cast; -¼), Gestures (-¼), Incantations (-¼), Only Works Against Fire/Heat Damage (-½), Requires A Magic Roll (-½), Time Limit (duration of 1 Hour, +1 Hour per +1 by which the character makes his Magic roll; -½). Total cost: 6 points.

Options:

- 1) *Strong Spell*: Increase to Resistant Protection (18 ED). 40 Active Points; total cost 8 points.
- 2) *Weak Spell*: Decrease to Resistant Protection (10 ED). 22 Active Points; total cost 5 points.
- 3) *Free Spell*: Total cost: 9 points.
- 4) *Remove A +½ Advantage*: 21 Active Points; total cost 4 points.
- 5) *Remove A -¼ Limitation*: Total cost 7 points.
- 6) *Remove A -½ Limitation*: Total cost 7 points.
- 7) *Add A +¼ Advantage*: 37 Active Points; total cost 8 points.
- 8) *Add A +½ Advantage*: 42 Active Points; total cost 9 points.
- 9) *Add A -¼ Limitation*: Total cost 6 points.
- 10) *Add A -½ Limitation*: Total cost 6 points.



WALL OF FIRE

Effect: RKA 1½d6
Target: 25m long, 2m wide, 4m high Line
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: 60m
Magic Roll Penalty: -6
END Cost: 6

Description: This spell creates a wall of flame that's at least man-high and three man-heights long. Any physical person or object can pass through the wall, but it takes 1½d6 Killing Damage from the fire when it does so.

When successfully created, a Wall Of Fire can be up to 12m long, 2m high, and 2m wide. For every 1 point by which the caster succeeds with his Magic roll, he can increase the length or height by +1m to a maximum of 25m long and 4m tall (he cannot increase its width).

Game Information: RKA 1½d6, Area Of Effect (25m long, 2m wide, 4m high Line; +¾), Constant (+½) (56 Active Points); OAF Expendable (fire opal of fine quality, Very Difficult to obtain; -1½), Gestures (-¼), Incantations (-¼), Limited Range (60m; -¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 13 points.

Options:

- 1) *Strong Spell:* Increase to RKA 2d6. 67 Active Points; total cost 16 points.
- 2) *Weak Spell:* Decrease to RKA 1d6. 34 Active Points; total cost 8 points.
- 3) *Free Spell:* Total cost: 20 points.
- 4) *Remove A +¼ Advantage:* 50 Active Points; total cost 12 points.
- 5) *Remove A +½ Advantage:* 44 Active Points; total cost 10 points.
- 6) *Remove A -¼ Limitation:* Total cost 14 points.
- 7) *Remove A -½ Limitation:* Total cost 15 points.
- 8) *Add A +¼ Advantage:* 62 Active Points; total cost 14 points.
- 9) *Add A +½ Advantage:* 69 Active Points; total cost 16 points.
- 10) *Add A -¼ Limitation:* Total cost 12 points.
- 11) *Add A -½ Limitation:* Total cost 12 points.
- 12) *Magefire Wall:* This form of wall is created from deadly magefire. Add NND (defense is having a spell that provides Power Defense active or having the Protection From Fire spell active; +1) and Does BODY (+1). 106 Active Points; total cost 25 points.

MOVEMENT SPELLS



PATHWAY OF FIRE

Effect: Teleportation 20m, MegaScale (1m = 1 km), Only Through Fire
Target: Self
Casting Time: Half Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: Self
Magic Roll Penalty: -4
END Cost: 4

Description: This spell allows a caster to travel vast distances in the blink of an eye — provided that a campfire or larger-sized fire exists at both his starting point and his destination point. If no such fire exists at his destination point, the spell fails to work.

Game Information: Teleportation 20m, MegaScale (1m = 1 km; +1) (40 Active Points); OAF Expendable (strip of parchment painted with fire-runes and twisted into a Möbius strip, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Only Through Fires (see text; -1), Requires A Magic Roll (-½). Total cost: 9 points.

Options:

- 1) *Strong Spell:* Increase to Teleportation 30m. 60 Active Points; total cost 14 points.
- 2) *Weak Spell:* Decrease to Teleportation 10m. 20 Active Points; total cost 5 points.
- 3) *Free Spell:* Total cost: 13 points.
- 4) *Remove A -¼ Limitation:* Total cost 10 points.
- 5) *Remove A -½ Limitation:* Total cost 11 points.
- 6) *Add A +¼ Advantage:* 45 Active Points; total cost 10 points.
- 7) *Add A +½ Advantage:* 50 Active Points; total cost 12 points.
- 8) *Add A -¼ Limitation:* Total cost 9 points.
- 9) *Add A -½ Limitation:* Total cost 8 points.

SENSORY SPELLS



PERCEIVE FIRE

Effect: Detect Fire
Target: Self
Casting Time: Half Phase
Casting Procedures: Gestures, Incantations
Duration: Constant
Range: Self
Magic Roll Penalty: -3
END Cost: 3

Description: This spell allows a wizard to perceive distant fires that lie beyond his line of sight, and to know how large and intense they are. This makes it much easier to use spells like *Pathway Of Fire* or *See Through Fire* successfully.



Game Information: Detect Fire (INT Roll) (no Sense Group), Discriminatory, Range, MegaScale (1m = 10 km; +1¼) (29 Active Points); Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 12 points.

Options:

- 1) *Strong Spell:* Increase to INT +5. 40 Active Points; total cost 16 points.
- 2) *Focused Spell:* Add OAF (piece of fire-seared glass, Easy to obtain; -1). Total cost: 8 points.
- 3) *Remove A -¼ Limitation:* Total cost 13 points.
- 4) *Remove A -½ Limitation:* Total cost 14 points.
- 5) *Add A +¼ Advantage:* 32 Active Points; total cost 13 points.
- 6) *Add A +½ Advantage:* 36 Active Points; total cost 14 points.
- 7) *Add A -¼ Limitation:* Total cost 10 points.
- 8) *Add A -½ Limitation:* Total cost 10 points.

★ SEE THROUGH FIRE

Effect: Clairsentience (Sight Group), Only Through Fire Area
Target: Area
Casting Time: 1 Turn
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: 3,200m
Magic Roll Penalty: -6
END Cost: 0

Description: With this spell, a fire mage can use any flame — a candle, a campfire, or the like — to view distant scenes and events. However, he can only choose as his perception point another flame of some sort; without a flame to “see out of,” the spell is useless.

Game Information: Clairsentience (Sight Group), 16x Range (3,200m), Reduced Endurance (0 END; +½) (60 Active Points); OAF Expendable (tiny mirror with a fire-rune painted on it, Difficult to obtain; -1¼), Concentration (0 DCV throughout; -1), Extra Time (1 Turn to activate; -¾), Gestures (throughout; -½), Incantations (throughout; -½), Only Through Fire (-1), Requires A Magic Roll (-½). Total cost: 9 points.

Options:

- 1) *Strong Spell:* Add MegaScale (1m = 1 km; +1). 100 Active Points; total cost 15 points.
- 2) *Weak Spell:* Decrease to 4x Range. 45 Active Points; total cost 7 points.
- 3) *Free Spell:* Total cost: 11 points.
- 4) *Remove A +¼ Advantage:* 50 Active Points; total cost 8 points.
- 5) *Remove A +½ Advantage:* 40 Active Points; total cost 6 points.
- 6) *Remove A -¼ Limitation:* Total cost 10 points.
- 7) *Remove A -½ Limitation:* Total cost 10 points.
- 8) *Add A +¼ Advantage:* 70 Active Points; total cost 11 points.
- 9) *Add A +½ Advantage:* 80 Active Points; total cost 12 points.
- 10) *Add A -¼ Limitation:* Total cost 9 points.
- 11) *Add A -½ Limitation:* Total cost 8 points.

MISCELLANEOUS SPELLS



EVERBURNING FLAME

Effect: Sight Group Images, +4
Sight PER Rolls to see

Target: 4m Radius

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Time Limit (lasts until counterspelled with this spell or Dispelled)

Range: No Range

Magic Roll Penalty: -5

END Cost: 0

Description: This spell creates a magic flame that burns forever. The flame only provides light; it cannot inflict damage. Dousing it with water or snuffing it won't put it out; only the proper counter-magics can extinguish it.

Mages sometimes learn this spell as *Perpetual Light* as part of the arcana of Light And Shadow Magics.

Game Information: Sight Group Images, +4 to Sight PER Rolls, Increased Size (4m radius; +¼), Reduced Endurance (0 END; +½), Time Limit (lasts until counterspelled with this spell or Dispelled; +½) (49 Active Points); OAF Expendable (twig with sulphur dabbed on one end, Difficult to obtain; -1¼), Concentration (0 DCV throughout; -1), Extra Time (1 Turn to activate; -¾), Gestures (throughout; -½), Incantations (throughout; -½), No Range (-½), Requires A Magic Roll (-½), Spell (-½). Total cost: 7 points.

Options:

- 1) *Strong Spell:* Increase to Area Of Effect (8m Radius; +½). 55 Active Points; total cost 8 points.
- 2) *Weak Spell:* Decrease to +2 Sight PER Rolls. 36 Active Points; total cost 5 points.
- 3) *Free Spell:* Total cost: 9 points.
- 4) *Remove A +¼ Advantage:* 44 Active Points; total cost 7 points.
- 5) *Remove A +½ Advantage:* 38 Active Points; total cost 6 points.
- 6) *Remove A -¼ Limitation:* Total cost 8 points.
- 7) *Remove A -½ Limitation:* Total cost 8 points.
- 8) *Add A +¼ Advantage:* 55 Active Points; total cost 8 points.
- 9) *Add A +½ Advantage:* 60 Active Points; total cost 9 points.
- 10) *Add A -¼ Limitation:* Total cost 7 points.
- 11) *Add A -½ Limitation:* Total cost 7 points.



OBSCURING SMOKE

Effect: Change Environment, -3 to Sight Group PER Rolls

Target: 16m Radius

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Time Limit (1d6+1 minutes, +1 minute per point by which the caster succeeds with his Magic roll)

Range: 90m

Magic Roll Penalty: -2

END Cost: 0

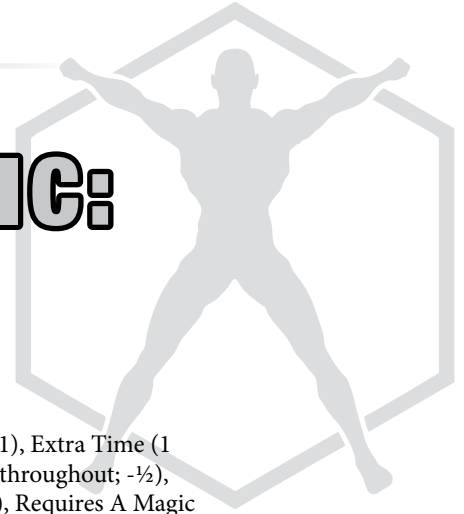
Description: This spell causes any source of fire — even so much as a candle-flame — to emit billowing clouds of thick smoke that obscure vision. If someone snuffs the source of the fire, the spell immediately ceases functioning and the smoke dissipates.

Game Information: Change Environment (create smoke), -3 to Sight Group PER Rolls, Area Of Effect (16m Radius; +¾), Reduced Endurance (0 END; +½), Time Limit (1d6+1 minutes, +1 minute per point by which the caster succeeds with his Magic roll; +½) (25 Active Points); OAF Expendable (small piece of cloth, Easy to obtain; -1), Gestures (-¼), Incantations (-¼), Requires Local Source Of Fire Which Dictates Center Of Target Area (see text; -1), Requires A Magic Roll (-½), Spell (-½). Total cost: 5 points.

Options:

- 1) *Strong Spell:* Increase to -4 to Sight Group PER Rolls. 33 Active Points; total cost 7 points.
- 2) *Weak Spell:* Decrease to -2 to Sight Group PER Rolls. 16 Active Points; total cost 3 points.
- 3) *Free Spell:* Total cost: 7 points.
- 4) *Remove A +¼ Advantage:* 22 Active Points; total cost 5 points.
- 5) *Remove A +½ Advantage:* 20 Active Points; total cost 4 points.
- 6) *Remove A -¼ Limitation:* Total cost 6 points.
- 7) *Remove A -½ Limitation:* Total cost 6 points.
- 8) *Add A +¼ Advantage:* 27 Active Points; total cost 6 points.
- 9) *Add A +½ Advantage:* 29 Active Points; total cost 6 points.
- 10) *Add A -¼ Limitation:* Total cost 5 points.
- 11) *Add A -½ Limitation:* Total cost 5 points.

ELEMENTAL MAGIC: WATER



Most elemental mages consider *Water Magic* the weakest of the spells related to the four classic Elements, but this category remains popular with mages who frequently travel by sea or live near bodies of water.

In addition to the spells listed here, some of the spells of Druidry (page 101) could qualify as Water Magic, and vice-versa. The “water elemental only” option for Elemental Summoning (page 68) should also be considered a Water Magic spell; so should Air Sphere (page 121); Quench Flame (page 129), and Parting The Waters (page 99).

OFFENSIVE SPELLS

★ CONTROL THE WATERS

Effect: Change Environment, -24m Running
Target: 4 km Radius
Casting Time: 1 Hour
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: 240m
Magic Roll Penalty: -10
END Cost: 0

Description: With this spell, a wizard can cause, or stop, flooding over a four kilometer radius area. In game terms, the flooding effect is represented by a reduction in Running — creatures that don't have at least Running 25m (typically due to long legs or large size) can't move on the ground (they have to swim or fly to move from place to place). Stemming a flood has no particular combat effect, though the muddy ground may impose a -2m Running or -1 to some DEX-Based Rolls. Other effects, such as damage to buildings and objects, may also occur.

After the character stops concentrating on the spell, natural conditions return fairly quickly (the GM decides how quickly).

Game Information: Change Environment (create/stop flooding), -24m Running, Area Of Effect (4m Radius; +¼), MegaScale (1m = 1 km wide, broad, and deep; +1), Varying Effect (cause or stem flooding; +¼), Reduced Endurance (0 END; +½) (72 Active Points); OAF Expendable (vial of water or vial of dust, Easy to obtain; -1), Concentration

(0 DCV throughout casting; -1), Extra Time (1 Hour to cast; -1½), Gestures (throughout; -½), Incantations (throughout; -½), Requires A Magic Roll (-½), Spell (-½). Total cost: 11 points.

Options:

- 1) *Strong Spell:* Increase to Area Of Effect (8m Radius; +½). 78 Active Points; total cost 12 points.
- 2) *Weak Spell:* Decrease to Area Of Effect (2m Radius; +¼). 72 Active Points; total cost 11 points.
- 3) *Free Spell:* Total cost: 13 points.
- 4) *Remove A +¼ Advantage:* 66 Active Points; total cost 10 points.
- 5) *Remove A +½ Advantage:* 60 Active Points; total cost 9 points.
- 6) *Remove A -¼ Limitation:* Total cost 11 points.
- 7) *Remove A -½ Limitation:* Total cost 12 points.
- 8) *Add A +¼ Advantage:* 78 Active Points; total cost 12 points.
- 9) *Add A +½ Advantage:* 84 Active Points; total cost 13 points.
- 10) *Add A -¼ Limitation:* Total cost 10 points.
- 11) *Add A -½ Limitation:* Total cost 10 points.

★ FIST OF THE WATERS

Effect: Blast 6d6, Indirect
Target: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 100m
Magic Roll Penalty: -6
END Cost: 6

Description: This spell harnesses the local waters and turns them into a potent weapon for the water mage. If there's a sufficient quantity of water within 100m (at least a barrelful), the caster can cause it to lash out and hit the target (who must also be within 100m of the caster). The angle of the attack depends on the relative positions of the water and the target.

Game Information: Blast 6d6, Indirect (Source Point and Path can vary from use to use; +1) (60 Active Points); OAF Expendable (small silver tube wrapped in a bit of net, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Limited Range (100m; -¼), Requires Nearby Water (see text; -1), Requires A Magic Roll (-½), Spell (-½). Total cost: 12 points.

Options:

- 1) *Strong Spell*: Increase to Blast 8d6. 80 Active Points; total cost 16 points.
- 2) *Weak Spell*: Decrease to Blast 4d6. 40 Active Points; total cost 8 points.
- 3) *Free Spell*: Total cost: 16 points.
- 4) *Remove A +¼ Advantage*: 52 Active Points; total cost 10 points.
- 5) *Remove A +½ Advantage*: 45 Active Points; total cost 9 points.
- 6) *Remove A -¼ Limitation*: Total cost 13 points.
- 7) *Remove A -½ Limitation*: Total cost 13 points.
- 8) *Add A +¼ Advantage*: 67 Active Points; total cost 13 points.
- 9) *Add A +½ Advantage*: 75 Active Points; total cost 15 points.
- 10) *Add A -¼ Limitation*: Total cost 11 points.
- 11) *Add A -½ Limitation*: Total cost 11 points.

**HARNESSED WAVES**

Effect:	Suppress Swimming 3d6, Boost Swimming 5d6
Target:	One swimming or sailing person or craft
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	200m
Magic Roll Penalty:	-2
END Cost:	2

Description: By controlling the motion of current and wave with this spell, a wizard can help or hinder swimmers and watercraft.

Game Information:**Cost Power**

- 7 **Harnessed Waves:** Multipower, 30-point reserve; all OAF Expendable (a tiny bottle of water, Easy to obtain; -1), Costs Endurance (to maintain; -½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Spell (-½)
- 1f **1) Friendly Waters:** Boost Swimming 5d6; common Limitations listed above
- 1f **2) Unfriendly Waters:** Suppress Swimming 3d6; common Limitations listed above

Total cost: 9 points.

Options:

- 1) *Strong Spell*: Increase to a 40-point reserve, Boost 6d6, and Suppress 4d6. Total cost: 12 points.
- 2) *Weak Spell*: Decrease to a 20-point reserve, Boost 3d6, and Suppress 2d6. Total cost: 7 points.
- 3) *Free Spell*: Total cost: 12 points.
- 4) *Remove A -¼ Limitation*: Total cost 10 points.
- 5) *Remove A -½ Limitation*: Total cost 10 points.
- 6) *Add A +¼ Advantage*: Increase reserve to 37 points; total cost 11 points.
- 7) *Add A +½ Advantage*: Increase reserve to 45 points; total cost 13 points.
- 8) *Add A -¼ Limitation*: Total cost 9 points.
- 9) *Add A -½ Limitation*: Total cost 9 points.

**TIDAL WAVE**

Effect:	Blast 12d6
Target:	160 km Line
Casting Time:	1 Hour
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	600m
Magic Roll Penalty:	-15
END Cost:	15

Description: This spell creates a gigantic wave 160 km long that smashes into coastlines, reducing shoreside structures to kindling. It can only strike along coastlines and only affects targets within 1 km of the water. Smaller objects (including PCs!) are often swept out to sea as the water recedes.

Game Information: Blast 12d6, Area Of Effect (16m Line; +¼), MegaArea (Line is 160 km long, 1 km “deep” as it strikes inland, and hundreds of feet high; +1¼) (150 Active Points); OAF Expendable (small crystal sculpture of a wave, Difficult to obtain; -1¼), Concentration (0 DCV throughout; -1), Extra Time (1 Hour; -3), Gestures (throughout; -½), Incantations (throughout; -½), Only Versus Coastal Areas (-1), Requires A Magic Roll (-½), Spell (-½). Total cost: 16 points.

Options:

- 1) *Strong Spell*: Increase to Blast 15d6. 187 Active Points; total cost 20 points.
- 2) *Weak Spell*: Decrease to Blast 9d6. 112 Active Points; total cost 12 points.
- 3) *Free Spell*: Total cost: 19 points.
- 4) *Remove A +¼ Advantage*: 135 Active Points; total cost 14 points.
- 5) *Remove A +½ Advantage*: 120 Active Points; total cost 13 points.
- 6) *Remove A -¼ Limitation*: Total cost 17 points.
- 7) *Remove A -½ Limitation*: Total cost 17 points.
- 8) *Add A +¼ Advantage*: 165 Active Points; total cost 18 points.
- 9) *Add A +½ Advantage*: 180 Active Points; total cost 19 points.
- 10) *Add A -¼ Limitation*: Total cost 16 points.
- 11) *Add A -½ Limitation*: Total cost 15 points.

**WATERSPOUT**

Effect:	Blast 12d6, Only Versus Targets On The Water
Target:	32m Radius
Casting Time:	1 Turn (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	400m
Magic Roll Penalty:	-18
END Cost:	0

Description: This powerful attack spell creates an enormous, destructive waterspout. While it can only affect things on (or within 30m above) the surface of the water — ships, surface swimmers, and the like — that which it can affect it often kills or destroys.

Game Information: Blast 12d6, Area Of Effect (32m Radius; +1), Constant (+½), Reduced Endurance (0 END; +½) (180 Active Points); OAF Expendable (sculpted crystal cone filled with water, Very Difficult to obtain; -1½), Extra Time (1 Turn to cast; -¾), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Limited Range (400m; -¼), Only Versus Targets On The Water (-1), Requires A Magic Roll (-½), Spell (-½). Total cost: 28 points.

Options:

- 1) *Strong Spell:* Increase to Blast 15d6. 225 Active Points; total cost 35 points.
- 2) *Weak Spell:* Decrease to Blast 9d6. 135 Active Points; total cost 21 points.
- 3) *Free Spell:* Total cost: 36 points.
- 4) *Remove A +¼ Advantage:* 165 Active Points; total cost 25 points.
- 5) *Remove A +½ Advantage:* 150 Active Points; total cost 23 points.
- 6) *Remove A -¼ Limitation:* Total cost 29 points.
- 7) *Remove A -½ Limitation:* Total cost 30 points.
- 8) *Add A +¼ Advantage:* 195 Active Points; total cost 30 points.
- 9) *Add A +½ Advantage:* 210 Active Points; total cost 32 points.
- 10) *Add A -¼ Limitation:* Total cost 27 points.
- 11) *Add A -½ Limitation:* Total cost 26 points.

DEFENSIVE SPELLS

☼ BREATHE UNDERWATER

Effect: Life Support (Expanded Breathing: Breathe Underwater)

Target: Up to eight characters

Casting Time: Half Phase

Casting Procedures: Focus, Gestures, Incantations

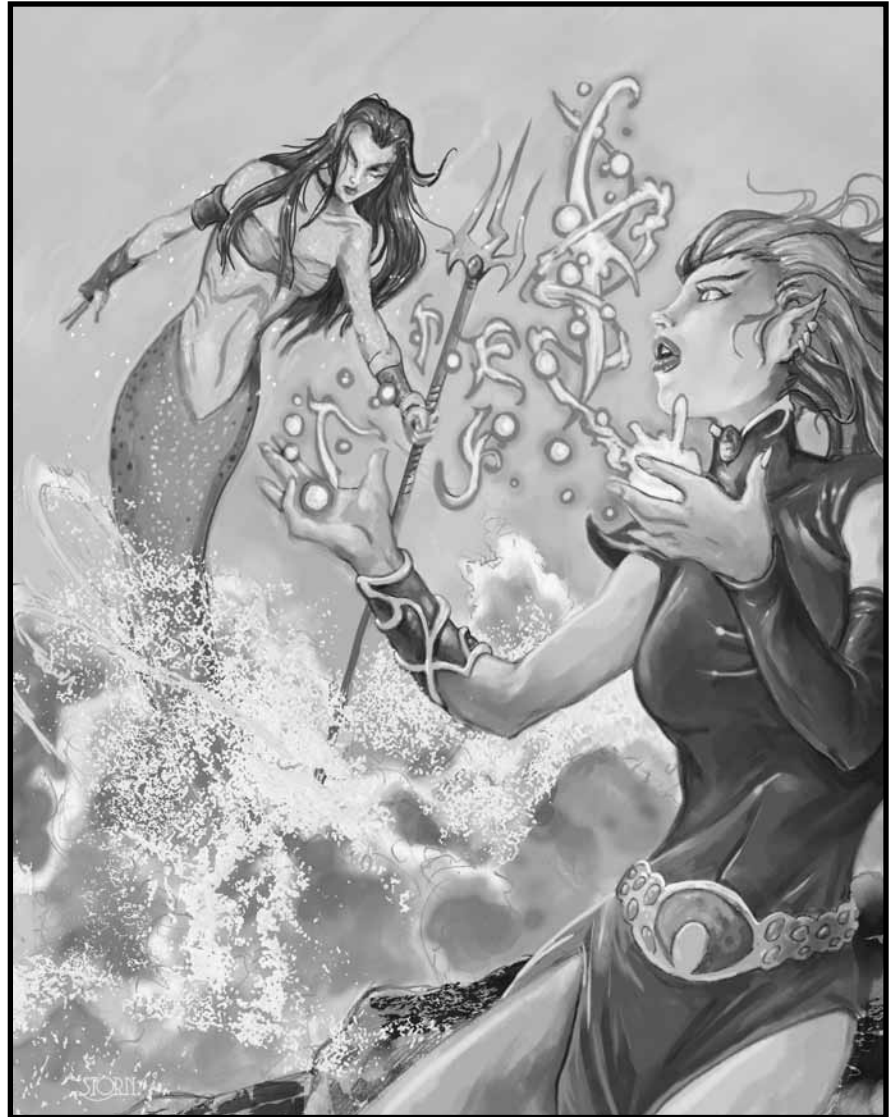
Duration: Time Limit (duration of 1 Hour, +1 Hour per point by which the caster succeeds with his Magic roll)

Range: Touch

Magic Roll Penalty: -1

END Cost: 0

Description: This spell allows the caster and anyone near him to breathe underwater. It's invaluable to adventuring mages who journey into the watery depths of the Sea Of Storms, or who expect to encounter underwater rivers and lakes while dungeon-delving.



Game Information: Life Support (Expanded Breathing: Breathe Underwater), Usable By Nearby (4m; +1) (10 Active Points); OAF Expendable (tiny bottle of air, corked with cotton, Easy to obtain; -1), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Time Limit (duration of 1 Hour, +1 Hour per point by which the caster succeeds with his Magic roll; -½). Total cost: 3 points.

Options:

- 1) *Free Spell:* Total cost: 4 points.
- 2) *Remove A +¼ Advantage:* 9 Active Points; total cost 2 points.
- 3) *Remove A +½ Advantage:* 7 Active Points; total cost 2 points.
- 4) *Remove A -¼ Limitation:* Total cost 3 points.
- 5) *Remove A -½ Limitation:* Total cost 3 points.
- 6) *Add A +¼ Advantage:* 11 Active Points; total cost 3 points.
- 7) *Add A +½ Advantage:* 12 Active Points; total cost 3 points.
- 8) *Add A -¼ Limitation:* Total cost 3 points.
- 9) *Add A -½ Limitation:* Total cost 2 points.



WAVE-WALL

Effect:	Barrier 4 PD/4 ED, 10 BODY (up to 10m long, 4m tall, and ½m thick), Non-Anchored, Dismissable
Target:	Area
Casting Time:	Half Phase
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	80m
Magic Roll Penalty:	-4
END Cost:	4

Description: This spell creates a wall of water that provides protection against attacks. The caster can slowly move the wall if necessary, or even cause it to disappear instantly.

When successfully created, a Wave-Wall can be up to 6m long and 3m tall. For every 1 point by which the caster succeeds with his Magic roll, he can increase the length or height by +1m to a maximum of 10m long and 4m tall.

Game Information: Barrier 4 PD/4 ED, 10 BODY (up to 10m long, 4m tall, and 1m thick), Non-Anchored, Dismissable (53 Active Points); OAF Expendable (aquamarine of fine quality, Very Difficult to obtain; -1½), Costs Endurance (to maintain; -½), Gestures (-¼), Incantations (-¼), Limited Range (80m; -¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 11 points.

Options:

- 1) *Strong Spell:* Increase to Barrier 6 PD/6 ED, 10 BODY. 59 Active Points; total cost 12 points.
- 2) *Weak Spell:* Decrease to Barrier 4 PD/4 ED, 6 BODY. 49 Active Points; total cost 10 points.
- 3) *Free Spell:* Total cost: 16 points.
- 4) *Remove A -¼ Limitation:* Total cost 12 points.
- 5) *Remove A -½ Limitation:* Total cost 12 points.
- 6) *Add A +¼ Advantage:* 66 Active Points; total cost 14 points.
- 7) *Add A +½ Advantage:* 79 Active Points; total cost 17 points.
- 8) *Add A -¼ Limitation:* Total cost 11 points.
- 9) *Add A -½ Limitation:* Total cost 10 points.
- 10) *Frothing Wave:* Add Opaque (Sight Group). 63 Active Points; total cost 13 points.

MOVEMENT SPELLS



ENHANCE SWIMMING

Effect:	Swimming +6m
Target:	Self
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-1
END Cost:	1

Description: This spell controls the waters around the caster to give him the power to swim much faster than normal.

Game Information: Swimming +6m (3 Active Points); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 1 point.

Options:

- 1) *Strong Spell:* Increase to Swimming +8m. 4 Active Points; total cost 1 point.
- 2) *Weak Spell:* Decrease to Swimming +4m. 2 Active Points; total cost 1 point.
- 3) *Focused Spell:* Add OAF (talisman; -1). Total cost: 1 point.
- 4) *Remove A -¼ Limitation:* Total cost 2 points.
- 5) *Remove A -½ Limitation:* Total cost 2 points.
- 6) *Add A +¼ Advantage:* 4 Active Points; total cost 2 points.
- 7) *Add A +½ Advantage:* 4 Active Points; total cost 2 points.
- 8) *Add A -¼ Limitation:* Total cost 1 point.
- 9) *Add A -½ Limitation:* Total cost 1 point.



WATER-WALKING

Effect:	Flight 12m, Only Along The Surface Of Water
Target:	Self
Casting Time:	Half Phase
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-1
END Cost:	1

Description: This spell allows the caster to walk on the surface of a relatively calm body of water, such as a lake, a slow-moving river, or a calm sea. The character cannot walk up a waterfall, over rapids, or the like. The spell lasts as long as the character keeps paying END or until he sets foot on dry land or in a watercraft.

As built, this spell assumes the caster has the standard Running 12m most characters have. If he has more or fewer meters of Running, rebuild it accordingly.

Game Information: Flight 12m (12 Active Points); OAF Expendable (piece of cork, Easy to obtain; -1), Gestures (-¼), Incantations (-¼), Only Along The Surface Of Water (-½), Requires A Magic Roll (-½). Total cost: 3 points.

Options:

- 1) *Free Spell*: Total cost: 5 points.
- 2) *Remove A -¼ Limitation*: Total cost 4 points.
- 3) *Remove A -½ Limitation*: Total cost 4 points.
- 4) *Add A +¼ Advantage*: 15 Active Points; total cost 4 points.
- 5) *Add A +½ Advantage*: 18 Active Points; total cost 5 points.
- 6) *Add A -¼ Limitation*: Total cost 3 points.
- 7) *Add A -½ Limitation*: Total cost 3 points.
- 8) *Group Water-Walking*: Add Usable By Nearby (4m; +1). 24 Active Points; total cost 7 points.

SENSORY SPELLS

DOWSING

Effect:	Detect Water
Target:	Self
Casting Time:	Half Phase
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-2
END Cost:	2

Description: This simple, but often extraordinarily useful, allows the caster to detect quantities of water nearby. It does not tell the caster anything about the quality of the water, though it does tell him roughly how much there is.

Game Information: Detect Water (INT Roll) (no Sense Group), Range, Telescopic (+20 versus Range Modifier) (18 Active Points); OAF Expendable (small forked stick with water-runes carved into it, Easy to obtain; -1), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 5 points.

Options:

- 1) *Strong Spell*: Increase to INT Roll +3, Discriminatory. 26 Active Points; total cost 7 points.
- 2) *Weak Spell*: Decrease to Telescopic (+4 versus Range Modifier). 12 Active Points; total cost 3 points.
- 3) *Free Spell*: Total cost: 7 points.
- 4) *Remove A -¼ Limitation*: Total cost 5 points.
- 5) *Remove A -½ Limitation*: Total cost 6 points.
- 6) *Add A +¼ Advantage*: 22 Active Points; total cost 6 points.
- 7) *Add A +½ Advantage*: 27 Active Points; total cost 8 points.
- 8) *Add A -¼ Limitation*: Total cost 5 points.
- 9) *Add A -½ Limitation*: Total cost 4 points.

MISCELLANEOUS SPELLS

WASH

Effect:	Change Environment (clean persons/objects), Long-Lasting
Target:	1m Radius
Casting Time:	Half Phase
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	10m
Magic Roll Penalty:	-2
END Cost:	2

Description: A favorite of adventurers everywhere, this spell washes and dries all the people and objects in a 1m radius, rendering them clean and fresh-smelling. The effect lasts until the persons or objects get dirty again by normal means.

Game Information: Change Environment (clean persons/objects), Long-Lasting, Area Of Effect (1m Radius; +¼) (19 Active Points); OAF Expendable (small piece of soap wrapped in a square of clean silk, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Instant (-½), Limited Range (10m; -¼), Requires A Magic Roll (-½). Total cost: 5 points.

Options:

- 1) *Free Spell*: Total cost: 6 points.
- 2) *Remove A +¼ Advantage*: 15 Active Points; total cost 4 points.
- 3) *Remove A -¼ Limitation*: Total cost 5 points.
- 4) *Remove A -½ Limitation*: Total cost 5 points.
- 5) *Add A +¼ Advantage*: 22 Active Points; total cost 5 points.
- 6) *Add A +½ Advantage*: 26 Active Points; total cost 6 points.
- 7) *Add A -¼ Limitation*: Total cost 4 points.
- 8) *Add A -½ Limitation*: Total cost 4 points.



ELEMENTAL MAGIC: MISCELLANEOUS

In addition to the four classic Elements, many other substances and phenomena are sometimes regarded as “Elements” in gaming campaigns. Two are described here: Ice/Cold and Light/Shadow.

ICE/COLD SPELLS

Wizards often debate the true nature of Ice. Some believe Ice-spells properly belong to the Water Magic category, others favor Air. But spellcasters well-versed in Ice-magery claim it is an Element unto itself, one of glittering power for those who take the risks to master its secrets.

BLIZZARD

Effect: Change Environment, -3 Temperature Levels and -3 Sight Group PER Rolls
Target: 32m Radius
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: 180m
Magic Roll Penalty: -4
END Cost: 4

Description: This spell creates an area of intense cold and swirling snow. While the blizzard doesn't injure anyone caught within it, it does chill and blind them.

Game Information: Change Environment 32m radius, -3 Temperature Levels and -3 Sight Group PER Rolls, Area Of Effect (32m Radius; +1) (36 Active Points); OAF Expendable (piece of white silk, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 10 points.

Options:

- 1) *Free Spell:* Total cost: 14 points.
- 2) *Remove A +¼ Advantage:* 31 Active Points; total cost 8 points.
- 3) *Remove A +½ Advantage:* 27 Active Points; total cost 7 points.
- 4) *Remove A -¼ Limitation:* Total cost 10 points.
- 5) *Remove A -½ Limitation:* Total cost 11 points.
- 6) *Add A +¼ Advantage:* 40 Active Points; total cost 11 points.
- 7) *Add A +½ Advantage:* 45 Active Points; total cost 12 points.
- 8) *Add A -¼ Limitation:* Total cost 9 points.
- 9) *Add A -½ Limitation:* Total cost 8 points.

FREEZE LIQUIDS

Effect: Change Environment (freeze liquids), -11 Temperature Levels
Target: 500m Radius Selective
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 420m
Magic Roll Penalty: -10
END Cost: 10

Description: With this spell, the caster can instantly freeze one or more bodies of liquid within a 500m radius. He can choose to freeze some (such as all the mugs of beer in a tavern) but not others (such as the water in the rainbarrels outside the tavern), but must be able to establish Line Of Sight to all the targets he want to affect unless he want to affect *all* of them within 500m. The ice lasts as long as it normally would given prevailing environmental conditions.

In game terms, the spell removes 11 Temperature Levels, or up to 220 degrees Fahrenheit, to the affected water. This suffices to freeze even boiling water (since the normal boiling point of water is 212 degrees Fahrenheit).

A spellcaster cannot use this spell to harm living beings. However, in the case of beings made of Water (such as water elementals), the GM might consider it to cause RKA 1d6, NND, Does BODY damage (the defense being Power Defense or an appropriate protective spell).

At the GM's option, a character who uses this spell on a single large body of water (such as a lake) can freeze the surface of the entire body of water thick enough for humans (and perhaps larger creatures) to walk on it safely, even if the body of water is larger than the spell's defined radius.

Game Information: Change Environment (freeze liquids), -11 Temperature Levels, Area Of Effect (500m Radius Selective; +2¼) (107 Active Points); OAF Expendable (clear crystal cube with ice-runes etched on each face, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Instant (-½), Requires A Magic Roll (-½), Spell (-½). Total cost: 25 points.

Options:

- 1) *Free Spell*: Total cost: 36 points.
- 2) *Remove A +¼ Advantage*: 99 Active Points; total cost 23 points.
- 3) *Remove A +½ Advantage*: 91 Active Points; total cost 21 points.
- 4) *Remove A -¼ Limitation*: Total cost 27 points.
- 5) *Remove A -½ Limitation*: Total cost 28 points.
- 6) *Add A +¼ Advantage*: 115 Active Points; total cost 27 points.
- 7) *Add A +½ Advantage*: 124 Active Points; total cost 29 points.
- 8) *Add A -¼ Limitation*: Total cost 24 points.
- 9) *Add A -½ Limitation*: Total cost 22 points.

HAILSTORM

Effect: Blast 6d6, Indirect
Target: 16m Radius
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 100m
Magic Roll Penalty: -6
END Cost: 6

Description: This spell invokes a brief but intense hailstorm over a 10m radius area. The large hailstones batter and bash anything within that area.

Game Information: Blast 6d6 (physical), Area Of Effect (16m Radius; +¾), Indirect (Source Point is always above the target area; +¼) (60 Active Points); OAF Expendable (handful of clear glass marbles, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Limited Range (100m; -¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 15 points.

Options:

- 1) *Strong Spell*: Increase to Blast 8d6. 80 Active Points; total cost 20 points.
- 2) *Weak Spell*: Decrease to Blast 4d6. 40 Active Points; total cost 10 points.
- 3) *Free Spell*: Total cost: 22 points.
- 4) *Remove A +¼ Advantage*: 52 Active Points; total cost 13 points.

- 5) *Remove A +½ Advantage*: 45 Active Points; total cost 11 points.
- 6) *Remove A -¼ Limitation*: Total cost 16 points.
- 7) *Remove A -½ Limitation*: Total cost 17 points.
- 8) *Add A +¼ Advantage*: 67 Active Points; total cost 17 points.
- 9) *Add A +½ Advantage*: 75 Active Points; total cost 19 points.
- 10) *Add A -¼ Limitation*: Total cost 14 points.
- 11) *Add A -½ Limitation*: Total cost 13 points.
- 12) *Icicle Storm*: This form of the spell creates sharp, deadly icicles instead of battering hailstones. Change to RKA 2d6. 60 Active Points; total cost 15 points.

ICY BOLT

Effect: RKA 2d6, Penetrating
Target: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 60m
Magic Roll Penalty: -7
END Cost: 7

Description: When a wizard casts this spell, a bolt of bluish-white, intensely cold mystic energy lances out to injure his target. Even the strongest armor rarely offers complete protection against an Icy Bolt.

Game Information: RKA 2d6, Penetrating (+½) (45 Active Points); OAF Expendable (small crystal bar, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Limited Range (60m; -¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 11 points.

Options:

- 1) *Strong Spell*: Increase to RKA 3d6. 67 Active Points; total cost 17 points.
- 2) *Weak Spell*: Decrease to RKA 1d6. 22 Active Points; total cost 5 points.
- 3) *Free Spell*: Total cost: 16 points.
- 4) *Remove A +¼ Advantage*: 37 Active Points; total cost 9 points.
- 5) *Remove A +½ Advantage*: 30 Active Points; total cost 7 points.
- 6) *Remove A -¼ Limitation*: Total cost 12 points.
- 7) *Remove A -½ Limitation*: Total cost 13 points.
- 8) *Add A +¼ Advantage*: 52 Active Points; total cost 13 points.
- 9) *Add A +½ Advantage*: 60 Active Points; total cost 15 points.
- 10) *Add A -¼ Limitation*: Total cost 10 points.
- 11) *Add A -½ Limitation*: Total cost 10 points.
- 12) *Icy Cone*: Add Area Of Effect (16m Cone; +½) and change Limited Range (60m; -¼) to No Range (-½). 60 Active Points; total cost 14 points.

★ ICY GROUND

Effect: Change Environment (create ice sheet), -4 to DEX Rolls
Target: Surface 16m radius
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: 120m
Magic Roll Penalty: -2
END Cost: 2

Description: This spell coats the ground with a sheet of slippery ice, making it difficult for people and creatures to walk or keep their footing. The sheet disappears as soon as the caster stops paying END to maintain it.

Game Information: Change Environment (create ice sheet), -4 to DEX Rolls to move on, Area Of Effect (Surface 16m radius; +1) (24 Active Points); OAF Expendable (sheet of tin covered in oil, Difficult to obtain; -1¼), Can Only Be Applied To Horizontal Surfaces (e.g., the ground and floors; -0), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 6 points.

Options:

- 1) *Free Spell:* Total cost: 10 points.
- 2) *Remove A +¼ Advantage:* 21 Active Points; total cost 6 points.
- 3) *Remove A +½ Advantage:* 18 Active Points; total cost 5 points.
- 4) *Remove A -¼ Limitation:* Total cost 8 points.
- 5) *Remove A -½ Limitation:* Total cost 9 points.
- 6) *Add A +¼ Advantage:* 27 Active Points; total cost 9 points.
- 7) *Add A +½ Advantage:* 30 Active Points; total cost 8 points.
- 8) *Add A -¼ Limitation:* Total cost 6 points.
- 9) *Add A -½ Limitation:* Total cost 6 points.

★ PROTECTION FROM ICE

Effect: Resistant Protection (14 ED), Only Works Against Ice/Cold Damage, Usable By Other
Target: One person
Casting Time: Half Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Time Limit (duration of 1 Hour, +1 Hour per +1 by which the character makes his Magic roll)
Range: Touch
Magic Roll Penalty: -3
END Cost: 3 to cast

Description: This spell allows the caster to confer on himself or one other person a high degree of protection from Ice attacks (but not the physical impact of ice, such as from Hailstorm). The defense applies against both normal and magical cold, and lasts for a minimum of 1 Hour. The recipient of the spell may choose at any time to end it.

Game Information: Resistant Protection (14 ED), Usable On Other (can grant power to one recipient, recipient must be willing, grantor controls

the power and pays the END for it, recipient must be within Reach but can go anywhere thereafter; +½) (31 Active Points); OAF Expendable (iron ball once heated red-hot and engraved with runes of ice and fire, Very Difficult to obtain; -1½), Costs Endurance (only to cast; -¼), Gestures (-¼), Incantations (-¼), Only Works Against Ice/Cold Damage (-¾), Requires A Magic Roll (-½) Time Limit (duration of 1 Hour, +1 Hour per +1 by which the character makes his Magic roll; -½). Total cost: 6 points.

Options:

- 1) *Strong Spell:* Increase to Resistant Protection (18 ED). 40 Active Points; total cost 8 points.
- 2) *Weak Spell:* Decrease to Resistant Protection (10 ED). 22 Active Points; total cost 4 points.
- 3) *Free Spell:* Total cost: 9 points.
- 4) *Remove A +½ Advantage:* 21 Active Points; total cost 4 points.
- 5) *Remove A -¼ Limitation:* Total cost 6 points.
- 6) *Remove A -½ Limitation:* Total cost 7 points.
- 7) *Add A +¼ Advantage:* 37 Active Points; total cost 7 points.
- 8) *Add A +½ Advantage:* 42 Active Points; total cost 8 points.
- 9) *Add A -¼ Limitation:* Total cost 6 points.
- 10) *Add A -½ Limitation:* Total cost 6 points.

★ WALL OF ICE

Effect: Barrier 8 PD/6 ED, 10 BODY (up to 10m long, 3m high, and 1m thick)
Target: Area
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 20m
Magic Roll Penalty: -5
END Cost: 5

Description: This spell resembles Wall Of Stone (page 128), but allows the caster to create a wall of thick, solid ice. The wall will melt eventually, if the environmental conditions are hot enough, but it's so sturdy and strong that this could take hours or days.

When successfully created, a Wall Of Ice can be up to 6m long and 3m tall. For every 1 point by which the caster succeeds with his Magic roll, he can increase the length or height by +1m to a maximum of 10m long and 4m tall.

Game Information: Barrier 8 PD/6 ED, 10 BODY (up to 10m long, 3m high, and 1m thick) (46 Active Points); OAF Expendable (small cube of crystal with a rune etched in each side, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Limited Range (20m; -¼), Requires A Magic Roll (-½). Total cost: 13 points.

Options:

- 1) *Strong Spell:* Increase to Barrier 10 PD/8 ED, 12 BODY. 54 Active Points; total cost 15 points.
- 2) *Weak Spell:* Decrease to Barrier 6 PD/4 ED, 8 BODY. 38 Active Points; total cost 11 points.

- 3) *Free Spell*: Total cost: 20 points.
- 6) *Remove A -¼ Limitation*: Total cost 14 points.
- 7) *Remove A -½ Limitation*: Total cost 15 points.
- 8) *Add A +¼ Advantage*: 57 Active Points; total cost 16 points.
- 9) *Add A +½ Advantage*: 69 Active Points; total cost 20 points.
- 10) *Add A -¼ Limitation*: Total cost 12 points.
- 11) *Add A -½ Limitation*: Total cost 11 points.
- 10) *Wall Of Icicles*: This version of the Wall Of Ice is covered with large, sharp icicles on one side (typically the side facing away from the caster). Add: RKA 1d6, Constant (+½), Area Of Effect (Surface large enough to cover Barrier, Damage Shield; +1), Armor Piercing (+¼), Reduced Endurance (0 END; +½), Time Limit (lasts until Barrier is destroyed; +½) (56 Active Points); OAF Expendable (small cube of stone with a rune etched in each side, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Limited Range (20m; -¼), Linked (-¼), Requires A Magic Roll (-½). Total cost: 15 points; total cost of spell 28 points.

SPELLS OF LIGHT AND SHADOW

Just as mages debate the nature of Ice Magic, so to do they argue the place of magics of Light and Shadow. Some claim they are but two sides of the same coin, while others consider them as separate forms of magic. Some would assign Light spells to Fire Magic and leave Shadow as its own category. Still others regard them more as manifestations of divine power than arcane.

The spells below assume that Light and Shadow are just two aspects of one Elemen. If you prefer some other characterization, simply adjust the spell listings accordingly.



BLINDING FLASH

Effect: Sight Group Flash 8d6
Target: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 60m
Magic Roll Penalty: -4
END Cost: 4

Description: This spell creates a blinding flash of light to temporarily incapacitate the caster's foes.

Game Information: Sight Group Flash 8d6 (40 Active Points); OAF Expendable (small disc-shaped mirror etched around the edge with sun-runes, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Limited Range (60m; -¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 10 points.

Options:

- 1) *Strong Spell*: Increase to Sight Group Flash 10d6. 50 Active Points; total cost 12 points.
- 2) *Weak Spell*: Decrease to Sight Group Flash 6d6. 30 Active Points; total cost 7 points.
- 3) *Free Spell*: Total cost: 14 points.
- 4) *Remove A -¼ Limitation*: Total cost 11 points.
- 5) *Remove A -½ Limitation*: Total cost 11 points.
- 6) *Add A +¼ Advantage*: 50 Active Points; total cost 12 points.
- 7) *Add A +½ Advantage*: 60 Active Points; total cost 15 points.
- 8) *Add A -¼ Limitation*: Total cost 9 points.
- 9) *Add A -½ Limitation*: Total cost 9 points.



CREATE LIGHT

Effect: Sight Group Images, +4 to PER Rolls
Target: 8m radius
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: 220m
Magic Roll Penalty: -3
END Cost: 3

Description: This simple but useful spell, learned by wizard since time immemorial, creates a field of light up to 8m wide that's as bright as ordinary daylight. The light remains in existence as long as the caster pays END for it, and he can alter the color of it to suit himself.

At the GM's option, you can also consider this spell as belonging to Wizardry due to its commonality.

Game Information: Sight Group Images, +4 to PER Rolls, Area Of Effect (8m Radius; +½) (33 Active Points); OAF Expendable (tiny gold orb, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Only To Create Light (-1), Requires A Magic Roll (-½), Spell (-½). Total cost: 7 points.

Options:

- 1) *Strong Spell*: Increase to Area Of Effect (16m Radius; +¾). 38 Active Points; total cost 8 points.
- 2) *Weak Spell*: Decrease to Area Of Effect (4m Radius; +¼). 27 Active Points; total cost 6 points.
- 3) *Free Spell*: Total cost: 9 points.
- 4) *Remove A +¼ Advantage*: 27 Active Points; total cost 6 points.
- 5) *Remove A +½ Advantage*: 22 Active Points; total cost 5 points.
- 6) *Remove A -¼ Limitation*: Total cost 7 points.
- 7) *Remove A -½ Limitation*: Total cost 8 points.
- 8) *Add A +¼ Advantage*: 38 Active Points; total cost 8 points.
- 9) *Add A +½ Advantage*: 44 Active Points; total cost 9 points.
- 10) *Add A -¼ Limitation*: Total cost 7 points.
- 11) *Add A -½ Limitation*: Total cost 6 points.
- 12) *Lasting Light*: Add Reduced Endurance (0 END; +½) and Time Limit (duration of 1 Minute, +1 Minute per +1 by which the character makes his Magic roll; +¾). 60 Active Points; total cost 13 points.



CREATE SHADOW

Effect: Darkness to Sight Group
Target: 8m Radius
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: 400m
Magic Roll Penalty: -4
END Cost: 4

Description: This spell creates an area of impenetrable shadow with a 8m radius. Those outside it cannot see into it; those inside it cannot see out.

Game Information: Darkness to Sight Group 8m radius (40 Active Points); OAF Expendable (small disk-shaped mirror painted black, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 11 points.

Options:

- 1) *Strong Spell:* Increase to 12m radius. 60 Active Points; total cost 16 points.
- 2) *Weak Spell:* Decrease to 6m radius. 30 Active Points; total cost 8 points.
- 3) *Free Spell:* Total cost: 16 points.
- 4) *Remove A -¼ Limitation:* Total cost 11 points.
- 5) *Remove A -½ Limitation:* Total cost 12 points.
- 6) *Add A +¼ Advantage:* 50 Active Points; total cost 13 points.
- 7) *Add A +½ Advantage:* 60 Active Points; total cost 16 points.
- 8) *Add A -¼ Limitation:* Total cost 10 points.
- 9) *Add A -½ Limitation:* Total cost 9 points.
- 10) *Clinging Shadow:* This spell creates a small sphere of shadow that clings to a single person, blinding him no matter how he tries to escape it. Decrease to 1m radius and add Usable As Attack (defense is knowing any spell from the Light/Shadow arcana; +1¼), Ranged (+½), and Reduced Endurance (0 END; +½). 16 Active Points; total cost 4 points.



DARK LEECHING

Effect: Drain BODY 4d6
Target: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 300m
Magic Roll Penalty: -4
END Cost: 4

Description: This spell creates a field of cold, malign shadow that surrounds the target and attacks his very being and soul. Victims who survive often find that their hair has gone grey or they have lost an inch or two of height.

Game Information: Drain BODY 4d6 (40 Active Points); OAF Expendable (small obsidian sphere, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 11 points.

Options:

- 1) *Strong Spell:* Increase to Drain BODY 5d6. 50 Active Points; total cost 13 points.
- 2) *Weak Spell:* Decrease to Drain BODY 3d6. 30 Active Points; total cost 8 points.
- 3) *Free Spell:* Total cost: 16 points.
- 4) *Remove A -¼ Limitation:* Total cost 11 points.
- 5) *Remove A -½ Limitation:* Total cost 12 points.
- 6) *Add A +¼ Advantage:* 50 Active Points; total cost 13 points.
- 7) *Add A +½ Advantage:* 60 Active Points; total cost 16 points.
- 8) *Add A -¼ Limitation:* Total cost 10 points.
- 9) *Add A -½ Limitation:* Total cost 9 points.
- 10) *Lingering Spell:* Add Delayed Return Rate (points return at the rate of 5 per Minute; +1). 80 Active Points; total cost 21 points.



FEAR OF THE DARK

Effect: Drain PRE 4d6
Target: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 400m
Magic Roll Penalty: -4
END Cost: 4

Description: Darkness is a source of primeval terror for most people, and this spell summons up that ancient fear and inflicts it upon the target... even if he's standing in broad daylight.

Game Information: Drain PRE 4d6 (40 Active Points); OAF Expendable (tiny executioner's hood woven of black silk, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 12 points.

Options:

- 1) *Strong Spell:* Increase to Drain PRE 5d6. 50 Active Points; total cost 13 points.
- 2) *Weak Spell:* Decrease to Drain PRE 3d6. 30 Active Points; total cost 8 points.
- 3) *Free Spell:* Total cost: 16 points.
- 4) *Remove A -¼ Limitation:* Total cost 11 points.
- 5) *Remove A -½ Limitation:* Total cost 12 points.
- 6) *Add A +¼ Advantage:* 50 Active Points; total cost 13 points.
- 7) *Add A +½ Advantage:* 60 Active Points; total cost 16 points.
- 8) *Add A -¼ Limitation:* Total cost 10 points.
- 9) *Add A -½ Limitation:* Total cost 9 points.
- 10) *Lingering Spell:* Add Delayed Return Rate (points return at the rate of 5 per Minute; +1). 80 Active Points; total cost 21 points.

★ SHADOW EYES

Effect:	Nightvision
Target:	Self
Casting Time:	Half Phase
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-1
END Cost:	1

Description: This simple but effective spell grants the caster the ability to see in ordinary darkness (such as at night). It does not allow him to see through Darkness-based spells.

Game Information: Nightvision (5 Active Points); OAF Expendable (small lens, Difficult to obtain; -1¼), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 1 point.

Options:

- 1) *Free Spell:* Total cost: 2 points.
- 2) *Remove A -¼ Limitation:* Total cost 1 point.
- 3) *Remove A -½ Limitation:* Total cost 1 point.
- 4) *Add A +¼ Advantage:* 6 Active Points; total cost 2 points.
- 5) *Add A +½ Advantage:* 7 Active Points; total cost 2 points.
- 6) *Add A -¼ Limitation:* Total cost 1 point.
- 7) *Add A -½ Limitation:* Total cost 1 point.
- 8) *Lasting Spell:* Remove Costs Endurance (-½) and add Time Limit (duration of 1 Hour, +10 Minutes per +1 by which the character makes his Magic roll; -½). Total cost: 1 point.

★ SHADOW FORM

Effect:	Desolidification
Target:	Self
Casting Time:	Extra Phase
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-4
END Cost:	4

Description: This spell converts the caster's body to shadow, allowing him to walk through walls and ignore the effects of non-magical attacks.

Game Information: Desolidification (affected by any attack spell) (40 Active Points); OAF Expendable (piece of black silk, Difficult to obtain; -1¼), Extra Time (Extra Phase to cast; -½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 11 points.

Options:

- 1) *Free Spell:* Total cost: 16 points.
- 2) *Remove A -¼ Limitation:* Total cost 11 points.
- 3) *Remove A -½ Limitation:* Total cost 12 points.
- 4) *Add A +¼ Advantage:* 50 Active Points; total cost 13 points.
- 5) *Add A +½ Advantage:* 60 Active Points; total cost 16 points.
- 6) *Add A -¼ Limitation:* Total cost 10 points.
- 7) *Add A -½ Limitation:* Total cost 9 points.

★ SHADOW-WALKING

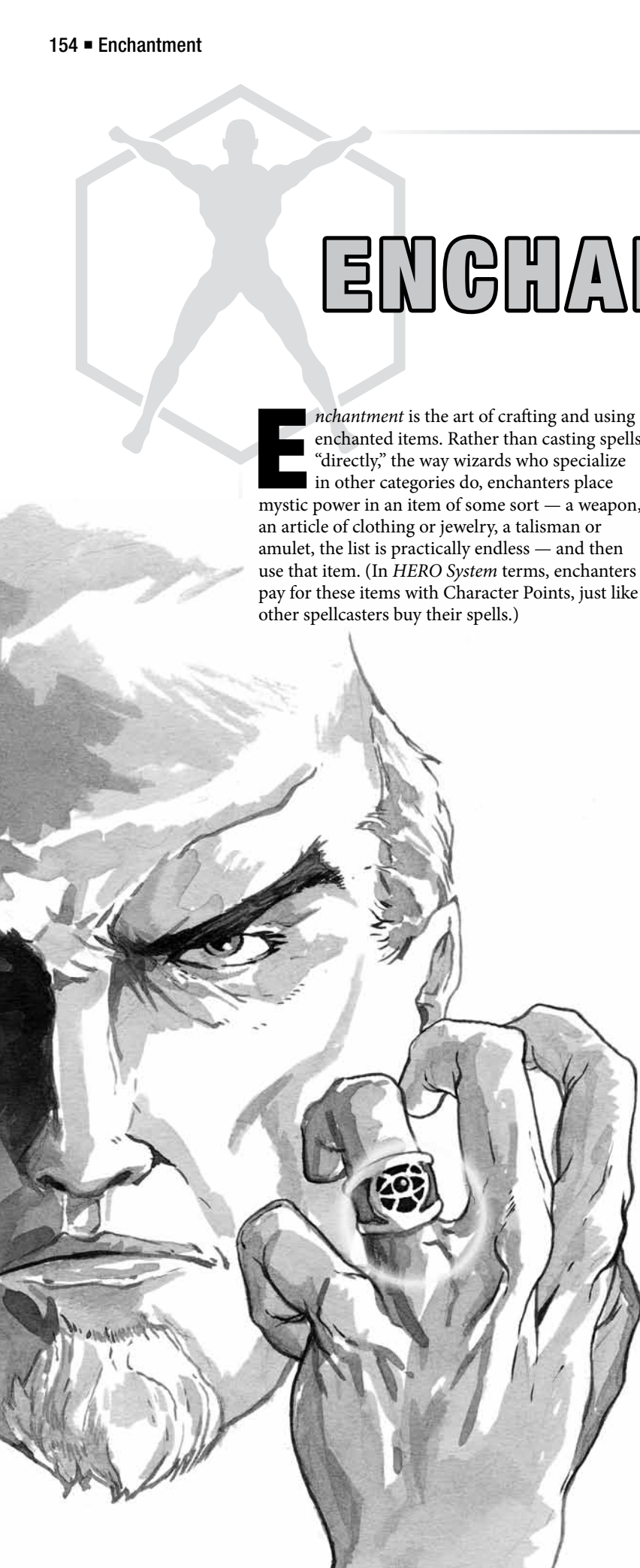
Effect:	Teleportation 20m, MegaScale (1m = 1 km), Only Through Darkness/Shadows
Target:	Self
Casting Time:	Half Phase
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	Self
Magic Roll Penalty:	-4
END Cost:	4

Description: This spell allows a caster to step into shadows or darkness at one place, then emerge from shadows or darkness at another place. He can only travel between shadows, and if the shadows aren't large enough to cover him completely (*i.e.*, at least 1m tall and wide) he can't use them to shadow-walk.

Game Information: Teleportation 20m, MegaScale (1m = 1 km; +1) (40 Active Points); OAF Expendable (strip of parchment painted with shadow-runes and twisted into a Moebius strip, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Only Through Darkness/Shadows (-¼), Requires A Magic Roll (-½). Total cost: 11 points.

Options:

- 1) *Strong Spell:* Increase to Teleportation 30m. 60 Active Points; total cost 17 points.
- 2) *Weak Spell:* Decrease to Teleportation 10m. 20 Active Points; total cost 6 points.
- 3) *Free Spell:* Total cost: 18 points.
- 4) *Remove A -¼ Limitation:* Total cost 12 points.
- 5) *Remove A -½ Limitation:* Total cost 13 points.
- 6) *Add A +¼ Advantage:* 45 Active Points; total cost 13 points.
- 7) *Add A +½ Advantage:* 50 Active Points; total cost 14 points.
- 8) *Add A -¼ Limitation:* Total cost 11 points.
- 9) *Add A -½ Limitation:* Total cost 10 points.



ENCHANTMENT

Enchantment is the art of crafting and using enchanted items. Rather than casting spells “directly,” the way wizards who specialize in other categories do, enchanters place mystic power in an item of some sort — a weapon, an article of clothing or jewelry, a talisman or amulet, the list is practically endless — and then use that item. (In *HERO System* terms, enchanters pay for these items with Character Points, just like other spellcasters buy their spells.)

Enchantment offers several advantages over “typical” spellcasting. First, placing a spell in an item often allows it to be more powerful. Second, using enchanted items allows an enchanter to wield powers from many categories of spells, sometimes with greater flexibility than a traditional spellcaster. Third, it’s often quicker and easier to use an item than to cast a spell. In *HERO System* terms, using an enchanted item is often a regular Zero Phase Action, instead of the Half Phase Action that’s standard for casting any sort of spell in most Fantasy Hero campaigns, and no Gestures or Skill Roll are required. (Incantations in the form of a “command word” may still be required, and some potent items do require the user to succeed with a Magic roll to “activate” them properly.) Fourth, while most enchanted items are Personal Foci of the casters who create them, some are Universal Foci that anyone can use (though they may need to know a “command word” or the like).

On the other hand, Enchantment has its drawbacks, too — primarily the fact that the items can be taken away from the caster. An ordinary caster can’t have his spells taken away, and even if he loses any (Expendable) Focus necessary to use a spell may still be able to cast it by paying extra END, making his Magic roll at a penalty, or the like (see *Fantasy Hero* for more discussion of this sort of thing). An enchanter who loses an item cannot use its powers at all until he gets it back.

The items described below are just a sampling of the nigh-infinite number of items that enchanters create. They focus on items casters tend to use themselves, rather than ones they craft for others to use (though making enchanted items for other people is also part of Enchantment; see *Fantasy Hero* for more information on making enchanted items). Thus, there aren’t any shields or suits of plate armor (items wizards rarely use), but there are some enchanted swords.

Assume that all enchanted items described below have the standard PD and ED for Foci (*i.e.*, Active Points divided by 5) unless common or dramatic sense dictate they should be Unbreakable Foci.

ARMOR



DRAGONSKIN ARMOR

Effect:	Resistant Protection (6 PD/6 ED) plus Resistant Protection (+12 ED), Only Versus Fire
Target:	Self
Casting Time:	N/A
Casting Procedures:	N/A
Duration:	Persistent
Range:	Self
Magic Roll Penalty:	N/A
END Cost:	0

Description: As is well-known, the skins of dragons are wondrously tough, yet also soft enough to work if the skin is removed after the dragon is slain. Enchanters long ago discovered a process whereby they could make from dragon-skin a suit of leather armor as tough as chainmail with the additional benefit of offering special protection against fire damage.

Most suits of Dragonskin Armor are cut, shaped, or molded to have a draconic motif, or to have scenes of dragons worked into the leather. Regardless of the armor's form or appearance, any dragon can instantly sense when a suit of armor is Dragonskin Armor... and even the kindest dragons rarely react well to it. Many attack a person wearing Dragonskin Armor on sight.

Game Information: Resistant Protection (6 PD/6 ED) (18 Active Points); OIF (-½), Mass (Half Mass; -½), Side Effects (attracts the ire of dragons; -¼) (total cost: 8 points) **plus** Resistant Protection (+12 ED) (18 Active Points); OIF (-½), Only Works Against Fire/Heat (-½), Side Effects (attracts the ire of dragons; -¼) (total cost: 8 points). Total cost: 16 points.



STARBRIGHT ARMOR

Effect:	Resistant Protection (3 PD/3 ED) plus Sight Group Flash 8d6
Target:	Self/One character
Casting Time:	N/A (Resistant Protection)/Attack Action (Flash)
Casting Procedures:	N/A
Duration:	Persistent/Instant
Range:	Self/No Range
Magic Roll Penalty:	N/A
END Cost:	0/12 Charges

Description: This suit of studded cuir-bouilli has studs shaped like tiny golden starbursts. At a mental command from the wearer, one of the studs can emit a blinding flash of light to disorient a foe, leaving him unable to defend himself properly.

Game Information: Resistant Protection (3 PD/3 ED) (9 Active Points); OIF (-½), Mass (Half Mass; -½) (total cost: 4 points) **plus** Sight Group Flash 8d6 (40 Active Points); OIF (-½), No Range (-½), 12 Charges (-¼) (total cost: 18 points). Total cost: 22 points.



WIZARD'S MAIL

Effect:	Resistant Protection (9 PD/9 ED) plus Mental Defense (10 points) plus Power Defense (15 points)
Target:	Self
Casting Time:	N/A
Casting Procedures:	N/A
Duration:	Persistent
Range:	Self
Magic Roll Penalty:	N/A
END Cost:	0

Description: Ideally suited for warrior-mages and other spellcasters who tend to get involved in HTH Combat, Wizard's Mail is as strong as the strongest plate armor but weighs no more than ordinary clothing. It provides protection against many forms of magical attack as well as mundane weapons and blows.

Game Information: Resistant Protection (9 PD/9 ED) (27 Active Points); OIF (-½) (total cost: 18 points) **plus** Mental Defense (10 points); OIF (-½) (total cost: 7 points) **plus** Power Defense (15 points); OIF (-½) (total cost: 10 points). Total cost: 35 points.

CLOTHING

Enchanters frequently use items of well-made clothing to hold enchantments since they're both comfortable and easy to wear into situations where more obvious enchanted items might attract unwanted attention.

Belts



BELT OF STAMINA

Effect:	+10 CON, +20 END, +20 STUN
Target:	Self
Casting Time:	N/A
Casting Procedures:	N/A
Duration:	Persistent
Range:	Self
Magic Roll Penalty:	N/A
END Cost:	0

Description: This enchanted belt grants the wearer greater endurance, resilience, and stamina. It takes longer for him to tire, and he resists weariness and injury better than normal.

Game Information: +10 CON (10 Active Points); OIF (-½) (total cost: 7 points) **plus** +20 END (4 Active Points); OIF (-½) (total cost: 3 points) **plus** +20 STUN (10 Active Points); OIF (-½) (total cost: 7 points). Total cost: 17 points.

Options:

- 1) *Strong Belt:* Increase to +15 CON, +30 END, +30 STUN. 36 Active Points; total cost 24 points.
- 2) *Weak Belt:* Decrease to +5 CON, +10 END, +10 STUN. 12 Active Points; total cost 7 points.



BELT OF STRENGTH

Effect: +20 STR
Target: Self
Casting Time: N/A
Casting Procedures: N/A
Duration: Persistent
Range: Self
Magic Roll Penalty: N/A
END Cost: 2

Description: This enchanted belt, made of leather studded with iron, increases the wearer's strength to prodigious levels.

Game Information: +20 STR (20 Active Points); OIF (-½). Total cost: 13 points.

Options:

- 1) *Strong Belt:* Increase to +30 STR. 30 Active Points; total cost 20 points.
- 2) *Weak Belt:* Decrease to +10 STR. 10 Active Points; total cost 7 points.

Boots



BOOTS OF THE CRICKET

Effect: Leaping +12m; Clinging
Target: Self
Casting Time: N/A
Casting Procedures: N/A
Duration: Constant/Persistent
Range: Self
Magic Roll Penalty: N/A
END Cost: 0

Description: This pair of fine, supple leather boots contains two enchantments. The first allows the wearer to leap much further than he ordinarily could; the second allows him to walk along walls and ceilings like an insect. A clever, acrobatic character can use them to obtain Surprise Move bonuses in combat; escape pursuers, and the like.

Game Information: Leaping +12m, Reduced Endurance (0 END; +½) (9 Active Points); OIF (-½) (total cost: 6 points) **plus** Clinging (normal STR) (10 Active Points); OIF (-½) (total cost: 7 points). Total cost: 13 points.



BOOTS OF STEALTHY TREADING

Effect: Flight 12m, Invisible To Hearing Group, Only Along Horizontal Surfaces
Target: Self
Casting Time: N/A
Casting Procedures: N/A
Duration: Constant
Range: Self
Magic Roll Penalty: N/A
END Cost: 0

Description: Boots of Stealthy Treading allow a character to walk or run at his normal speed, but without making any noise or leaving tracks.

These Boots are built with the assumption that the wearer has the standard Running 12m most characters have. If he has more or fewer meters of Running, rebuild it accordingly.

Game Information: Flight 12m, Invisible To Hearing Group (+¼) (15 Active Points); OIF (-½), Only In Contact With A Horizontal Surface (-¼). Total cost: 8 points.

Bracers



BRACERS OF SPELL STORAGE

Effect: Variable Power Pool, 60 Pool + 60 Control Cost, Trigger (mental command)
Target: Varies
Casting Time: N/A
Casting Procedures: N/A
Duration: Varies
Range: Varies
Magic Roll Penalty: N/A
Charges: 12 Charges

Description: These bracers, usually made of some valuable metal, are set with a dozen moonstones. Each stone can "store" one spell. Once per day a wizard can cast up to a dozen of his spells "into" the bracers (one per stone). The bracers stores the spells and can instantly release them at any time on his mental command.

In game terms, the character uses his spellbook and a special ritual to implant up to twelve spells into the Bracers (six spells maximum per bracer). Standard rules for VPPs apply, so the total Real Point cost of all twelve spells has to fit into the 60 point Pool, and no single spell can have more than 60 Active Points (as defined by the Control Cost)

Game Information: Variable Power Pool, 60 Pool + 60 Control Cost, Trigger (mental command, Trigger immediately automatically resets; +1) (120 Active Points); all slots OIF (-½), Can Only Be Changed With Access To Spellbook And A Special Ritual (-½), Character's Spells Only (-¼), 12 Charges (-¼). Total cost: 84 points.

Options:

- 1) *Strong Bracers:* Increase to 90 Pool + 90 Control Cost. 180 Active Points; total cost 126 points.
- 2) *Weak Bracers:* Increase to 30 Pool + 30 Control Cost. 60 Active Points; total cost 42 points.

★ BRACERS OF TELEPORTATION

Effect:	Teleportation 40m
Target:	Self
Casting Time:	N/A
Casting Procedures:	N/A
Duration:	Instant
Range:	Self
Magic Roll Penalty:	N/A
Charges:	16 Charges

Description: When the wearer touches these leather and copper bracers together, he can teleport up to 40m. If he can't touch the left bracer to the right, he can't teleport.

Game Information: Teleportation 40m (40 Active Points); OIF (-½), Gestures (must touch bracers together; -¼), 16 Charges (-0). Total cost: 23 points.

Options:

- 1) *Strong Bracers:* Increase to Teleportation 60m. 60 Active Points; total cost 34 points.
- 2) *Weak Bracers:* Increase to Teleportation 20m. 20 Active Points; total cost 11 points.

Cloaks

★ CLOAK OF FEATHERS

Effect:	Flight 30m
Target:	Self
Casting Time:	N/A
Casting Procedures:	N/A
Duration:	Instant
Range:	Self
Magic Roll Penalty:	N/A
END Cost:	0

Description: This amazing cloak shimmers in the light when worn, for it's made of hundreds of bright, tiny feathers. It grants the wearer the power to fly.

Game Information: Flight 30m, Reduced Endurance (0 END; +½) (45 Active Points); OIF (-½). Total cost: 30 points.

Options:

- 1) *Strong Cloak:* Increase to Flight 40m. 60 Active Points; total cost 40 points.
- 2) *Weak Cloak:* Increase to Flight 20m. 30 Active Points; total cost 20 points.

★ CLOAK OF INVISIBILITY

Effect:	Invisible to Sight Group, No Fringe
Target:	Self
Casting Time:	N/A
Casting Procedures:	N/A
Duration:	Constant
Range:	Self
Magic Roll Penalty:	N/A
END Cost:	0

Description: When wrapped around the wearer, this cloak causes him to vanish from the sight of other men.

Game Information: Invisible to Sight Group, No Fringe, Reduced Endurance (0 END; +½) (45 Active Points); OIF (-½). Total cost: 30 points.

★ PHANTOM'S CLOAK

Effect:	Desolidification
Target:	Self
Casting Time:	N/A
Casting Procedures:	N/A
Duration:	Constant
Range:	Self
Magic Roll Penalty:	N/A
END Cost:	0

Description: This seemingly-ordinary cloak possesses a potent enchantment: it allows the wearer to become intangible! He must concentrate to do this, for he has to hold the cloak firmly wrapped around him to maintain the effect.

Game Information: Desolidification (affected by necromantic magic), Reduced Endurance (0 END; +½) (60 Active Points); OIF (-½), Concentration (½ DCV throughout; -½). Total cost: 30 points.

Options:

- 1) *Large Phantom Cloak:* This form of the Phantom Cloak is large enough to wrap around one other person, who must move as the wearer moves. Add Usable By Nearby (one other person standing next to the wearer; +1). 100 Active Points; total cost 50 points.

Robes, Tunics, And Vests

MAGEROBES

Effect:	Resistant Protection (6 PD/6 ED)
Target:	Self
Casting Time:	N/A
Casting Procedures:	N/A
Duration:	Persistent
Range:	Self
Magic Roll Penalty:	N/A
END Cost:	0

Description: This elegant robe, equipped with many concealed pockets for a mage to carry material components in, protects the wearer as if it were chainmail.

Game Information: Resistant Protection (6 PD/6 ED) (18 Active Points); OIF (-½). Total cost: 12 points.

Options:

- 1) *Strong Robes:* Increase to Resistant Protection (8 PD/8 ED). 24 Active Points; total cost 16 points.
- 2) *Weak Robes:* Increase to Resistant Protection (4 PD/4 ED). 12 Active Points; total cost 8 points.

ROBE OF STORAGE

Effect:	+20 STR, Only To Carry Objects Small Enough To Fit Into Its Pockets
Target:	Self
Casting Time:	N/A
Casting Procedures:	N/A
Duration:	Persistent
Range:	Self
Magic Roll Penalty:	N/A
END Cost:	0

Description: This ordinary-looking robe is enchanted with pockets that can store far more objects or items than their size suggests... though any item put in the magical storage space has to be small enough to fit through the pocket's mouth.

Game Information: +20 STR, Reduced Endurance (0 END; +½) (30 Active Points); IIF (-¼), Only To Carry Objects Small Enough To Fit Into Its Pockets (-2). Total cost: 9 points.

VEST OF DEXTERITY

Effect:	+5 DEX; +2 with Agility Skills
Target:	Self
Casting Time:	N/A
Casting Procedures:	N/A
Duration:	Persistent
Range:	Self
Magic Roll Penalty:	N/A
END Cost:	0

Description: This beautifully-embroidered vest enhances the wearer's nimbleness, agility, and coordination.

Game Information: +5 DEX (10 Active Points); OIF (-½) (total cost: 7 points) **plus** +2 with Agility Skills (12 Active Points); OIF (-½) (total cost: 8 points). Total cost: 15 points.

JEWELRY

BROOCH OF THE ARCAINE EYE

Effect:	Fully Penetrative for Sight Group
Target:	Self
Casting Time:	N/A
Casting Procedures:	N/A
Duration:	Constant
Range:	Self
Magic Roll Penalty:	N/A
END Cost:	0

Description: This brooch is shaped like a human eye on a rune-encrusted silver disk (the "eye" is made of quartz). It allows the wearer to see through solid objects, such as walls. The Brooch's powers are blocked by mystical wards (including a Summoning Circle).

Game Information: Fully Penetrative for Sight Group (cannot perceive through magical wards) (15 Active Points); OIF (-½), Extra Time (Full Phase; -½), Nonpersistent (-¼). Total cost: 7 points.

FIREBALL EARRINGS

Effect:	RKA 2d6, Personal Immunity
Target:	3m Radius
Casting Time:	N/A
Casting Procedures:	N/A
Duration:	Instant
Range:	RBS
Magic Roll Penalty:	N/A
Charges:	2 Charges which Never Recover

Description: These small golden ear-studs explode upon impact when plucked from the ear and hurled to the ground.

Game Information: RKA 2d6, Area Of Effect (3m Radius; +¼), Personal Immunity (+¼) (45 Active Points); IAF (-½), Range Based On Strength (-¼), 2 Charges which Never Recover (-3 ½). Total cost: 8 points.

☆ GLITTERGEM

Effect: Sight Group Flash 8d6
Target: 16m Radius Explosion
Casting Time: N/A
Casting Procedures: N/A
Duration: Instant
Range: RBS
Magic Roll Penalty: N/A
Charges: 1 Recoverable Charge

Description: This gemstone — typically a semi-precious stone such as amethyst, but sometimes a diamond or ruby of great size — contains a powerful enchantment of Light. When thrown at a target, it emits a burst of brightness capable of blinding many people at once. The wielder must recover it to use it again.

Game Information: Sight Group Flash 8d6, Area Of Effect (16m Radius Explosion; +¼) (50 Active Points); OAF (-1), Range Based On STR (-¼), 1 Recoverable Charge (-1¼). Total cost: 14 points.

☆ NECKLACE OF ELOQUENCE

Effect: +6 with Interaction Skill
Target: Self
Casting Time: N/A
Casting Procedures: N/A
Duration: Persistent
Range: Self
Magic Roll Penalty: N/A
END Cost: 0

Description: This item looks like a well-crafted, expensive necklace (or sometimes a choker, a torc, or the collar of a vest or tunic). It makes the wearer a speaker of great eloquence, a glittering conversationalist, and a person whose charms are evident to all.

Game Information: +6 with Interaction Skills (24 Active Points); OIF (-½). Total cost: 16 points.

RINGS

☆ RING OF THE DEADLY TOUCH

Effect: Various Attack Powers
Target: One character
Casting Time: N/A
Casting Procedures: Incantations
Duration: Instant
Range: Touch
Magic Roll Penalty: N/A
Charges: 8

Description: This ring, usually made of silver set with complementary-colored stones, possesses four offensive powers. To use any of them, the wearer must touch the target and speak a command word. He can only use the ring eight times per day.

Game Information:

Cost Power

- 29 **Ring Of The Deadly Touch:** Multipower, 80-point reserve; all OIF (-½), Incantations (command word; -¼), No Range (-½); 8 Charges for entire reserve (-½)
- 2f **1) Lightning Touch:** RKA 2½d6, Armor Piercing (+¼); OIF (-½), Incantations (command word; -¼), No Range (-½)
- 3f **2) Morphean Touch:** Drain STUN 6d6; OIF (-½), Incantations (command word; -¼), No Range (-½)
- 3f **3) Paralysis Touch:** Entangle 4d6, 4 PD/4 ED, Takes No Damage From Attack (+1); OIF (-½), Incantations (command word; -¼), No Range (-½)
- 3f **4) Weakness Touch:** Drain STR 6d6; OIF (-½), Incantations (command word; -¼), No Range (-½)

Total cost: 40 points.

☆ RING OF FIRE COMMAND

Effect: Leaping Fire; Ignite;
 +3 with Fire Magic
Target: One character/16m Radius/Self
Casting Time: N/A
Casting Procedures: Incantations
Duration: Instant/Instant/Persistent
Range: 60m/60m/Self
Magic Roll Penalty: N/A
END Cost: 8

Description: This ring, made of dark iron etched with fire-runes, enhances the wearer's power over the Element of Fire and makes it easier for him to cast certain Fire Magic spells (though the latter powers still require a spoken word to activate).

Game Information:

Cost Power

- 34 **Ring Of Fire Command:** Multipower, 60-point reserve; all OIF (-½), Incantations (command word; -¼)
- 3f **1) Leaping Flame:** RKA 2d6 (see text on page 138), Indirect (Source Point and Path can vary from use to use; +1); OIF (-½), Incantations (-¼), Limited Range (60m; -¼), Varying Damage (damage depends on locally-available sources of flame; -½)
- 1f **2) Ignite:** RKA 1 point, Area Of Effect (16m Radius Selective, +1), Area Of Effect (1m Radius Accurate; +½), Constant (+½), Penetrating (+½), Reduced Endurance (0 END; +½), Sticky (only affects flammables; +¼), Time Limit (spell ends when it runs out of fuel or oxygen, or someone extinguishes the flames; +½); OIF (-½), Incantations (-¼), Limited Range (60m; -¼)
- 2 **Ring Of Fire Command:** +3 to Magic Skill Rolls; OIF (-½), Only For Fire Magic Spells (-1)

Total cost: 40 points.

**RING OF ILLUMINATION**

Effect:	Sight Group Images; Sight Group Flash 6d6
Target:	8m Radius/one character
Casting Time:	N/A
Casting Procedures:	N/A
Duration:	Constant/Instant
Range:	No Range/300m
Magic Roll Penalty:	N/A
Charges:	2 Continuing Fuel Charges lasting 1 Hour each/8

Description: This ring, typically made of gold and set with diamonds or fire opals, has two mystical powers. First, it can generate bright light for up to two hours per day. Second, it can emit a blinding flash of light eight times per day.

Game Information:**Cost Power**

- 19 **Illumination:** Sight Group Images, +4 to PER Rolls, Area Of Effect (8m Radius; +½), 2 Continuing Fuel Charges ("refuels" itself every dawn; 1 Hour; +¼) (38 Active Points); OIF (-½), No Range (-½)
- 15 **Blinding Illumination:** Sight Group Flash 6d6 (30 Active Points); OIF (-½), 8 Charges (-½)

Total cost: 34 points.

**RING OF POWER**

Effect:	Aid Magic 4d6; Endurance Reserve (60 END, 6 REC), Only For Wearer's Spells; +3 to Magic rolls
Target:	Self
Casting Time:	N/A
Casting Procedures:	N/A
Duration:	Instant/Persistent/Persistent
Range:	Self
Magic Roll Penalty:	N/A
END Cost:	3 Charges/0/0

Description: This is one of the rings most coveted by enchanters and other wizards, for it significantly augments a spellcaster's power in many ways. First, it provides extra END to power his spells. (Assume that any spell he casts can use his personal END or the Ring's Reserve's END without penalty or restriction.) Second, it provides a bonus to his Magic roll. Third and most importantly, three times a day it can increase the power of all of his spells.

Game Information:**Cost Power**

- 32 **Spell Enhancement:** Aid Magic 4d6, Expanded Effect + Variable Effect (all Magic spells and powers simultaneously; +4) (120 Active Points); OIF (-½), Only Aid Self (-1), 3 Charges (-1¼)
- 11 **Mana:** Endurance Reserve (60 END, 6 REC) (19 Active Points); OIF (-½), Only For Wearer's Spells (-¼)
- 4 **Enhanced Skill:** +3 to Magic rolls (6 Active Points); OIF (-½)

Total cost: 47 points.

**RING OF THE TRAVELER'S CONFIDENCE**

Effect:	Bump Of Direction, Detect Exit
Target:	Self
Casting Time:	N/A
Casting Procedures:	N/A
Duration:	Persistent
Range:	Self
Magic Roll Penalty:	N/A
END Cost:	0

Description: This ring helps keep a character from getting lost. It has two powers. When worn, it provides a character with an innate knowledge of which direction is which, and where he is in relation to local ground level.

But the ring's most impressive power only works when it's *not* worn. If the character finds himself lost in a maze, dense forest, or the like, he can take the ring off, utter the command word, and throw it on the ground. The ring then begins rolling at a rate of 6m per Phase (treat it as having SPD 2) toward the nearest way out of the area in question (while rolling, it could be snatched up by another character). If the ring encounters an obstacle it cannot get around (such as a caved-in underground tunnel), it stops moving until the obstacle is cleared away. The ring can only find the nearest way "out"; it cannot lead a character to any other thing, or even to one specific exit out of several. The GM determines what constitutes being "out" of a given area, based on common sense and other factors; sometimes the exit to an area may simply lead to greater danger...

Game Information:**Cost Power**

- 2 **Knowing North:** Bump Of Direction (3 Active Points); OIF (-½)
- 11 **Find The Way Out:** Detect Exit (see text) 17- (no Sense Group), Range, Sense (23 Active Points); OAF (-1)

Total cost: 13 points.



STAFFS

★ DEMON'S-HEAD STAFF

Effect:	Various demon-related powers
Target:	Varies
Casting Time:	N/A
Casting Procedures:	N/A
Duration:	Varies
Range:	Varies
Magic Roll Penalty:	N/A
Charges:	60 Charges which Never Recover

Description: Taking its name from the leering demon's head that tops it, a Demon's-Head Staff possesses a variety of powers associated with the infernal. Some say the very first one was actually made by a demon prince, who gave it to one of his most faithful human worshippers along with the secret of how to make more of them.

Game Information:

Cost Power

- 12 **Demon's-Head Staff:** Multipower, 67-point reserve; all OAF (-1), 60 Charges which Never Recover (-1½) for entire reserve
- 2f **1) Hellfire Blast:** RKA 3d6, Penetrating (+½); OAF (-1), Requires Three Charges Per Use (-½), Spell (-½)
- 2f **2) Writhing Hellfire:** RKA 1d6+1, Constant (+½), NND (defense is Power Defense; +½), Does BODY (+1); OAF (-1), Requires Three Charges Per Use (-½), Spell (-½)
- 3f **3) Demon's Path:** Teleportation 60m; OAF (-1)
- 2f **4) Demonic Possession:** Mind Control 10d6, Telepathic (+¼); OAF (-1), Requires Two Charges Per Use (-¼), Spell (-½)

Total cost: 21 points.

★ MAGE'S STAFF

Effect:	Endurance Reserve (80 END, 9 REC); +3 to PER Roll, Discriminatory, and Analyze for Detect Magic; Resistant Protection (8 PD/8 ED/8 Mental Defense/8 Power Defense), Requires A DEX Roll (-½)
Target:	Self
Casting Time:	N/A
Casting Procedures:	N/A
Duration:	Instant/Constant/Constant
Range:	Self
Magic Roll Penalty:	N/A
END Cost:	0/1/5

Description: For enchanters who want to carry a general utility staff, the Mage's Staff fits the bill nicely. First, it provides mystic power for his spells so that he doesn't tire himself out casting them. (Assume that any spell he casts can use his personal END or the Staff's Reserve's END without penalty or restriction.) Second, it enhances his ability to perceive magic. (This is bought as a bonus to the basic *Magesense* Talent on page 140 of *Fantasy Hero*; if the character doesn't have that ability you should rebuild the second power to suit whatever method of detecting magic he possesses.) Third, he can use it to "catch" or "block" attack spells cast at him to protect himself from their effects.

Game Information:

Cost Power

- 12 **Mana:** Endurance Reserve (80 END, 9 REC) (26 Active Points); OAF (-1), Only For Wearer's Spells (-¼)
- 8 **Mystic Perception:** +3 to PER Roll, Discriminatory, and Analyze for Detect Magic; OAF (-1), Costs Endurance (-½)
- 16 **Spellcatching:** Resistant Protection (8 PD/8 ED/8 Mental Defense/8 Power Defense) (48 Active Points); OAF (-1), Costs Endurance (-½), Requires A DEX Roll (-½)

Total cost: 36 points.

**STAFF OF COMMAND**

Effect: Mind Control 14d6; +50 PRE
Target: One character/Self
Casting Time: N/A
Casting Procedures: N/A
Duration: Instant/Constant
Range: LOS/varies
Magic Roll Penalty: N/A
END Cost: 0

Description: This staff confers upon the one who wields it an aura of authority and a bearing of command. When he gives orders, those who receive them hasten to obey; when he speaks to persuade or intimidate, his voice has great power.

Game Information:**Cost Power**

- 52 **Power Of Command:** Mind Control 14d6, Reduced Endurance (0 END; +½) (105 Active Points); OAF (-1)
 22 **Power Of Authority:** +50 PRE (50 Active Points); OAF (-1), Nonpersistent (-¼)

Total cost: 74 points.

**STAFF OF THE FIRELORD**

Effect: Various Fire powers
Target: Varies
Casting Time: N/A
Casting Procedures: Incantations
Duration: Varies
Range: Varies
Magic Roll Penalty: N/A

END Cost to use: 60 Charges which Never Recover/0

Description: Crafted in the heart of a volcano, a Staff of the Firelord is imbued with potent Fire magics. Typically formed from ash-grey wood, its top is carved like a leaping flame and set with tiny rubies and fire opals.

Game Information:**Cost Power**

- 19 **Staff Of The Firelord:** Multipower, 72-point reserve; OAF (-1), Incantations (-¼), 60 Charges which Never Recover (-1½) for entire reserve
 2f **1) Fireball:** RKA 3d6, Area Of Effect (20m Radius Explosion; +½); OAF (-1), Incantations (-¼), Requires 3 Charges Per Use (-½), Spell (-½)
 2f **2) Magefire Blast:** RKA 2d6-1, NND (defense is Power Defense or the Protection From Fire spell; +½), Does BODY (+1); OAF (-1), Incantations (-¼), Requires 3 Charges Per Use (-½), Spell (-½)
 3f **3) Banishment Of Fire:** Dispel Fire Powers 16d6, Variable Effect (any one Fire power at a time; +½); OAF (-1), Incantations (-¼), Spell (-½)
 2f **4) Web Of Fire:** RKA 2d6, Area Of Effect (8m Radius; +½), Armor Piercing (+¼), Personal Immunity (+¼); OAF (-1), Incantations (-¼), No Range (-½), Requires Two Charges Per Use (-¼), Spell (-½)
 2f **5) Fire Orbs:** RKA 2d6, Armor Piercing (+¼), Autofire (5 shots; +½), +1 Increased STUN Multiplier (+¼); OAF (-1), Incantations (-¼), Spell (-½)
 11 **Flammifer:** RKA 1 point, Area Of Effect (16m Radius Selective, +1), Area Of Effect (1m Radius Accurate; +½), Constant (+½), Penetrating (+½), Reduced Endurance (0 END; +½), Sticky (only affects flammables; +¼), Time Limit (spell ends when it runs out of fuel or oxygen, or someone extinguishes the flames; +½) (24 Active Points); OAF (-1), Limited Range (60m; -¼)

Total cost: 41 points.

**STAFF OF REPULSION**

Effect: Resistant Protection (10 PD/10 ED/10 Power Defense), Knockback Resistance -10m
Target: Self
Casting Time: N/A
Casting Procedures: N/A
Duration: Constant
Range: Self
Magic Roll Penalty: N/A
END Cost: 0

Description: This staff takes its name from the fact that it repels attacks directed at the wielder. While it's not absolute proof against injury, it often repulses an attack so well that it misses or fails to hurt the wielder.

Game Information:**Cost Power**

- 22 **Defended:** Resistant Protection (10 PD/10 ED/10 Power Defense) (45 Active Points); OAF (-1)
 4 **Steadfast:** Knockback Resistance -10m (10 Active Points); OAF (-1), Nonpersistent (-¼)

Total cost: 26 points.

WANDS



IRON SERPENT WAND

Effect: Entangle 8d6, 8 PD/8 ED
Target: One character
Casting Time: N/A
Casting Procedures: Incantations
Duration: Instant
Range: RBS
Magic Roll Penalty: N/A
Charges: 1 Recoverable Charge

Description: This wand is made of iron and is shaped to look like a serpent. To use it, the wielder throws it at a target while uttering the command word. If it hits, the wand instantly transforms into a large iron serpent that wraps around the target and keeps him from moving. If the target wriggles or breaks free, the serpent transforms back into a wand and falls to the ground for the character to recover.

Game Information: Entangle 8d6, 8 PD/8 ED (80 Active Points); OAF (-1), Incantations (command word; -¼), Range Based On STR (-¼), 1 Recoverable Charge (-1¼). Total cost: 21 points.



WAND OF HEALING

Effect: Simplified Healing 4d6
Target: One character
Casting Time: N/A
Casting Procedures: Incantations
Duration: Instant
Range: Touch
Magic Roll Penalty: N/A
Charges: 30 Charges which Never Recover

Description: This wand, typically made of ivory, possesses a powerful healing magic. When touched to an injured person, it causes his wounds to heal instantly.

Game Information: Simplified Healing 4d6 (40 Active Points); OAF (-1), Incantations (command word; -¼), 30 Charges which Never Recover (-1¼). Total cost: 10 points.



WAND OF LIGHTNING

Effect: RKA 3d6
Target: One character
Casting Time: N/A
Casting Procedures: Incantations
Duration: Instant
Range: 100m
Magic Roll Penalty: N/A
Charges: 60 Charges which Never Recover

Description: Few things impress an enchanter's enemies with his power than a mighty lightning bolt! This wand, made of polished steel tipped with tourmaline, contains sixty such bolts ready to be unleashed on the enchanter's enemies with a single command word.

Game Information: RKA 3d6, +2 Increased STUN Multiplier (+½) (67 Active Points); OAF (-1), Incantations (command word; -¼), Limited Range (100m; -¼), Only Affects Living Beings (-½), 60 Charges which Never Recover (-1½). Total cost: 15 points.



WAND OF MYSTIC DARTS

Effect: RKA 1½d6
Target: 1m Radius Accurate
Casting Time: N/A
Casting Procedures: Incantations
Duration: Instant
Range: LOS
Magic Roll Penalty: N/A
Charges: 60 Charges which Never Recover

Description: The Mystic Dart spell (page 349) is a favorite weapon of many spellcasters. To ensure they have plenty of Mystic Darts ready at any time, enchanters can craft one of these wands (which come in all sorts of appearances and shapes, though many have a long crystal on the tip).

Game Information: RKA 1½d6, Area Of Effect (1m Radius Accurate; +½), Line Of Sight (+½) (50 Active Points); OAF (-1), Incantations (command word; -¼), Only Affects Living Beings (-½), 60 Charges which Never Recover (-1½). Total cost: 12 points.



WAND OF THE WILDS

Effect: Summon any one animal built on up to 250 Character Points, Slavishly Devoted
Target: Special
Casting Time: N/A
Casting Procedures: Incantations
Duration: Instant
Range: No Range
Magic Roll Penalty: N/A
Charges: 1

Description: Made of precious wood and carved with various animals and leaves, the Wand Of The Wilds has the power to transform itself into any animal of the wielder's choice. He simply throws it to the ground and speaks the command word, and the Wand becomes the animal. The animal is completely loyal to the wielder and will do whatever he asks, even risking its own life if necessary. If slain, the animal transforms back into the Wand; the wielder can also transform the animal back to the Wand by uttering the command word in reverse.

The wielder can use the Wand once per day, though the animal thus "created" can remain with the wielder as long as the wielder desires. However, until the animal transforms back into the Wand, the caster cannot use the Wand again.

Game Information: Summon any one animal built on up to 250 Character Points, Expanded Class (any animal; +½), Slavishly Devoted (+1) (125 Active Points); OAF (-1), Incantations (command word; -¼), 1 Charge (-2). Total cost: 29 points.

SWORDS AND DAGGERS



RUNEBLADE

Effect:	HKA 2d6; various other powers based on runes
Target:	One character/Self
Casting Time:	N/A
Casting Procedures:	N/A
Duration:	Instant
Range:	Touch/Self
Magic Roll Penalty:	N/A
END Cost:	0/12

Description: Runeblades are powerful enchanted swords with arcane runes engraved on the blade. Each rune grants a specific power to the wielder. Most are usable only a few times a day, but some apply at all times. The rune-powers listed in the examples below are just a few of the possibilities; some enchanters choose to grave their blades with others.

Game Information:

Cost Power

- 18 **Runed Blade:** HKA 2d6, Reduced Endurance (0 END; +½) (45 Active Points); OAF (-1), STR Minimum (10; -½)
- 37 **Runes:** Multipower, 75-point reserve; all OAF (-1)
- 10 **Runes:** Choose 10 points' worth of slots for the Runes Multipower from the examples below (or create your own)

Total cost: 65 points.

Cost Runes

- 2f **Rune Of Agony:** Drain STUN 3d6, Delayed Return Rate (points return at the rate of 5 per Minute; +1); OAF (-1), Linked (to blade's HKA; -¼), No Range (-½), 4 Charges (-1)
- 2f **Rune Of Blindness:** Sight Group Flash 12d6; OAF (-1), Linked (to blade's HKA; -¼), No Range (-½), 4 Charges (-1)
- 1f **Rune Of Blood:** RKA 1d6, Constant (+½), Penetrating (+½), Reduced Endurance (0 END; +½); OAF (-1), Blade HKA Must Do BODY (-½), Linked (to blade's HKA; -¼), No Range (-½)
- 3f **Rune Of Command:** Mind Control 12d6, Telepathic (+¼); OAF (-1), 12 Charges (-¼)
- 2f **Rune Of Dark Imprecations:** Drain INT 3d6, Delayed Return Rate (points return at the rate of 5 per Minute; +1); OAF (-1), Linked (to blade's HKA; -¼), No Range (-½), 4 Charges (-1)
- 2f **Rune Of Fear:** Drain PRE 3d6, Delayed Return Rate (points return at the rate of 5 per Minute; +1); OAF (-1), Linked (to blade's HKA; -¼), No Range (-½), 4 Charges (-1)

- 1f **Rune Of The Fiery Blade:** HKA +1d6 (adds to Runeblade's HKA), Reduced Endurance (0 END; +½); OAF (-1)
- 1f **Rune Of Shadows:** Darkness to Sight Group 5m radius, Personal Immunity (+¼), Reduced Endurance (½ END; +¼); OAF (-1), No Range (-½)
- 1f **Rune Of Soul-Leeching:** Drain BODY 7d6; OAF (-1), Blade HKA Must Do BODY (-½), Linked (to blade's HKA; -¼), No Range (-½), 1 Charge (-2)
- 1f **Rune Of The Sun:** Sight Group Images, +4 to PER Rolls, Area Of Effect (16m Radius; +¾), Reduced Endurance (0 END; +½); OAF (-1), No Range (-½), Only To Create Light (-1)
- 1f **Rune Of Victory:** +4 OCV; OAF (-1), Costs Endurance (-½), Only With Runeblade And Its Powers (-1)
- 1f **Rune Of Vigor:** Aid STR and CON 5d6, Expanded Effect (two Characteristics at once; +½); OAF (-1), 4 Charges (-1)



SPELLBLADE DAGGER

Effect:	HKA 1d6, Armor Piercing; +10 INT; +2 OCV, Only With Spells; Spellmaster (+3 DCs for any Ranged attack spell)
Target:	One character/Self/Self
Casting Time:	N/A
Casting Procedures:	N/A
Duration:	Instant/Persistent/Persistent
Range:	Touch/Self/Self
Magic Roll Penalty:	N/A
END Cost:	0

Description: This enchanted dagger is specifically designed for use by enchanters and other spellcasters, since it enhances their intellect, their accuracy with spells, and the power of their combat magic. (The latter effect uses the *Weaponmaster* Talent, redefining its nature and Limitations so that it works with all Ranged attack spells.)

Game Information:

Cost Power

- 11 **Dagger's Blade:** HKA 1d6, Armor Piercing (+¼), Reduced Endurance (0 END; +½) (26 Active Points); OAF (-1), STR Minimum (8; -¼)
- 5 **Spellblade Intellect:** +10 INT (10 Active Points); OAF (-1)
- 4 **Spellblade Accuracy:** +2 OCV (10 Active Points); OAF (-1), Only With Spells (-½)
- 24 **Spellblade Power:** Spellmaster (+3 DCs for any Ranged attack spell)

Total cost: 44 points.

SWORD OF THE DOUBLE STRIKE

Effect:	HKA 1½d6, Autofire (2 shots; +¼)
Target:	One character
Casting Time:	N/A
Casting Procedures:	N/A
Duration:	Instant
Range:	Touch
Magic Roll Penalty:	N/A
END Cost:	0

Description: This magical blade is enchanted to have a sort of demi-life of its own. When its wielder successfully strikes a target, the blade twists in his hand, forcing itself around to strike *another* blow against the same target instantly.

Game Information: HKA 1½d6, Autofire (2 shots; +¼), Reduced Endurance (0 END; +1) (56 Active Points); OAF (-1), STR Minimum (11; -½). Total cost: 22 points.

SWORD OF SWIFT CUTTING

Effect:	HKA 1d6+1, Armor Piercing plus (+10 DEX to act first with this attack)
Target:	One character/Self
Casting Time:	N/A
Casting Procedures:	N/A
Duration:	Instant/Persistent
Range:	Touch/Self
Magic Roll Penalty:	N/A
END Cost:	0

Description: This enchanted longsword grants the owner the ability to wield it with great speed. Additionally, its magically sharp edge can cut through even the heaviest armors with ease.

Game Information:

Cost Power

- 14 **Sword's Blade:** HKA 1d6+1, Armor Piercing (+¼), Reduced Endurance (0 END; +½) (35 Active Points); OAF (-1), STR Minimum (10; -½)
- 1 **Sword's Swift:** Lightning Reflexes (+10 DEX to act first with this attack) (2 Active Points); OAF (-1)

Total cost: 15 points.

WIZARD'S BRAND

Effect:	HKA 2d6, Penetrating; Aid Magic 4d6
Target:	One character/Self
Casting Time:	N/A
Casting Procedures:	N/A
Duration:	Instant
Range:	Touch/Self
Magic Roll Penalty:	N/A
END Cost:	0/12

Description: This enchanted sword glows so brightly it almost seems to be a beam of mystical light rather than a metal blade. It can wound even the most heavily-armored knight, and the wielder can call on the arcane power locked within it to augment his spells at will... though doing so can quickly tire him out if he's not careful.

Game Information:

Cost Power

- 29 **Sword's Blade:** HKA 2d6, Penetrating (+½), Reduced Endurance (0 END; +½) (60 Active Points); OAF (-1), STR Minimum (10; -½)
- 48 **Spell Enhancement:** Aid Magic 4d6, Expanded Effect + Variable Effect (all Magic spells and powers simultaneously; +4) (120 Active Points); OIF (-½), Only Aid Self (-1)

Total cost: 77 points.

MISCELLANEOUS ENCHANTED ITEMS

AMULET OF THE CLEAR MIND

Effect:	+10 INT and Mental Defense (10 points)
Target:	Self
Casting Time:	N/A
Casting Procedures:	N/A
Duration:	Persistent
Range:	Self
Magic Roll Penalty:	N/A
END Cost:	0

Description: This amulet, usually made of silver and amber, heightens the wearer's mental faculties. He becomes more observant, more insightful, and more intelligent. Additionally, the amulet provides protection against Sorcery and like spells.

Game Information: +10 INT (10 Active Points); OAF (-1) (total cost: 5 points) **plus** Mental Defense (10 points) (10 Active Points); OAF (-1) (total cost: 5 points). Total cost: 10 points.



★ MASK OF A THOUSAND VISAGES

Effect: Shape Shift (Sight, Hearing, and Touch Groups, any humanoid shape), Imitation
Target: Self
Casting Time: N/A
Casting Procedures: N/A
Duration: Constant
Range: Self
Magic Roll Penalty: N/A
END Cost: 0

Description: Putting on this beautifully-crafted silver mask allows the wearer to change his shape to that of any other humanoid being of roughly the same size. He can imitate another person's appearance, or simply change his own in some way.

Game Information: Shape Shift (Sight, Hearing, and Touch Groups, any humanoid shape), Imitation, Makeover, Reduced Endurance (0 END; +½) (57 Active Points); IAF (-½) Total cost: 38 points.

★ MINIATURE MAGNIFICENT MANSION

Effect: Summon one Base built on 200 Total Points, Slavishly Devoted
Target: Special
Casting Time: N/A
Casting Procedures: Incantations
Duration: Instant
Range: No Range
Magic Roll Penalty: N/A
Charges: 1 Recoverable Charge

Description: A Miniature Magnificent Mansion ordinarily resembles a model of a castle, house,

or cottage small enough to fit in one's pocket. But when it's placed on the ground and the owner speaks its command word, it grows to full size. The interior is lavishly furnished, including a larder fully stocked with delicious food. After spending the night in safety and comfort, the owner can then leave the Magnificent Mansion, speak the command word again, and shrink it back down to pocket size (this automatically fails if any living thing remains inside; the Magnificent Mansion is not a weapon). When he next uses it, the larder is once again fully stocked.

Game Information: Summon one Base built on 200 Total Points, Slavishly Devoted (+1) (80 Active Points); OAF (-1), Incantations (command word; -¼), 1 Recoverable Charge (-1¼). Total cost: 23 points.

★ TALISMAN OF INFERNAL COMMAND

Effect: +30 PRE, Only Versus Demons And The Undead
Target: Self
Casting Time: N/A
Casting Procedures: N/A
Duration: Persistent
Range: Self
Magic Roll Penalty: N/A
END Cost: 0

Description: Often considered an evil item favored by necromancers and demonologist (although it's just as useful to many priests), this fist-shaped talisman confers power over infernal beings and the undead

Game Information: +30 PRE (30 Active Points); OAF (-1), Only Versus Demons And The Undead (-¾). Total cost: 11 points.

MONSTER MAGIC

Humans and other humanoid races commonly used to create Player Characters in Fantasy Hero and other types of *HERO System* games aren't necessarily the only races that know and practice magic. In some settings, just about any sentient being could learn how to cast spells. This includes some creatures commonly considered "monsters," whether they're humanoid themselves (giants, trolls) or completely non-human (dragons). Some may not even technically be living; in a Science Fantasy campaign maybe robots have their own spells!

This section includes some special spells for use only by particular races of monsters. Assuming the PCs ever learn about them, the GM has to decide whether members of other races can learn and cast them — but to maintain their mystique, it may be better if they can't.

DRAGON MAGIC

Dragons are by definition magical creatures, and it's not at all uncommon for them to learn magic. In addition to ordinary spells such as those cast by Men, over the centuries they've created their own *Dragon Magic* — spells only dragons can learn and cast. Since many dragons lack manipulatory digits, Dragon Magic spells do not take the *Gestures* Limitation; for similar reasons they rarely involve Foci. It's also not unusual for dragons to remove the *Requires A Magic Roll* (-½) Limitation from a spell, since their innately magical nature makes it easy for them to cast spells. Few (if any) Dragon Magic spells have Side Effects because dragons understand magic well enough not to suffer any ill effects from a mis-casting.

See HSB 103-26 for character sheets and abilities for dragons.

★ ASSUME HUMAN FORM

Effect:	Shape Shift (Sight, Hearing, and Touch Groups, any humanoid form) plus Shrinking (to human size)
Target:	Self
Casting Time:	1 Turn
Casting Procedures:	Incantations
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-3
END Cost:	3 to change shape

Description: Dragons who lack the innate ability to change into human form can use this spell to do so. The Shrinking aspect of this spell is enough to halve the dragon's size four times, reducing a Gigantic dragon to Human size.

Game Information: Shape Shift (Sight, Hearing, and Touch Groups, any humanoid form), Costs Endurance Only To Change Shape (+¼) (29 Active Points); Extra Time (1 Turn to cast; -¾), Incantations (throughout casting; -½), Requires A Magic Roll (-½) (total cost: 10 points) **plus** Shrinking (24 points' worth; see text), Reduced Endurance (0 END; +½) (36 Active Points); Extra Time (1 Turn to cast; -¾), Incantations (throughout casting; -½), Linked (-¼), Requires A Magic Roll (-½) (total cost: 12 points). Total cost: 22 points.

Options:

- 1) *Strong Spell:* Add Imitation to Shape Shift. 41 + 36 = 77 Active Points; total cost 15 + 12 = 27 points.
- 2) *Remove A +¼ Advantage:* 23 + 30 = 53 Active Points; total cost 8 + 10 = 18 points.
- 3) *Remove A -¼ Limitation:* Total cost 12 + 13 = 25 points.
- 4) *Remove A -½ Limitation:* Total cost 13 + 14 = 27 points.
- 5) *Add A +¼ Advantage:* 34 + 42 = 76 Active Points; total cost 12 + 14 = 26 points.
- 6) *Add A +½ Advantage:* 40 + 48 = 88 Active Points; total cost 14 + 16 = 30 points.
- 7) *Add A -¼ Limitation:* Total cost 10 + 11 = 21 points.
- 8) *Add A -½ Limitation:* Total cost 9 + 10 = 19 points.





BREATH WEAPON ALTERATION

Effect: Variable Special Effects (+½) for up to a 135 Active Point breath weapon
Target: Self
Casting Time: Half Phase
Casting Procedures: Incantations
Duration: Instant
Range: Self
Magic Roll Penalty: -7
END Cost: 7

Description: Some dragons know a spell that changes their normally fiery breath to something else equally as deadly. With a casting of this spell, a dragon could breathe lightning, frost, acidic vapors, rays of mystic light, or any other damaging substance or energy instead of fire.

Game Information: Variable Special Effects (+½) for up to a 135 Active Point breath weapon (67 Active Points); Incantations (-¼), Requires A Magic Roll (-½). Total cost: 38 points.

Options:

- 1) *Weak Spell:* Decrease to a 90 Active Point breath weapon. 45 Active Points; total cost 26 points.
- 2) *Weaker Spell:* Decrease to a 60 Active Point breath weapon. 30 Active Points; total cost 17 points.
- 3) *Remove A -¼ Limitation:* Total cost 45 points.
- 4) *Remove A -½ Limitation:* Total cost 54 points.
- 5) *Add A +¼ Advantage:* 84 Active Points; total cost 48 points.
- 6) *Add A +½ Advantage:* 100 Active Points; total cost 57 points.
- 7) *Add A -¼ Limitation:* Total cost 33 points.
- 8) *Add A -½ Limitation:* Total cost 30 points.



ENHANCE DRACONIC FLIGHT

Effect: Aid Flight 3d6
Target: Self
Casting Time: Half Phase (Attack Action)
Casting Procedures: Incantations
Duration: Instant
Range: Self
Magic Roll Penalty: -2
END Cost: 2

Description: This spell grants a dragon who can fly the ability to fly even faster.

Game Information: Aid Flight 3d6 (18 Active Points); Incantations (-¼), Only Aid Self (-1), Requires A Magic Roll (-½). Total cost: 6 points.

Options:

- 1) *Strong Spell:* Increase to Aid Flight 4d6. 24 Active Points; total cost 9 points.
- 2) *Weak Spell:* Decrease to Aid Flight 2d6. 12 Active Points; total cost 4 points.
- 3) *Remove A -¼ Limitation:* Total cost 7 points.
- 4) *Remove A -½ Limitation:* Total cost 8 points.
- 5) *Add A +¼ Advantage:* 22 Active Points; total cost 8 points.
- 6) *Add A +½ Advantage:* 27 Active Points; total cost 10 points.
- 7) *Long-Lasting Spell:* The effects of this version of the spell don't wear off so quickly. Add Delayed Return Rate (points fade at the rate of 5 per Minute; +1). 36 Active Points; total cost 13 points.
- 8) *Add A -¼ Limitation:* Total cost 6 points.
- 9) *Add A -½ Limitation:* Total cost 5 points.



HIDE HOARD

Effect: Sight and Touch Group Images, -6 to PER Rolls, Only To Hide Hoard
Target: 16m Radius
Casting Time: 5 Minutes (Attack Action)
Casting Procedures: Incantations
Duration: Time Limit (duration of 1 Week)
Range: No Range
Magic Roll Penalty: -14
END Cost: 0

Description: In their eternal quest to protect their hoards from rapacious adventurers and freebooters, dragons developed this spell. It hides a hoard with an illusion of the dragon's choice, though the illusion only covers an 16m radius area.

Game Information: Sight and Touch Group Images, -6 to PER Rolls, Area Of Effect (16m Radius; +¾), Reduced Endurance (0 END; +½), Time Limit (duration of 1 Week; +2) (140 Active Points); Extra Time (5 Minutes to cast; -1), Incantations (throughout casting; -½), No Range (-½), Only To Hide A Hoard (-1), Requires A Magic Roll (-½). Total cost: 31 points.

Options:

- 1) *Strong Spell:* Increase to -8 to PER Rolls. 166 Active Points; total cost 37 points.
- 2) *Weak Spell:* Decrease to -4 to PER Rolls. 115 Active Points; total cost 25 points.
- 3) *Remove A +¼ Advantage:* 132 Active Points; total cost 29 points.
- 4) *Remove A +½ Advantage:* 124 Active Points; total cost 27 points.
- 5) *Remove A -¼ Limitation:* Total cost 33 points.
- 6) *Remove A -½ Limitation:* Total cost 35 points.
- 7) *Add A +¼ Advantage:* 148 Active Points; total cost 33 points.
- 8) *Add A +½ Advantage:* 157 Active Points; total cost 35 points.
- 9) *Add A -¼ Limitation:* Total cost 29 points.
- 10) *Add A -½ Limitation:* Total cost 28 points.

HOARDSENSE

Effect:	Detect Hoard
Target:	Self
Casting Time:	Half Phase
Casting Procedures:	Incantations
Duration:	Instant
Range:	Self
Magic Roll Penalty:	-1
END Cost:	1

Description: While many dragons have the innate ability to sense the contents and size of their hoards, not all do. Some use this spell to learn the same information. Even dragons with the natural Hoardsense ability may buy it, for use in a Complementary Skill-like fashion.

Game Information: Detect Hoard (INT Roll) (no Sense Group), Discriminatory, Analyze (15 Active Points); Costs Endurance (-½), Incantations (-¼), Nonpersistent (-¼), Instant (-½), Requires A Magic Roll (-½). Total cost: 5 points.

Options:

- 1) *Strong Spell:* Increase to INT Roll +5. 20 Active Points; total cost 7 points.
- 2) *Weak Spell:* Remove Analyze. 10 Active Points; total cost 4 points.
- 3) *Remove A -¼ Limitation:* Total cost 6 points.
- 4) *Remove A -½ Limitation:* Total cost 7 points.
- 5) *Add A +¼ Advantage:* 19 Active Points; total cost 7 points.
- 6) *Add A +½ Advantage:* 22 Active Points; total cost 8 points.
- 7) *Add A -¼ Limitation:* Total cost 5 points.
- 8) *Add A -½ Limitation:* Total cost 5 points.

HYPNOTIC GAZE

Effect:	Mind Control 12d6
Target:	One character
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	None
Duration:	Instant
Range:	6m (eye contact)
Magic Roll Penalty:	-6
END Cost:	6

Description: While some dragons have the innate ability to charm those who gaze into their eyes, others do not. The latter can make up for the lack with this spell.

Game Information: Mind Control 12d6 (60 Active Points); Eye Contact Required (-½), Requires A Magic Roll (-½), Spell (-½). Total cost: 24 points.

Options:

- 1) *Strong Spell:* Increase to Mind Control 14d6. 70 Active Points; total cost 28 points.
- 2) *Weak Spell:* Decrease to Mind Control 10d6. 50 Active Points; total cost 20 points.
- 3) *Remove A -¼ Limitation:* Total cost 27 points.
- 4) *Remove A -½ Limitation:* Total cost 30 points.
- 5) *Add A +¼ Advantage:* 75 Active Points; total cost 30 points.
- 6) *Add A +½ Advantage:* 90 Active Points; total cost 36 points.
- 7) *Add A -¼ Limitation:* Total cost 22 points.
- 8) *Add A -½ Limitation:* Total cost 20 points.
- 9) *Enhanced Hypnotic Gaze:* If a dragon possesses a natural hypnotic gaze power, he can buy a variant of this spell to enhance that ability. Change to Mind Control +6d6. 30 Active Points; total cost 12 points.

WYRM'S BREATH

Effect:	RKA 3d6
Target:	32m Line
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Incantations
Duration:	Time Limit ("lingers" for 1 Turn)
Range:	No Range
Magic Roll Penalty:	-10
END Cost:	10

Description: Not all dragons have a fiery breath. Those who lack such a weapon — wyrms — can temporarily have one through this spell.

Game Information: RKA 3d6, Area Of Effect (32m Line; +½), Armor Piercing (+¼), Time Limit ("lingers" for 1 Turn; +½) (101 Active Points); Incantations (-¼), No Range (-½), Requires A Magic Roll (-½), Spell (-½). Total cost: 37 points.

Options:

- 1) *Strong Spell:* Increase to RKA 4d6. 135 Active Points; total cost 49 points.
- 2) *Weak Spell:* Decrease to RKA 2d6. 67 Active Points; total cost 24 points.
- 3) *Remove A +¼ Advantage:* 90 Active Points; total cost 33 points.
- 4) *Remove A +½ Advantage:* 79 Active Points; total cost 29 points.
- 5) *Remove A -¼ Limitation:* Total cost 40 points.
- 6) *Remove A -½ Limitation:* Total cost 45 points.
- 7) *Add A +¼ Advantage:* 112 Active Points; total cost 41 points.
- 8) *Add A +½ Advantage:* 124 Active Points; total cost 45 points.
- 9) *Add A -¼ Limitation:* Total cost 34 points.
- 10) *Add A -½ Limitation:* Total cost 31 points.
- 11) *Variant Spell:* Change to Area Of Effect (16m Cone; +½). 101 Active Points; total cost 37 points.

GIANT MAGIC

In many Fantasy settings, giants are, in their own way, as magical as dragons. It's not uncommon for adventurers to discover that they have magical powers and/or can cast spells. Many of them know ordinary spells related to their nature or favored environment: fire giants can cast Fire Magic spells; stone giants prefer Earth Magic; and so forth. However, giants also create spells specific to their kind, which ordinary PC races like Men, Elves, and Dwarves do not (or cannot) learn.

See HSB 233-41 for character sheets for typical giants.



ENLARGE OBJECT

Effect: Minor Transform 4d6 (human-sized object into giant-sized object)
Target: One object
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: No Range
Magic Roll Penalty: -2
END Cost: 2

Description: Giants often find (or take from their victims) human-sized objects that they would like to keep, but whose small size makes it difficult or impossible for them to use. This spell enlarges such objects so they fit comfortably in giantish hands.

For weapons, refer to 6E2 203 to determine the effects of enlarging them (and pages 190-91 and 195 for weapon BODY ratings). If a giant wants to increase the size of something valuable, like a gold goblet, use the rules on 6E1 306 apply to determine the effects of this increase in wealth.

While the GM could allow one successful use of the Minor Transform to change the object to any size desired, it may be more dramatically satisfying (or "realistic") to require one successful use for each size category of increase. All the giants in *The HERO System Bestiary* "Large" or "Enormous" in size, so increasing an object to the proper size won't take too much effort in most instances.

Game Information: Minor Transform 4d6 (object sized for humans into object sized for giants; heals back through another application of this or a similar spell) (20 Active Points); OAF Expendable (a piece of string tied to a piece of rope, Easy to obtain; -1), Gestures (-¼), Incantations (-¼), Limited Target (inanimate objects sized for humans and their ilk; -¼), No Range (-½), Requires A Magic Roll (-½), Spell (-½). Total cost: 5 points.

Options:

- 1) *Strong Spell:* Increase to Minor Transform 6d6. 30 Active Points; total cost 7 points.
- 2) *Weak Spell:* Decrease to Minor Transform 2d6. 10 Active Points; total cost 2 points.
- 3) *Free Spell:* Total cost: 6 points.
- 4) *Remove A -¼ Limitation:* Total cost 5 points.
- 5) *Remove A -½ Limitation:* Total cost 5 points.
- 6) *Add A +¼ Advantage:* 25 Active Points; total cost 6 points.
- 7) *Add A +½ Advantage:* 30 Active Points; total cost 7 points.
- 8) *Add A -¼ Limitation:* Total cost 4 points.
- 9) *Add A -½ Limitation:* Total cost 4 points.
- 10) *Shrink Object:* Some giants have human allies, and occasionally need to give them a giant-sized object. This spell, the opposite of Enlarge Object, shrinks a giantish object to a size where humans can easily use and carry it. The spell's cost is the same.



GIANT'S HURL

Effect: +30 STR, Only To Increase Throwing Distance
Target: Self
Casting Time: Half Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: Self
Magic Roll Penalty: -3
END Cost: 3

Description: Many giants use their prodigious strength to hurl boulders at their enemies. This spell allows the caster to hurl boulders even further.

Game Information: +30 STR (30 Active Points); OAF Expendable (chip of stone from a throwing boulder, Easy to obtain; -1), Gestures (-¼), Incantations (-¼), Nonpersistent (-¼), Only To Increase Throwing Distance (-1), Requires A Magic Roll (-½). Total cost: 7 points.

Options:

- 1) *Strong Spell:* Increase to +40 STR. 40 Active Points; total cost 9 points.
- 2) *Weak Spell:* Decrease to +20 STR. 20 Active Points; total cost 5 points.
- 3) *Free Spell:* Total cost: 9 points.
- 4) *Remove A -¼ Limitation:* Total cost 7 points.
- 5) *Remove A -½ Limitation:* Total cost 8 points.
- 6) *Add A +¼ Advantage:* 37 Active Points; total cost 9 points.
- 7) *Add A +½ Advantage:* 45 Active Points; total cost 10 points.
- 8) *Add A -¼ Limitation:* Total cost 7 points.
- 9) *Add A -½ Limitation:* Total cost 6 points.

GIGANTIC ILLUSION

Effect:	Sight, Touch, and Hearing Sense Groups Images
Target:	500m Radius
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	100m
Magic Roll Penalty:	-10
END Cost:	10

Description: Many giants have powers of illusion-weaving and trickery. Like everything else they do, these powers work on a gigantic scale, allowing them to conceal entire castles and mountains... or create false ones.

Game Information: Sight, Hearing, and Touch Groups Images, -4 to PER Rolls, Area Of Effect (500m Radius; +2) (96 Active Points); OAF Expendable (six shards from a giantish mirror, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Limited Range (100m; -¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 24 points.

Options:

- 1) *Strong Spell:* Increase to -6 to PER Rolls. 102 Active Points; total cost 28 points.
- 2) *Weak Spell:* Decrease to -2 to PER Rolls. 78 Active Points; total cost 19 points.
- 3) *Free Spell:* Total cost: 35 points.
- 4) *Remove A +¼ Advantage:* 88 Active Points; total cost 22 points.
- 5) *Remove A +½ Advantage:* 80 Active Points; total cost 20 points.
- 6) *Remove A -¼ Limitation:* Total cost 26 points.
- 7) *Remove A -½ Limitation:* Total cost 27 points.
- 8) *Add A +¼ Advantage:* 104 Active Points; total cost 26 points.
- 9) *Add A +½ Advantage:* 112 Active Points; total cost 28 points.
- 10) *Add A -¼ Limitation:* Total cost 22 points.
- 11) *Add A -½ Limitation:* Total cost 21 points.

HURLED HAIL

Effect:	Blast 9d6, Indirect (Source Point is always from above target)
Target:	8m Radius
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	RBS
Magic Roll Penalty:	-9
END Cost:	9

Description: Like Jotunish Blizzard (see below), this spell was first created by the frost giants, but they long ago passed on its secrets to other giants who live in northerly climes. It allows a giant to pick up a large chunk of ice (one weighing at least 1,000 kg) and hurl it as he would a boulder — but as it travels the magic breaks it apart into a mass of hailstones that affect an entire area.

Game Information: Blast 9d6 (physical), Area Of Effect (8m Radius; +½), Indirect (Source Point is always from above target; +¼) (79 Active Points); OIF (ice “boulders” of opportunity; -½), Gestures (-¼), Incantations (-¼), Range Based On STR (-¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 24 points.

Options:

- 1) *Strong Spell:* Increase to Blast 10d6. 87 Active Points; total cost 27 points.
- 2) *Weak Spell:* Decrease to Blast 8d6. 70 Active Points; total cost 21 points.
- 3) *Free Spell:* Total cost: 29 points.
- 4) *Remove A +¼ Advantage:* 67 Active Points; total cost 21 points.
- 5) *Remove A +½ Advantage:* 56 Active Points; total cost 17 points.
- 6) *Remove A -¼ Limitation:* Total cost 26 points.
- 7) *Remove A -½ Limitation:* Total cost 29 points.
- 8) *Add A +¼ Advantage:* 90 Active Points; total cost 28 points.
- 9) *Add A +½ Advantage:* 101 Active Points; total cost 31 points.
- 10) *Add A -¼ Limitation:* Total cost 22 points.
- 11) *Add A -½ Limitation:* Total cost 21 points.

JOTUNISH BLIZZARD

Effect:	Change Environment, -3 Temperature Levels and -3 Sight Group PER Rolls
Target:	125m Radius
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	180m
Magic Roll Penalty:	-4
END Cost:	4

Description: The jotuns, or frost giants, developed this spell so they could call up blizzards and use them to blind and chill their foes.

Game Information: Change Environment (create blizzard), -3 Temperature Levels and -3 Sight Group PER Rolls, Area Of Effect (125m Radius; +1½) (45 Active Points); OAF Expendable (clear quartz crystal incised with mystic runes, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 12 points.

Options:

- 1) *Free Spell:* Total cost: 18 points.
- 2) *Remove A +¼ Advantage:* 40 Active Points; total cost 11 points.
- 3) *Remove A +½ Advantage:* 36 Active Points; total cost 10 points.
- 4) *Remove A -¼ Limitation:* Total cost 13 points.
- 5) *Remove A -½ Limitation:* Total cost 14 points.
- 6) *Add A +¼ Advantage:* 49 Active Points; total cost 13 points.
- 7) *Add A +½ Advantage:* 54 Active Points; total cost 14 points.
- 8) *Add A -¼ Limitation:* Total cost 11 points.
- 9) *Add A -½ Limitation:* Total cost 10 points.



WALK AMONG MEN

Effect: Shrinking (two levels; see text)
Target: Self
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: Self
Magic Roll Penalty: -1
END Cost: 1

Description: This spell reduces a giant's size so that he's the same height as a human and can mingle with Menfolk easily. Since giants are "Large" or "Enormous" in size, two levels of Shrinking is enough to halve any giant's size once or twice and thus reduce him to human size (in the process temporarily eliminating the DCV penalties and PER Roll bonuses to perceive him that come from his size).

Game Information: Shrinking (see text) (12 Active Points); OAF Expendable (miniature figurine of the caster carved of soapstone, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 4 points.

Options:

- 1) *Free Spell:* Total cost: 6 points.
- 2) *Remove A -¼ Limitation:* Total cost 4 points.
- 3) *Remove A -½ Limitation:* Total cost 4 points.
- 4) *Add A +¼ Advantage:* 15 Active Points; total cost 5 points.
- 5) *Add A +½ Advantage:* 18 Active Points; total cost 5 points.
- 6) *Add A -¼ Limitation:* Total cost 3 points.
- 7) *Add A -½ Limitation:* Total cost 3 points.

TROLL MAGIC

Like giants, trolls often have their own special magics (and, being closely related to giants, may be able to use Giant Magic as well). Many human spellcasters regard Troll Magic as a strange and eerie thing and want nothing to do with it.

See HSB 278-80 for character sheets for trolls.



SUNWALKING

Effect: Multiform (into troll without Susceptibility to sunlight)
Target: Self
Casting Time: 1 Turn
Casting Procedures: Focus, Gestures, Incantations
Duration: Time Limit (duration of 3 Hours, +1 hour per point by which the caster succeeds with his Magic roll)
Range: Self
Magic Roll Penalty: -7
END Cost: 0

Description: As discussed on HSB 278-79, some trolls turn to stone if exposed to sunlight. Those trolls can use this spell to render themselves immune to the petrifying effects of the sun for a few hours.

In game terms, this spell works by using Multiform to create an "alternate form" defined as the same troll without the *Susceptibility* (to sunlight) Complication. It assumes the troll is built on no more than 250 Character Points; adjust the cost up or down as appropriate for specific trolls, if desired.

Game Information: Multiform (into version of self built on no more than 250 Character Points but without Susceptibility to sunlight; see text) (50 Active Points); OAF Expendable (piece of sunstone carved with troll-runes, Difficult to obtain; -1¼), Concentration (½ DCV throughout casting; -½), Extra Time (1 Turn to cast; -¾), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Requires A Magic Roll (-½), Time Limit (duration of 3 Hours, +1 hour per point by which the caster succeeds with his Magic roll; -½). Total cost: 9 points.

Options:

- 1) *Strong Spell:* Increase to built on no more than 300 Character Points. 60 Active Points; total cost 11 points.
- 2) *Weak Spell:* Decrease to built on no more than 200 Character Points. 40 Active Points; total cost 7 points.
- 3) *Free Spell:* Total cost: 12 points.
- 4) *Remove A -¼ Limitation:* Total cost 9 points.
- 5) *Remove A -½ Limitation:* Total cost 10 points.
- 6) *Add A +¼ Advantage:* 62 Active Points; total cost 11 points.
- 7) *Add A +½ Advantage:* 75 Active Points; total cost 14 points.
- 8) *Add A -¼ Limitation:* Total cost 9 points.
- 9) *Add A -½ Limitation:* Total cost 8 points.



TROLL KNOT

Effect: Telekinesis (60 STR), Only To Hold Knot Closed
Target: One knot
Casting Time: 1 Minute (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Time Limit (see text)
Range: Touch
Magic Roll Penalty: -0
END Cost: 0

Description: Some trolls know a secret, magical way to tie knots in ropes, the necks of carrying sacks, and the like. Until the troll unties the knot (or someone else who knows the spell does, or someone cuts through it), no one can untie it.

This spell uses the *Time Limit* Power Modifier to define the spell's duration, but the value is significantly reduced because there are ways to avoid the effects of the spell — including simply cutting through the knot.

Game Information: Telekinesis (60 STR), Reduced Endurance (0 END; +½), Time Limit (duration of 1 Century, or until untied by someone who also knows this spell, or until knot is cut through; +½) (180 Active Points); OAF Expendable (piece of cloth of gold thread, Difficult to obtain; -1¼), Concentration (0 DCV throughout casting; -1), Extra Time (1 Minute to cast; -¾), Gestures (throughout casting; -½), Incantations (throughout casting; -½), No Range (-½), Only To Hold Knot Tied (-1), Requires A Magic Roll (no Active Point penalty; -0), Spell (-½). Total cost: 26 points.

Options:

- 1) *Strong Spell:* Increase to Telekinesis (80 STR). 240 Active Points; total cost 34 points.
- 2) *Weak Spell:* Decrease to Telekinesis (40 STR). 120 Active Points; total cost 17 points.
- 3) *Free Spell:* Total cost: 31 points.
- 4) *Remove A +¼ Advantage:* 157 Active Points; total cost 22 points.
- 5) *Remove A +½ Advantage:* 135 Active Points; total cost 19 points.
- 6) *Remove A -¼ Limitation:* Total cost 27 points.
- 7) *Remove A -½ Limitation:* Total cost 28 points.
- 8) *Add A +¼ Advantage:* 202 Active Points; total cost 29 points.
- 9) *Add A +½ Advantage:* 225 Active Points; total cost 32 points.
- 10) *Add A -¼ Limitation:* Total cost 25 points.
- 11) *Add A -½ Limitation:* Total cost 24 points.

TROLL SPLINTERS

Effect: Major Transform 8d6 (sentient humanoid into sentient humanoid with Physical Complication)

Target: One character

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: 40m

Magic Roll Penalty: -8

END Cost: 8

Description: Some trolls have *troll splinters* in their eyes. These make them see that which is harsh and ugly (such as themselves and their families) as soft and beautiful, and that which is noble and handsome as ugly, evil, and cruel. This spell lets a troll cast troll splinters into the eyes of another person, changing the way he perceives the world.

Game Information: Major Transform 8d6 (sentient humanoid into sentient humanoid with Physical Complication *Troll Splinters*, as described in the text; heal back through another application of this spell) (80 Active Points); OAF Expendable (splinter of wood from a tree in a troll forest, Easy for a troll to obtain; -1), All Or Nothing (-½), Gestures (-¼), Incantations (-¼), Limited Range (40m; -¼), Limited Target (sentient humanoids; -¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 18 points.

Options:

- 1) *Strong Spell:* Increase to Major Transform 10d6. 100 Active Points; total cost 22 points.
- 2) *Weak Spell:* Decrease to Major Transform 6d6. 60 Active Points; total cost 13 points.
- 3) *Free Spell:* Total cost: 23 points.
- 4) *Remove A -¼ Limitation:* Total cost 19 points.
- 5) *Remove A -½ Limitation:* Total cost 20 points.
- 6) *Add A +¼ Advantage:* 100 Active Points; total cost 22 points.
- 7) *Add A +½ Advantage:* 120 Active Points; total cost 27 points.
- 8) *Add A -¼ Limitation:* Total cost 17 points.
- 9) *Add A -½ Limitation:* Total cost 16 points.

TROLL TOUCH

Effect: Severe Transform 8d6 (living being to stone)

Target: One character

Casting Time: Full Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: Touch

Magic Roll Penalty: -12

END Cost: 12

Description: This spell turns a troll's weakness — the fact that the sunlight turns him to stone — into a weapon. It allows a troll to touch another living being and turn *him* to stone!

Game Information: Severe Transform 8d6 (living being to stone, heals back through another application of this spell or a like spell) (120 Active Points); OAF Expendable (chip of polished granite incised with troll-runes, Easy to obtain; -1), All Or Nothing (-½), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Limited Target (living beings; -¼), No Range (-½), Requires A Magic Roll (-½), Spell (-½). Total cost: 23 points.

Options:

- 1) *Strong Spell:* Increase to Severe Transform 10d6. 150 Active Points; total cost 28 points.
- 2) *Weak Spell:* Decrease to Severe Transform 6d6. 90 Active Points; total cost 17 points.
- 3) *Free Spell:* Total cost: 28 points.
- 4) *Remove A -¼ Limitation:* Total cost 24 points.
- 5) *Remove A -½ Limitation:* Total cost 25 points.
- 6) *Add A +¼ Advantage:* 150 Active Points; total cost 28 points.
- 7) *Add A +½ Advantage:* 180 Active Points; total cost 34 points.
- 8) *Add A -¼ Limitation:* Total cost 22 points.
- 9) *Add A -½ Limitation:* Total cost 21 points.



NAMING MAGIC

Naming Magic, sometimes more formally known as *Onomancy*, relies on the use of “true names” for its power. In a world where Naming Magic exists, every sentient being has a *true name* — his innermost personal name, typically known only to himself and perhaps a few other trusted loved ones. Nonsentient beings and objects have “generic” true names based on what they are. For example, bricks, thunder, and trees don’t have their own True Names, so instead the caster uses the generic true names of “brick,” “thunder,” or “tree” in whatever mystic tongue’s used to create true names.

Knowing a being’s or object’s true name grants a namer (a spellcaster who uses Naming Magic) power over him or it (*i.e.*, the ability to cast spells which affect him or it). With objects and nonsentient beings the effects of a Naming spell are about the same as those of other categories of magic. But knowing a sentient being’s true name allows a namer to strongly affect him with magic (as indicated by the *True Name* spell described below). In a world where Naming Magic exists, a namer who knows a person’s true name should be more dangerous to that person than any other type of spellcaster.

Because a namer must speak aloud the name of the being or thing he wishes to control or manipulate, all Naming spells must have *Incantations*, and cannot remove that Limitation. They may have other common trappings of magic (a Focus, Gestures, and the like), but it’s possible to cast some just by speaking the proper name.

Because a sentient being has a true Name unique to him, some Naming spells have the Limitation *Must Know True Name* (-2). This means the caster must know the true name of the being he uses the spell against; it’s the power of the true name that allows him to accomplish the spell’s effect. Learning a being’s true name is difficult. Most people guard theirs (and any others they know) diligently; it would take an EGO +30 Mind Control roll or similarly strong methods of persuasion to force a true name out of someone. Legends claim some demons, dragons, and gods know true names, but bargaining with such beings is very dangerous.

The GM may, at his option, include other spells from other categories in this book as part of Naming, with appropriate changes. For example, Locking And Opening (page 357) could represent a namer speaking the true name of “door” or “lock.”



BASIC SPELL

★ TRUE NAME

Effect:	Aid Magic 5d6, Must Know Target's True Name, Points Gained Fade Immediately After Use
Target:	Self
Casting Time:	No Time (Triggered)
Casting Procedures:	Incantations
Duration:	Instant
Range:	Self
Magic Roll Penalty:	N/A
END Cost:	7

Description: This spell represents the effect of knowing a sentient being’s true name. With that knowledge at a namer’s command, his spells become even more powerful when used against that being.

Naturally, true names are *very* closely and carefully guarded. Learning one should represent a major undertaking on a wizard's part.

Game Information: Aid Magic 5d6, Variable Effect (any one Magic attack spell at a time; +½), Trigger (speaking the being's true name as part of an attack spell, using Trigger takes no time, Trigger immediately automatically resets; +1) (75 Active Points); Incantations (-¼), Must Know Target's True Name (-2), Points Gained Fade Immediately After Use (-1), Only Aid Self (-1). Total cost: 14 points.

Options:

- 1) *Strong Spell:* Increase to Aid Magic 6d6. 90 Active Points; total cost 17 points.
- 2) *Weak Spell:* Decrease to Aid Magic 4d6. 60 Active Points; total cost 11 points.
- 3) *Remove A +¼ Advantage:* 67 Active Points; total cost 13 points.
- 4) *Remove A +½ Advantage:* 60 Active Points; total cost 11 points.
- 5) *Add A +¼ Advantage:* 82 Active Points; total cost 16 points.
- 6) *Add A +½ Advantage:* 90 Active Points; total cost 17 points.
- 7) *Add A -¼ Limitation:* Total cost 14 points.
- 8) *Add A -½ Limitation:* Total cost 13 points.

OFFENSIVE SPELLS

★ COLLAPSE WALL

Effect: RKA 5d6, Only Versus Walls
Target: One wall
Casting Time: 1 Turn (Attack Action)
Casting Procedures: Gestures, Incantations
Duration: Instant
Range: 900m
Magic Roll Penalty: -7
END Cost: 7

Description: By speaking the true names of brick and mortar and stone, the caster can cause them to come apart and collapse into a heap of rubble.

Game Information: RKA 5d6 (75 Active Points); Concentration (½ DCV throughout casting; -½), Extra Time (1 Turn; -1¼), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Only Versus Walls (-1), Requires A Magic Roll (-½), Spell (-½). Total cost: 13 points.

Options:

- 1) *Strong Spell:* Increase to RKA 6d6. 90 Active Points; total cost 16 points.
- 2) *Weak Spell:* Decrease to RKA 4d6. 60 Active Points; total cost 10 points.
- 3) *Focused Spell:* The caster needs a wizard's staff (or similar object, chosen when he buys the spell) to focus his power. Add OAF (-1). Total cost: 11 points.
- 4) *Remove A -¼ Limitation:* Total cost 14 points.
- 5) *Remove A -½ Limitation:* Total cost 14 points.
- 6) *Add A +¼ Advantage:* 94 Active Points; total cost 16 points.
- 7) *Add A +½ Advantage:* 112 Active Points; total cost 19 points.
- 8) *Add A -¼ Limitation:* Total cost 12 points.
- 9) *Add A -½ Limitation:* Total cost 12 points.

★ CONTROL-SPELL

Effect: Mind Control 14d6
Target: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Incantations
Duration: Instant
Range: 40m
Magic Roll Penalty: -7
END Cost: 7

Description: Knowledge of a being's true name allows the spellcaster to take control of that being's mind.

Game Information: Mind Control 14d6 (70 Active Points); Incantations (-¼), Limited Normal Range (40m and subject to Range Modifier; -½), Must Know True Name (-2), Requires A Magic Roll (-½), Spell (-½). Total cost: 15 points.

Options:

- 1) *Strong Spell:* Increase to Mind Control 16d6. 80 Active Points; total cost 17 points.
- 2) *Weak Spell:* Decrease to Mind Control 12d6. 60 Active Points; total cost 13 points.
- 3) *Focused Spell:* The caster needs a wizard's staff (or similar object, chosen when he buys the spell) to focus his power. Add OAF (-1). Total cost: 12 points.
- 4) *Remove A -¼ Limitation:* Total cost 15 points.
- 5) *Remove A -½ Limitation:* Total cost 16 points.
- 6) *Add A +¼ Advantage:* 87 Active Points; total cost 18 points.
- 7) *Add A +½ Advantage:* 105 Active Points; total cost 22 points.
- 8) *Add A -¼ Limitation:* Total cost 14 points.
- 9) *Add A -½ Limitation:* Total cost 13 points.



FOGWEAVING

Effect: Change Environment, -2 to Sight Group PER Rolls; Dispel Mist Powers 14d6
Target: 16m Radius/One mist
Casting Time: Half Phase (Attack Action)
Casting Procedures: Gestures, Incantations
Duration: Time Limit (1d6+1 minutes, +1 minute per point by which the caster succeeds with his Magic roll/Instant
Range: 90m
Magic Roll Penalty: -2/-7
END Cost: 2/7

Description: By speaking the true name of fog, a spellcaster can call forth a mist to blind the eyes of his enemies, or banish a fog that impedes or harms him.

Game Information:

Cost Powers

- 27 **Fogweaving:** Multipower, 67-point reserve; all Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Spell (-½)
- 1f **1) Create Fog:** Change Environment (create fog), -3 to Sight Group PER Rolls, Area Of Effect (16m Radius; +¾), Reduced Endurance (0 END; +½), Time Limit (1d6+1 minutes, +1 minute per point by which the caster succeeds with his Magic roll; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Spell (-½)
- 2f **2) Banish Fog:** Dispel Mist Powers 15d6, Variable Effect (any one mist/smoke/fog power at a time; +½); Gestures (-¼), Incantations (-¼), Limited Range (90m; -¼), Requires A Magic Roll (-½), Spell (-½)

Total cost: 30 points.

Options:

- 1) *Focused Spell:* The caster needs a wizard's staff (or similar object, chosen when he buys the spell) to focus his power. Add OAF (-1) to reserve and both slots. Total cost: 22 points.
- 2) *Remove A -¼ Limitation:* Total cost 34 points.
- 3) *Remove A -½ Limitation:* Total cost 37 points.



NAME OF THE THUNDERBOLT

Effect: RKA 3d6, Armor Piercing, Indirect
Target: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Gestures, Incantations
Duration: Instant
Range: 450m
Magic Roll Penalty: -7
END Cost: 7

Description: By uttering the true name of lightning, the caster can call down a thunderbolt from the sky. This only works when the conditions are right for lightning — during storms, or at least very cloudy weather. If the target is inside, the bolt must first blast through the roof or other obstacles, diminishing its effect considerably.

Game Information: RKA 3d6, Armor Piercing (+¼), Indirect (Source Point is always the sky above the target; +¼) (67 Active Points); Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Only Works During Storms (-1), Requires A Magic Roll (-½), Spell (-½). Total cost: 17 points.

Options:

- 1) *Strong Spell:* Increase to RKA 4d6. 90 Active Points; total cost 22 points.
- 2) *Weak Spell:* Decrease to RKA 2d6. 45 Active Points; total cost 11 points.
- 3) *Focused Spell:* The caster needs a wizard's staff (or similar object, chosen when he buys the spell) to focus his power. Add OAF (-1). Total cost: 13 points.
- 4) *Remove A +¼ Advantage:* 56 Active Points; total cost 14 points.
- 5) *Remove A +½ Advantage:* 45 Active Points; total cost 11 points.
- 6) *Remove A -¼ Limitation:* Total cost 18 points.
- 7) *Remove A -½ Limitation:* Total cost 19 points.
- 8) *Add A +¼ Advantage:* 79 Active Points; total cost 20 points.
- 9) *Add A +½ Advantage:* 90 Active Points; total cost 22 points.
- 10) *Add A -¼ Limitation:* Total cost 16 points.
- 11) *Add A -½ Limitation:* Total cost 15 points.



SLAY

Effect: RKA 8d6, AVAD (Power Defense), Does BODY
Target: One character
Casting Time: Full Phase (Attack Action)
Casting Procedures: Incantations
Duration: Instant
Range: 20m
Magic Roll Penalty: -0
END Cost: 36

Description: If the spellcaster knows a being's true name, he can speak it to him in such a way that he kills that person.

Game Information: RKA 8d6, AVAD (Power Defense; +1), Does BODY (+1) (360 Active Points); Extra Time (Full Phase; -½), Incantations (-¼), Limited Range (20m; -¼), Must Know True Name (-2), Requires A Magic Roll (no Active Point penalty; -0), Spell (-½). Total cost: 80 points.

Options:

- 1) *Focused Spell:* The caster needs a wizard's staff (or similar object, chosen when he buys the spell) to focus his power. Add OAF (-1). Total cost: 65 points.
- 2) *Remove A -¼ Limitation:* Total cost 85 points.
- 3) *Remove A -½ Limitation:* Total cost 90 points.
- 4) *Add A +¼ Advantage:* 390 Active Points; total cost 87 points.
- 5) *Add A +½ Advantage:* 420 Active Points; total cost 93 points.
- 6) *Add A -¼ Limitation:* Total cost 76 points.
- 7) *Add A -½ Limitation:* Total cost 72 points.

DEFENSIVE SPELLS



NAME OF THE ARROW

Effect:	Deflection, Only Works Against Non-Gunpowder Projectiles
Target:	Self
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Gestures, Incantations
Duration:	Instant
Range:	Self
Magic Roll Penalty:	-2
END Cost:	2

Description: By speaking the true name of an arrow, sling bullet, or like projectile and gesturing at it, the caster can “persuade” it not to hit him or one of his friends.

Game Information: Deflection (20 Active Points); Gestures (-¼), Incantations (-¼), Only Works Against Non-Gunpowder Projectiles (-½), Requires A Magic Roll (-½). Total cost: 8 points.

Options:

- 1) *Focused Spell:* The caster needs a wizard’s staff (or similar object, chosen when he buys the spell) to focus his power. Add OAF (-1). Total cost: 6 points.
- 2) *Remove A -¼ Limitation:* Total cost 9 points.
- 3) *Remove A -½ Limitation:* Total cost 10 points.
- 4) *Add A +¼ Advantage:* 25 Active Points; total cost 10 points.
- 5) *Add A +½ Advantage:* 30 Active Points; total cost 12 points.
- 6) *Add A -¼ Limitation:* Total cost 7 points.
- 7) *Add A -½ Limitation:* Total cost 7 points.



NAME OF THE BLADE

Effect:	+5 DCV, Only Versus Melee Weapons
Target:	Self
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Gestures, Incantations
Duration:	Instant
Range:	Self
Magic Roll Penalty:	-2
END Cost:	2

Description: By speaking the true name of a melee weapon and gesturing at it, the caster can “persuade” it not to hit him.

Game Information: +5 DCV (25 Active Points); Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Instant (-½), Only Versus Melee Weapons (-1), Requires A Magic Roll (-½). Total cost: 6 points.

Options:

- 1) *Strong Spell:* Increase to +6 DCV. 30 Active Points; total cost 7 points.
- 2) *Weak Spell:* Decrease to +4 DCV. 20 Active Points; total cost 5 points.
- 3) *Focused Spell:* The caster needs a wizard’s staff (or similar object, chosen when he buys the spell) to focus his power. Add OAF (-1). Total cost: 5 points.
- 4) *Remove A -¼ Limitation:* Total cost 7 points.
- 5) *Remove A -½ Limitation:* Total cost 7 points.
- 6) *Add A +¼ Advantage:* 31 Active Points; total cost 8 points.
- 7) *Add A +½ Advantage:* 37 Active Points; total cost 9 points.
- 8) *Add A -¼ Limitation:* Total cost 6 points.
- 9) *Add A -½ Limitation:* Total cost 5 points.

MOVEMENT SPELLS



WINDCALLING

Effect:	Boost Swimming 6d6/ Suppress Swimming 6d6, Only For Sailed Vehicles
Target:	One sailed vehicle
Casting Time:	Full Phase (Attack Action)
Casting Procedures:	Gestures, Incantations
Duration:	Constant
Range:	No Range
Magic Roll Penalty:	-6
END Cost:	6

Description: By speaking the true name of the wind, the caster can call it forth and direct it how he wills to move a sailed vessel more swiftly, or reduce such a vessel’s speed.

Game Information:

Cost Power
13 *Windcalling:* Multipower, 60-point reserve; all Costs Endurance (to maintain; -½), Extra Time (Full Phase to cast and to maintain; -½), Gestures (-¼), Incantations (throughout casting; -½), Only For Vehicles With The *Sailed* Limitation (-1), Requires A Magic Roll (-½), Spell (-½)

1f 1) *Call The Wind Into Your Sails:* Boost Swimming 6d6; common Limitations as described above

1f 2) *Misdirect The Winds:* Suppress Swimming 6d6; common Limitations as described above

Total cost: 15 points.

Options:

- 1) *Focused Spell:* The caster needs a wizard’s staff (or similar object, chosen when he buys the spell) to focus his power. Add OAF (-1). Total cost: 12 points.
- 2) *Remove A -¼ Limitation:* Total cost 15 points.
- 3) *Remove A -½ Limitation:* Total cost 16 points.

MISCELLANEOUS SPELLS



ANIMAL-CALLING

Effect: Summon one animal built on up to 275 Total Points

Target: Special

Casting Time: Half Phase

Casting Procedures: Incantations

Duration: Instant

Range: No Range

Magic Roll Penalty: -7

END Cost: 7

Description: By speaking the true name of a type of animal — such as “rabbit,” “wolf,” or “falcon” — the caster can call that type of animal to him, provided it lives nearby.

Game Information: Summon one animal built on up to 275 Total Points, Expanded Class (any animal; $+\frac{1}{4}$) (69 Active Points); Incantations ($-\frac{1}{4}$), Requires A Magic Roll ($-\frac{1}{2}$), Arrives Under Own Power ($-\frac{1}{2}$), Summoned Being Must Inhabit Locale ($-\frac{1}{2}$). Total cost: 25 points.

Options:

- 1) *Weak Spell:* Decrease to one animal built on up to 200 Total Points. 50 Active Points; total cost 18 points.
- 2) *Focused Spell:* The caster needs a wizard's staff (or similar object, chosen when he buys the spell) to focus his power. Add OAF (-1). Total cost: 18 points.
- 3) *Remove A $+\frac{1}{4}$ Advantage:* 55 Active Points; total cost 20 points.
- 4) *Remove A $-\frac{1}{4}$ Limitation:* Total cost 28 points.
- 5) *Remove A $-\frac{1}{2}$ Limitation:* Total cost 31 points.
- 6) *Add A $+\frac{1}{4}$ Advantage:* 82 Active Points; total cost 30 points.
- 7) *Add A $+\frac{1}{2}$ Advantage:* 96 Active Points; total cost 35 points.
- 8) *Add A $-\frac{1}{4}$ Limitation:* Total cost 23 points.
- 9) *Add A $-\frac{1}{2}$ Limitation:* Total cost 21 points.



WEATHERCALLING

Effect: Change Environment (alter the weather), ± 10 Temperature Levels, Varying Combat Effects, Varying Effect ($+1$)

Target: 4 km Radius

Casting Time: 5 minutes

Casting Procedures: Incantations

Duration: Constant

Range: No Range

Magic Roll Penalty: -7

END Cost: 30 per hour

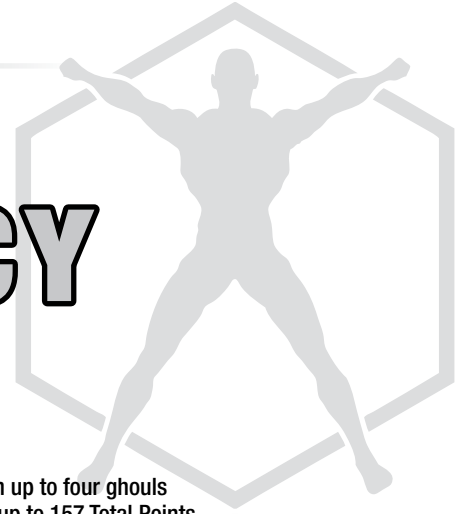
Description: With this spell, the caster speaks the true name of whatever sort of weather he wishes to “summon.” Within about five minutes it “appears” in a four kilometer radius around where he was standing when he cast the spell. The effects, being artificial, disperse fairly quickly once the caster stops paying END.

Game Information: Change Environment (call weather), ± 10 Temperature Levels, Varying Combat Effects, Area Of Effect (4m Radius; $+\frac{1}{4}$), Varying Effect ($+1$), MegaArea (1m = 1 km broad and wide; $+1$), Delayed Endurance Cost (once per Hour; $+\frac{1}{2}$) (150 Active Points); Extra Time (5 Minutes' onset time; -1), Gestures (two hands throughout casting; -1), Incantations (throughout casting; $-\frac{1}{2}$), Increased Endurance Cost (x2 END; $-\frac{1}{2}$), No Range ($-\frac{1}{2}$), Requires A Magic Roll (-1 per 20 Active Points; $-\frac{1}{4}$), Spell ($-\frac{1}{2}$). Total cost: 28 points.

Options:

- 1) *Strong Spell:* Increase to Area Of Effect (8m Radius; $+\frac{1}{2}$). 160 Active Points; total cost 30 points.
- 2) *Weak Spell:* Decrease to Area Of Effect (2m Radius; $+\frac{1}{4}$). 150 Active Points; total cost 28 points.
- 3) *Focused Spell:* The caster needs a wizard's staff (or similar object, chosen when he buys the spell) to focus his power. Add OAF (-1). Total cost: 24 points.
- 4) *Remove A $+\frac{1}{4}$ Advantage:* 140 Active Points; total cost 27 points.
- 5) *Remove A $+\frac{1}{2}$ Advantage:* 130 Active Points; total cost 25 points.
- 6) *Remove A $-\frac{1}{4}$ Limitation:* Total cost 30 points.
- 7) *Remove A $-\frac{1}{2}$ Limitation:* Total cost 31 points.
- 8) *Add A $+\frac{1}{4}$ Advantage:* 160 Active Points; total cost 30 points.
- 9) *Add A $+\frac{1}{2}$ Advantage:* 170 Active Points; total cost 32 points.
- 10) *Add A $-\frac{1}{4}$ Limitation:* Total cost 27 points.
- 11) *Add A $-\frac{1}{2}$ Limitation:* Total cost 26 points.

NECROMANCY



The category of *Necromancy* includes spells relating to, manipulating, or invoking the forces of life, death, undeath, and related phenomena. In most settings people consider it a black and evil art, and with good reason; the forces Necromancy uses tend to attract students of wicked, malicious, or disturbed mind. Still, some necromancers use their Art in more benign ways, such as to heal the injured.

In addition to the spells listed here, the GM may want to make some of the Black Magic spells (pages 47-61) and/or Shadow spells (pages 151-53) part of Necromancy.

UNDEAD CREATION AND SUMMONING SPELLS

At the heart of Necromancy lie spells used to create undead creatures to serve necromancers as soldiers and slaves. In the case of corporeal undead (such as skeletons, zombies, or wights), the necromancer must have a sufficient number of bodies to bring back to “life”; with incorporeal undead, the creation bears more resemblance to traditional conjuring magics.

The costs for the undead listed in these spells are derived from the character sheets on pages 281-97 of *The HERO System Bestiary*. You can easily adjust the spells’ costs to allow for more (or less) powerful undead, undead with special abilities, and so forth. The *Variable Summon* (+¼) Advantage discussed on page 155 of *Fantasy Hero* is a good choice for the *Add A +¼ Advantage* option for most of these spells.

☆ CALL GHOUL

Effect:	Summon up to four ghouls built on up to 157 Total Points
Target:	Special
Casting Time:	20 Minutes
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-4
END Cost:	4

Description: This spell summons ghouls, with whom the necromancer must negotiate for service; the options below include spells for other types of undead. The spell only works if there are ghouls nearby (the GM determines what constitutes “nearby”), and the ghouls must come to the necromancer under their own power.

Game Information: Summon up to four ghouls built on up to 157 Total Points (41 Active Points); OAF Expendable (hunk of rancid meat, Easy to obtain; -1), Summoned Being Must Inhabit Locale (-½), Arrives Under Own Power (-½), Concentration (0 DCV throughout; -1), Extra Time (20 Minutes; -2½), Gestures (throughout; -½), Incantations (throughout; -½), Requires A Magic Roll (-½). Total cost: 5 points.

Options:

- 1) *Many Ghouls:* Increase to eight ghouls built on up to 157 Total Points. 46 Active Points; total cost 6 points.
- 2) *Many, Many Ghouls:* Increase to 16 ghouls built on up to 157 Total Points. 51 Active Points; total cost 6 points.
- 3) *Free Spell:* Total cost: 6 points.
- 4) *Remove A -¼ Limitation:* Total cost 5 points.
- 5) *Remove A -½ Limitation:* Total cost 5 points.
- 6) *Add A +¼ Advantage:* 51 Active Points; total cost 6 points.
- 7) *Add A +½ Advantage:* 61 Active Points; total cost 8 points.
- 8) *Devoted Ghouls:* Add Devoted (+¾). 71 Active Points; total cost 9 points.
- 9) *Slavishly Devoted Ghouls:* Add Slavishly Devoted (+1). 82 Active Points; total cost 10 points.
- 10) *Add A -¼ Limitation:* Total cost 5 points.
- 11) *Add A -½ Limitation:* Total cost 5 points.

- 12) *Other Necromantic Summoning Spells*: Using Call Ghoul as a model, you can easily create other spells that literally summon nearby undead, rather than using the *Summon* Power to represent creating them. For example:

Summon Ghost: Summon one ghost built on 463 Total Points (Focus: small piece of a burial shroud): 93 Active Points; total cost 12 points.

Summon Mummy: Summon one mummy built on 402 Total Points (Focus: small piece of a mummy's wrappings): 80 Active Points; total cost 10 points.

Summon Skeletons: Summon four skeletons built on 185 Total Points (Focus: small piece of human bone). 47 Active Points; total cost 6 points.

Summon Specter: Summon one specter built on 758 Total Points (Focus: small piece of an elegant burial shroud): 152 Active Points; total cost 19 points.

Summon Vampire (Lesser): Summon one Lesser Vampire built on 435 Total Points (Focus: splinter of wood from a coffin): 87 Active Points; total cost 11 points.

Summon Vampire (Greater): Summon one Greater Vampire built on 693 Total Points (Focus: splinter of wood from a coffin): 139 Active Points; total cost 17 points.

Summon Wights: Summon two wights built on 340 Total Points (Focus: bit of earth from a grave-mound or barrow): 73 Active Points; total cost 9 points.

Summon Wraiths: Summon two wraiths built on 548 Total Points (Focus: small piece of black cloth): 115 Active Points; total cost 14 points.

Summon Zombies: Summon four zombies built on 176 Total Points (Focus: small piece of decaying flesh): 45 Active Points; total cost 6 points.

- 13) *Undead Summoning*: This spell summons one of any type of powerful undead, or a greater number of lesser-powered undead. Change to Summon one undead being built on up to 758 points, Expanded Class (undead; +½), Variable Summon (+¼). 266 Active Points; total cost 33 points.



CREATE GHOST

Effect:	Summon one ghost built on 463 Total Points, Slavishly Devoted
Target:	Special
Casting Time:	1 Hour
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-19
END Cost:	19

Description: This spell conjures a ghost to serve the necromancer. To cast it, the necromancer must draw a magic circle with necromantic runes, then place a bowl of fresh human blood in the center of the circle before uttering the final incantations. When the spell is complete, the ghost appears, consumes the blood, and enters into the necromancer's service.

At the GM's option, the necromancer receives a +1 bonus to his Necromancy roll to cast this spell if he casts it at a cemetery, former battlefield, or other place where lots of bodies are buried.

Game Information: Summon one ghost built on 463 Total Points, Slavishly Devoted (+1) (186 Active Points); OAF Expendable (vial of fresh human blood and other necromantic supplies, Extremely Difficult to obtain; -2), Concentration (0 DCV throughout; -1), Extra Time (1 Hour; -3), Gestures (throughout; -½), Incantations (throughout; -½), Requires A Magic Roll (-½). Total cost: 22 points.

Options:

- 1) *More Ghosts*: Increase to four ghosts. 206 Active Points; total cost 24 points.
- 2) *Many More Ghosts*: Increase to 16 ghosts. 216 Active Points; total cost 25 points.
- 3) *Call Powerful Ghost*: This spell calls a ghost with all of the optional powers listed on HSB 282. Increase to Summon one ghost built on up to 616 Total Points. 246 Active Points; total cost 29 points.
- 4) *Call Specific Ghost*: This version of the spell conjures the ghost of a specific person to serve the necromancer. Add Specific Being (+1). 279 Active Points; total cost 33 points.
- 5) *Free Spell*: Total cost: 29 points.
- 6) *Remove A +¼ Advantage*: 163 Active Points; total cost 19 points.
- 7) *Remove A +½ Advantage*: 139 Active Points; total cost 16 points.
- 8) *Remove A -¼ Limitation*: Total cost 22 points.
- 9) *Remove A -½ Limitation*: Total cost 23 points.
- 10) *Add A +¼ Advantage*: 209 Active Points; total cost 24 points.
- 11) *Add A +½ Advantage*: 232 Active Points; total cost 27 points.
- 12) *Add A -¼ Limitation*: Total cost 21 points.
- 13) *Add A -½ Limitation*: Total cost 21 points.

UNIVERSAL CREATE UNDEAD SPELL

With the GM's approval, necromancers can simply combine all the undead creation spell into one spell of general application:

Summon one undead being built on 758 Character Points or less, Expanded Class (any undead; +½), Variable Summon (+¼), Slavishly Devoted (+1) (418 Active Points); OAF Expendable (appropriate material components and other necromantic supplies, Extremely Difficult to obtain; -2), Concentration (0 DCV throughout; -1), Extra Time (1 Hour; -3), Gestures (throughout; -½), Incantations (throughout; -½), Requires A Magic Roll (-½). Total cost: 49 points.

This lacks the flavor of having the individual creation spells and their variations, but saves the necromancer Character Points in the long run.



★ CREATE MUMMY

Effect:	Summon one mummy built on 402 Total Points, Slavishly Devoted
Target:	Special
Casting Time:	1 Day
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-16
END Cost:	16

Description: This spell turns a normal human corpse into a mummy who serves the necromancer. To cast it, the necromancer must have a corpse to work with, and that corpse must be largely intact (it might have suffered a wound or two, but it cannot be missing any limbs or the like). Casting the spell is a day-long process in which the necromancer treats the body with various substances (such as salts of natron), removes the body's internal organs and replaces them with magical amulets and talismans, and then binds the body with strips of specially-prepared linen cloth. Any significant interruption ruins the whole process.

At the GM's option, Embalming is a Complementary Skill for the Necromancy roll for this spell.

Game Information: Summon one mummy built on 402 Total Points, Slavishly Devoted (+1) (160 Active Points); OAF Expendable (death scarab amulet carved of jet and anointed with human blood, plus mummification supplies, Extremely Difficult to obtain; -2), Concentration (0 DCV throughout; -1), Extra Time (1 Day; -4), Gestures (throughout; -½), Incantations (throughout; -½), Must Have Proper Body And Mummification

Facilities (-1), Requires A Magic Roll (-½). Total cost: 15 points.

Options:

- 1) *More Mummies:* Increase to four mummies. 180 Active Points; total cost 17 points.
- 2) *Many More Mummies:* Increase to 16 mummies. 200 Active Points; total cost 19 points.
- 3) *Create Powerful Mummy:* This spell creates a mummy with all of the optional powers listed on HSB 286. Increase to Summon one mummy built on up to 549 Total Points. 220 Active Points; total cost 21 points.
- 4) *Create Specific Mummy:* This version of the spell creates a mummy from a specific person, thus returning that person to "life" to serve the necromancer. Add Specific Being (+1). 240 Active Points; total cost 23 points.
- 5) *Free Spell:* Total cost: 19 points.
- 6) *Remove A +¼ Advantage:* 140 Active Points; total cost 13 points.
- 7) *Remove A +½ Advantage:* 120 Active Points; total cost 11 points.
- 8) *Remove A -¼ Limitation:* Total cost 16 points.
- 9) *Remove A -½ Limitation:* Total cost 16 points.
- 10) *Add A +¼ Advantage:* 180 Active Points; total cost 17 points.
- 11) *Add A +½ Advantage:* 200 Active Points; total cost 19 points.
- 12) *Add A -¼ Limitation:* Total cost 15 points.
- 13) *Add A -½ Limitation:* Total cost 14 points.



CREATE SKELETON

Effect:	Summon one skeleton built on 185 Total Points, Slavishly Devoted
Target:	Special
Casting Time:	5 Minutes
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-7
END Cost:	7

Description: With this spell, a caster can turn a jumble of ordinary human bones, or a mostly excarnated body, into a necromantically-animated skeleton. Skeletons make superb servants and warriors in many respects; they do not tire, feel pain, or question orders. However, they do tend to interpret commands literally, and cannot think on their own.

Game Information: Summon one skeleton built on 185 Total Points, Slavishly Devoted (+1) (74 Active Points); OAF Expendable (amulet of bone carved with necromantic runes, some human blood, and necromantic supplies, Extremely Difficult to obtain; -2), Concentration (0 DCV throughout; -1), Extra Time (5 Minutes; -2), Gestures (throughout; -½), Incantations (throughout; -½), Must Have Body Or Bones (-1), Requires A Magic Roll (-½). Total cost: 9 points.

Options:

- 1) *More Skeletons:* Increase to four skeletons. 94 Active Points; total cost 11 points.
- 2) *Many More Skeletons:* Increase to 16 skeletons. 114 Active Points; total cost 13 points.
- 3) *Create Skeleton Army:* Increase to 1,000 skeletons. 174 Active Points; total cost 20 points.
- 4) *Create Powerful Skeleton:* This spell creates a skeleton with all of the optional powers listed on HSB 287. Increase to Summon one skeleton built on up to 224 Total Points. 90 Active Points; total cost 10 points.
- 5) *Create Specific Skeleton:* This version of the spell creates a skeleton from a specific person, thus returning that person to "life" to serve the necromancer. Add Specific Being (+1). 111 Active Points; total cost 13 points.
- 6) *Free Spell:* Total cost: 11 points.
- 7) *Remove A +¼ Advantage:* 65 Active Points; total cost 8 points.
- 8) *Remove A +½ Advantage:* 55 Active Points; total cost 6 points.
- 9) *Remove A -¼ Limitation:* Total cost 9 points.
- 10) *Remove A -½ Limitation:* Total cost 9 points.
- 11) *Add A +¼ Advantage:* 83 Active Points; total cost 10 points.
- 12) *Add A +½ Advantage:* 92 Active Points; total cost 11 points.
- 13) *Add A -¼ Limitation:* Total cost 8 points.
- 14) *Add A -½ Limitation:* Total cost 8 points.



CREATE SPECTER

Effect:	Summon one specter built on 758 Total Points, Slavishly Devoted
Target:	Special
Casting Time:	1 Hour
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-15
END Cost:	30

Description: This spell conjures a specter to serve the necromancer. The spell's procedures are similar in many respects to those of Call Ghost, but instead of a bowl of human blood the caster must have a live sacrifice of some sort — typically a human, but some necromancers substitute various animals instead.

At the GM's option, the necromancer receives a +1 bonus to his Necromancy roll to cast this spell if he casts it at a cemetery, battlefield, or other place where lots of bodies are buried.

Game Information: Summon one specter built on 758 Total Points, Slavishly Devoted (+1) (304 Active Points); OAF Expendable (human [or other] sacrifice and other necromantic supplies, Extremely Difficult to obtain; -2), Concentration (0 DCV throughout; -1), Extra Time (1 Hour; -3), Gestures (throughout; -½), Incantations (throughout; -½), Requires A Magic Roll (-1 per 20 Active Points; -¼). Total cost: 37 points.

Options:

- 1) *More Specters:* Increase to four specters. 324 Active Points; total cost 39 points.
- 2) *Many More Specters:* Increase to 16 specters. 344 Active Points; total cost 42 points.
- 3) *Create Powerful Specter:* This spell creates a specter with all of the optional powers listed on HSB 289. Increase to Summon one specter built on up to 872 Total Points. 348 Active Points; total cost 42 points.
- 4) *Create Specific Specter:* This version of the spell conjures the specter of a specific person to serve the necromancer. Add Specific Being (+1). 456 Active Points; total cost 55 points.
- 5) *Free Spell:* Total cost: 49 points.
- 6) *Remove A +¼ Advantage:* 266 Active Points; total cost 32 points.
- 7) *Remove A +½ Advantage:* 228 Active Points; total cost 28 points.
- 8) *Remove A -¼ Limitation:* Total cost 38 points.
- 9) *Remove A -½ Limitation:* Total cost 39 points.
- 10) *Add A +¼ Advantage:* 342 Active Points; total cost 41 points.
- 11) *Add A +½ Advantage:* 380 Active Points; total cost 46 points.
- 12) *Add A -¼ Limitation:* Total cost 36 points.
- 13) *Add A -½ Limitation:* Total cost 35 points.

CREATE VAMPIRE

Effect:	Summon one Lesser Vampire built on 435 Total Points, Slavishly Devoted
Target:	Special
Casting Time:	1 Day
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-17
END Cost:	17

Description: With this spell, a necromancer can transform an ordinary corpse into a lesser vampire. The corpse must be largely intact (it might have suffered a wound or two, but it cannot be missing any limbs or the like). During the creation process, the necromancer infuses the body not only with fresh human blood, but essence of bat, wolf's blood, and many other foul substances.

At the GM's option, Embalming is a Complementary Skill for the Necromancy roll for this spell.

Game Information: Summon one Lesser Vampire built on 435 Total Points, Slavishly Devoted (+1) (174 Active Points); OAF Expendable (human blood and other foul substances, plus necromantic supplies, Extremely Difficult to obtain; -2), Concentration (0 DCV throughout; -1), Extra Time (1 Day; -4), Gestures (throughout; -½), Incantations (throughout; -½), Must Have Proper Body (-1), Requires A Magic Roll (-½). Total cost: 16 points.

Options:

- 1) *More Vampires:* Increase to four lesser vampires. 194 Active Points; total cost 18 points.
- 2) *Many More Vampires:* Increase to 16 lesser vampires. 214 Active Points; total cost 20 points.
- 3) *Create Specific Vampire:* This version of the spell transforms the corpse of a specific person into a lesser vampire to serve the necromancer. Add Specific Being (+1). 261 Active Points; total cost 25 points.
- 4) *Free Spell:* Total cost: 20 points.
- 5) *Remove A +¼ Advantage:* 152 Active Points; total cost 14 points.
- 6) *Remove A +½ Advantage:* 130 Active Points; total cost 12 points.
- 7) *Remove A -¼ Limitation:* Total cost 17 points.
- 8) *Remove A -½ Limitation:* Total cost 17 points.
- 9) *Add A +¼ Advantage:* 196 Active Points; total cost 19 points.
- 10) *Add A +½ Advantage:* 217 Active Points; total cost 21 points.
- 11) *Add A -¼ Limitation:* Total cost 16 points.
- 12) *Add A -½ Limitation:* Total cost 16 points.

CREATE WIGHT

Effect:	Summon one wight built on 340 Total Points, Slavishly Devoted
Target:	Special
Casting Time:	1 Day
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-14
END Cost:	14

Description: Instead of letting the corpse of a powerful or noteworthy man rest easy in death, a necromancer can use this spell to bring the dead person back to life as a fearsome wight. The corpse must be largely intact (it might have suffered a wound or two, but it cannot be missing any limbs or the like). The necromancer dresses the body in appropriate funerary garb anointed in human blood, performs various preliminary rituals and incantations, and after a day's effort utters the final blasphemous words that bring the wight back to the land of the living.

At the GM's option, Embalming is a Complementary Skill for the Necromancy roll for this spell.

Game Information: Summon one wight built on 340 Total Points, Slavishly Devoted (+1) (136 Active Points); OAF Expendable (death mask or robes anointed in human blood, plus necromantic supplies, Extremely Difficult to obtain; -2), Concentration (0 DCV throughout; -1), Extra Time (1 Day; -4), Gestures (throughout; -½), Incantations (throughout; -½), Must Have Proper Body (-1), Requires A Magic Roll (-½). Total cost: 13 points.

Options:

- 1) *More Wights:* Increase to four wights. 156 Active Points; total cost 15 points.
- 2) *Many More Wights:* Increase to 16 wights. 176 Active Points; total cost 17 points.
- 3) *Create Powerful Wight:* This spell creates a wight with all of the beneficial optional powers listed on HSB 293. Increase to Summon one wight built on up to 443 Total Points. 178 Active Points; total cost 17 points.
- 4) *Create Specific Wight:* This version of the spell creates a wight from a specific person, thus returning that person to "life" to serve the necromancer. Add Specific Being (+1). 204 Active Points; total cost 19 points.
- 5) *Free Spell:* Total cost: 16 points.
- 6) *Remove A +¼ Advantage:* 119 Active Points; total cost 11 points.
- 7) *Remove A +½ Advantage:* 102 Active Points; total cost 10 points.
- 8) *Remove A -¼ Limitation:* Total cost 13 points.
- 9) *Remove A -½ Limitation:* Total cost 14 points.
- 10) *Add A +¼ Advantage:* 153 Active Points; total cost 14 points.
- 11) *Add A +½ Advantage:* 170 Active Points; total cost 16 points.
- 12) *Add A -¼ Limitation:* Total cost 13 points.
- 13) *Add A -½ Limitation:* Total cost 12 points.

**CREATE WRAITH**

Effect:	Summon one wraith built on 548 Total Points, Slavishly Devoted
Target:	Special
Casting Time:	1 Hour
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-11
END Cost:	22

Description: This spell conjures a wraith to serve the necromancer. The spell's procedures resemble those of Create Ghost, but the spell can only be cast at night and involves the sacrifice of a live black cat.

Game Information: Summon one wraith built on 548 Total Points, Slavishly Devoted (+1) (220 Active Points); OAF Expendable (black cat sacrifice and other necromantic supplies, Extremely Difficult to obtain; -2), Concentration (0 DCV throughout; -1), Extra Time (1 Hour; -3), Gestures (throughout; -½), Incantations (throughout; -½), Only Works At Night (-½), Requires A Magic Roll (-1 per 20 Active Points; -¼). Total cost: 25 points.

Options:

- 1) *More Wraiths:* Increase to four wraiths. 240 Active Points; total cost 27 points.
- 2) *Many More Wraiths:* Increase to 16 wraiths. 260 Active Points; total cost 30 points.
- 3) *Create Powerful Wraith:* This spell creates a wraith with all of the beneficial optional powers listed on HSB 295. Increase to Summon one wraith built on 739 Total Points. 296 Active Points; total cost 34 points.
- 4) *Create Specific Wraith:* This version of the spell creates a wraith from a specific person, thus returning that person to "life" to serve the necromancer. Add Specific Being (+1). 330 Active Points; total cost 38 points.
- 5) *Free Spell:* Total cost: 34 points.
- 6) *Remove A +¼ Advantage:* 192 Active Points; total cost 22 points.
- 7) *Remove A +½ Advantage:* 165 Active Points; total cost 19 points.
- 8) *Remove A -¼ Limitation:* Total cost 26 points.
- 9) *Remove A -½ Limitation:* Total cost 27 points.
- 10) *Add A +¼ Advantage:* 247 Active Points; total cost 28 points.
- 11) *Add A +½ Advantage:* 275 Active Points; total cost 31 points.
- 12) *Add A -¼ Limitation:* Total cost 24 points.
- 13) *Add A -½ Limitation:* Total cost 24 points.

**CREATE ZOMBIE**

Effect:	Summon one zombie built on 176 Total Points, Slavishly Devoted
Target:	Special
Casting Time:	5 Minutes
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-7
END Cost:	7

Description: With this spell, a caster can turn a mostly-intact corpse into a necromantically-animated zombie. Zombies make superb servants and warriors in many respects; they do not tire, feel pain, or question orders. However, they do tend to interpret commands literally, and cannot think on their own.

Game Information: Summon one zombie built on 176 Total Points, Slavishly Devoted (+1) (70 Active Points); OAF Expendable (amulet of bone carved with necromantic runes, some human blood, and necromantic supplies, Extremely Difficult to obtain; -2), Concentration (0 DCV throughout; -1), Extra Time (5 Minutes; -2), Gestures (throughout; -½), Incantations (throughout; -½), Must Have Body Or Bones (-1), Requires A Magic Roll (-½). Total cost: 8 points.

Options:

- 1) *More Zombies:* Increase to four skeletons. 90 Active Points; total cost 10 points.
- 2) *Many More Zombies:* Increase to 16 skeletons. 110 Active Points; total cost 13 points.
- 3) *Create Zombie Army:* Increase to 1,000 skeletons. 170 Active Points; total cost 20 points.
- 4) *Create Powerful Zombie:* This spell creates a zombie with all of the optional powers listed on HSB 296. Increase to Summon one zombie built on up to 218 Total Points. 88 Active Points; total cost 10 points.
- 5) *Create Specific Zombie:* This version of the spell creates a zombie from a specific person, thus returning that person to "life" to serve the necromancer. Add Specific Being (+1). 105 Active Points; total cost 12 points.
- 6) *Free Spell:* Total cost: 11 points.
- 7) *Remove A +¼ Advantage:* 61 Active Points; total cost 7 points.
- 8) *Remove A +½ Advantage:* 52 Active Points; total cost 6 points.
- 9) *Remove A -¼ Limitation:* Total cost 8 points.
- 10) *Remove A -½ Limitation:* Total cost 9 points.
- 11) *Add A +¼ Advantage:* 79 Active Points; total cost 9 points.
- 12) *Add A +½ Advantage:* 87 Active Points; total cost 10 points.
- 13) *Add A -¼ Limitation:* Total cost 8 points.
- 14) *Add A -½ Limitation:* Total cost 8 points.

OFFENSIVE SPELLS



BONE WARPING

Effect: RKA 1d6, NND, Does BODY, +2 Increased STUN Multiplier
Target: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: 60m
Magic Roll Penalty: -5
END Cost: 5

Description: This spell allows a caster to warp and break another person's skeleton, causing horrific pain and injuries.

Game Information: RKA 1d6, Constant (+½), +2 Increased STUN Multiplier (+½), NND (defense is Power Defense or having no skeletal structure; +½), Does BODY (+1) (52 Active Points); OAF Expendable (amulet made of warped and twisted bones, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Limited Range (60m; -¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 13 points.

Options:

- 1) *Strong Spell:* Increase to RKA 2d6. 105 Active Points; total cost 26 points.
- 2) *Weak Spell:* Decrease to RKA ½d6. 35 Active Points; total cost 9 points.
- 3) *Free Spell:* Total cost: 19 points.
- 4) *Remove A +¼ Advantage:* 49 Active Points; total cost 12 points.
- 5) *Remove A +½ Advantage:* 45 Active Points; total cost 11 points.
- 6) *Remove A -¼ Limitation:* Total cost 14 points.
- 7) *Remove A -½ Limitation:* Total cost 15 points.
- 8) *Add A +¼ Advantage:* 56 Active Points; total cost 14 points.
- 9) *Add A +½ Advantage:* 60 Active Points; total cost 15 points.
- 10) *Add A -¼ Limitation:* Total cost 12 points.
- 11) *Add A -½ Limitation:* Total cost 11 points.



CONTROL UNDEAD

Effect: Mind Control 12d6, Only Versus Undead
Target: One undead being
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: LOS
Magic Roll Penalty: -6
END Cost: 6

Description: Druathek the Maleficent, one of the most feared necromancers and sorcerers in the Turakian lands, long ago improved on existing spells for controlling the undead to create one of singular potency and effectiveness. A necromancer who knows this spell need not fear his created undead turning on him.

Game Information: Mind Control 12d6 (60 Active Points); OAF Expendable (corroded miniature bronze chain-and-manacles, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Only Versus Undead Beings (-1), Requires A Magic Roll (-½), Spell (-½). Total cost: 13 points.

Options:

- 1) *Strong Spell:* Increase to Mind Control 15d6. 75 Active Points; total cost 16 points.
- 2) *Weak Spell:* Decrease to Mind Control 9d6. 45 Active Points; total cost 9 points.
- 3) *Free Spell:* Total cost: 17 points.
- 4) *Remove A -¼ Limitation:* Total cost 13 points.
- 5) *Remove A -½ Limitation:* Total cost 14 points.
- 6) *Add A +¼ Advantage:* 75 Active Points; total cost 16 points.
- 7) *Add A +½ Advantage:* 90 Active Points; total cost 19 points.
- 8) *Add A -¼ Limitation:* Total cost 12 points.
- 9) *Add A -½ Limitation:* Total cost 11 points.



DEATH TOUCH

Effect: RKA 6d6, NND, Does BODY
Target: One character
Casting Time: Full Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: Touch
Magic Roll Penalty: -13
END Cost: 27

Description: This spell, one of the most powerful necromantic incantations, allows a necromancer to kill with but a touch.

Game Information: RKA 6d6, NND (defense is Life-Shielding spell; +1), Does BODY (+1) (270 Active Points); OAF Expendable (shrunken human skull, Very Difficult to obtain; -1½), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), No Range (-½), Requires A Magic Roll (-1 per 20 Active Points; -¼), Spell (-½). Total cost: 57 points.

Options:

- 1) *Strong Spell:* Increase to RKA 8d6. 360 Active Points; total cost 76 points.
- 2) *Weak Spell:* Decrease to RKA 4d6. 180 Active Points; total cost 38 points.
- 3) *Free Spell:* Total cost: 83 points.
- 4) *Remove A -¼ Limitation:* Total cost 60 points.
- 5) *Remove A -½ Limitation:* Total cost 63 points.
- 6) *Add A +¼ Advantage:* 292 Active Points; total cost 61 points.
- 7) *Add A +½ Advantage:* 315 Active Points; total cost 66 points.
- 8) *Add A -¼ Limitation:* Total cost 54 points.
- 9) *Add A -½ Limitation:* Total cost 51 points.
- 10) *Greater Name Of Death:* If the necromancer speaks the True Name of Death, everyone who hears it dies. Add Area Of Effect (Voice Range, see APG 136; +1) and Personal Immunity (+¼). 382 Active Points; total cost 80 points.



DESTROY UNDEAD

Effect: RKA 4d6, Affects Desolidified, Only Works Against Undead
Target: One undead being
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 600m
Magic Roll Penalty: -7
END Cost: 7

Description: Sometimes a necromancer cannot control or cow a renegade undead or the undead servitors of an enemy necromancer. In that case, he may simply have to destroy the undead creature using this spell. It disrupts the forms of undead beings, even incorporeal ones such as ghosts and wraiths.

Game Information: RKA 4d6, Affects Desolidified (undead and Necromancy-based forms of Desolidification only; +¼) (75 Active Points); OAF Expendable (small piece of a burial shroud soaked in oil, Easy to obtain; -1), Gestures (-¼), Incantations (-¼), Only Works Against Undead Beings (-1), Requires A Magic Roll (-½), Spell (-½). Total cost: 17 points.

Options:

- 1) *Strong Spell:* Increase to RKA 6d6. 112 Active Points; total cost 25 points.
- 2) *Weak Spell:* Decrease to RKA 2d6. 37 Active Points; total cost 8 points.
- 3) *Free Spell:* Total cost: 21 points.
- 4) *Remove A -¼ Limitation:* Total cost 18 points.
- 5) *Remove A -½ Limitation:* Total cost 19 points.
- 6) *Add A +¼ Advantage:* 90 Active Points; total cost 20 points.
- 7) *Add A +½ Advantage:* 105 Active Points; total cost 23 points.
- 8) *Add A -¼ Limitation:* Total cost 16 points.
- 9) *Add A -½ Limitation:* Total cost 15 points.



ETERNAL DEATH

Effect: Suppress Healing 10d6, Only Versus Resurrection Healing
Target: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Uncontrolled (see text)
Range: Touch
Magic Roll Penalty: -10
END Cost: 0

Description: This spell, regarded as an abomination by many priests and adventurers, prevents the use of resurrection spells for decades, even centuries. (For game purposes, assume it has a duration of 10 years, plus an additional 10 years per point the caster succeeds with his Magic roll.)

In game terms, the necromancer casts this spell on a dead body, and the GM makes a note of the total on the Suppress dice. For the duration of the spell, any time a Healing Resurrection power is used to bring the body back to life, it fails to work unless its Active Points exceed the Suppress total.

Game Information: Suppress Healing 10d6, Reduced Endurance (0 END, effect can be negated with a successful Dispel Magic spell; +½), Uncontrolled (+½) (200 Active Points); OAF Expendable (tiny golden lock, Very Difficult to obtain; -1½), Concentration (0 DCV throughout casting; -1), Extra Time (1 Minute; -1½), Gestures (throughout casting; -½), Incantations (throughout casting; -½), No Range (-½), Only Versus Resurrection Healing (-1), Requires A Magic Roll (-1 per 20 Active Points; -¼), Spell (-½). Total cost: 24 points.

Options:

- 1) *Strong Spell*: Increase to Suppress Healing 12d6. 240 Active Points; total cost 29 points.
- 2) *Weak Spell*: Decrease to Suppress Healing 8d6. 160 Active Points; total cost 19 points.
- 3) *Free Spell*: Total cost: 30 points.
- 4) *Remove A -¼ Limitation*: Total cost 25 points.
- 5) *Remove A -½ Limitation*: Total cost 26 points.
- 6) *Add A +¼ Advantage*: 225 Active Points; total cost 27 points.
- 7) *Add A +½ Advantage*: 250 Active Points; total cost 30 points.
- 8) *Add A -¼ Limitation*: Total cost 23 points.
- 9) *Add A -½ Limitation*: Total cost 23 points.

 FEAR OF DEATH

Effect: Drain PRE 5d6, NND
Target: One character
Casting Time: Full Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 60m
Magic Roll Penalty: -5
END Cost: 5

Description: This spell afflicts living beings with the terror of their own mortality — the knowledge that they will one day die, that death will not be pleasant, and that the afterlife holds no comforts. It has no effect on long-lived or immortal beings, such as dwarves, elves, the undead, or gods.

Game Information: Drain PRE 5d6, NND (defense is Life Support [Longevity]; +0) (50 Active Points); OAF Expendable (chip of stone from a grave marker or tomb, Difficult to obtain; -1¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Limited Range (60m; -¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 11 points.

Options:

- 1) *Strong Spell*: Increase to Drain PRE 6d6. 60 Active Points; total cost 13 points.
- 2) *Weak Spell*: Decrease to Drain PRE 4d6. 40 Active Points; total cost 9 points.
- 3) *Free Spell*: Total cost: 15 points.
- 4) *Remove A -¼ Limitation*: Total cost 12 points.
- 5) *Remove A -½ Limitation*: Total cost 12 points.
- 6) *Add A +¼ Advantage*: 62 Active Points; total cost 14 points.
- 7) *Add A +½ Advantage*: 75 Active Points; total cost 17 points.
- 8) *Lasting Fear*: Add Delayed Return Rate (points return at the rate of 5 per Minute; +1). 100 Active Points; total cost 22 points.
- 9) *Add A -¼ Limitation*: Total cost 10 points.
- 10) *Add A -½ Limitation*: Total cost 10 points.

 HISTORY OF BLOOD

Effect: RKA 2d6, NND, Does BODY
Target: One character
Casting Time: Full Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: 40m
Magic Roll Penalty: -11
END Cost: 5

Description: This unusual spell has the terrifying effect of causing the target's old wounds to re-open, one at a time, until he bleeds to death. Each Phase another old wound opens, or one that's already opened becomes bigger.

This spell only affects beings that have been wounded or injured in the past, and only to the extent they've suffered injury. Someone who's never suffered a serious injury is immune to the spell. Someone who's only suffered a few injuries can only suffer from the effects of this spell to that limited extent. In general, the GM can assume that most people have suffered enough cuts, nicks, and minor injuries to take at least one BODY per Phase from this spell, but he may restrict the total damage History Of Blood can do to some people. For example, if he knows that a character has only suffered three serious injuries in his life (for 2 BODY, 3 BODY, and 5 BODY damage, respectively), then the most damage that character can take from History Of Blood is 10 BODY.

Game Information: RKA 2d6, Constant (+½), NND (defense is having never been injured, or Life-Shielding; +1), Does BODY (+1), Reduced Endurance (½ END; +¼) (112 Active Points); OAF Expendable (miniature silver dagger, its blade coated with fresh human blood, Very Difficult to obtain; -1½), Extra Time (Full Phase to cast; -¼), Gestures (-¼), Incantations (-¼), Limited Range (40m; -¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 25 points.

Options:

- 1) *Strong Spell*: Increase to RKA 3d6. 169 Active Points; total cost 37 points.
- 2) *Weak Spell*: Decrease to RKA 1d6. 56 Active Points; total cost 12 points.
- 3) *Free Spell*: Total cost: 37 points.
- 4) *Remove A +¼ Advantage*: 105 Active Points; total cost 23 points.
- 5) *Remove A +½ Advantage*: 97 Active Points; total cost 21 points.
- 6) *Remove A -¼ Limitation*: Total cost 26 points.
- 7) *Remove A -½ Limitation*: Total cost 28 points.
- 8) *Add A +¼ Advantage*: 120 Active Points; total cost 27 points.
- 9) *Add A +½ Advantage*: 127 Active Points; total cost 28 points.
- 10) *Add A -¼ Limitation*: Total cost 23 points.
- 11) *Add A -½ Limitation*: Total cost 22 points.

**NECROMANCER'S POWER**

Effect: +60 PRE, Only Versus Undead Beings
Target: One or more undead beings
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: Self
Magic Roll Penalty: -6
END Cost: 6

Description: This spell allows a necromancer to impress (or intimidate) a summoned or encountered undead, or to inspire his created undead to resist the Presence Attacks of priests and paladins.

Game Information: +60 PRE (60 Active Points); OAF Expendable (two gold coins anointed in human blood, Very Difficult to obtain; -1½), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Only Works Against Undead Creatures (-1), Requires A Magic Roll (-½), Spell (-½). Total cost: 11 points.

Options:

- 1) *Strong Spell:* Increase to +80 PRE. 80 Active Points; total cost 14 points.
- 2) *Weak Spell:* Decrease to +40 PRE. 40 Active Points; total cost 7 points.
- 3) *Free Spell:* Total cost: 15 points.
- 4) *Remove A -¼ Limitation:* Total cost 11 points.
- 5) *Remove A -½ Limitation:* Total cost 12 points.
- 6) *Add A +¼ Advantage:* 75 Active Points; total cost 14 points.
- 7) *Add A +½ Advantage:* 90 Active Points; total cost 16 points.
- 8) *Add A -¼ Limitation:* Total cost 10 points.
- 9) *Add A -½ Limitation:* Total cost 10 points.

**SOULRIP**

Effect: RKA 1d6, NND, Does BODY
Target: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: 60m
Magic Roll Penalty: -5
END Cost: 5

Description: Soulrip allows a necromancer to literally tear the soul out of a person's body, killing him instantly. It doesn't work against beings that lack souls, such as demons, the undead, golems (and other constructs), elementals, and the like. The GM determines what beings do and do not have souls.

Game Information: RKA 1d6, NND (defense is not having a soul; +1), Does BODY (+1), Constant (+½) (52 Active Points); OAF Expendable (page from a priest's holy book overwritten with necromantic runes written in human blood, Extremely Difficult to obtain; -2), Gestures (throughout; -½), Incantations (throughout; -½), Limited Range (60m; -¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 10 points.

Options:

- 1) *Strong Spell:* Increase to RKA 2d6. 105 Active Points; total cost 20 points.
- 2) *Weak Spell:* Decrease to RKA ½d6. 35 Active Points; total cost 7 points.
- 3) *Free Spell:* Total cost: 16 points.
- 4) *Remove A -¼ Limitation:* Total cost 10 points.
- 5) *Remove A -½ Limitation:* Total cost 11 points.
- 6) *Add A +¼ Advantage:* 56 Active Points; total cost 11 points.
- 7) *Add A +½ Advantage:* 60 Active Points; total cost 11 points.
- 8) *Add A -¼ Limitation:* Total cost 9 points.
- 9) *Add A -½ Limitation:* Total cost 9 points.

**TORMENT**

Effect: Drain DEX and STUN 3d6
Target: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 60m
Magic Roll Penalty: -4
END Cost: 4

Description: This spell inflicts horrific agony on the target. Those who do not pass out find themselves crippled by the torment, unable to make their hands and feet move as swiftly or dexterously as normal.

Game Information: Drain DEX and STUN 3d6, Expanded Effect (two Characteristics simultaneously; +½) (45 Active Points); OAF Expendable (a small piece of human flesh, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Limited Range (60m; -¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 11 points.

Options:

- 1) *Strong Spell:* Increase to Drain 4d6. 60 Active Points; total cost 15 points.
- 2) *Weak Spell:* Decrease to Drain 2d6. 30 Active Points; total cost 7 points.
- 3) *Free Spell:* Total cost: 16 points.
- 4) *Remove A +½ Advantage:* 30 Active Points; total cost 7 points.
- 5) *Remove A -¼ Limitation:* Total cost 12 points.
- 6) *Remove A -½ Limitation:* Total cost 13 points.
- 7) *Add A +¼ Advantage:* 52 Active Points; total cost 13 points.
- 8) *Add A +½ Advantage:* 60 Active Points; total cost 15 points.
- 9) *Add A -¼ Limitation:* Total cost 10 points.
- 10) *Add A -½ Limitation:* Total cost 10 points.

VAMPIRIC TOUCH

Effect:	Drain BODY and STUN 2d6 plus Aid BODY and STUN 2d6, Only Aid Self
Target:	One character/Self
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	Touch/Self
Magic Roll Penalty:	-6
END Cost:	6

Description: This spell drains life-force from the target into the caster. Though the effects are only temporary, they often provide a significant advantage to the necromancer, who's simultaneously strengthening himself and weakening his foe.

Game Information: Drain BODY and STUN 2d6, Expanded Effect (two Characteristics simultaneously; $+\frac{1}{2}$) (30 Active Points); OAF Expendable (strip from a burial shroud tied into a complex necromantic knot, Difficult to obtain; $-\frac{1}{4}$), Gestures ($-\frac{1}{4}$), Incantations ($-\frac{1}{4}$), No Range ($-\frac{1}{2}$), Requires A Magic Roll ($-\frac{1}{2}$), Spell ($-\frac{1}{2}$), Unified Power ($-\frac{1}{4}$) (total cost: 7 points) **plus** Aid BODY and STUN 2d6 (standard effect: same roll as Drain dice), Expanded Effect (two Characteristics simultaneously; $+\frac{1}{2}$), Trigger (when character uses Drain, activating Trigger takes no time, Trigger immediately automatically resets; $+1$) (30 Active Points); OAF Expendable (strip from a burial shroud tied into a complex necromantic knot, Difficult to obtain; $-\frac{1}{4}$), Gestures ($-\frac{1}{4}$), Incantations ($-\frac{1}{4}$), Linked ($-\frac{1}{2}$), Only Aid Self (-1), Requires A Magic Roll ($-\frac{1}{2}$), Spell ($-\frac{1}{2}$), Unified Power ($-\frac{1}{4}$) (total cost: 5 points). Total cost: 12 points.

Options:

- 1) *Strong Spell:* Increase to Drain and Aid 3d6. $45 + 45 = 90$ Active Points; total cost $10 + 8 = 18$ points.
- 2) *Weak Spell:* Decrease to Drain and Aid 1d6. $22 + 15 = 37$ Active Points; total cost $5 + 3 = 8$ points.
- 3) *Free Spell:* Total cost: $8 + 7 = 15$ points.
- 4) *Remove A $+\frac{1}{2}$ Advantage:* $20 + 24 = 44$ Active Points; total cost $4 + 4 = 8$ points.
- 5) *Remove A $-\frac{1}{4}$ Limitation:* Total cost $7 + 6 = 13$ points.
- 6) *Remove A $-\frac{1}{2}$ Limitation:* Total cost $7 + 6 = 13$ points.
- 7) *Add A $+\frac{1}{4}$ Advantage:* $35 + 33 = 68$ Active Points; total cost $8 + 6 = 14$ points.
- 8) *Add A $+\frac{1}{2}$ Advantage:* $40 + 36 = 76$ Active Points; total cost $9 + 6 = 15$ points.
- 9) *Long-Lasting Spell:* Add Delayed Return Rate (points return/fade at the rate of 5 per Minute; $+1$) to each power. $50 + 42 = 92$ Active Points; total cost $11 + 8 = 19$ points.
- 10) *Add A $-\frac{1}{4}$ Limitation:* Total cost $6 + 5 = 11$ points.
- 11) *Add A $-\frac{1}{2}$ Limitation:* Total cost $6 + 5 = 11$ points.

WITHERING

Effect:	RKA 1d6, NND, Does BODY plus Drain STR, DEX, CON, and BODY 1d6, NND
Target:	One character
Casting Time:	Full Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	60m
Magic Roll Penalty:	-12
END Cost:	12

Description: This spell withers and ages the target — to death, if it's maintained long enough.

Game Information: RKA 1d6, Constant ($+\frac{1}{2}$), NND (defense is Life Support [Longevity]; $+1$), Does BODY ($+1$) (52 Active Points); OAF Expendable (piece of flesh from the body of a person who died of old age, Difficult to obtain; $-\frac{1}{4}$), Extra Time (Full Phase; $-\frac{1}{2}$), Gestures ($-\frac{1}{4}$), Incantations ($-\frac{1}{4}$), Limited Range (60m; $-\frac{1}{4}$), Requires A Magic Roll ($-\frac{1}{2}$), Spell ($-\frac{1}{2}$) (total cost: 11 points) **plus** Drain STR, DEX, CON, and BODY 1d6, Expanded Effect (four Characteristics simultaneously; $+\frac{1}{2}$). Delayed Return Rate (target recovers his REC in Character Points' worth of each Characteristic per Month; $+\frac{2}{3}$), Constant ($+\frac{1}{2}$), NND (defense is Life Support [Longevity]; $+\frac{1}{2}$), Does BODY ($+1$) (72 Active Points); OAF Expendable (piece of flesh from the body of a person who died of old age, Difficult to obtain; $-\frac{1}{4}$), Extra Time (Full Phase; $-\frac{1}{2}$), Gestures ($-\frac{1}{4}$), Incantations ($-\frac{1}{4}$), Limited Range (60m; $-\frac{1}{4}$), Linked ($-\frac{1}{4}$), Requires A Magic Roll ($-\frac{1}{2}$), Spell ($-\frac{1}{2}$) (total cost: 15 points). Total cost: 26 points.

Options:

- 1) *Strong Spell:* Increase to RKA 2d6 and Drain 2d6. $105 + 145 = 250$ Active Points; total cost $23 + 30 = 53$ points.
- 2) *Weak Spell:* Decrease to RKA $\frac{1}{2}$ d6 and Drain $\frac{1}{2}$ d6. $35 + 36 = 71$ Active Points; total cost $8 + 7 = 15$ points.
- 3) *Free Spell:* Total cost: $16 + 20 = 36$ points.
- 4) *Remove A $+\frac{1}{4}$ Advantage:* $49 + 70 = 119$ Active Points; total cost $11 + 15 = 26$ points.
- 5) *Remove A $+\frac{1}{2}$ Advantage:* $45 + 67 = 112$ Active Points; total cost $10 + 14 = 24$ points.
- 6) *Remove A $-\frac{1}{4}$ Limitation:* Total cost $12 + 16 = 28$ points.
- 7) *Remove A $-\frac{1}{2}$ Limitation:* Total cost $13 + 17 = 30$ points.
- 8) *Add A $+\frac{1}{4}$ Advantage:* $56 + 75 = 131$ Active Points; total cost $12 + 16 = 28$ points.
- 9) *Add A $+\frac{1}{2}$ Advantage:* $60 + 77 = 137$ Active Points; total cost $13 + 16 = 29$ points.
- 10) *Add A $-\frac{1}{4}$ Limitation:* Total cost $11 + 14 = 25$ points.
- 11) *Add A $-\frac{1}{2}$ Limitation:* Total cost $10 + 14 = 24$ points.



WRAITHTOUCH

Effect: Drain BODY and STUN 3d6
Target: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: Touch
Magic Roll Penalty: -4
END Cost: 4

Description: This spell duplicates the fearsome touch of the wraith, allowing a necromancer to leech the vitality and life-force out of another person.

Game Information: Drain BODY and STUN 3d6, Expanded Effect (two Characteristics simultaneously; +½) (45 Active Points); OAF Expendable (piece of cloth from a wraith's robes, Extremely Difficult to obtain; -2), Gestures (-¼), Incantations (-¼), No Range (-½), Requires A Magic Roll (-½), Spell (-½). Total cost: 9 points.

Options:

- 1) *Strong Spell:* Increase to Drain BODY and STUN 4d6. 60 Active Points; total cost 12 points.
- 2) *Weak Spell:* Decrease to Drain BODY and STUN 2d6. 30 Active Points; total cost 6 points.
- 3) *Free Spell:* Total cost: 15 points.
- 4) *Remove A +½ Advantage:* 30 Active Points; total cost 6 points.
- 5) *Remove A -¼ Limitation:* Total cost 9 points.
- 6) *Remove A -½ Limitation:* Total cost 10 points.
- 7) *Add A +¼ Advantage:* 52 Active Points; total cost 10 points.
- 8) *Add A +½ Advantage:* 60 Active Points; total cost 12 points.
- 9) *Add A -¼ Limitation:* Total cost 8 points.
- 10) *Add A -½ Limitation:* Total cost 8 points.

DEFENSIVE SPELLS



BONE ARMOR

Effect: Resistant Protection (8 PD/8 ED)
Target: Self
Casting Time: Half Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: Self
Magic Roll Penalty: -2
END Cost: 2

Description: This spell provides a necromancer with protection equal to that of fine plate armor. It requires a special amulet carved from human bone, typically worn on a chain around the neck outside the clothing. When the necromancer casts the spell, the amulet instantly grows and expands to create a suit of bone armor.

Game Information: Resistant Protection (8 PD/8 ED) (24 Active Points); OAF (carved bone amulet; -1), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 6 points.

Options:

- 1) *Strong Spell:* Increase to Resistant Protection (10 PD/10 ED). 30 Active Points; total cost 7 points.
- 2) *Weak Spell:* Decrease to Resistant Protection (4 PD/4 ED). 12 Active Points; total cost 3 points.
- 3) *Free Spell:* Total cost: 8 points.
- 4) *Remove A -¼ Limitation:* Total cost 6 points.
- 5) *Remove A -½ Limitation:* Total cost 7 points.
- 6) *Add A +¼ Advantage:* 30 Active Points; total cost 7 points.
- 7) *Add A +½ Advantage:* 36 Active Points; total cost 9 points.
- 8) *Add A -¼ Limitation:* Total cost 6 points.
- 9) *Add A -½ Limitation:* Total cost 5 points.



HIDDEN HEART

Effect:	Regeneration (3 BODY per Turn), Resurrection
Target:	Self
Casting Time:	N/A
Casting Procedures:	N/A
Duration:	Persistent
Range:	Self
Magic Roll Penalty:	N/A
END Cost:	0

Description: This unusual but powerful spell allows a necromancer to render his body indestructible by most forms of harm. During a long, strange ritual, the necromancer removes his internal organs and places them, still living, in mystic tanks (which he typically then hides and protects with the strongest magical wards and defenses available to him). As long as his organs remain safely outside his body, he rapidly heals any damage he takes (though he cannot regrow severed limbs), and can even return from the dead!

(Alternately, some forms of this spell involve the caster literally putting his “life-force” or his “death” into an object, or even into a familiar animal such as a cat. The end result in *HERO System* terms is the same.)

Although Hidden Heart involves a spell-like ritual, it grants the caster a mystic power that requires no spell preparations or procedures. Therefore a necromancer who wants it simply has to buy it as listed below, without reducing the cost through any Limitations or divisors. He may reverse the process and sell off the ability completely by replacing the organs in his body via the same ritual, but if he does so, he may never buy the ability again.

Game Information: Regeneration (3 BODY per Turn), Resurrection (others can stop Resurrection by completely destroying the wizard's body or by killing his removed organs). Total cost: 68 points.

LIFE-SHIELDING

Effect:	Power Defense (20 points), Usable By Other, Only Versus Necromancy And Undead Powers
Target:	Self
Casting Time:	Full Phase
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Time Limit (duration of 10 minutes, +5 minutes per point by which the caster succeeds with his Magic roll)
Range:	Self
Magic Roll Penalty:	-2
END Cost:	0

Description: Early necromancers created this spell to protect themselves from the attacks of undead creatures such as wraiths and liches. It also shields the recipient from various Necromancy spells.

Game Information: Power Defense (20 points), Usable By Other (+¼) (25 Active Points); OAF Expendable (tiny wax effigy of a person wrapped

in a bit of cloth taken from a priest's vestments, Very Difficult to obtain; -1½), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Only Versus Necromancy And Undead Powers (-1), Requires A Magic Roll (-½), Time Limit (duration of 10 minutes, +5 minutes per point by which the caster succeeds with his Magic roll; -1). Total cost: 4 points.

Options:

- 1) *Strong Spell:* Increase to Power Defense (30 points). 37 Active Points; total cost 6 points.
- 2) *Weak Spell:* Decrease to Power Defense (10 points). 12 Active Points; total cost 2 points.
- 3) *Free Spell:* Total cost: 5 points.
- 4) *Remove A +¼ Advantage:* 20 Active Points; total cost 3 points.
- 5) *Remove A -¼ Limitation:* Total cost 4 points.
- 6) *Remove A -½ Limitation:* Total cost 4 points.
- 7) *Add A +¼ Advantage:* 30 Active Points; total cost 5 points.
- 8) *Add A +½ Advantage:* 35 Active Points; total cost 6 points.
- 9) *Add A -¼ Limitation:* Total cost 4 points.
- 10) *Add A -½ Limitation:* Total cost 4 points.

SLUMBER OF THE TOMB

Effect:	Simulate Death, EGO Roll +7, Usable By Other plus Life Support (Diminished Eating), Usable By Other
Target:	Self
Casting Time:	1 Turn
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Special
Range:	Self
Magic Roll Penalty:	-1
END Cost:	0

Description: This spell allows the caster (or one person whom he designates) to feign death. To all appearances, the recipient appears dead; he can even survive without eating while the spell remains in effect (though he still needs to breathe). The recipient designates under what circumstances he awakens (typically the passage of a certain amount of time).

Game Information: Simulate Death, EGO Roll +7, Usable By Other (+¼) (12 Active Points); OAF Expendable (tiny, exquisitely-made funerary mask, Very Difficult to obtain; -1½), Concentration (0 DCV throughout; -1), Extra Time (1 Turn; -1¼), Gestures (throughout; -½), Incantations (throughout; -½), Requires A Magic Roll (-½) (total cost: 2 points) **plus** Life Support (Diminished Eating), Usable By Other (+¼) (4 Active Points); OAF Expendable (tiny, exquisitely-made funerary mask, Very Difficult to obtain; -1½), Concentration (0 DCV throughout; -1), Extra Time (1 Turn; -1¼), Gestures (throughout; -½), Incantations (throughout; -½), Linked (-½), Requires A Magic Roll (-½) (total cost: 1 point). Total cost: 3 points.

Options:

- 1) *Free Spell:* Total cost: 2 + 1 = 3 points.



UNDEAD FORM

Effect:	Physical and Energy Damage Reduction, Resistant, 50%
Target:	Self
Casting Time:	Full Phase
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Time Limit (duration of 1 Minute, +1 Minute per point by which the caster succeeds with his Magic roll)
Range:	Self
Magic Roll Penalty:	-6
END Cost:	0

Description: This spell temporarily imbues the caster's body with the injury-resisting properties possessed by many corporeal undead. However, this protection comes with one drawback: the undead attributes taken on are so strong that the necromancer becomes susceptible to certain spells that otherwise could not affect him, such as Control Undead, Destroy Undead, and Necromantic Power.

Game Information: Physical and Energy Damage Reduction, Resistant, 50% (60 Active Points); OAF Expendable (tiny shield made of bone from a slain skeleton or other corporeal undead, Very Difficult to obtain; -1½), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Side Effect (character becomes susceptible to certain Necromancy spells [see text], automatically occurs; -½), Time Limit (duration of 1 Minute, +1 Minute per point by which the caster succeeds with his Magic roll; -1½). Total cost: 10 points.

Options:

- 1) *Strong Spell:* Increase to Physical and Energy Damage Reduction, Resistant, 75%. 120 Active Points; total cost 20 points.
- 2) *Weak Spell:* Decrease to Physical and Energy Damage Reduction, Resistant, 25%. 30 Active Points; total cost 5 points.
- 3) *Free Spell:* Total cost: 13 points.
- 4) *Remove A -¼ Limitation:* Total cost 10 points.
- 5) *Remove A -½ Limitation:* Total cost 11 points.
- 6) *Add A +¼ Advantage:* 75 Active Points; total cost 12 points.
- 7) *Add A +½ Advantage:* 90 Active Points; total cost 15 points.
- 8) *Add A -¼ Limitation:* Total cost 10 points.
- 9) *Add A -½ Limitation:* Total cost 9 points.



WALL OF BONES

Effect:	Barrier 4 PD/4 ED, 5 BODY (up to 12m long, 4m tall, and 1m thick), Opaque
Target:	Area
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	20m
Magic Roll Penalty:	-4
END Cost:	4

Description: This spell creates a wall of bones woven together to form a solid, durable mass.

When successfully created, a Wall Of Bones can be up to 8m long and 3m tall. For every 1 point by which the caster succeeds with his Magic roll, he can increase the length or height by +1m to a maximum of 12m long and 4m tall. At the GM's option, a caster may be able to make the Wall reach its full extent more easily if he's in a location where there are already a lot of bones (such as a graveyard or battlefield).

Game Information: Barrier 4 PD/4 ED, 5 BODY (up to 12m long, 4m tall, and 1m thick), Opaque (45 Active Points); OAF Expendable (small cube of bone with a rune etched in each side, Easy to obtain; -1), Gestures (-¼), Incantations (-¼), Limited Range (20m; -¼), Requires A Magic Roll (-½). Total cost: 14 points.

Options:

- 1) *Strong Spell:* Increase to up to 18m long, 6m tall, and 2m thick. 56 Active Points; total cost 17 points.
- 2) *Free Spell:* Total cost: 20 points.
- 3) *Remove A -¼ Limitation:* Total cost 15 points.
- 4) *Remove A -½ Limitation:* Total cost 16 points.
- 5) *Add A +¼ Advantage:* 57 Active Points; total cost 17 points.
- 6) *Add A +½ Advantage:* 69 Active Points; total cost 21 points.
- 7) *Add A -¼ Limitation:* Total cost 13 points.
- 8) *Add A -½ Limitation:* Total cost 12 points.
- 9) *Controlled Wall:* The caster can make the Wall disappear at will. Add Dismissable. 50 Active Points; total cost 16 points.
- 10) *Wall Of Existing Bones:* This form of the Wall Of Bones spell only works when the caster has a large quantity of real bones to work with (at least 10 kg per 1m x 1m x 1m section of wall). Typically this restricts the use of the spell to cemeteries, battlefields, and the like. Add Requires Existing Bones (-1½). Total cost: 10 points.

★ WRAITHFORM

Effect:	Desolidification (affected by Necromancy)
Target:	Self
Casting Time:	Half Phase
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-4
END Cost:	4

Description: This spell allows a necromancer to take on the intangibility powers of a wraith.

Game Information: Desolidification (affected by Necromancy) (40 Active Points); OAF Expendable (piece of cloth from a wraith's robes, Extremely Difficult to obtain; -2), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 10 points.

Options:

- 1) *Free Spell:* Total cost: 20 points.
- 2) *Remove A -¼ Limitation:* Total cost 11 points.
- 3) *Remove A -½ Limitation:* Total cost 11 points.
- 4) *Add A +¼ Advantage:* 50 Active Points; total cost 12 points.
- 5) *Add A +½ Advantage:* 60 Active Points; total cost 15 points.
- 6) *Add A -¼ Limitation:* Total cost 9 points.
- 7) *Add A -½ Limitation:* Total cost 9 points.

MOVEMENT SPELLS

★ OPENING THE GREY PORTAL

Effect:	Extra-Dimensional Movement (to the Land of the Dead)
Target:	Self
Casting Time:	1 Minute
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	Self
Magic Roll Penalty:	-2
END Cost:	20

Description: The most powerful and daring necromancers sometimes visit the Land of the Dead to converse with the departed, or mayhap with Death himself. This rare spell allows them to do so. It can only be cast at night, or in a completely lightless place such as an underground chamber. It causes a vast grey door to appear, through which only the necromancer may pass. Once he has done so, he finds himself at the foot of the Bridge of Last Repose, the crossing of which gains him access to the rest of Death's Realm. Whispered tales hint at the horrors that dwell within the chasm the Bridge crosses, but the wise necromancer puts them out of his head as he steps onto it...

Game Information: Extra-Dimensional Movement (to the Land of the Dead) (20 Active Points); OAF Expendable (miniature model of the door, carved of precious woods and studded with gems, Extremely Difficult to obtain; -2), Concentration

(0 DCV throughout; -1), Extra Time (1 Minute; -1½), Gestures (throughout; -½), Incantations (throughout; -½), Increased Endurance Cost (x10 END; -4), Only Works At Night Or In Darkness (-¼), Requires A Magic Roll (-½). Total cost: 2 points.

Options:

- 1) *Strong Spell:* Add Increased Weight (can transport a total of 1,600 kg). 40 Active Points; total cost 3 points.
- 2) *Free Spell:* Total cost: 2 points.
- 3) *Remove A -¼ Limitation:* Total cost 2 points.
- 4) *Remove A -½ Limitation:* Total cost 2 points.
- 5) *Add A +¼ Advantage:* 25 Active Points; total cost 2 points.
- 6) *Add A +½ Advantage:* 30 Active Points; total cost 3 points.
- 7) *Add A -¼ Limitation:* Total cost 2 points.
- 8) *Add A -½ Limitation:* Total cost 2 points.

SENSORY SPELLS

★ DETECT LIFE

Effect:	Detect Life (INT + 3), Discriminatory, Range
Target:	Self
Casting Time:	Half Phase
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-2
END Cost:	2

Description: With this spell, the caster can detect the presence of life nearby. The necromancer knows how intense the life is (roughly speaking, how healthy and innately powerful the being is) as well as its location (but not well enough to target attacks). However, he cannot discern the fact that someone using Slumber Of The Tomb is not really dead; that spell trumps this one.

Game Information: Detect Life (INT + 3) (no Sense Group), Discriminatory, Range (23 Active Points); OAF Expendable (lens ground from the glass of a funerary goblet, Difficult to obtain; -1¼), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 6 points.

Options:

- 1) *Strong Spell:* Increase to INT + 6. 26 Active Points; total cost 7 points.
- 2) *Weak Spell:* Decrease to INT + 0. 20 Active Points; total cost 5 points.
- 3) *Free Spell:* Total cost: 9 points.
- 4) *Remove A -¼ Limitation:* Total cost 6 points.
- 5) *Remove A -½ Limitation:* Total cost 7 points.
- 6) *Add A +¼ Advantage:* 29 Active Points; total cost 8 points.
- 7) *Add A +½ Advantage:* 34 Active Points; total cost 9 points.
- 8) *Add A -¼ Limitation:* Total cost 6 points.
- 9) *Add A -½ Limitation:* Total cost 5 points.



TRUE NECROMANCY

Effect: Precognition
Target: Self
Casting Time: 5 Minutes
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: 400m
Magic Roll Penalty: -4
END Cost: 4

Description: “Necromancy” literally means “foretelling the future via the dead,” and this spell represents that most basic function of this category of spells. With it, a necromancer can compel a shade or corpse to speak of what will come to pass — though he cannot guarantee that he can properly interpret the oft-vague words of the dead. To cast the spell, the necromancer needs access to a dead body, be it a corpse in his laboratory or a body buried in a graveyard.

Game Information: Clairsentience (Sight Group), Precognition (40 Active Points); OAF Expendable (tiny silver horn plus necromantic supplies, Very Difficult to obtain; -1½), Concentration (0 DCV throughout; -1), Extra Time (5 Minutes to cast; -1), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Precognition Only (-1), Requires Dead Body (see text; -1), Requires A Magic Roll (-½), Vague And Unclear (-½). Total cost: 5 points.

Options:

- 1) *Free Spell:* Total cost: 6 points.
- 2) *Remove A -¼ Limitation:* Total cost 5 points.
- 3) *Remove A -½ Limitation:* Total cost 5 points.
- 4) *Add A +¼ Advantage:* 50 Active Points; total cost 6 points.
- 5) *Add A +½ Advantage:* 60 Active Points; total cost 7 points.
- 6) *Add A -¼ Limitation:* Total cost 4 points.
- 7) *Add A -½ Limitation:* Total cost 4 points.

MISCELLANEOUS SPELLS



EMBALMING-SPELL

Effect: Change Environment (preserve corpse)
Target: One corpse
Casting Time: Extra Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Time Limit (duration of 1 Year, +1 Year per point by which the caster succeeds with his Magic roll)
Range: No Range
Magic Roll Penalty: -1
END Cost: 0

Description: Sometimes a necromancer needs to preserve a body for a time, perhaps so he can get it back to his laboratory to experiment with it, perhaps so he has time to resurrect it before it decays. In those cases, he can use this spell, which perfectly preserves a corpse in the state the

necromancer found it for a period of one year (or longer). The corpse can still suffer damage from being dropped, attacked, eaten by insects, or the like, but the passage of time will not affect it.

Game Information: Change Environment (preserve corpse), Reduced Endurance (0 END; +½), Time Limit (duration of 1 Year, +1 Year per point by which the caster succeeds with his Magic roll; +½) (10 Active Points); OAF Expendable (small gold sphere, Difficult to obtain; -1¼), Extra Time (Extra Phase; -¾), Gestures (throughout; -½), Incantations (throughout; -½), No Range (-½), Requires A Magic Roll (-½). Total cost: 2 points.

Options:

- 1) *Free Spell:* Total cost: 2 points.
- 2) *Remove A -¼ Limitation:* Total cost 2 points.
- 3) *Remove A -½ Limitation:* Total cost 2 points.
- 4) *Add A +¼ Advantage:* 11 Active Points; total cost 2 points.
- 5) *Add A +½ Advantage:* 12 Active Points; total cost 2 points.
- 6) *Add A -¼ Limitation:* Total cost 2 points.
- 7) *Add A -½ Limitation:* Total cost 2 points.



NECROMANTIC HEALING

Effect: Simplified Healing 4d6
Target: One character
Casting Time: Full Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: Touch
Magic Roll Penalty: -4
END Cost: 4

Description: Since Necromancy involves control of and manipulation of the energies of life and unlfe, necromancers can use it to heal as well as harm. This spell is a common one in the repertoires of many adventuring necromancers.

Game Information: Simplified Healing 4d6 (40 Active Points); OAF Expendable (small piece of wood smeared with the subject's own blood, Easy to obtain; -1), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 11 points.

Options:

- 1) *Strong Spell:* Increase to Simplified Healing 6d6. 60 Active Points; total cost 17 points.
- 2) *Weak Spell:* Decrease to Simplified Healing 3d6. 30 Active Points; total cost 8 points.
- 3) *Free Spell:* Total cost: 16 points.
- 4) *Remove A -¼ Limitation:* Total cost 12 points.
- 5) *Remove A -½ Limitation:* Total cost 13 points.
- 6) *Add A +¼ Advantage:* 50 Active Points; total cost 14 points.
- 7) *Add A +½ Advantage:* 60 Active Points; total cost 17 points.
- 8) *Add A -¼ Limitation:* Total cost 11 points.
- 9) *Add A -½ Limitation:* Total cost 10 points.
- 10) *Revivification:* Add Resurrection. 60 Active Points; total cost 17 points.



SECOND SELF

Effect:	Duplication (create one 350-point Duplicate)
Target:	Self
Casting Time:	1 Turn
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Persistent
Range:	Self
Magic Roll Penalty:	-7
END Cost:	0

Description: This powerful necromantic spell allows the caster to grow a second version of himself from just a few drops of his own blood. The growing process takes months, and requires a lab full of vats and other delicate necro-alchemical equipment, but in the end the caster has a second self as a companion. This simulacrum possesses all the knowledge and abilities (including spells) that the caster had when he began the process, and is free-willed — he's not automatically the caster's slave, and in fact may not even like the caster.

The write-up below assumes the character is built on 350 Character Points when he begins the creation process, and that he builds his second self on exactly that many points. If necessary, rebuild the spell to fit other point totals.

Game Information: Duplication (creates 350-point Duplicate) (70 Active Points); OAF Expendable Immobile (drops of the caster's blood, various rare and expensive supplies, plus laboratory full of vats and like equipment; -3), Extra Time (1 Season; -5 ½), Cannot Recombine (-0), Requires A Magic Roll (-½). Total cost: 7 points.



SOUL FEEDING

Effect:	Aid END and STUN 2d6, Delayed Return Rate (5 points per Hour), Trigger
Target:	Self
Casting Time:	1 Minute
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Time Limit (duration of 1 Hour, +1 Hour per point by which the caster succeeds with his Magic roll)
Range:	Self
Magic Roll Penalty:	-7
END Cost:	7

Description: This spell allows a necromancer to draw into himself the soul of a dying intelligent being to temporarily boost his stamina and vitality. Because doing this destroys the soul and prevents any chance of resurrection or reincarnation, most cultures and religions consider Soul Feeding an abomination and a clear sign that the caster using it is evil.

To use Soul Feeding, the necromancer casts the spell, which remains in effect for one hour or more. During that period, any time an intelligent being dies within 6m of the caster, the Aid activates and increases his END and STUN (up to the defined maximum of the power). The GM may, at his option, increase or decrease the Aid dice to reflect the relative life-force of various beings; a demi-god, powerful wizard, or kindly priest might have a much "richer" soul for the necromancer to feed on, for example.

Game Information: Aid END and STUN 2d6, Expanded Effect (two Characteristics simultaneously; +½), Delayed Return Rate (points fade at the rate of 5 per Hour; +1 ¾), Trigger (when intelligent being dies within 6m of caster, activating Trigger takes no time, Trigger immediately automatically resets; +1), Time Limit (duration of 1 Hour, +1 Hour per point by which the caster succeeds with his Magic roll; +1 ½) (69 Active Points); OAF Expendable (tiny piece of flawless obsidian, carved to resemble a net and anointed in human blood, Extremely Difficult to obtain; -2), Concentration (0 DCV throughout casting; -1), Extra Time (1 Minute; -1 ½), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Only Aid Self (-1), Requires A Magic Roll (-½). Total cost: 9 points.

Options:

- 1) *Strong Spell:* Increase to Aid 3d6. 103 Active Points; total cost 13 points.
- 2) *Weak Spell:* Decrease to Aid 1d6. 34 Active Points; total cost 4 points.
- 3) *Free Spell:* Total cost: 11 points.
- 4) *Remove A +¼ Advantage:* 66 Active Points; total cost 8 points.
- 5) *Remove A +½ Advantage:* 63 Active Points; total cost 8 points.
- 6) *Remove A -¼ Limitation:* Total cost 9 points.
- 7) *Remove A -½ Limitation:* Total cost 9 points.
- 8) *Add A +¼ Advantage:* 72 Active Points; total cost 9 points.
- 9) *Add A +½ Advantage:* 75 Active Points; total cost 9 points.
- 10) *Add A -¼ Limitation:* Total cost 8 points.
- 11) *Add A -½ Limitation:* Total cost 8 points.



ORIENTAL SORCERY

Oriental Sorcery is a category of spells inspired by the magic powers found in the myths, legends, folklore, and occult literature of various Asian countries (primarily China). As such it has a distinctive “feel” compared to most categories of magic in this book, which draw more on Western fantasy and occult traditions.

OFFENSIVE SPELLS



BEANS INTO MEN

Effect: Summon 500 warriors built on up to 200 Total Points each
Target: Special
Casting Time: 1 Minute
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: No Range
Magic Roll Penalty: -8
END Cost: 8

Description: With this spell, a wizard can turn ordinary beans into armed warriors. With a little time to prepare and a beanfield to supply his components, a powerful wizard can summon a whole army this way.

Game Information: Summon up to 500 warriors built on up to 200 Total Points each (85 Active Points); OAF Expendable (beans, Easy to obtain; -1), Extra Time (1 Minute; -1½), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Requires A Magic Roll (-½). Total cost: 17 points.

Options:

- 1) *Strong Spell:* Increase to 1,000 warrior. 90 Active Points; total cost 18 points.
- 2) *Weak Spell:* Decrease to 250 warrior. 80 Active Points; total cost 16 points.
- 3) *Free Spell:* Total cost: 21 points.
- 4) *Remove A -¼ Limitation:* Total cost 18 points.
- 5) *Remove A -½ Limitation:* Total cost 19 points.
- 6) *Add A +¼ Advantage:* 106 Active Points; total cost 21 points.
- 7) *Add A +½ Advantage:* 127 Active Points; total cost 25 points.
- 8) *Add A -¼ Limitation:* Total cost 16 points.
- 9) *Add A -½ Limitation:* Total cost 15 points.



THE BREATH OF CHENG LUN

Effect: RKA 2d6 plus Hearing Group Flash 6d6
Target: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Gestures, Incantations
Duration: Instant
Range: 20m
Magic Roll Penalty: -5
END Cost: 5

Description: This spell is an unusual sort of magical attack. The mage snorts, creating a sound like a bell and projecting two deadly beams of light from his nostrils.

Game Information: RKA 2d6 (30 Active Points); Gestures (-¼), Incantations (-¼), Limited Range (20m; -¼), Requires A Magic Roll (-½), Spell (-½) (total cost: 11 points) **plus** Hearing Group Flash 6d6 (18 Active Points); Gestures (-¼), Incantations (-¼), Limited Range (20m; -¼), Linked (-½), Requires A Magic Roll (-½), Spell (-½) (total cost: 5 points). Total cost: 16 points.

Options:

- 1) *Strong Spell:* Increase to RKA 2½d6 plus Hearing Group Flash 8d6. 40 + 24 = 64 Active Points; total cost 14 + 7 = 21 points.
- 2) *Weak Spell:* Decrease to RKA 1d6 plus Hearing Group Flash 4d6. 15 + 12 = 27 Active Points; total cost 5 + 4 = 9 points.
- 3) *Focused Spell:* Add OAF (-1). Total cost: 8 + 4 = 12 points.
- 4) *Remove A -¼ Limitation:* Total cost 12 + 6 = 18 points.
- 5) *Remove A -½ Limitation:* Total cost 13 + 6 = 19 points.
- 6) *Add A +¼ Advantage:* 37 + 22 = 59 Active Points; total cost 13 + 7 = 20 points.
- 7) *Add A +½ Advantage:* 45 + 27 = 72 Active Points; total cost 16 + 8 = 24 points.
- 8) *Add A -¼ Limitation:* Total cost 10 + 5 = 15 points.
- 9) *Add A -½ Limitation:* Total cost 9 + 5 = 14 points.

★ THE BREATH OF CH'EN CHI

Effect: RKA 2d6, NND, Does BODY
Target: 2m Radius
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: No Range
Magic Roll Penalty: -12
END Cost: 12

Description: This spells allows the caster to breath forth from his mouth a small cloud of poisonous yellow gas to which he is immune.

Game Information: RKA 2d6, Area Of Effect (2m Radius; +¼), NND (defense is Life Support [Self-Contained Breathing or appropriate Immunity]; +1), Does BODY (+1), Personal Immunity (+¼) (105 Active Points); OAF Expendable (rotten cabbage leaf, Easy to obtain; -1), Gestures (-¼), Incantations (-¼), No Range (-½), Does Not Work In Winds Or Rain (-¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 25 points.

Options:

- 1) *Strong Spell:* Increase to RKA 3d6. 157 Active Points; total cost 37 points.
- 2) *Weak Spell:* Decrease to RKA 1d6. 52 Active Points; total cost 12 points.
- 3) *Free Spell:* Total cost: 32 points.
- 4) *Remove A +¼ Advantage:* 97 Active Points; total cost 23 points.
- 5) *Remove A +½ Advantage:* 90 Active Points; total cost 21 points.
- 6) *Remove A -¼ Limitation:* Total cost 26 points.
- 7) *Remove A -½ Limitation:* Total cost 28 points.
- 8) *Add A +¼ Advantage:* 112 Active Points; total cost 26 points.
- 9) *Add A +½ Advantage:* 120 Active Points; total cost 28 points.
- 10) *Add A -¼ Limitation:* Total cost 23 points.
- 11) *Add A -½ Limitation:* Total cost 22 points.

★ THE BREATH OF FÊNG-LIN

Effect: Darkness to Sight and Smell/Taste Groups, Personal Immunity
Target: 8m Radius
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: No Range
Magic Roll Penalty: -6
END Cost: 6

Description: Fêng-lin is a god who has the power to blow billows of black smoke out of his nostrils. This spell allows spellcasters to mimic that ability.

Game Information: Darkness to Sight and Smell/Taste Groups 8m radius, Personal Immunity (+¼) (56 Active Points); OAF (small mirror painted black; -1), Gestures (-¼), Incantations (-¼), No Range (-½), Requires A Magic Roll (-½), Spell (-½). Total cost: 14 points.

Options:

- 1) *Strong Spell:* Increase to Darkness 10m radius. 69 Active Points; total cost 17 points.
- 2) *Weak Spell:* Decrease to Darkness 6m radius. 44 Active Points; total cost 11 points.
- 3) *Free Spell:* Total cost: 19 points.
- 4) *Remove A +¼ Advantage:* 45 Active Points; total cost 11 points.
- 5) *Remove A -¼ Limitation:* Total cost 15 points.
- 6) *Remove A -½ Limitation:* Total cost 16 points.
- 7) *Add A +¼ Advantage:* 67 Active Points; total cost 17 points.
- 8) *Add A +½ Advantage:* 79 Active Points; total cost 20 points.
- 9) *Add A -¼ Limitation:* Total cost 13 points.
- 10) *Add A -½ Limitation:* Total cost 12 points.

★ CALL TO THE ANCESTORS

Effect: Drain PRE 3d6
Target: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 30m
Magic Roll Penalty: -6
END Cost: 6

Description: This spell summons forth the spirits of the target's ancestors. These shades berate the target for his failings in life, subjecting him to both fear (of the undead) and humiliation.

Game Information: Drain PRE 3d6, Delayed Return Rate (points return at the rate of 5 per Minute; +1) (60 Active Points); OAF Fragile (eight-sided spirit mirror; -1¼), Gestures (-¼), Incantations (-¼), Limited Range (30m; -¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 15 points.

Options:

- 1) *Strong Spell:* Increase to Drain PRE 4d6. 80 Active Points; total cost 20 points.
- 2) *Weak Spell:* Decrease to Drain PRE 2d6. 40 Active Points; total cost 10 points.
- 3) *Free Spell:* Total cost: 22 points.
- 4) *Remove A -¼ Limitation:* Total cost 16 points.
- 5) *Remove A -½ Limitation:* Total cost 17 points.
- 6) *Add A +¼ Advantage:* 67 Active Points; total cost 17 points.
- 7) *Add A +½ Advantage:* 75 Active Points; total cost 19 points.
- 8) *Add A -¼ Limitation:* Total cost 14 points.
- 9) *Add A -½ Limitation:* Total cost 13 points.



DRAINING THE SEA

Effect: Dispel Water Powers 20d6
Target: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 600m
Magic Roll Penalty: -9
END Cost: 9

Description: This spell of Taoist magic affects water in all its many forms. The sorcerer can use it as its name implies (to lower the level of a sea or lake, by Draining the Change Environment used to create the body of water), or he can attack Water creatures with it.

Game Information: Dispel Water Powers 20d6, Variable Effect (any one Water spell or power at a time; +½) (90 Active Points); OAF Expendable (pinch of dust or ashes, Easy to obtain; -1), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 26 points.

Options:

- 1) *Strong Spell:* Increase to Dispel Water Powers 24d6. 108 Active Points; total cost 31 points.
- 2) *Weak Spell:* Decrease to Dispel Water Powers 16d6. 72 Active Points; total cost 20 points.
- 3) *Free Spell:* Total cost: 36 points.
- 4) *Remove A +½ Advantage:* 60 Active Points; total cost 17 points.
- 5) *Remove A -¼ Limitation:* Total cost 28 points.
- 6) *Remove A -½ Limitation:* Total cost 30 points.
- 7) *Add A +¼ Advantage:* 105 Active Points; total cost 30 points.
- 8) *Add A +½ Advantage:* 120 Active Points; total cost 34 points.
- 9) *Add A -¼ Limitation:* Total cost 24 points.
- 10) *Add A -½ Limitation:* Total cost 22 points.



FINGER OF DESTRUCTION

Effect: RKA 1d6
Target: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Gestures, Incantations
Duration: Instant
Range: 75m
Magic Roll Penalty: -1
END Cost: 2

Description: With this spell, the wizard can point his finger at something (usually a small living thing, such as a plant or a bird) and kill it.

Game Information: RKA 1d6 (15 Active Points); Increased Endurance Cost (x2 END; -½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 5 points.

Options:

- 1) *Strong Spell:* Increase to RKA 2d6. 30 Active Points; total cost 10 points.
- 2) *Weak Spell:* Decrease to RKA ½d6. 10 Active Points; total cost 3 points.
- 3) *Focused Spell:* Add OAF (-1). Total cost: 4 points.
- 4) *Remove A -¼ Limitation:* Total cost 5 points.
- 5) *Remove A -½ Limitation:* Total cost 6 points.
- 6) *Add A +¼ Advantage:* 19 Active Points; total cost 6 points.
- 7) *Add A +½ Advantage:* 22 Active Points; total cost 7 points.
- 8) *Add A -¼ Limitation:* Total cost 5 points.
- 9) *Add A -½ Limitation:* Total cost 4 points.



GHOST ARROW

Effect: RKA 3d6, Penetrating
Target: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 450m
Magic Roll Penalty: -7
END Cost: 7

Description: According to Chinese folklore, arrows fired by a ghost strike with such force that they pierce any armor and break the target's back! They're most often used as a way for the ghost to get revenge on whoever ended his life or wronged him while he was alive. Clever sorcerers have found a way to duplicate this fearsome attack.

Game Information: RKA 3d6, Penetrating (+½) (67 Active Points); OAF Expendable (small copper arrow blessed by a priest, Very Difficult to obtain; -1½), Gestures (-¼), Incantations (-¼), Only Works On Living Beings (-½), Requires A Magic Roll (-½), Spell (-½). Total cost: 15 points.

Options:

- 1) *Strong Spell:* Increase to RKA 4d6. 90 Active Points; total cost 20 points.
- 2) *Weak Spell:* Decrease to RKA 2d6. 45 Active Points; total cost 10 points.
- 3) *Free Spell:* Total cost: 22 points.
- 4) *Remove A +¼ Advantage:* 56 Active Points; total cost 12 points.
- 5) *Remove A +½ Advantage:* 45 Active Points; total cost 10 points.
- 6) *Remove A -¼ Limitation:* Total cost 16 points.
- 7) *Remove A -½ Limitation:* Total cost 17 points.
- 8) *Add A +¼ Advantage:* 79 Active Points; total cost 17 points.
- 9) *Add A +½ Advantage:* 90 Active Points; total cost 20 points.
- 10) *Add A -¼ Limitation:* Total cost 14 points.
- 11) *Add A -½ Limitation:* Total cost 13 points.

HAIR INTO MONKEYS

Effect:	Summon up to 125 monkeys built on up to 60 Total Points
Target:	Special
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-5
END Cost:	5

Description: To use this spell, the caster must pluck hairs from his beard or head. He then transforms them into monkeys, who usually proceed to make a confounded nuisance of themselves (thus, the perfect time to cast this spell is when one is in the middle of an enemy's stronghold!).

Game Information: Summon up to 125 monkeys built on up to 60 Total Points (see HSB 477) (47 Active Points); OAF Expendable (hairs from caster's head or beard, Easy to obtain; -1), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 16 points.

Options:

- 1) *Strong Spell:* Increase to up to 250 monkeys. 52 Active Points; total cost 17 points.
- 2) *Weak Spell:* Decrease to up to 64 monkeys. 42 Active Points; total cost 14 points.
- 3) *Free Spell:* Total cost: 23 points.
- 4) *Remove A -¼ Limitation:* Total cost 17 points.
- 5) *Remove A -½ Limitation:* Total cost 19 points.
- 6) *Add A +¼ Advantage:* 59 Active Points; total cost 20 points.
- 7) *Add A +½ Advantage:* 70 Active Points; total cost 23 points.
- 8) *Add A -¼ Limitation:* Total cost 14 points.
- 9) *Add A -½ Limitation:* Total cost 13 points.

INVOCATION OF THE PEACH-BLOSSOM STAR

Effect:	Major Transform 8d6 (sane person to insane person)
Target:	One character
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	40m
Magic Roll Penalty:	-9
END Cost:	9

Description: According to Chinese astrology, the Peach-Blossom Star controls lunacy. Hence, by properly calling on the Star, a sorcerer can inflict madness on his enemies.

Game Information: Major Transform 6d6 (sane person to person with the Psychological Complication *Utterly, Gibberingly Insane* [Very Common, Total]; heals back through application of this spell or a like spell), ACV (uses OMCV against DMCV; +¼), AVAD (Mental Defense; +0), Works Against EGO, Not BODY (+¼) (90 Active Points); OAF Expendable (peach leaf, Easy to obtain; -1), Gestures (-¼), Incantations (-¼), Limited Range (40m; -¼), Limited Target (sentient beings; -¼), Only Works At Night (-½), Requires A Magic Roll (-½), Spell (-½). Total cost: 20 points.

Options:

- 1) *Strong Spell:* Increase to Major Transform 8d6. 120 Active Points; total cost 27 points.
- 2) *Weak Spell:* Decrease to Major Transform 4d6. 60 Active Points; total cost 13 points.
- 3) *Free Spell:* Total cost: 26 points.
- 4) *Remove A +¼ Advantage:* 75 Active Points; total cost 17 points.
- 5) *Remove A +½ Advantage:* 60 Active Points; total cost 13 points.
- 6) *Remove A -¼ Limitation:* Total cost 21 points.
- 7) *Remove A -½ Limitation:* Total cost 22 points.
- 8) *Add A +¼ Advantage:* 105 Active Points; total cost 23 points.
- 9) *Add A +½ Advantage:* 120 Active Points; total cost 27 points.
- 10) *Add A -¼ Limitation:* Total cost 19 points.
- 11) *Add A -½ Limitation:* Total cost 18 points.

JU SHUI

Effect:	Change Environment (make water into <i>ju shui</i>), -20m Swimming
Target:	4 km radius
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	200m
Magic Roll Penalty:	-5
END Cost:	0

Description: *Ju shui* is "weak water" — water incapable of supporting swimmers or boats and can only be safely crossed by flight. According to some Taoist legends, *ju shui* surrounds the P'eng-lai Isles, a sort of ultimate paradise.

In *HERO System* terms, this spell is built as a Change Environment that reduces Swimming to the point where no swimming person/creature or mundane ship can swim in the area. Via the Absolute Effect Rule, it should also affect the rare creature or monster than has more than Swimming 20m.

Game Information: Change Environment (make water into *ju shui*), -20m Swimming, Area Of Effect (4m Radius; +¼), MegaScale (each 1m = 1 km wide, broad, and deep; +1), Reduced Endurance (can be shut off with appropriate counter-magics, 0 END; +½) (55 Active Points); OAF Expendable Fragile (a piece of cotton or raw silk, Easy to obtain; -1), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 18 points.

**Options:**

- 1) *Free Spell*: Total cost: 27 points.
- 2) *Remove A +1/4 Advantage*: 50 Active Points; total cost 17 points.
- 3) *Remove A +1/2 Advantage*: 45 Active Points; total cost 15 points.
- 4) *Remove A -1/4 Limitation*: Total cost 20 points.
- 5) *Remove A -1/2 Limitation*: Total cost 22 points.
- 6) *Add A +1/4 Advantage*: 60 Active Points; total cost 20 points.
- 7) *Add A +1/2 Advantage*: 65 Active Points; total cost 22 points.
- 8) *Add A -1/4 Limitation*: Total cost 17 points.
- 9) *Add A -1/2 Limitation*: Total cost 16 points.

**PILLARS OF FIRE****Effect:**

RKA 2d6, Targets Only
Take Damage If They
Touch Cage Or Move Into/
Out Of The Affected Area

Target:

1m radius

Casting Time:

Half Phase (Attack Action)

Casting Procedures:

Focus, Gestures, Incantations

Duration:

Constant

Range:

50m

Magic Roll Penalty:

-7

END Cost:

0

Description: With this spell, the wizard causes flaming pillars to erupt from the ground around the target. The target cannot move without getting burned.

Game Information: RKA 2d6, Area Of Effect (1m Radius; +1/4), Constant (+1/2), Reduced Endurance (0 END; +1/2) (67 Active Points); OAF Expendable (candle made of wax that's melted off a burning candle, Difficult to obtain; -1 1/4), Incantations (-1/4), Gestures (-1/4), Limited Range (50m; -1/4), Targets Only Take Damage If They Touch Pillars Or Move Into/Out Of The Affected Area (-1/2), Requires A Magic Roll (-1/2), Spell (-1/2). Total cost: 15 points.

Options:

- 1) *Strong Spell*: Increase to RKA 3d6. 101 Active Points; total cost 22 points.
- 2) *Weak Spell*: Decrease to RKA 1d6. 34 Active Points; total cost 7 points.
- 3) *Free Spell*: Total cost: 21 points.
- 4) *Remove A +1/4 Advantage*: 60 Active Points; total cost 13 points.
- 5) *Remove A +1/2 Advantage*: 52 Active Points; total cost 11 points.
- 6) *Remove A -1/4 Limitation*: Total cost 16 points.
- 7) *Remove A -1/2 Limitation*: Total cost 17 points.
- 8) *Add A +1/4 Advantage*: 75 Active Points; total cost 17 points.
- 9) *Add A +1/2 Advantage*: 82 Active Points; total cost 18 points.
- 10) *Add A -1/4 Limitation*: Total cost 14 points.
- 11) *Add A -1/2 Limitation*: Total cost 13 points.

☆ SOUL-SEPARATING WORD OF POWER

Effect: RKA 3d6, NND, Does BODY
Target: One character
Casting Time: Full Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 30m
Magic Roll Penalty: -13
END Cost: 13

Description: When this terrible word is uttered, the target's *hun* and *po* (superior and inferior souls) separate, killing him instantly. In some cases, this may create a *chiang-shih* (Chinese vampire; see HSB 335-38).

Game Information: RKA 3d6, NND (defense is Power Defense; +1), Does BODY (+1) (135 Active Points); OAF Expendable (miniature golden gong blessed by a holy man in a special ritual, Very Difficult to obtain; -1½), Concentration (½ DCV; -¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Limited Range (30m; -¼), Only Works On Beings With Souls (-1), Requires A Magic Roll (-½), Spell (-½). Total cost: 22 points.

Options:

- 1) *Strong Spell:* Increase to RKA 4d6. 180 Active Points; total cost 30 points.
- 2) *Weak Spell:* Decrease to RKA 2d6. 90 Active Points; total cost 15 points.
- 3) *Free Spell:* Total cost: 30 points.
- 4) *Remove A -¼ Limitation:* Total cost 23 points.
- 5) *Remove A -½ Limitation:* Total cost 24 points.
- 6) *Add A +¼ Advantage:* 146 Active Points; total cost 24 points.
- 7) *Add A +½ Advantage:* 157 Active Points; total cost 26 points.
- 8) *Add A -¼ Limitation:* Total cost 22 points.
- 9) *Add A -½ Limitation:* Total cost 21 points.

☆ THE THOUSAND- WEAPONS CLOUD

Effect: RKA 2½d6, Indirect
Target: 8m Radius
Casting Time: Full Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 400m
Magic Roll Penalty: -7
END Cost: 7

Description: This spell evokes a dark cloud that rains weapons upon the spellcaster's opponents. (With a slight change of special effect, you can also use this spell as *The Storm Of False Stars*, in which red-hot stones rain down on the caster's foes.)

Game Information: RKA 2½d6, Indirect (Source Point is always above the target Area; +¼), Area Of Effect (8m Radius; +½) (70 Active Points); OAF Expendable (a piece of metal from the blade of a weapon, Easy to obtain; -1), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 17 points.

Options:

- 1) *Strong Spell:* Increase to RKA 3d6. 79 Active Points; total cost 20 points.
- 2) *Weak Spell:* Decrease to RKA 2d6. 52 Active Points; total cost 13 points.
- 3) *Free Spell:* Total cost: 23 points.
- 4) *Remove A +¼ Advantage:* 60 Active Points; total cost 15 points.
- 5) *Remove A +½ Advantage:* 50 Active Points; total cost 12 points.
- 6) *Remove A -¼ Limitation:* Total cost 19 points.
- 7) *Remove A -½ Limitation:* Total cost 20 points.
- 8) *Add A +¼ Advantage:* 80 Active Points; total cost 20 points.
- 9) *Add A +½ Advantage:* 90 Active Points; total cost 22 points.
- 10) *Add A -¼ Limitation:* Total cost 16 points.
- 11) *Add A -½ Limitation:* Total cost 15 points.

DEFENSIVE SPELLS

☆ CELESTIAL LOTUS OF INVULNERABILITY

Effect: Barrier 10 PD/10 ED, 10 BODY (2m long, 2m tall, and ½m thick), Non-Anchored, Opaque
Target: Self
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: No Range
Magic Roll Penalty: -6
END Cost: 6

Description: Chinese wizards use this spell to protect themselves from many different types of attacks. When cast, it causes a magical lotus flower to grow from the sorcerer's mouth to block all incoming attacks.

Game Information: Barrier 10 PD/10 ED, 10 BODY (2m long, 2m tall, and ½m thick), Non-Anchored, Opaque (65 Active Points); OAF Expendable (lotus petal, Easy to obtain; -1), Gestures (-¼), Incantations (-¼), Instant (Barrier automatically collapses at the end of the Phase; -½), No Range (-½), Requires A Magic Roll (-½), Restricted Shape (big, flat lotus right in front of the caster; -¼), Self Only (-½). Total cost: 14 points.

Options:

- 1) *Free Spell:* Total cost: 17 points.
- 2) *Remove A -¼ Limitation:* Total cost 14 points.
- 3) *Remove A -½ Limitation:* Total cost 15 points.
- 4) *Add A +¼ Advantage:* 81 Active Points; total cost 17 points.
- 5) *Add A +½ Advantage:* 97 Active Points; total cost 20 points.
- 6) *Add A -¼ Limitation:* Total cost 13 points.
- 7) *Add A -½ Limitation:* Total cost 12 points.

**EXCELLENT TRANQUILITY**

Effect: Damage Negation (-6 DCs Physical and Energy)
Target: Self
Casting Time: Half Phase
Casting Procedures: Gestures, Incantations
Duration: Constant
Range: Self
Magic Roll Penalty: -6
END Cost: 6

Description: This spell grants the caster protection against any attack or force.

Game Information: Damage Negation (-6 DCs Physical and Energy) (60 Active Points); Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 24 points.

Options:

- 1) *Strong Spell:* Increase to Damage Negation (-8 DCs Physical and Energy). 80 Active Points; total cost 32 points.
- 2) *Weak Spell:* Decrease to Damage Negation (-4 DCs Physical and Energy). 40 Active Points; total cost 16 points.
- 3) *Focused Spell:* Add OAF (eight-sided mirror etched with mystic ideograms; -1). Total cost: 17 points.
- 4) *Remove A -¼ Limitation:* Total cost 27 points.
- 5) *Remove A -½ Limitation:* Total cost 30 points.
- 6) *Add A +¼ Advantage:* 75 Active Points; total cost 30 points.
- 7) *Add A +½ Advantage:* 90 Active Points; total cost 36 points.
- 8) *Add A -¼ Limitation:* Total cost 22 points.
- 9) *Add A -½ Limitation:* Total cost 20 points.

**MERCIFUL SPELLS OF KUAN YIN**

Effect: Dispel Summon 20d6; Healing Characteristics 4d6; Resistant Protection (6 PD/6 ED)
Target: One demon/one character/Self
Casting Time: Half Phase (Attack Action for all but third slot)
Casting Procedures: Gestures, Incantations
Duration: Instant/Instant/Constant
Range: 600m/Touch/Self
Magic Roll Penalty: -6/-6/-2
END Cost: 6/6/0

Description: Kuan Yin is the Chinese goddess of mercy, well-loved by all the people. Sorcerers can use her name to create several different magical effects.

Game Information:**Cost Power**

- 30 **Spells Of Kuan Yin:** Multipower, 60-point reserve; all Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)
- 2f 1) **Banishment Of Demons:** Dispel Summon 20d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Only Works Against Demons (-1)
- 3f 2) **Touch Of Kuan Yin:** Healing Characteristics 4d6, Variable Effect (any one Characteristic at a time; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)
- 1f 3) **Kuan Yin's Mantle:** Resistant Protection (6 PD/6 ED); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)

Total cost: 36 points.

**SUBLIME LIBERTY**

Effect: Desolidification, Only To Escape From Bindings
Target: Self
Casting Time: Half Phase
Casting Procedures: Incantations
Duration: Instant
Range: Self
Magic Roll Penalty: -4
END Cost: 4

Description: This spell instantly casts off all fetters, chains, and bindings holding the wizard captive.

Game Information: Desolidification (affected by magic) (40 Active Points); Only To Escape From Bindings (see text; -1½), Incantations (-¼), Instant (-½). Total cost: 12 points.

Options:

- 1) *Remove A -¼ Limitation:* Total cost 13 points.
- 2) *Remove A -½ Limitation:* Total cost 14 points.
- 3) *Add A +¼ Advantage:* 50 Active Points; total cost 15 points.
- 4) *Add A +½ Advantage:* 60 Active Points; total cost 18 points.
- 5) *Add A -¼ Limitation:* Total cost 11 points.
- 6) *Add A -½ Limitation:* Total cost 11 points.

**UNFELT FIRE**

Effect: Resistant Protection (30 ED), Hardened, Only Versus Fire
Target: Self
Casting Time: Half Phase
Casting Procedures: Gestures, Incantations
Duration: Constant
Range: Self
Magic Roll Penalty: -6
END Cost: 6

Description: This spell allows the caster to walk through flames unharmed.

Game Information: Resistant Protection (30 ED), Hardened (+¼) (56 Active Points); Only Works Against Fire/Heat (-½), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 19 points.

Options:

- 1) *Weak Spell*: Decrease to Resistant Protection (20 ED). 37 Active Points; total cost 12 points.
- 2) *Focused Spell*: Add OAF Expendable (a cold ember from a blacksmith's forge-fire, Easy to obtain; -1). Total cost: 14 points.
- 3) *Remove A +¼ Advantage*: 45 Active Points; total cost 15 points.
- 4) *Remove A -¼ Limitation*: Total cost 20 points.
- 5) *Remove A -½ Limitation*: Total cost 22 points.
- 6) *Add A +¼ Advantage*: 67 Active Points; total cost 22 points.
- 7) *Add A +½ Advantage*: 79 Active Points; total cost 26 points.
- 8) *Add A -¼ Limitation*: Total cost 17 points.
- 9) *Add A -½ Limitation*: Total cost 16 points.

MOVEMENT SPELLS



BRIDGE OF MAGPIES

Effect:	Barrier 6 PD/2 ED, 6 BODY (up to 40m long, 4m wide, and ½m thick), Opaque
Target:	Area
Casting Time:	1 Turn (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-11
END Cost:	0

Description: This spell summons a large number of magpies that link up to form a bridge across a stream or other obstacle. It doesn't hurt the birds for people and animals to walk on them, though too much weight will break the bridge.

Game Information: Barrier 6 PD/2 ED, 6 BODY (up to 40m long, 4m wide, and ½m thick), Opaque, Reduced Endurance (0 END; +½) (109 Active Points); OAF Expendable Fragile (magpie feather, Easy to obtain; -1¼), Extra Time (1 Turn to cast; -¾), Gestures (throughout casting; -½), Incantations (throughout casting; -½), No Range (-½), Restricted Shape (can only be erected horizontally to form a bridge, see 6E1 170-71; -¼), Requires A Magic Roll (-½). Total cost: 21 points.

Options:

- 1) *Free Spell*: Total cost: 27 points.
- 2) *Remove A +¼ Advantage*: 91 Active Points; total cost 17 points.
- 3) *Remove A +½ Advantage*: 73 Active Points; total cost 14 points.
- 4) *Remove A -¼ Limitation*: Total cost 22 points.
- 5) *Remove A -½ Limitation*: Total cost 23 points.
- 6) *Add A +¼ Advantage*: 128 Active Points; total cost 24 points.
- 7) *Add A +½ Advantage*: 146 Active Points; total cost 28 points.
- 8) *Add A -¼ Limitation*: Total cost 20 points.
- 9) *Add A -½ Limitation*: Total cost 19 points.



DRILL OF THUNDER AND LIGHTNING

Effect:	Tunneling 10m through PD 10 material
Target:	Self
Casting Time:	Half Phase
Casting Procedures:	Gestures, Incantations
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-3
END Cost:	3

Description: With this spell, the wizard summons forth thunder and lightning and uses them to bore a hole through the ground.

Game Information: Tunneling 10m through PD 10 material (30 Active Points); Incantations (-¼), Gestures (-¼), Requires A Magic Roll (-½). Total cost: 15 points.

Options:

- 3) *Focused Spell*: Add OAF (miniature gold drill; -1). Total cost: 10 points.
- 6) *Remove A -¼ Limitation*: Total cost 17 points.
- 7) *Remove A -½ Limitation*: Total cost 20 points.
- 8) *Add A +¼ Advantage*: 37 Active Points; total cost 18 points.
- 9) *Add A +½ Advantage*: 45 Active Points; total cost 22 points.
- 10) *Add A -¼ Limitation*: Total cost 13 points.
- 11) *Add A -½ Limitation*: Total cost 12 points.



EASY TRAVEL

Effect:	Teleportation 30m
Target:	Self
Casting Time:	Half Phase
Casting Procedures:	Gestures, Incantations
Duration:	Instant
Range:	Self
Magic Roll Penalty:	-3
END Cost:	3

Description: A Chinese sorcerer casts this spell when he needs to make an expeditious escape, or in other situations where rapid travel is necessary.

Game Information: Teleportation 30m (30 Active Points); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 15 points.

Options:

- 1) *Strong Spell*: Increase to Teleportation 40m. 40 Active Points; total cost 20 points.
- 2) *Weak Spell*: Decrease to Teleportation 20m. 20 Active Points; total cost 10 points.
- 3) *Focused Spell*: Add OAF Expendable (small semi-precious gemstone, Difficult to obtain; -1¼). Total cost: 9 points.
- 6) *Remove A -¼ Limitation*: Total cost 17 points.
- 7) *Remove A -½ Limitation*: Total cost 20 points.
- 8) *Add A +¼ Advantage*: 37 Active Points; total cost 18 points.
- 9) *Add A +½ Advantage*: 45 Active Points; total cost 22 points.
- 10) *Add A -¼ Limitation*: Total cost 13 points.
- 11) *Add A -½ Limitation*: Total cost 12 points.



WALKING AMONG THE CLOUDS

Effect: Flight 25m
Target: Self
Casting Time: Half Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: Self
Magic Roll Penalty: -4
END Cost: 0

Description: This spell allows a Chinese sorcerer to fly. Wizards often use it to ascend into the heavens and interact with the Immortals.

Game Information: Flight 25m, Reduced Endurance (0 END; +½) (37 Active Points); OAF Expendable Fragile (feather from a redbird, Easy to obtain; -1¼), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 11 points.

Options:

- 1) *Strong Spell:* Increase to Flight 30m. 45 Active Points; total cost 14 points.
- 2) *Weak Spell:* Decrease to Flight 20m. 30 Active Points; total cost 9 points.
- 3) *Free Spell:* Total cost: 18 points.
- 4) *Remove A +¼ Advantage:* 31 Active Points; total cost 9 points.
- 5) *Remove A +½ Advantage:* 25 Active Points; total cost 8 points.
- 6) *Remove A -¼ Limitation:* Total cost 12 points.
- 7) *Remove A -½ Limitation:* Total cost 13 points.
- 8) *Add A +¼ Advantage:* 44 Active Points; total cost 13 points.
- 9) *Add A +½ Advantage:* 50 Active Points; total cost 15 points.
- 10) *Add A -¼ Limitation:* Total cost 10 points.
- 11) *Add A -½ Limitation:* Total cost 10 points.

SENSORY SPELLS



CHINESE DIVINATION

Effect: Precognition
Target: Self
Casting Time: 1 Minute or more (see text)
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: No Range
Magic Roll Penalty: -4
END Cost: 4

Description: This spell encompasses the many different ways Chinese seers and sorcerers foretell the future or seek out lucky omens: the eight trigrams of the *I Ching*; locating *feng-shui*, also known as “dragon lines,” to determine where it would be most lucky to build a home or locate a tomb (*i.e.*, geomancy); *ming sun* (Chinese astrology); observing the reflections in a bowl of water by the light of a burning unicorn’s horn; use of the “divining stalks” of the yarrow plant;

and the reading of the cracks created in heated tortoiseshells and bones. The diviner reads the *ch’ishu* (“forces and numbers”) to determine how people should guide their lives.

Game Information: Clairsentience (Sight Group), Precognition (40 Active Points); OAF (*I Ching* diagrams, materials for locating *feng shui*, tortoiseshells, or whatever other medium the spellcaster prefers; -1), Precognition Only (-1), Activation Roll 11- (-½), Extra Time (from 1 Minute to 1 Hour; -1½), Gestures (throughout casting; -½), Incantations (throughout casting; -½), No Range (-½), Requires A Magic Roll (-½), Vague And Unclear (-½). Total cost: 5 points.

Options:

- 1) *Free Spell:* Total cost: 6 points.
- 2) *Remove A -¼ Limitation:* Total cost 5 points.
- 3) *Remove A -½ Limitation:* Total cost 6 points.
- 4) *Add A +¼ Advantage:* 50 Active Points; total cost 7 points.
- 5) *Add A +½ Advantage:* 60 Active Points; total cost 8 points.
- 6) *Add A -¼ Limitation:* Total cost 5 points.
- 7) *Add A -½ Limitation:* Total cost 5 points.



THE EARS OF CHANG TAO-LING

Effect: Clairsentience (Hearing Group)
Target: Area
Casting Time: Half Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: 800m
Magic Roll Penalty: -3
END Cost: 3

Description: Chang Tao-ling was a powerful Taoist wizard. Among his many powers was this one, the ability to hear far-away sounds.

Game Information: Clairsentience (Hearing Group), x4 Range (800m) (30 Active Points); OAF Expendable (cone of fine paper, Easy to obtain; -1), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 10 points.

Options:

- 1) *Free Spell:* Total cost: 15 points.
- 2) *Remove A -¼ Limitation:* Total cost 11 points.
- 3) *Remove A -½ Limitation:* Total cost 12 points.
- 4) *Add A +¼ Advantage:* 37 Active Points; total cost 12 points.
- 5) *Add A +½ Advantage:* 45 Active Points; total cost 15 points.
- 6) *Add A -¼ Limitation:* Total cost 9 points.
- 7) *Add A -½ Limitation:* Total cost 8 points.

MISCELLANEOUS SPELLS

★ THE ARMS OF CHANG TAO-LING

Effect:	Stretching 4m, Arms Only
Target:	Self
Casting Time:	Half Phase
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-1
END Cost:	0

Description: Chang Tao-ling, a Taoist wizard, is once said to have stretched out his arms to help one of his disciples climb safely up a cliff. From that legend Chinese wizards have created the following spell.

Game Information: Stretching 4m, Reduced Endurance (0 END; +½) (6 Active Points); OAF Expendable (piece of golden thread, Easy to obtain; -1), Gestures (-¼), Incantations (-¼), Limited Body Parts (arms only; -¼), Requires A Magic Roll (-½). Real cost: 2 points.

Options:

- 1) *Strong Spell:* Increase to Stretching 8m. 12 Active Points; total cost 4 points.
- 2) *Weak Spell:* Decrease to Stretching 2m. 3 Active Points; total cost 1 point.
- 3) *Free Spell:* Total cost: 3 points.
- 4) *Remove A +¼ Advantage:* 5 Active Points; total cost 1 point.
- 5) *Remove A +½ Advantage:* 4 Active Points; total cost 1 point.
- 6) *Remove A -¼ Limitation:* Total cost 2 points.
- 7) *Remove A -½ Limitation:* Total cost 2 points.
- 8) *Add A +¼ Advantage:* 7 Active Points; total cost 2 points.
- 9) *Add A +½ Advantage:* 8 Active Points; total cost 2 points.
- 10) *Add A -¼ Limitation:* Total cost 2 points.
- 11) *Add A -½ Limitation:* Total cost 2 points.

★ DIVINE FORM

Effect:	Shape Shift (Sight, Hearing, and Touch Groups, any humanoid form) plus Extra Limbs
Target:	Self
Casting Time:	Half Phase
Casting Procedures:	Gestures, Incantations
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-3
END Cost:	3

Description: This spell grants the caster the power to change his form like the gods do.

Game Information: Shape Shift (Sight, Hearing, and Touch Groups, any humanoid form) (23 Active Points); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Unified Power (-¼) (total cost: 10 points) **plus** Extra Limbs (however many the character desires, including multiple heads!) (5 Active Points); Gestures (-¼), Incantations (-¼), Linked (-½), Nonpersistent (-¼), Requires A Magic Roll (-½), Unified Power (-¼) (total cost: 2 points). Total cost: 12 points.

Options:

- 1) *Focused Spell:* Add OAF (talisman; -1). Total cost: 7 + 1 = 8 points.
- 2) *Remove A -¼ Limitation:* Total cost 11 + 2 = 13 points.
- 3) *Remove A -½ Limitation:* Total cost 13 + 2 = 15 points.
- 4) *Add A +¼ Advantage:* 29 + 6 = 35 Active Points; total cost 13 + 2 = 15 points.
- 5) *Add A +½ Advantage:* 34 + 7 = 41 Active Points; total cost 15 + 2 = 17 points.
- 6) *Add A -¼ Limitation:* Total cost 9 + 1 = 10 points.
- 7) *Add A -½ Limitation:* Total cost 8 + 1 = 9 points.

★ HILLS TO PLAINS

Effect:	Change Environment (smooth and flatten rough terrain)
Target:	4 km Radius
Casting Time:	5 Minutes (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	No Range
Magic Roll Penalty:	-1
END Cost:	1

Description: Chinese sorcerers who do not feel like riding over rough terrain can use this spell to smooth out their journey.

Game Information: Change Environment (smooth and flatten rough terrain), Area Of Effect (8m Radius; +½), MegaScale (1m = 1 km wide, broad, and deep; +1) (12 Active Points); OAF (small square of glass, Difficult to obtain; -1¼), Extra Time (5 Minutes to cast; -1), Gestures (throughout casting; -½), Incantations (throughout casting; -½), No Range (-½), Requires A Magic Roll (-½). Total cost: 2 points.

Options:

- 1) *Free Spell:* Total cost: 3 points.
- 2) *Remove A +¼ Advantage:* 11 Active Points; total cost 2 points.
- 3) *Remove A +½ Advantage:* 10 Active Points; total cost 2 points.
- 4) *Remove A -¼ Limitation:* Total cost 2 points.
- 5) *Remove A -½ Limitation:* Total cost 2 points.
- 6) *Add A +¼ Advantage:* 14 Active Points; total cost 3 points.
- 7) *Add A +½ Advantage:* 15 Active Points; total cost 3 points.
- 8) *Add A -¼ Limitation:* Total cost 2 points.
- 9) *Add A -½ Limitation:* Total cost 2 points.



THE MANTLE OF CHANG KUO

Effect:	Invisibility to Sight Group, No Fringe
Target:	Self
Casting Time:	Half Phase
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-3
END Cost:	3

Description: Chang Kuo, one of the Eight Immortals, possesses the power to turn himself invisible. Chinese wizards have created a spell that imitates this power. (A similar spell, created by the wizard T'ai-I Chên-jên, involves drawing a magic symbol on the subject's chest; the subject then fades from view until the symbol is erased or he wills it.)

Game Information: Invisibility to Sight Group, No Fringe (30 Active Points); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 15 points.

Options:

- 1) *Focused Spell:* Add OAF (small glass amulet; -1). Total cost: 10 points.
- 2) *Remove A -¼ Limitation:* Total cost 17 points.
- 3) *Remove A -½ Limitation:* Total cost 20 points.
- 4) *Add A +¼ Advantage:* 37 Active Points; total cost 18 points.
- 5) *Add A +½ Advantage:* 45 Active Points; total cost 22 points.
- 6) *Add A -¼ Limitation:* Total cost 13 points.
- 7) *Add A -½ Limitation:* Total cost 12 points.



THE SPIRIT OF CHANG TAO-LING

Effect:	Desolidification, Projection
Target:	Self
Casting Time:	1 Hour (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-6
END Cost:	0

Description: Another of Chang Tao-ling's powers was the ability to "leave his body behind" — *i.e.*, travel in astral form. Oriental sorcerers can duplicate that power with this spell.

See APG 92 for rules about Projection.

Game Information: Desolidification (affected by magic), Projection (+0), Reduced Endurance (0 END; +½) (60 Active Points); OAF Expendable Fragile, (special lantern and incense, Difficult to obtain; -1½), Concentration (0 DCV throughout casting; -1), Extra Time (must enter trance and meditate to allow astral self to leave its fleshy prison, 1 Hour; -1½), Feedback (-1), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Physical Body Left Behind (-½), Must Return To Physical Body (24 Hours; -½), Requires A Magic Roll (-½). Total cost: 7 points.

Options:

- 1) *Additional Powers:* See APG 92 for a list of powers commonly bought for Projected Forms, such as Flight, Invisibility, Life Support, and Detect State/Location Of Body.
- 2) *Free Spell:* Total cost: 8 points.
- 4) *Remove A -¼ Limitation:* Total cost 7 points.
- 5) *Remove A -½ Limitation:* Total cost 7 points.
- 6) *Add A +¼ Advantage:* 70 Active Points; total cost 8 points.
- 7) *Add A +½ Advantage:* 80 Active Points; total cost 9 points.
- 8) *Add A -¼ Limitation:* Total cost 7 points.
- 9) *Add A -½ Limitation:* Total cost 7 points.



USELESS WALLS

Effect:	Desolidification
Target:	Self
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Gestures, Incantations
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-4
END Cost:	4

Description: A Chinese wizard developed this spell primarily for walking through walls, but it has many other uses.

Game Information: Desolidification (affected by magic) (40 Active Points); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 20 points.

Options:

- 1) *Focused Spell:* Add OAF Expendable (small piece of white silk, Difficult to obtain; -1¼). Total cost: 12 points.
- 2) *Remove A -¼ Limitation:* Total cost 23 points.
- 3) *Remove A -½ Limitation:* Total cost 27 points.
- 4) *Add A +¼ Advantage:* 50 Active Points; total cost 25 points.
- 5) *Add A +½ Advantage:* 60 Active Points; total cost 30 points.
- 6) *Add A -¼ Limitation:* Total cost 18 points.
- 7) *Add A -½ Limitation:* Total cost 16 points.

PROFESSIONAL MAGIC



In some High Fantasy settings, virtually *everyone* can use magic. Even normal people like merchants and farmers — not to mention non-spellcasting adventurers such as rogues and warriors — can learn a spell or three to make life easier. Most of these spells are fairly low-powered, but they still make performing vital tasks simpler or provide other benefits. The spells described in this section are just a few examples of this sort of “Professional Magic.”

These spells are grouped into several categories based on who tends to learn and use them. However, that’s just for organizational purposes; it’s not a rules restriction. Absent in-setting social reasons (such as a guild that controls access to and use of certain spells), a character can learn any of these spells regardless of what he does for a living.

CRAFTSMAN AND MERCHANT SPELLS

These spells are learned and used by blacksmiths, potters, tradesmen, shopkeepers, and other folk who work at similar jobs for a living.

SKILL-BASED SPELLS

Many of the spells in this category, and spells in other categories such as Tracker’s Eye (page 115), provide a character with Skills or Skill-like abilities (often at a high roll), or enhance the Skills he already has. This may cause problems in some campaigns. While such spells often work well for games in which none of the characters have the Skill, they may allow the spellcaster to overshadow a character who pays Character Points to buy the Skill himself. If this is a problem in your game, the GM should restrict the use of Skill-based spells, either by adding Limitations (Extra Time, Increased Endurance Cost, and so on) or by applying the *Charges* Limitation so characters cannot cast them frequently.



APPRAISING-SPELL

Effect:	Detect Monetary Value
Target:	Self
Casting Time:	Half Phase
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	Touch
Magic Roll Penalty:	-1
END Cost:	1

Description: Merchants (and some thieves!) use this spell to determine the exact value of an object based on its composition, form, quality, and other factors. It tells the caster the value in whatever currency he wants, or even multiple currencies. In the GM’s discretion, Trading may be Complementary to this roll, even though it’s a Sense rather than a Skill.

Game Information: Detect Monetary Value Of Object (INT Roll) (no Sense Group), Discriminatory, Analyze (15 Active Points); OAF Expendable (tiny chip of gold from a gold coin, Difficult to obtain; $-1\frac{1}{4}$), Costs Endurance ($-\frac{1}{2}$), Gestures ($-\frac{1}{4}$), Incantations ($-\frac{1}{4}$), Instant ($-\frac{1}{2}$), Requires A Magic Roll ($-\frac{1}{2}$). Total cost: 3 points.

Options:

- 1) *Strong Spell:* Increase to INT Roll +5. 20 Active Points; total cost 5 points.
- 2) *Weak Spell:* Remove Discriminatory and Analyze. 5 Active Points; total cost 1 point.
- 3) *Free Spell:* Total cost: 5 points.
- 4) *Remove A $-\frac{1}{4}$ Limitation:* Total cost 4 points.
- 5) *Remove A $-\frac{1}{2}$ Limitation:* Total cost 4 points.
- 6) *Add A $+\frac{1}{4}$ Advantage:* 19 Active Points; total cost 4 points.
- 7) *Add A $+\frac{1}{2}$ Advantage:* 22 Active Points; total cost 5 points.
- 8) *Add A $-\frac{1}{4}$ Limitation:* Total cost 3 points.
- 9) *Add A $-\frac{1}{2}$ Limitation:* Total cost 3 points.

★ CLEAN SHOP

Effect: Change Environment (clean and do related chores)
Target: 8m Radius (one building)
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: No Range
Magic Roll Penalty: -3
END Cost: 0

Description: Merchants and craftsmen use this spell to keep their places of work and trade-goods neat and tidy.

Game Information: Change Environment (clean and do related chores), Long-Lasting (lasts until dirtied again), Area Of Effect (8m Radius; +½), Reduced Endurance (0 END; +½) (32 Active Points); OAF Expendable (tiny duster made of a feather and a broomstraw, Easy to obtain; -1), Gestures (-¼), Incantations (-¼), No Range (-½), Only Cleans One Building (-¼), Requires A Magic Roll (-½). Total cost: 8 points.

Options:

- 1) *Free Spell:* Total cost: 12 points.
- 2) *Remove A +¼ Advantage:* 28 Active Points; total cost 7 points.
- 3) *Remove A +½ Advantage:* 24 Active Points; total cost 6 points.
- 4) *Remove A -¼ Limitation:* Total cost 9 points.
- 5) *Remove A -½ Limitation:* Total cost 10 points.

- 6) *Add A +¼ Advantage:* 36 Active Points; total cost 10 points.
- 7) *Add A +½ Advantage:* 40 Active Points; total cost 11 points.
- 8) *Add A -¼ Limitation:* Total cost 8 points.
- 9) *Add A -½ Limitation:* Total cost 7 points.

★ EVALUATE GOODS

Effect: Detect Weight And Measure Self
Target: Self
Casting Time: Half Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: Touch
Magic Roll Penalty: -1
END Cost: 1

Description: Merchants often need to know the precise dimensions and weights of the goods they trade. This helps them determine things like whether an article of furniture will fit into a particular crate, how many camels are needed to carry bundles across the desert, and so forth. This spell provides the merchant with that information right down to the hair's-breadth and dram.

Game Information: Detect Weight And Measurements Of Object (INT Roll) (no Sense Group), Discriminatory, Analyze (15 Active Points); OAF Expendable (tiny wooden scale, Difficult to obtain; -1¼), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Instant (-½), Requires A Magic Roll (-½). Total cost: 3 points.



Options:

- 1) *Strong Spell*: Increase to INT Roll +5. 20 Active Points; total cost 5 points.
- 2) *Weak Spell*: Remove Discriminatory and Analyze. 5 Active Points; total cost 1 point.
- 3) *Free Spell*: Total cost: 5 points.
- 4) *Remove A -¼ Limitation*: Total cost 4 points.
- 5) *Remove A -½ Limitation*: Total cost 4 points.
- 6) *Add A +¼ Advantage*: 19 Active Points; total cost 4 points.
- 7) *Add A +½ Advantage*: 22 Active Points; total cost 5 points.
- 8) *Add A -¼ Limitation*: Total cost 3 points.
- 9) *Add A -½ Limitation*: Total cost 3 points.

**GUILD'S SKILLS**

Effect: +4 with three related Professional Skills
Target: Self
Casting Time: Half Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: Self
Magic Roll Penalty: -1
END Cost: 1

Description: This spell (or, more precisely, category of spells) takes its name from the fact that in many locations, craft guilds control who can learn and use it — they're guild secrets, passed on only to qualified guild members and kept secret from rivals and non-members. It provides a bonus for up to three related Professional Skills (though many craftsmen really only need it for one). The character must choose which three PSs the spell applies to when he buys it, and cannot change them thereafter. (The GM may choose to allow a character to substitute some other appropriate Skill for one or more PSs.)

The exact name of this spell may vary depending upon the PSs it applies to and the type of craftsman who learns it. For example, a blacksmith might learn it for PS: Blacksmithing, PS: Shoe Horses, and (with the GM's permission) Weaponsmith, and call it *Metalweaving*.

Game Information: +4 with three related Professional Skills (see text) (12 Active Points); OAF (a miniature silver version of a tool or other object used in the performance of the craft; -1), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 3 points.

Options:

- 1) *Strong Spell*: Increase to +5. 15 Active Points; total cost 4 points.
- 2) *Weak Spell*: Decrease to +3. 9 Active Points; total cost 3 points.
- 3) *Free Spell*: Total cost: 5 points.
- 4) *Remove A -¼ Limitation*: Total cost 4 points.
- 5) *Remove A -½ Limitation*: Total cost 4 points.
- 6) *Add A +¼ Advantage*: 15 Active Points; total cost 4 points.
- 7) *Add A +½ Advantage*: 18 Active Points; total cost 5 points.
- 8) *Add A -¼ Limitation*: Total cost 3 points.
- 9) *Add A -½ Limitation*: Total cost 3 points.
- 10) *Variant Spell*: This form of the spell doesn't cost END, but only lasts for a specific time. Replace Costs Endurance (-½) with Time Limit (duration of 1 Hour, +1 hour per point by which caster makes his Magic Roll; -½). 12 Active Points; total cost 3 points.

**ICE FOR SALE**

Effect: Change Environment, -5 Temperature Levels, Only To Freeze Liquids
Target: 1m Radius (see text)
Casting Time: 5 Minutes (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant (see text)
Range: No Range
Magic Roll Penalty: -1
END Cost: 1

Description: In many Fantasy cities, during most (if not all) of the year, the only way for someone to obtain ice is to purchase it from a merchant who knows this spell. Ice For Sale freezes solid up to one barrel of water (or other liquid); clever merchants may even create icetray-like wooden lattices so the ice is in cube form. The ice melts at the normal rate for the prevailing environmental conditions after the spell is cast; people can often preserve it for a long time by packing it in sawdust in an icehouse.

Game Information: Change Environment (freeze liquids), -5 Temperature Levels (15 Active Points); OAF (a cube of ivory; -1), Concentration (½ DCV throughout casting; -½), Extra Time (5 Minutes to cast; -1), Gestures (throughout casting; -½), Incantations (throughout casting; -½), No Range (-½), Only Affects Specified Amount Of Liquids (see text; -½), Requires A Magic Roll (-½). Total cost: 2 points.

Options:

- 1) *Free Spell*: Total cost: 3 points.
- 2) *Remove A -¼ Limitation*: Total cost 3 points.
- 3) *Remove A -½ Limitation*: Total cost 3 points.
- 4) *Add A +¼ Advantage*: 19 Active Points; total cost 3 points.
- 5) *Add A +½ Advantage*: 22 Active Points; total cost 4 points.
- 6) *Add A -¼ Limitation*: Total cost 2 points.
- 7) *Add A -½ Limitation*: Total cost 2 points.

**LIGHT FOR SALE**

Effect:	Sight Group Images, Usable As Attack, Only To Create Light
Target:	4m Radius
Casting Time:	5 Minutes (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Time Limit (1 Month)
Range:	No Range
Magic Roll Penalty:	-5
END Cost:	0

Description: Another product Fantasy denizens can have when merchants use magic is light. The merchant casts this spell on one side of a specially-prepared object — typically a small wooden or metal disk he provides to the customer. (He cannot cast the light on a living being or the like.) The customer places the disk wherever he wants the light. When he wants to turn the light off, he simply turns the disk so it's face-down on a flat surface, thus blocking the light it gives off. The spell only lasts for one month, forcing the customer to return to the merchant and pay for a "recharge."

Game Information: Sight Group Images, +2 to PER Rolls, Area Of Effect (4m Radius; +¼), Usable As Attack (to "stick" light to defined object; +1¼), Reduced Endurance (0 END; +½), Persistent (+¼) (52 Active Points); OAF (a wand of ivory; -1), Concentration (½ DCV throughout casting; -½), Extra Time (5 Minutes to cast; -1), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Only To Attach Light To A Specified Nonliving Object (see text; -½), Only To Create Light (-1), Requires A Magic Roll (-½), Time Limit (duration of 1 Month; -¼). Total cost: 8 points.

Options:

- 1) *Strong Spell:* Increase to +4 to PER Rolls. 71 Active Points; total cost 10 points.
- 2) *Free Spell:* Total cost: 9 points.
- 3) *Remove A -¼ Limitation:* Total cost 8 points.
- 4) *Remove A -½ Limitation:* Total cost 8 points.
- 5) *Add A +¼ Advantage:* 56 Active Points; total cost 8 points.
- 6) *Add A +½ Advantage:* 60 Active Points; total cost 9 points.
- 7) *Add A -¼ Limitation:* Total cost 7 points.
- 8) *Add A -½ Limitation:* Total cost 7 points.

**SONG OF THE MARKETPLACE**

Effect:	+4 with Conversation, Persuasion, and Trading
Target:	Self
Casting Time:	Half Phase
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-1
END Cost:	1

Description: The "song of the marketplace" is a merchants' poetic term for the constant hubbub of negotiation, dickering, bartering, and deal-making that takes place in the bazaars, market squares, and shops of the world. The name has been adopted for this spell, which allows a merchant to sing that song very well. The character may, if appropriate, substitute other Skills for the three listed here when he buys the spell.

Game Information: +4 with Conversation, Persuasion, and Trading (12 Active Points); OAF (a miniature silver talisman; -1), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 3 points.

Options:

- 1) *Strong Spell:* Increase to +5. 15 Active Points; total cost 4 points.
- 2) *Weak Spell:* Decrease to +3. 9 Active Points; total cost 3 points.
- 3) *Free Spell:* Total cost: 5 points.
- 4) *Remove A -¼ Limitation:* Total cost 4 points.
- 5) *Remove A -½ Limitation:* Total cost 4 points.
- 6) *Add A +¼ Advantage:* 15 Active Points; total cost 4 points.
- 7) *Add A +½ Advantage:* 18 Active Points; total cost 5 points.
- 8) *Add A -¼ Limitation:* Total cost 3 points.
- 9) *Add A -½ Limitation:* Total cost 3 points.
- 10) *Variant Spell:* This form of the spell doesn't cost END, but only lasts for a specific time. Replace Costs Endurance (-½) with Time Limit (duration of 1 Hour, +1 hour per point by which caster makes his Magic Roll; -½). 12 Active Points; total cost 3 points.

ROGUE SPELLS

These spells help thieves, assassins, bards, bounty hunters, gamblers, and other roguish types perform their larcenous tasks.



ACROBAT'S GRACE

Effect: +4 with Acrobatics, Breakfall, and Contortionist
Target: Self
Casting Time: Half Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: Self
Magic Roll Penalty: -1
END Cost: 1

Description: Agile rogues use this spell to become even better at acrobatic feats. The character may, if appropriate, substitute other Skills for the three listed here when he buys the spell.

Game Information: +4 with Acrobatics, Breakfall, and Contortionist (12 Active Points); OAF (a miniature boot sewn of finest leather; -1), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 3 points.

Options:

- 1) *Strong Spell:* Increase to +5. 15 Active Points; total cost 4 points.
- 2) *Weak Spell:* Decrease to +3. 9 Active Points; total cost 3 points.
- 3) *Free Spell:* Total cost: 5 points.
- 4) *Remove A -¼ Limitation:* Total cost 4 points.
- 5) *Remove A -½ Limitation:* Total cost 4 points.
- 6) *Add A +¼ Advantage:* 15 Active Points; total cost 4 points.
- 7) *Add A +½ Advantage:* 18 Active Points; total cost 5 points.
- 8) *Add A -¼ Limitation:* Total cost 3 points.
- 9) *Add A -½ Limitation:* Total cost 3 points.
- 10) *Variant Spell:* This form of the spell doesn't cost END, but only lasts for a specific time. Replace Costs Endurance (-½) with Time Limit (duration of 1 Hour, +1 hour per point by which caster makes his Magic Roll; -½). 12 Active Points; total cost 3 points.



BURGLAR'S BOON

Effect: +4 with Climbing, Lockpicking, and Security Systems
Target: Self
Casting Time: Half Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: Self
Magic Roll Penalty: -1
END Cost: 1

Description: Burglars — rogues who specialize in breaking into buildings to steal what's inside — use this spell to improve their chances to get inside without alerting anyone. The character may, if appropriate, substitute other Skills for the three listed here when he buys the spell.

Game Information: +4 with Climbing, Lockpicking, and Security Systems (12 Active Points); OAF (a miniature silver lockpick; -1), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 3 points.

Options:

- 1) *Strong Spell:* Increase to +5. 15 Active Points; total cost 4 points.
- 2) *Weak Spell:* Decrease to +3. 9 Active Points; total cost 3 points.
- 3) *Free Spell:* Total cost: 5 points.
- 4) *Remove A -¼ Limitation:* Total cost 4 points.
- 5) *Remove A -½ Limitation:* Total cost 4 points.
- 6) *Add A +¼ Advantage:* 15 Active Points; total cost 4 points.
- 7) *Add A +½ Advantage:* 18 Active Points; total cost 5 points.
- 8) *Add A -¼ Limitation:* Total cost 3 points.
- 9) *Add A -½ Limitation:* Total cost 3 points.
- 10) *Variant Spell:* This form of the spell doesn't cost END, but only lasts for a specific time. Replace Costs Endurance (-½) with Time Limit (duration of 1 Hour, +1 hour per point by which caster makes his Magic Roll; -½). 12 Active Points; total cost 3 points.



DEFT FINGERS

Effect: +4 with Sleight Of Hand, Lockpicking, and Fast Draw
Target: Self
Casting Time: Half Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: Self
Magic Roll Penalty: -1
END Cost: 0

Description: Gamblers, pickpockets, assassins, and like rogues use this spell to improve their skill at tasks requiring high manual dexterity. The character may, if appropriate, substitute other Skills for the three listed here when he buys the spell.

Game Information: +4 with Fast Draw, Lockpicking, and Sleight Of Hand (12 Active Points); OAF (a miniature glove sewn of finest leather; -1), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 3 points.

Options:

- 1) *Strong Spell:* Increase to +5. 15 Active Points; total cost 4 points.
- 2) *Weak Spell:* Decrease to +3. 9 Active Points; total cost 3 points.
- 3) *Free Spell:* Total cost: 5 points.
- 4) *Remove A -¼ Limitation:* Total cost 4 points.
- 5) *Remove A -½ Limitation:* Total cost 4 points.
- 6) *Add A +¼ Advantage:* 15 Active Points; total cost 4 points.
- 7) *Add A +½ Advantage:* 18 Active Points; total cost 5 points.
- 8) *Add A -¼ Limitation:* Total cost 3 points.
- 9) *Add A -½ Limitation:* Total cost 3 points.

ANOTHER VARIANT OF DEFT FINGERS

This form of the spell doesn't cost END, but only lasts for a specific time. Replace Costs Endurance (-½) with Time Limit (duration of 1 Hour, +1 hour per point by which caster makes his Magic Roll; -½). 12 Active Points; total cost 3 points.



IMPERSONATION

Effect: +4 with Acting, Disguise, and Mimicry
Target: Self
Casting Time: Half Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: Self
Magic Roll Penalty: -1
END Cost: 0

Description: Spies, con-men, and their ilk use Impersonation to enhance their power to look and act like someone else. The character may, if appropriate, substitute other Skills for the three listed here when he buys the spell.

Game Information: +4 with Acting, Disguise, and Mimicry (12 Active Points); OAF (a miniature silver mask; -1), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 3 points.

Options:

- 1) *Strong Spell:* Increase to +5. 15 Active Points; total cost 4 points.
- 2) *Weak Spell:* Decrease to +3. 9 Active Points; total cost 3 points.
- 3) *Free Spell:* Total cost: 5 points.
- 4) *Remove A -¼ Limitation:* Total cost 4 points.
- 5) *Remove A -½ Limitation:* Total cost 4 points.
- 6) *Add A +¼ Advantage:* 15 Active Points; total cost 4 points.
- 7) *Add A +½ Advantage:* 18 Active Points; total cost 5 points.
- 8) *Add A -¼ Limitation:* Total cost 3 points.
- 9) *Add A -½ Limitation:* Total cost 3 points.
- 10) *Variant Spell:* This form of the spell doesn't cost END, but only lasts for a specific time. Replace Costs Endurance (-½) with Time Limit (duration of 1 Hour, +1 hour per point by which caster makes his Magic Roll; -½). 12 Active Points; total cost 3 points.



ROGUSH FOOTFALL

Effect: Invisible to Hearing Group (+¼) for up to Running 12m
Target: Self
Casting Time: Half Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: Self
Magic Roll Penalty: -1
END Cost: 1

Description: This spell prevents a rogue's steps from creating any noise, even on creaky stairs or leaf-strewn paths.

Game Information: Invisible to Hearing Group (+¼) for up to Running 12m (3 Active Points); OAF (miniature boot sewn from cat's skin; -1), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 1 point.

Options:

- 1) *Free Spell:* Total cost: 1 point.
- 2) *Remove A -¼ Limitation:* Total cost 1 point.
- 3) *Remove A -½ Limitation:* Total cost 1 point.
- 4) *Add A +¼ Advantage:* 4 Active Points; total cost 1 point.
- 5) *Add A +½ Advantage:* 4 Active Points; total cost 1 point.
- 6) *Add A -¼ Limitation:* Total cost 1 point.
- 7) *Add A -½ Limitation:* Total cost 1 point.



SILVER TONGUE

Effect: +4 with Charm, Conversation, Persuasion
Target: Self
Casting Time: Half Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: Self
Magic Roll Penalty: -1
END Cost: 0

Description: A favorite of bards, con-men, and seducers, this spell enhances a character's ability to speak and persuade. The character may, if appropriate, substitute other Skills for the three listed here when he buys the spell.

Game Information: +4 with Charm, Conversation, and Persuasion (12 Active Points); OAF (a miniature mask made of lace and silk; -1), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 3 points.

Options:

- 1) *Strong Spell:* Increase to +5. 15 Active Points; total cost 4 points.
- 2) *Weak Spell:* Decrease to +3. 9 Active Points; total cost 3 points.
- 3) *Free Spell:* Total cost: 5 points.
- 4) *Remove A -¼ Limitation:* Total cost 4 points.
- 5) *Remove A -½ Limitation:* Total cost 4 points.
- 6) *Add A +¼ Advantage:* 15 Active Points; total cost 4 points.
- 7) *Add A +½ Advantage:* 18 Active Points; total cost 5 points.
- 8) *Add A -¼ Limitation:* Total cost 3 points.
- 9) *Add A -½ Limitation:* Total cost 3 points.
- 10) *Variant Spell:* This form of the spell doesn't cost END, but only lasts for a specific time. Replace Costs Endurance (-½) with Time Limit (duration of 1 Hour, +1 hour per point by which caster makes his Magic Roll; -½). 12 Active Points; total cost 3 points.

THIEF'S BLESSING

Effect:	+4 with Shadowing, Stealth, and Tracking
Target:	Self
Casting Time:	Half Phase
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-1
END Cost:	0

Description: Many types of rogues can make use of this spell, which helps a character move as stealthily as possible and follow his victim (or quarry) with ease. The character may, if appropriate, substitute other Skills for the three listed here when he buys the spell.

Game Information: +4 with Shadowing, Stealth, and Tracking (12 Active Points); OAF (a miniature mask made of black velvet; -1), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 3 points.

Options:

- 1) *Strong Spell:* Increase to +5. 15 Active Points; total cost 4 points.
- 2) *Weak Spell:* Decrease to +3. 9 Active Points; total cost 3 points.
- 3) *Free Spell:* Total cost: 5 points.
- 4) *Remove A -¼ Limitation:* Total cost 4 points.
- 5) *Remove A -½ Limitation:* Total cost 4 points.
- 6) *Add A +¼ Advantage:* 15 Active Points; total cost 4 points.
- 7) *Add A +½ Advantage:* 18 Active Points; total cost 5 points.
- 8) *Add A -¼ Limitation:* Total cost 3 points.
- 9) *Add A -½ Limitation:* Total cost 3 points.
- 10) *Variant Spell:* This form of the spell doesn't cost END, but only lasts for a specific time. Replace Costs Endurance (-½) with Time Limit (duration of 1 Hour, +1 hour per point by which caster makes his Magic Roll; -½). 12 Active Points; total cost 3 points.

THIEF'S EYE

Effect:	Nightvision
Target:	Self
Casting Time:	Half Phase
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-1
END Cost:	1

Description: This spell grants a rogue superb night-sight, allowing him to see without difficulty in dark rooms and on moonless paths.

Game Information: Nightvision (5 Active Points); OAF (a moonstone carved with a thieves' rune; -1), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 1 point.

Options:

- 1) *Free Spell:* Total cost: 2 points.
- 2) *Remove A -¼ Limitation:* Total cost 1 point.
- 3) *Remove A -½ Limitation:* Total cost 2 points.
- 4) *Add A +¼ Advantage:* 6 Active Points; total cost 2 points.
- 5) *Add A +½ Advantage:* 7 Active Points; total cost 2 points.
- 6) *Add A -¼ Limitation:* Total cost 1 point.
- 7) *Add A -½ Limitation:* Total cost 1 point.

TRICKSTER'S HAND

Effect:	Telekinesis (6 STR), Fine Manipulation
Target:	One character
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	90m
Magic Roll Penalty:	-2
END Cost:	2

Description: This spell, perhaps the most intriguing of the Rogues' Grimoire, allows a rogue to manipulate objects at a distance without touching them. Not only does this make stealing things easy, it allows the character to use Skills like Lockpicking, Sleight Of Hand to pick pockets, or Security Systems to disarm traps at range. (To do such a thing, the character must, of course, make an appropriate Skill Roll in addition to his Rogues' Magic roll.)

Game Information: Telekinesis (6 STR), Fine Manipulation (19 Active Points); OAF (a miniature gold hand; -1), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 6 points.

Options:

- 1) *Strong Spell:* Increase to Telekinesis (8 STR). 22 Active Points; total cost 7 points.
- 2) *Weak Spell:* Decrease to Telekinesis (4 STR). 16 Active Points; total cost 5 points.
- 3) *Free Spell:* Total cost: 9 points.
- 4) *Remove A -¼ Limitation:* Total cost 7 points.
- 5) *Remove A -½ Limitation:* Total cost 8 points.
- 6) *Add A +¼ Advantage:* 24 Active Points; total cost 8 points.
- 7) *Add A +½ Advantage:* 28 Active Points; total cost 9 points.
- 8) *Add A -¼ Limitation:* Total cost 6 points.
- 9) *Add A -½ Limitation:* Total cost 5 points.

★ TRUE AIM

Effect:	+4 OCV, Only With Next Attack
Target:	Self
Casting Time:	Half Phase
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant (see text)
Range:	Self
Magic Roll Penalty:	-4
END Cost:	4

Description: Sometimes also learned by warriors (or even wizards), this assassins' spell makes the character's next attack highly accurate. The +4 OCV it grants only apply to the character's next attack; after that he has to cast the spell again to get the bonus again. However, casting the spell only takes a Half Phase and isn't an Attack Action, so the character can cast it as a Half Phase Action, then attack as a Half Phase Action in the same Phase.

Game Information: +4 OCV (20 Active Points); OAF Expendable (miniature dagger, Difficult to obtain; -1¼), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Instant (-½), Can Only Be Used To Improve Character's OCV With His Single Next Attack (-½), Requires A Magic Roll (-½). Total cost: 4 points.

Options:

- 1) *Strong Spell:* Increase to +6 OCV. 30 Active Points; total cost 6 points.
- 2) *Weak Spell:* Decrease to +2 OCV. 10 Active Points; total cost 2 points.
- 3) *Free Spell:* Total cost: 6 points.
- 4) *Remove A -¼ Limitation:* Total cost 4 points.
- 5) *Remove A -½ Limitation:* Total cost 5 points.
- 6) *Add A +¼ Advantage:* 25 Active Points; total cost 5 points.
- 7) *Add A +½ Advantage:* 30 Active Points; total cost 6 points.
- 8) *Add A -¼ Limitation:* Total cost 4 points.
- 9) *Add A -½ Limitation:* Total cost 4 points.
- 10) *Variant Spell:* This version of the spell applies to all attacks the character makes for a period of a minute or more. Change Costs Endurance (-½) to Time Limit (duration of 1 Minute, +1 Turn for each point by which the caster succeeds with his Magic roll; -1½). Total cost: 3 points.

WARRIOR SPELLS

These spells help soldiers, archers, rangers, and other warrior types perform the many tasks associated with fighting for a living. They cover only the more or less mundane aspects of fighting — they don't provide combat bonuses or other abilities that help a warrior fight better (for that, see the *Warrior-Magic* category later in this book).

★ BANISH FATIGUE

Effect:	Aid END 3d6
Target:	Self
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	Self
Magic Roll Penalty:	-5
END Cost:	0

Description: During battles, forced marches, or the endless daily hard work necessary to maintain an army camp, soldiers can easily become exhausted. This spell perks them up, banishing their fatigue for a few hours so they can fight (or labor) on.

Game Information: Aid END 3d6, Delayed Return Rate (points fade at the rate of 5 per Hour; +1¼) (49 Active Points); OAF Expendable (down feather, Easy to obtain; -1), Gestures (-¼), Incantations (-¼), Only Aid Self (-1), Requires A Magic Roll (-½). Total cost: 12 points.

Options:

- 1) *Strong Spell:* Increase to Aid END 4d6. 66 Active Points; total cost 16 points.
- 2) *Weak Spell:* Decrease to Aid END 2d6. 33 Active Points; total cost 8 points.
- 3) *Free Spell:* Total cost: 16 points.
- 4) *Remove A +¼ Advantage:* 45 Active Points; total cost 11 points.
- 5) *Remove A +½ Advantage:* 40 Active Points; total cost 10 points.
- 6) *Remove A -¼ Limitation:* Total cost 13 points.
- 7) *Remove A -½ Limitation:* Total cost 14 points.
- 8) *Add A +¼ Advantage:* 54 Active Points; total cost 13 points.
- 9) *Add A +½ Advantage:* 58 Active Points; total cost 14 points.
- 10) *Add A -¼ Limitation:* Total cost 11 points.
- 11) *Add A -½ Limitation:* Total cost 11 points.
- 12) *Universal Spell:* The character can cast his spell on other people as well as himself. This version is commonly used for, among other things, banishing the fatigue of a horse that has to be ridden further or harder than is prudent. Remove Only Aid Self (-1). Total cost: 16 points.



★ DIG TRENCH

Effect: Tunneling 1m through PD 2 material
Target: Self
Casting Time: Full Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: Self
Magic Roll Penalty: -1
END Cost: 1

Description: The onerous and time-consuming task of digging trenches, latrines, moats, and the like becomes quick and easy with this spell. A clever soldier may find other uses for it, but it can't affect stone, most wood, or other hard substances.

Game Information: Tunneling 1m through PD 2 material (5 Active Points); OAF (tiny silver shovel; -1), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Instant (-½), Requires A Magic Roll (-½). Total cost: 1 point.

Options:

- 1) *Strong Spell:* Increase to Tunneling 3m. 7 Active Points; total cost 2 points.
- 2) *Free Spell:* Total cost: 2 points.
- 3) *Remove A -¼ Limitation:* Total cost 1 point.
- 4) *Remove A -½ Limitation:* Total cost 1 point.
- 5) *Add A +¼ Advantage:* 6 Active Points; total cost 1 point.
- 6) *Add A +½ Advantage:* 7 Active Points; total cost 2 points.
- 7) *Add A -¼ Limitation:* Total cost 1 point.
- 8) *Add A -½ Limitation:* Total cost 1 point.

★ POLISH ARMOR

Effect: Cosmetic Transform 4d6 (shabby/dirty armor into clean armor)
Target: One suit of armor
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: No Range
Magic Roll Penalty: -1
END Cost: 1

Description: One of the most onerous tasks a soldier faces is having to keep his armor clean and free of rust. With this spell, he can take care of the problem in just a few seconds. See *Fantasy Hero*, pages 175-76, regarding the BODY of armor.

At the GM's option, characters can also cast this spell on weapons and other metal objects commonly used by fighting men. Otherwise they can simply learn another version with a different *Limited Target* Limitation so that it cleans weapons instead.

Game Information: Cosmetic Transform 4d6 (dirty, shabby, or rusty armor into clean armor, heals back by getting dirty or shabby again) (12 Active Points); OAF Expendable (chip of soap, Easy to obtain; -1), Gestures (-¼), Incantations (-¼), Limited Target (metal armor; -1), No Range (-½), Requires A Magic Roll (-½). Total cost: 3 points.

Options:

- 1) *Strong Spell*: Increase to Cosmetic Transform 6d6. 18 Active Points; total cost 4 points.
- 2) *Weak Spell*: Decrease to Cosmetic Transform 2d6. 6 Active Points; total cost 1 point.
- 3) *Free Spell*: Total cost: 3 points.
- 4) *Remove A -¼ Limitation*: Total cost 3 points.
- 5) *Remove A -½ Limitation*: Total cost 3 points.
- 6) *Add A +¼ Advantage*: 15 Active Points; total cost 3 points.
- 7) *Add A +½ Advantage*: 18 Active Points; total cost 4 points.
- 8) *Add A -¼ Limitation*: Total cost 2 points.
- 9) *Add A -½ Limitation*: Total cost 2 points.
- 10) *Decorate Armor*: A variant on this spell is one that doesn't clean dirty armor, it decorates clean armor. An application of Decorate Armor can make ordinary armor look gilded or silvered, arrange the links in chainmail to show the wearer's personal symbol, add engraving to a breastplate, or the like. The spell costs the same; its effects wear off after a set period (typically one day or one week).

**REPAIR ARMOR**

Effect:	Healing BODY 4d6, Only Works On Armor
Target:	One suit of armor
Casting Time:	5 Minutes (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	Touch
Magic Roll Penalty:	-4
END Cost:	12

Description: Armor gets cut and damaged during battles and campaigns, and there isn't always an armorsmith available to make repairs. This spell knits armor back together, making it whole and sturdy once more. See *Fantasy Hero*, pages 175-76, regarding the BODY of armor.

Game Information: Healing BODY 4d6 (40 Active Points); OAF Expendable (intact link from a suit of chainmail that's never been worn in combat, Difficult to obtain; -1¼), Concentration (0 DCV throughout casting; -1), Extra Time (5 Minutes; -2), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Increased Endurance Cost (x3 END; -1), Only Works On Armor (-1), Requires A Magic Roll (-½). Total cost: 5 points.

Options:

- 1) *Strong Spell*: Increase to Healing BODY 5d6. 50 Active Points; total cost 6 points.
- 2) *Weak Spell*: Decrease to Healing BODY 3d6. 30 Active Points; total cost 3 points.
- 3) *Free Spell*: Total cost: 5 points.
- 4) *Remove A -¼ Limitation*: Total cost 5 points.
- 5) *Remove A -½ Limitation*: Total cost 5 points.
- 6) *Add A +¼ Advantage*: 50 Active Points; total cost 6 points.
- 7) *Add A +½ Advantage*: 60 Active Points; total cost 7 points.
- 8) *Add A -¼ Limitation*: Total cost 4 points.
- 9) *Add A -½ Limitation*: Total cost 4 points.

**SENTINEL'S EYE**

Effect:	Nightvision, plus +2 to Sight Group PER Rolls, plus Life Support (Diminished Sleep: no need to sleep)
Target:	Self
Casting Time:	1 Turn
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Time Limit (duration of 6 Hours)
Range:	Self
Magic Roll Penalty:	-1
END Cost:	0

Description: Sentry duty is sometimes boring, sometimes dangerous, but never looked forward to. This spell makes the job a little easier by giving the character superb night-sight and keeping him from becoming sleepy. These effects last for six hours, after which the character's vision returns to normal and he's as tired as he'd expect to be based on his recent sleep and activity patterns.

Game Information: Nightvision (5 Active Points); OAF (small opal; -1), Concentration (0 DCV throughout casting; -1), Extra Time (1 Turn; -1¼), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Requires A Magic Roll (-½), Time Limit (duration of 6 Hours; -½) (total cost: 1 point) **plus** +2 to Sight Group PER Rolls (4 Active Points); OAF (small opal; -1), Concentration (0 DCV throughout casting; -1), Extra Time (1 Turn; -1¼), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Requires A Magic Roll (-½), Time Limit (duration of 6 Hours; -½) (total cost: 1 point) **plus** Life Support (Diminished Sleep: no need to sleep) (3 Active Points); OAF (small opal; -1), Concentration (0 DCV throughout casting; -1), Extra Time (1 Turn; -1¼), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Requires A Magic Roll (-½), Time Limit (duration of 6 Hours; -½) (total cost: 1 point). Total cost: 3 points.

RUNE MAGIC



Rune Magic involves the use of spoken or painted runes, sigils, glyphs, and like symbols. To create a spell effect, the spellcaster must place the rune on the appropriate object, and perhaps concentrate on it to activate the magic. In some cases, the caster may use a short incantation to activate the rune's power, but he can mutter it under his breath in a word or two, so it doesn't qualify for the *Incantations* Limitation.

In *HERO System* terms, Rune Magic spells are designed one of two ways. Most are built with Time Limit and thus have to cost no END; they last until someone obliterates, removes, mars, or covers up the rune. This can lead to some extremely long-lasting effects, so GMs may want to restrict the use of such spells. The other type of rune-spell either creates a Constant effect that lasts as long as the user expends personal energy to power it, or uses Time Limit to represent how long the rune remains in effect before fading or becoming powerless. Both types of spells have the Limitations *Focus* (the materials used to carve or paint the rune) and *Requires A Magic Roll*. If the rune must be carved, this takes Extra Time (even painting one may require a Full Phase); creating or activating many runes also requires Concentration.

To prevent over-use of some runes, GMs may want to require characters to use the *Add A -½ Limitation* to make a rune a *Blood Rune* which requires the caster to use his own blood (and thus take damage) when creating a rune. (In *HERO System* terms, this is Side Effects (caster loses 1 BODY, always occurs; -½).)

OFFENSIVE RUNES

⚡ BROTNALA, THE RUNE OF SHATTERING

Effect:	RKA 4d6, Only Works Against Stationary Objects
Target:	One object
Carving Time:	2 Turns (Attack Action)
Casting Procedures:	Focus
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-9
END Cost:	9

Description: When a rune-wizard wishes to destroy some object — be it a cup, a wagon, or a castle wall — he can do so by carving this rune upon the object. The shattering itself does not hurt or affect him in any way, but at the GM's option the secondary effects (such as a wall falling) might, if he doesn't find some way to avoid them.

This spell doesn't work at range — the caster has to touch (carve a rune upon) the object he wants to shatter. The *No Range* Limitation is a part of the *Only Works Against Stationary Targets* Limitation and thus is not listed separately.

Game Information: RKA 4d6, Penetrating (+½) (90 Active Points); OAF (rune-carving knife; -1), Concentration (½ DCV throughout casting; -½), Extra Time (2 Turns; -1¼), Only Works Against Objects (-½), Only Works Against Stationary Targets (-1), Requires A Magic Roll (-½). Total cost: 16 points.

Options:

- 1) *Strong Rune:* Increase to RKA 5d6. 112 Active Points; total cost 19 points.
- 2) *Weak Rune:* Decrease to RKA 3d6. 67 Active Points; total cost 12 points.
- 3) *Remove A +¼ Advantage:* 75 Active Points; total cost 13 points.
- 4) *Remove A +½ Advantage:* 60 Active Points; total cost 10 points.
- 5) *Remove A -¼ Limitation:* Total cost 16 points.
- 6) *Remove A -½ Limitation:* Total cost 17 points.
- 7) *Add A +¼ Advantage:* 105 Active Points; total cost 18 points.
- 8) *Add A +½ Advantage:* 120 Active Points; total cost 21 points.
- 9) *Add A -¼ Limitation:* Total cost 15 points.
- 10) *Add A -½ Limitation:* Total cost 14 points.

LODSOGNIR, THE RUNE OF THE DEAD

Effect:	Summon one zombie built on 176 Total Points, Slavishly Devoted
Target:	Special
Painting Time:	5 Minutes
Casting Procedures:	Focus, Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-7
END Cost:	7

Description: The accursed rune Lodsognir can cause the dead to rise and walk again. The caster must cut the palm of his hand and use the blood to paint the rune on the forehead of a corpse (the corpse must be reasonably intact) while loudly chanting the words to activate the rune. If he casts the spell properly, the corpse becomes his zombie servant. The zombie must take a Susceptibility: 3d6 per Segment if rune is destroyed, removed, or obliterated.

Game Information: Summon one zombie built on 176 Total Points, Slavishly Devoted (+1) (70 Active Points); OAF (rune-painting brush made of human hair; -1), Concentration (0 DCV throughout; -1), Extra Time (5 Minutes; -2), Incantations (throughout; -½), Must Have Reasonably-Intact Corpse (-1), Requires A Magic Roll (-½), Side Effects (caster loses 1 BODY, always occurs; -½). Total cost: 9 points.

Options:

- 1) *Strong Spell:* Increase to up to four zombies. 90 Active Points; total cost 12 points.
- 2) *Remove A +¼ Advantage:* 61 Active Points; total cost 8 points.
- 3) *Remove A +½ Advantage:* 52 Active Points; total cost 7 points.
- 4) *Remove A -¼ Limitation:* Total cost 10 points.
- 5) *Remove A -½ Limitation:* Total cost 10 points.
- 6) *Add A +¼ Advantage:* 79 Active Points; total cost 10 points.
- 7) *Add A +½ Advantage:* 87 Active Points; total cost 12 points.
- 8) *Add A -¼ Limitation:* Total cost 9 points.
- 9) *Add A -½ Limitation:* Total cost 9 points.

NAAKOR, THE RUNE OF MASTERY

Effect:	Mind Control 14d6
Target:	One character
Painting Time:	1 Turn (Attack Action)
Casting Procedures:	Focus
Duration:	Instant
Range:	Touch
Magic Roll Penalty:	-7
END Cost:	7

Description: By painting this rune on the forehead of another person, the caster can take control of his mind and force him to follow a command. The caster cannot alter the command unless he recasts the spell (*i.e.*, erases the rune and redraws it), but can cause the spell to cease.

Game Information: Mind Control 14d6 (70 Active Points); OAF Expendable (rune-paints, Easy to obtain; -1), Cannot Change Commands Unless Spell Is Re-Cast (-¼), Concentration (½ DCV throughout casting; -½), Extra Time (1 Turn; -1¼), No Range (-½), Requires A Magic Roll (-½), Spell (-½). Total cost: 13 points.

Options:

- 1) *Strong Rune:* Increase to Mind Control 18d6. 90 Active Points; total cost 16 points.
- 2) *Weak Rune:* Decrease to Mind Control 12d6. 60 Active Points; total cost 11 points.
- 3) *Remove A -¼ Limitation:* Total cost 13 points.
- 4) *Remove A -½ Limitation:* Total cost 14 points.
- 5) *Add A +¼ Advantage:* 87 Active Points; total cost 16 points.
- 6) *Add A +½ Advantage:* 105 Active Points; total cost 19 points.
- 7) *Add A -¼ Limitation:* Total cost 12 points.
- 8) *Add A -½ Limitation:* Total cost 12 points.

SELGARI, THE RUNE OF BLOOD'S-POWER

Effect:	Aid Magic 5d6, Variable Effect (any one Rune Magic spell at a time)
Target:	Self
Casting Time:	Extra Phase (Attack Action)
Casting Procedures:	Focus
Duration:	Instant
Range:	Touch
Magic Roll Penalty:	-4
END Cost:	4

Description: This rune allows the caster to call upon the power of his own blood to enhance the potency of any other rune. He uses his rune-carving knife to cut his hand, then draws a rune with his blood next to the rune he wants to enhance. The more blood he uses, the more powerful he can make the other rune.

Game Information: Aid Magic 5d6, Variable Effect (any one Rune Magic spell at a time other than this one; +½) (45 Active Points); OAF (rune-carving knife; -1), Extra Time (Extra Phase; -¾), Only Aid Self (-1), Requires A Magic Roll (-½), Side Effects (suffers 1 BODY damage per Aid 2d6 [or fraction thereof] used, always occurs; -½). Total cost: 9 points.

Options:

- 1) *Strong Spell:* Increase to Aid Magic 6d6. 54 Active Points; total cost 11 points.
- 2) *Weak Spell:* Decrease to Aid Magic 4d6. 36 Active Points; total cost 7 points.
- 3) *Remove A +¼ Advantage:* 37 Active Points; total cost 8 points.
- 4) *Remove A +½ Advantage:* 30 Active Points; total cost 6 points.
- 5) *Remove A -¼ Limitation:* Total cost 10 points.
- 6) *Remove A -½ Limitation:* Total cost 10 points.
- 7) *Add A +¼ Advantage:* 52 Active Points; total cost 11 points.
- 8) *Add A +½ Advantage:* 60 Active Points; total cost 13 points.
- 9) *Add A -¼ Limitation:* Total cost 9 points.
- 10) *Add A -½ Limitation:* Total cost 8 points.

SKELVALDI, THE RUNE OF LIGHTNING-CALLING

Effect: RKA 3d6, Indirect
Target: One object or character
Carving Time: 2 Turns (Attack Action)
Casting Procedures: Focus
Duration: Instant
Range: No Range (see text)
Magic Roll Penalty: -6
END Cost: 6

Description: If the character wants to damage a structure, or perhaps inflict a gruesome death on a prisoner, he carves this rune on the target and then backs away and concentrates on it. A few seconds later, a bolt of lightning lances down out of the sky and strikes the rune... and whatever it's carved upon. If the target is inside a structure, the lightning first has to blast through the roof before it can damage it/him.

This spell doesn't work at range — the caster has to touch (carve a rune upon) the object or person that will be struck by lightning. The *No Range* Limitation is a part of the *Only Works Against Stationary Targets* Limitation and thus is not listed separately.

Game Information: RKA 3d6, Indirect (Source Point is always the sky above the target; +¼) (56 Active Points); OAF (rune-carving knife; -1), Concentration (½ DCV throughout casting; -½), Extra Time (2 Turns; -1¼), Requires A Magic Roll (-½), Only Works Against Stationary Targets (-1). Total cost: 11 points.

Options:

- 1) *Strong Rune:* Increase to RKA 4d6. 75 Active Points; total cost 14 points.
- 2) *Weak Rune:* Decrease to RKA 2d6. 37 Active Points; total cost 7 points.
- 3) *Remove A +¼ Advantage:* 45 Active Points; total cost 8 points.
- 4) *Remove A -¼ Limitation:* Total cost 11 points.
- 5) *Remove A -½ Limitation:* Total cost 12 points.
- 6) *Add A +¼ Advantage:* 67 Active Points; total cost 13 points.
- 7) *Add A +½ Advantage:* 79 Active Points; total cost 15 points.
- 8) *Add A -¼ Limitation:* Total cost 10 points.
- 9) *Add A -½ Limitation:* Total cost 10 points.

SIGRUNAL, THE RUNE OF VICTORY

Effect: +4 with All Combat, Usable By Other
Target: One character
Painting Time: 1 Turn (Attack Action)
Casting Procedures: Focus
Duration: Constant
Range: Touch
Magic Roll Penalty: -5
END Cost: 5

Description: This rune, which the character can paint on himself or one other person, grants the recipient greater prowess in combat. If the rune is destroyed, marred, or covered, the power fades immediately.

Game Information: +4 with All Combat, Usable By Other (+¼) (50 Active Points); OAF Expendable (rune-paints, Easy to obtain; -1), Concentration (½ DCV throughout casting; -½), Costs Endurance (-½), Extra Time (1 Turn; -1¼), Requires A Magic Roll (-½), Power Stops Working If Rune Is Marred, Destroyed, Or Covered Up (-½). Total cost: 9 points.

Options:

- 1) *Strong Rune:* Increase to +5 with All Combat. 62 Active Points; total cost 12 points.
- 2) *Weak Rune:* Decrease to +3 with All Combat. 37 Active Points; total cost 7 points.
- 3) *Remove A +¼ Advantage:* 40 Active Points; total cost 8 points.
- 4) *Remove A -¼ Limitation:* Total cost 10 points.
- 5) *Remove A -½ Limitation:* Total cost 10 points.
- 6) *Add A +¼ Advantage:* 60 Active Points; total cost 11 points.
- 7) *Add A +½ Advantage:* 70 Active Points; total cost 13 points.
- 8) *Add A -¼ Limitation:* Total cost 9 points.
- 9) *Add A -½ Limitation:* Total cost 9 points.

**SPILA, THE RUNE OF RUIN**

Effect: Drain PD 6d6
Target: One gate, wall, or like object
Carving Time: 1 Turn (Attack Action)
Casting Procedures: Focus
Duration: Instant
Range: Touch
Magic Roll Penalty: -12
END Cost: 0

Description: This spell is designed to enhance the effects of battering rams (and, at the GM's option, like objects or weapons). It adds to the ram's Normal Damage a potent magic that weakens the gate, wall, or other object being attacked with the ram. Use the OCV of the crew manning the battering ram [*The Ultimate Base*, page 165] to attack with the Drain, treating it as a Multiple Attack together with the ram's Normal Damage).

When the caster carves Spila into a battering ram, he must specify which object the rune's power works against — a specific gate, door, or the like. The battering ram retains the power of Spila and can keep using it until the targeted object is destroyed. If it does not destroy the object, it retains the rune's power for up to a day (or until the caster chooses to end the spell), but cannot use the rune's power against any other target. A caster could, of course, place another Spila rune on the ram for use against a second target, and so on.

Game Information: Drain PD 6d6, Usable By Other (any battering ram of up to 800 kg mass; +1) (120 Active Points); OAF (rune-carving knife; -1), Concentration (0 DCV throughout casting; -1), Extra Time (1 Turn; -1¼), No Range (-½), Only Works On Battering Rams Against A Specific Target (see text; -2), Requires A Magic Roll (-½). Total cost: 16 points.

Options:

- 1) *Strong Rune:* Increase to Drain PD 7d6. 140 Active Points; total cost 19 points.
- 2) *Weak Rune:* Decrease to Drain PD 5d6. 100 Active Points; total cost 14 points.
- 3) *Remove A -¼ Limitation:* Total cost 17 points.
- 4) *Remove A -½ Limitation:* Total cost 18 points.
- 5) *Add A +¼ Advantage:* 135 Active Points; total cost 19 points.
- 6) *Add A +½ Advantage:* 150 Active Points; total cost 21 points.
- 7) *Add A -¼ Limitation:* Total cost 16 points.
- 8) *Add A -½ Limitation:* Total cost 15 points.

**SVANDRAL, THE RUNE OF STRENGTH**

Effect: Aid STR 4d6
Target: One character
Painting Time: Full Phase (Attack Action)
Casting Procedures: Focus
Duration: Instant
Range: Touch
Magic Roll Penalty: -5
END Cost: 5

Description: By painting this rune on himself, another person, or even an animal, the caster can prodigiously increase that being's strength for several minutes.

Game Information: Aid STR 4d6, Delayed Return Rate (points fade at the rate of 5 per 5 Minutes; +1¼) (54 Active Points); OAF Expendable (rune-paints, Easy to obtain; -1), Extra Time (Full Phase; -½), Power Stops Working If Rune Is Marred, Destroyed, Or Covered Up (-½), Requires A Magic Roll (-½). Total cost: 15 points.

Options:

- 1) *Strong Rune:* Increase to Aid STR 5d6. 67 Active Points; total cost 19 points.
- 2) *Weak Rune:* Decrease to Aid STR 3d6. 40 Active Points; total cost 11 points.
- 3) *Remove A +¼ Advantage:* 48 Active Points; total cost 14 points.
- 4) *Remove A -¼ Limitation:* Total cost 17 points.
- 5) *Remove A -½ Limitation:* Total cost 18 points.
- 6) *Add A +¼ Advantage:* 60 Active Points; total cost 17 points.
- 7) *Add A +½ Advantage:* 66 Active Points; total cost 19 points.
- 8) *Add A -¼ Limitation:* Total cost 14 points.
- 9) *Add A -½ Limitation:* Total cost 13 points.

**TAVTHRUDNIR, THE RUNE OF TRUTH**

Effect: Mind Control 16d6, Only To Compel Victim To Tell The Truth
Target: One character
Painting Time: 1 Turn (Attack Action)
Casting Procedures: Focus
Duration: Instant
Range: Touch
Magic Roll Penalty: -8
END Cost: 8

Description: By painting this rune on the forehead of another person, the caster can force that person to answer questions truthfully. The victim can only answer to the best of his knowledge — the rune doesn't impart to his mind information he lacks, nor does it identify as incorrect statements the victim believes to be truthful.

Game Information: Mind Control 16d6 (80 Active Points); OAF Expendable (rune-paints, Easy to obtain; -1), Concentration (½ DCV throughout casting; -½), Extra Time (1 Turn; -1¼), No Range (-½), Only To Compel Victim To Tell The Truth (-1), Requires A Magic Roll (-½), Spell (-½). Total cost: 13 points.

Options:

- 1) *Strong Rune*: Increase to Mind Control 20d6. 100 Active Points; total cost 16 points.
- 2) *Weak Rune*: Decrease to Mind Control 15d6. 75 Active Points; total cost 12 points.
- 3) *Remove A -¼ Limitation*: Total cost 13 points.
- 4) *Remove A -½ Limitation*: Total cost 14 points.
- 5) *Add A +¼ Advantage*: 100 Active Points; total cost 16 points.
- 6) *Add A +½ Advantage*: 120 Active Points; total cost 19 points.
- 7) *Add A -¼ Limitation*: Total cost 12 points.
- 8) *Add A -½ Limitation*: Total cost 12 points.

THURSWALR, THE RUNE OF MADNESS

Effect: Major Transform 8d6 (sane person to insane person), ACV, AVAD

Target: One character

Carving Time: 5 Minutes (Attack Action)

Casting Procedures: Focus

Duration: Instant

Range: Touch

Magic Roll Penalty: -16

END Cost: 0

Description: This dreaded rune has the power to rob a man of his wits and his sanity. Carving it on him takes 5 minutes (and inflicts no BODY damage); this of course requires him to be stationary — typically he's tied or chained. Only casting the spell on him again, or applying other magic to restore his mind, can heal the condition.

Game Information: Major Transform 8d6 (sane person to person with the Psychological Complication *Utterly, Gibberingly Insane* [Very Common, Total]; heals back through application of this spell or a like spell), ACV (uses OCV against DMCV; +¼), AVAD (Mental Defense; +0), Works Against EGO, Not BODY (+¼), Reduced Endurance (0 END; +½) (160 Active Points); OAF (rune-carving knife; -1), All Or Nothing (-½), Concentration (0 DCV throughout; -1), Extra Time (5 Minutes; -2), Limited Target (sentient humanoids; -½), Only Works Against Stationary Targets (-1), Requires A Magic Roll (-½), Spell (-½). Total cost: 20 points.

Options:

- 1) *Strong Rune*: Increase to Major Transform 9d6. 180 Active Points; total cost 22 points.
- 2) *Weak Rune*: Decrease to Major Transform 6d6. 120 Active Points; total cost 15 points.
- 3) *Remove A +¼ Advantage*: 140 Active Points; total cost 17 points.
- 4) *Remove A +½ Advantage*: 120 Active Points; total cost 15 points.
- 5) *Remove A -¼ Limitation*: Total cost 21 points.
- 6) *Remove A -½ Limitation*: Total cost 21 points.
- 7) *Add A +¼ Advantage*: 180 Active Points; total cost 22 points.
- 8) *Add A +½ Advantage*: 200 Active Points; total cost 25 points.
- 9) *Add A -¼ Limitation*: Total cost 19 points.
- 10) *Add A -½ Limitation*: Total cost 19 points.

VELDR, THE RUNE OF WEAPON ENHANCEMENT

Effect: Aid HKA 5d6

Target: One weapon

Painting Time: 1 Turn (Attack Action)

Casting Procedures: Focus

Duration: Instant

Range: Touch

Magic Roll Penalty: -8

END Cost: 8 to cast

Description: Also known as the Rune of Murder, Veldr enhances the power of bladed weapons. When painted on one, it makes that weapon sharper and harder-hitting for a time, increasing the damage it does. The rune's effects last for one hour, or until something mars, covers, or destroys the rune (if the rune is poorly-placed upon the weapon, this often happens when blood runs over it).

Game Information: Aid HKA 5d6 (standard effect: HKA +1d6), Delayed Return Rate (points fade at the rate of 5 per 1 Hour; +1¼) (82 Active Points); OAF Expendable (rune-paints, Easy to obtain; -1), Extra Time (1 Turn; -1¼), Power Stops Working If Rune Is Marred, Destroyed, Or Covered Up (-½, Requires A Magic Roll (-½)). Total cost: 19 points.

Options:

- 1) *Strong Rune*: Increase to Aid HKA 7d6 (standard effect: HKA +1d6+1). 115 Active Points; total cost 27 points.
- 2) *Weak Rune*: Decrease to Aid HKA 4d6 (standard effect: HKA +½d6). 66 Active Points; total cost 15 points.
- 3) *Remove A +¼ Advantage*: 75 Active Points; total cost 18 points.
- 4) *Remove A +½ Advantage*: 67 Active Points; total cost 16 points.
- 5) *Remove A -¼ Limitation*: Total cost 20 points.
- 6) *Remove A -½ Limitation*: Total cost 22 points.
- 7) *Add A +¼ Advantage*: 90 Active Points; total cost 21 points.
- 8) *Add A +½ Advantage*: 97 Active Points; total cost 23 points.
- 9) *Add A -¼ Limitation*: Total cost 18 points.
- 10) *Add A -½ Limitation*: Total cost 17 points.

DEFENSIVE RUNES



BRELGA, THE RUNE OF PROTECTION FROM FIRE

Effect:	Resistant Protection (16 ED), Only To Protect Buildings From Fire
Target:	One building
Carving Time:	20 Minutes
Casting Procedures:	Focus
Duration:	Persistent (lasts until rune is marred, destroyed, or covered up)
Range:	No Range
Magic Roll Penalty:	-15
END Cost:	0

Description: When carved on a building (a Base, in other words), this rune makes it very difficult to set any part of the building — even a thatched roof — on fire. The contents of the building can still burn normally, and the protection ends if anything ever defaces or covers the rune.

A spellcaster can only protect one building at a time with this rune; if he wants to protect more, he should use the options to increase Usable By Other to Usable Simultaneously.

Game Information: Resistant Protection (16 ED), Usable By Other (one building of up to 100 ktons weight; +5¼) (150 Active Points); OAF (rune-carving knife; -1), Concentration (0 DCV throughout casting; -1), Extra Time (20 Minutes; -2½), Only Works Against Fire Damage (-½), Only Works On Buildings (Bases) (-1), Requires A Magic Roll (-½). Total cost: 20 points.

Options:

- 1) *Remove A +¼ Advantage:* 144 Active Points; total cost 19 points.
- 2) *Remove A +½ Advantage:* 138 Active Points; total cost 18 points.
- 3) *Remove A -¼ Limitation:* Total cost 21 points.
- 4) *Remove A -½ Limitation:* Total cost 21 points.
- 5) *Add A +¼ Advantage:* 156 Active Points; total cost 21 points.
- 6) *Add A +½ Advantage:* 162 Active Points; total cost 22 points.
- 7) *Add A -¼ Limitation:* Total cost 19 points.
- 8) *Add A -½ Limitation:* Total cost 19 points.
- 9) *Eldrskjalði, the Rune of Protection Against Fire:* This rune protects people, not buildings, from fire. Change to Resistant Protection (12 ED), Usable By Other (+¼) (22 Active Points); OAF Expendable (rune-paints, Easy to obtain; -1), Concentration (0 DCV throughout casting; -1), Extra Time (1 Turn; -1¼), Only Works Against Fire/Heat (-½), Power Stops Working If Rune Is Marred, Destroyed, Or Covered Up (-½), Requires A Magic Roll (-½). Total cost: 4 points.
- 11) *Other Runes Of Protection:* By changing the Limitation that specifies what the spell protects against, and perhaps changing the Resistant Protection to regular PD, you can create many different protective runes. Examples include:
 - *Halaverja*, the Rune of Protection from Lightning
 - *Vatnar*, the Rune of Protection from Water (floods, rain damage, and the like)
 - *Verjaki*, the Rune of Protection from Hail



KALTHIR, THE RUNE OF PROTECTION

Effect:	Resistant Protection (10 PD/10 ED), Usable By Other
Target:	One character
Painting Time:	Full Phase
Casting Procedures:	Focus
Duration:	Constant
Range:	Touch
Magic Roll Penalty:	-4
END Cost:	4

Description: A spellcaster paints this rune on himself or another person. As long as the recipient keeps the rune powered (*i.e.*, pays END for it), it protects him from harm. If he ever stops paying END, the power of the rune fades, and the recipient becomes unprotected by the spell unless the spellcaster casts it again.

Game Information: Resistant Protection (10 PD/10 ED), Usable By Other (+¼) (37 Active Points); OAF Expendable (rune-paints, Easy to obtain; -1), Costs Endurance (-½), Extra Time (Full Phase; -½), Power Stops Working If Rune Is Marred, Destroyed, Covered Up, Or Unpowered (-½), Requires A Magic Roll (-½). Total cost: 9 points.

Options:

- 1) *Strong Rune:* Increase to Resistant Protection (12 PD/12 ED). 45 Active Points; total cost 11 points.
- 2) *Weak Rune:* Decrease to Resistant Protection (8 PD/8 ED). 30 Active Points; total cost 7 points.
- 3) *Remove A +¼ Advantage:* 30 Active Points; total cost 7 points.
- 4) *Remove A -¼ Limitation:* Total cost 10 points.
- 5) *Remove A -½ Limitation:* Total cost 10 points.
- 6) *Add A +¼ Advantage:* 45 Active Points; total cost 11 points.
- 7) *Add A +½ Advantage:* 52 Active Points; total cost 13 points.
- 8) *Add A -¼ Limitation:* Total cost 9 points.
- 9) *Add A -½ Limitation:* Total cost 8 points.

MOVEMENT RUNES

VATHRENNR, THE RUNE OF SWIFT RUNNING

Effect:	Running +12m, Usable By Other
Target:	One character
Painting Time:	Full Phase
Casting Procedures:	Focus
Duration:	Time Limit (lasts until rune is marred, destroyed, or covered up, or for 1 Hour from the time of casting, whichever occurs first)
Range:	Touch
Magic Roll Penalty:	-3
END Cost:	0

Description: When painted on the caster or another person, this rune allows the recipient to run at much greater speeds — typically twice as fast as normal! — for up to an hour. However, if the rune is marred, destroyed, or covered up before the duration ends, the spell expires immediately.

Game Information: Running +12m, Reduced Endurance (0 END; +½), Time Limit (lasts until rune is marred, destroyed, or covered up, or for 1 Hour from the time of casting, whichever occurs first; +½), Usable By Other (+¼) (27 Active Points); OAF Expendable (rune-paints, Easy to obtain; -1), Extra Time (Full Phase; -½), Requires A Magic Roll (-½). Total cost: 9 points.

Options:

- 1) *Strong Rune:* Increase to Running +18. 40 Active Points; total cost 13 points.
- 2) *Weak Rune:* Decrease to Running +6m. 13 Active Points; total cost 4 points.
- 3) *Remove A +¼ Advantage:* 24 Active Points; total cost 8 points.
- 4) *Remove A +½ Advantage:* 21 Active Points; total cost 7 points.
- 5) *Remove A -¼ Limitation:* Total cost 10 points.
- 6) *Remove A -½ Limitation:* Total cost 11 points.
- 7) *Add A +¼ Advantage:* 30 Active Points; total cost 10 points.
- 8) *Add A +½ Advantage:* 33 Active Points; total cost 11 points.
- 9) *Add A -¼ Limitation:* Total cost 8 points.
- 10) *Add A -½ Limitation:* Total cost 8 points.

SENSORY RUNES



ATHREK, THE RUNE OF THE OWL'S EYE

Effect:	Nightvision, Usable By Other
Target:	One character
Painting Time:	Full Phase
Casting Procedures:	Focus
Duration:	Time Limit (lasts until rune is marred, destroyed, or covered up, or for 1 Hour from the time of casting, whichever occurs first)
Range:	Touch
Magic Roll Penalty:	-1
END Cost:	0

Description: When painted on the caster or another person, this rune allows the recipient to see as well at night as he can in daylight for up to an hour. However, if the rune is marred, destroyed, or covered up before the duration ends, the spell expires immediately.

Game Information: Nightvision, Usable By Other (+¼) (6 Active Points); OAF Expendable (rune-paints, Easy to obtain; -1), Extra Time (Full Phase; -½), Requires A Magic Roll (-½), Time Limit (lasts until rune is marred, destroyed, or covered up, or for 1 Hour from the time of casting, whichever occurs first; -¾). Total cost: 2 points.

Options:

- 1) *Remove A +¼ Advantage:* 5 Active Points; total cost 1 point.
- 2) *Remove A -¼ Limitation:* Total cost 2 points.
- 3) *Remove A -½ Limitation:* Total cost 2 points.
- 4) *Add A +¼ Advantage:* 7 Active Points; total cost 2 points.
- 5) *Add A +½ Advantage:* 9 Active Points; total cost 2 points.
- 6) *Add A -¼ Limitation:* Total cost 1 point.
- 7) *Add A -½ Limitation:* Total cost 1 point.



EITNSKJALDR, THE RUNE OF PROTECTION FROM POISON

Effect:	Detect Poisoned Drink plus RKA 1d6, Only Versus Object Holding Drink
Target:	One drink
Carving Time:	Full Phase
Casting Procedures:	Focus
Duration:	Instant
Range:	Touch
Magic Roll Penalty:	-3
END Cost:	0 + 2

Description: This rune allows the caster to detect the presence of poison in wine, beer, mead, or other drinks. He grasps the cup, drinking horn, or other object holding the beverage and carves a small rune in it. If poison is detected, the power of the rune shatters the object (this doesn't hurt the caster in any way, though it spills the drink on his hand).

Game Information: Detect Poisoned Drink (INT +5) (no Sense Group) (8 Active Points); OAF (rune-carving knife; -1), Concentration (½ DCV; -¼), Extra Time (Full Phase; -½), Nonpersistent (-¼), Requires A Magic Roll (-½) (total cost: 2 points) **plus** RKA 1d6, Trigger (when poison detected; +¼) (19 Active Points); OAF (rune-carving knife; -1), Concentration (½ DCV; -¼), Extra Time (Full Phase; -½), Linked (-¼), No Range (-½), Only Versus Object Holding Drink (-2), Requires A Magic Roll (-½) (total cost: 3 points). Total cost: 5 points.



RUNE-READING

Effect:	Precognition
Target:	Self
Casting Time:	1 Turn
Casting Procedures:	Focus
Duration:	Instant
Range:	400m
Magic Roll Penalty:	-4
END Cost:	4

Description: Runes have magical power in and of themselves, whether they're used to cast spells or not. Drawing on his knowledge of the runes and their mystic meanings, the caster can obtain glimpses of the future — often vague ones, but perhaps useful nevertheless. To do this, he must have a collection of pebbles, bones, or like objects, with one rune inscribed on each. He casts the stones down, on a tabletop or on the ground, and then reads the future in the pattern they create when they land.

Game Information: Clairsentience (Sight Group), Precognition (40 Active Points); OAF (rune-stones; -1), Concentration (0 DCV throughout casting; -1), Extra Time (1 Turn; -1¼), Instant (-½), Precognition Only (-1), Requires A Magic Roll (-½), Vague And Unclear (-½). Total cost: 6 points.

Options:

- 1) *Remove A -¼ Limitation:* Total cost 7 points.
- 2) *Remove A -½ Limitation:* Total cost 6 points.
- 3) *Add A +¼ Advantage:* 50 Active Points; total cost 7 points.
- 4) *Add A +½ Advantage:* 60 Active Points; total cost 9 points.
- 5) *Add A -¼ Limitation:* Total cost 6 points.
- 6) *Add A -½ Limitation:* Total cost 5 points.



SEIDRAUGA, THE RUNE OF AWARENESS

Effect: Detect Magic
Target: Self
Painting Time: Full Phase (Attack Action)
Casting Procedures: Focus
Duration: Instant
Range: Self
Magic Roll Penalty: -1
END Cost: 0

Description: By painting the rune Seidrauga on an object he thinks might be enchanted, the caster can determine whether magic is present. If it is, the rune glows; the intensity of the glow indicates the strength of the magic, and the color of the glow the type of magic.

Game Information: Detect Magic (INT +5) (no Sense Group), Discriminatory (15 Active Points); OAF Expendable (rune-paints, Easy to obtain; -1), Extra Time (Full Phase; -½), Nonpersistent (-¼), Instant (-½), Only Detects Magic In Objects (-1), Requires A Magic Roll (-½). Total cost: 3 points.

Options:

- 1) *Strong Rune:* Increase to INT +8. 18 Active Points; total cost 4 points.
- 2) *Weak Rune:* Decrease to INT Roll. 10 Active Points; total cost 2 points.
- 3) *Remove A -¼ Limitation:* Total cost 3 points.
- 4) *Remove A -½ Limitation:* Total cost 3 points.
- 5) *Add A +¼ Advantage:* 19 Active Points; total cost 4 points.
- 6) *Add A +½ Advantage:* 22 Active Points; total cost 5 points.
- 7) *Add A -¼ Limitation:* Total cost 3 points.
- 8) *Add A -½ Limitation:* Total cost 3 points.

MISCELLANEOUS RUNES



GULLINTALA, THE RUNE OF THE GOLDEN TONGUE

Effect: +4 with Interaction Skills, Usable By Other
Target: One character
Painting Time: Full Phase
Casting Procedures: Focus
Duration: Time Limit (lasts until rune is marred, destroyed, or covered up, or for 1 Hour from the time of casting, whichever occurs first)
Range: Touch
Magic Roll Penalty: -2
END Cost: 0

Description: When painted on the caster or another person, this rune transforms the recipient into a speaker as talented as any bard. His every word seems well-chosen and witty, and the logic of his arguments (or forcefulness of his attempts to intimidate) are likely to sway anyone who listens. The effect lasts for up to an hour. However, if the rune is marred, destroyed, or covered up before the duration ends, the spell expires immediately.

Game Information: +4 with Interaction Skills, Usable By Other (+¼) (20 Active Points); OAF Expendable (rune-paints, Easy to obtain; -1), Extra Time (Full Phase; -½), Requires A Magic Roll (-½), Time Limit (lasts until rune is marred, destroyed, or covered up, or for 1 Hour from the time of casting, whichever occurs first; -¾). Total cost: 5 points.

Options:

- 1) *Strong Rune:* Increase to +6 with Interaction Skills. 22 Active Points; total cost 6 points.
- 2) *Weak Rune:* Decrease to +3 with Interaction Skills. 15 Active Points; total cost 4 points.
- 3) *Remove A +¼ Advantage:* 16 Active Points; total cost 4 points.
- 4) *Remove A -¼ Limitation:* Total cost 6 points.
- 5) *Remove A -½ Limitation:* Total cost 6 points.
- 6) *Add A +¼ Advantage:* 24 Active Points; total cost 6 points.
- 7) *Add A +½ Advantage:* 28 Active Points; total cost 7 points.
- 8) *Add A -¼ Limitation:* Total cost 5 points.
- 9) *Add A -½ Limitation:* Total cost 5 points.



HAMINGJARLA, THE RUNE OF LUCK

Effect: Luck 4d6, Usable By Other
Target: One character
Painting Time: Full Phase
Casting Procedures: Focus
Duration: Time Limit (lasts until rune is marred, destroyed, or covered up, or for 1 Hour from the time of casting, whichever occurs first)
Range: Touch
Magic Roll Penalty: -2
END Cost: 0

Description: When painted on the caster or another person, this rune makes the recipient extremely lucky. Things just seem to go his way... for up to an hour. However, if the rune is marred, destroyed, or covered up before the duration ends, the spell expires immediately.

Game Information: Luck 4d6, Usable By Other (+¼) (25 Active Points); OAF Expendable (rune-paints, Easy to obtain; -1), Extra Time (Full Phase; -½), Requires A Magic Roll (-½), Time Limit (lasts until rune is marred, destroyed, or covered up, or for 1 Hour from the time of casting, whichever occurs first; -¾). Total cost: 7 points.

Options:

- 1) *Strong Rune:* Increase to Luck 6d6. 37 Active Points; total cost 10 points.
- 2) *Weak Rune:* Decrease to Luck 3d6. 19 Active Points; total cost 5 points.
- 3) *Remove A +¼ Advantage:* 20 Active Points; total cost 5 points.
- 4) *Remove A -¼ Limitation:* Total cost 7 points.
- 5) *Remove A -½ Limitation:* Total cost 8 points.
- 6) *Add A +¼ Advantage:* 30 Active Points; total cost 8 points.
- 7) *Add A +½ Advantage:* 35 Active Points; total cost 9 points.
- 8) *Add A -¼ Limitation:* Total cost 6 points.
- 9) *Add A -½ Limitation:* Total cost 6 points.

LYFJAVRATHR, THE RUNE OF SWIFT HEALING

Effect:	Aid REC 4d6, Usable By Other
Target:	One character
Painting Time:	1 Turn (Attack Action)
Casting Procedures:	Focus
Duration:	Instant
Range:	Touch
Magic Roll Penalty:	-10
END Cost:	10

Description: When painted on the caster or another person, this rune grants the recipient the ability to heal much more swiftly. It doesn't knit wounds instantly, but it increases the speed of the natural healing process. The rune's power remains in effect until one of the following events occurs: one month passes; the wounds the character had when the rune was painted on him are completely healed (either as a result of this spell or other means); or the the rune is marred, destroyed, or covered up.

Game Information: Aid REC 4d6, Delayed Return Rate (all points fade after 1 Month; +2¾) (90 Active Points); OAF Expendable (rune-paints, Easy to obtain; -1), Concentration (0 DCV throughout casting; -1), Extra Time (1 Turn; -1¼), Points Fade Immediately If Subject's Wounds Heal Or Rune Is Marred, Destroyed, Or Covered Up (-½), Requires A Magic Roll (-½). Total cost: 17 points.

Options:

- 1) *Strong Rune:* Increase to Aid REC 5d6. 112 Active Points; total cost 21 points.
- 2) *Weak Rune:* Decrease to Aid REC 3d6. 67 Active Points; total cost 13 points.
- 3) *Remove A +¼ Advantage:* 84 Active Points; total cost 16 points.
- 4) *Remove A -¼ Limitation:* Total cost 18 points.
- 5) *Remove A -½ Limitation:* Total cost 19 points.
- 6) *Add A +¼ Advantage:* 96 Active Points; total cost 18 points.
- 7) *Add A +½ Advantage:* 102 Active Points; total cost 19 points.
- 8) *Add A -¼ Limitation:* Total cost 16 points.
- 9) *Add A -½ Limitation:* Total cost 16 points.

SJUKVOR, THE RUNE OF FEVER-BREAKING

Effect:	Major Transform 3d6 (sick person into well person)
Target:	One character
Painting Time:	5 Minutes (Attack Action)
Casting Procedures:	Focus
Duration:	Instant
Range:	Touch
Magic Roll Penalty:	-3
END Cost:	3

Description: The character can cure diseases, plagues, fevers, and other illnesses by crushing a fire-berry and using the juice to paint the rune Sjukvor on the forehead of the sick person

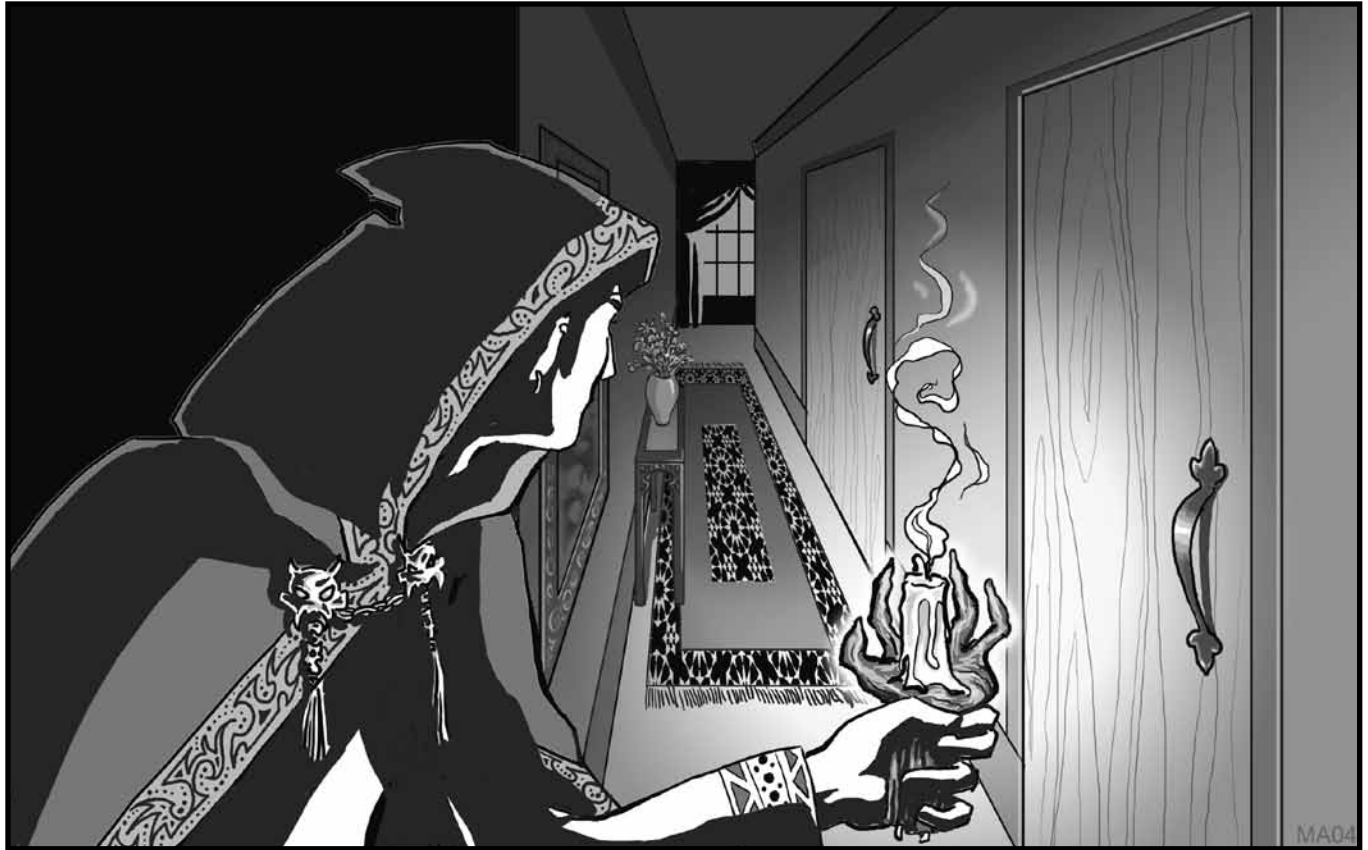
(at the GM's option, other berries work, too, but at half effect). The more intense the effects of the disease, the longer it may take to cure.

In game terms, this is a Major Transform, "sick person to well person," that stops the course of a disease — once the character applies the spell, the disease inflicts no further damage (loss of CON, for example) on the victim. However, the spell doesn't automatically heal any STUN, BODY, CON, or other Characteristics lost to the disease prior to the spell's use. To accomplish that, the priest must add up the cost of the lost abilities he wants to restore and treat them as "powers" being granted to the target by the Transform (see 6E1 306-07).

Game Information: Major Transform 3d6 (sick person into well person, heals back through any normal means that would cause character to contract the same disease) (30 Active Points); OAF Expendable (rune-paints, Easy to obtain; -1), Concentration (0 DCV throughout casting; -1), Extra Time (5 Minutes; -2), Limited Target (sentient beings; -¼), No Range (-½), Requires A Magic Roll (-½). Total cost: 5 points.

Options:

- 1) *Strong Rune:* Increase to Major Transform 4d6. 40 Active Points; total cost 6 points.
- 2) *Weak Rune:* Decrease to Major Transform 2d6. 20 Active Points; total cost 3 points.
- 3) *Remove A -¼ Limitation:* Total cost 5 points.
- 4) *Remove A -½ Limitation:* Total cost 5 points.
- 5) *Add A +¼ Advantage:* 5376 Active Points; total cost 6 points.
- 6) *Add A +½ Advantage:* 45 Active Points; total cost 7 points.
- 7) *Add A -¼ Limitation:* Total cost 5 points.
- 8) *Add A -½ Limitation:* Total cost 4 points.
- 9) *Sjukvor Variant:* This form of the rune works by Healing the Characteristics lost to the disease. However, if the disease remains present and active within the character's body, he may continue to lose Characteristics after a character casts this spell upon him. Change to Healing 6d6, Expanded Effect + Variable Effect (any four Characteristics at once; +2) (180 Active Points); OAF Expendable (rune-paints, Easy to obtain; -1), Concentration (0 DCV throughout casting; -1), Extra Time (5 Minutes; -2), Only To Heal Characteristics Lost To Disease (-1), Requires A Magic Roll (-½). Total cost: 28 points.



VUNDILFARI, THE RUNE OF STEALTH

Effect:	Invisibility to Sight Group
Target:	One character
Painting Time:	Full Phase
Casting Procedures:	Focus
Duration:	Constant
Range:	Touch
Magic Roll Penalty:	-2
END Cost:	2

Description: A spellcaster paints this rune on himself or another person in the center of the forehead. As long as the recipient keeps the rune powered (*i.e.*, pays END for it), it shields him from the sight of men — though someone who gets close enough may see the faintly-glowing rune floating in the air. If he ever stops paying END, the power of the rune fades, and the recipient becomes unprotected by the spell unless the spellcaster casts it again.

Game Information: Invisibility to Sight Group, Usable By Other (+¼) (25 Active Points); OAF Expendable (rune-paints, Easy to obtain; -1), Extra Time (Full Phase; -½), Power Stops Working If Rune Is Marred, Destroyed, Covered Up, Or Unpowered (-½), Requires A Magic Roll (-½). Total cost: 7 points.

Options:

- 1) *Strong Rune:* The rune does not flow faintly. Add No Fringe. 37 Active Points; total cost 11 points.
- 2) *Weak Rune:* The recipient only remains unseen if he stands still. Add Chameleon (-½). Total cost: 6 points.
- 3) *Remove A +¼ Advantage:* 20 Active Points; total cost 6 points.
- 4) *Remove A -¼ Limitation:* Total cost 8 points.
- 5) *Remove A -½ Limitation:* Total cost 8 points.
- 6) *Add A +¼ Advantage:* 30 Active Points; total cost 9 points.
- 7) *Add A +½ Advantage:* 35 Active Points; total cost 10 points.
- 8) *Add A -¼ Limitation:* Total cost 7 points.
- 9) *Add A -½ Limitation:* Total cost 6 points.



SHAMANISM

The category of *Shamanism* features spells that summon, contact, control, or otherwise make use of spirits (or allow the caster to interact with them). Primarily it focuses on nature spirits, spirit creatures, and the Spirit World in which they live, but in some cases it goes beyond that to involve human spirits.

Because shamans (practitioners of Shamanism) interact with and depend upon spirits for their power, they often try to maintain a close relationship with them. As such Shamanism has some similarities to Divine Magic, particularly when the shaman summons a spirit and then beseeches its aid... but in the end it falls on the side of the arcane rather than the divine.

Shamanism also has some fairly close connections with other categories. Chief among these are Druidry and Witchcraft; many spells in either of those categories are often appropriate purchases for shamans. Similarly, some Elemental Magic spells work well as Shamanism spells. To the extent Shamanism deals with human spirits, it also has at least tenuous ties to Necromancy.

SPIRIT-SUMMONING SPELLS

Among the most common of the spells of Shamanism are spells to call spirits forth. These spells do not turn the spirit into the shaman's slave, but rather make the spirit manifest that the summoner might beseech it for aid. More powerful shamans, or those with a greater than normal natural gift for Shamanism, may be able to call upon spirits that are already favorably inclined toward them (*i.e.*, may have one or more of these spells with a version of the *Amicable* Advantage).

See HSB 214-16 for character sheets for the spirits referred to in these spells.



CALLING UPON THE SPIRITS OF THE CITY

Effect:	Summon one city spirit built on 441 Total Points
Target:	Special
Casting Time:	1 Turn
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-9
END Cost:	9

Description: Not all spirits dwell in woods and waters wild. Some shamans have a gift for speaking with the spirits that live within the domains of man — cities, towns, villages, castles, office buildings, parking garages, even sewers.

Game Information: Summon one city spirit built on 441 Total Points (88 Active Points); OAF (spirit fetish; -1), Extra Time (1 Turn; -1¼), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Requires A Magic Roll (-½), Arrives Under Own Power (-½), Summoned Being Must Inhabit Locale (-½). Total cost: 15 points.

Options:

- 1) *Strong Spell:* Increase to Summon two city spirits. 93 Active Points; total cost 16 points.
- 2) *Free Spell:* Total cost: 18 points.
- 3) *Remove A -¼ Limitation:* Total cost 16 points.
- 4) *Remove A -½ Limitation:* Total cost 17 points.
- 5) *Add A +¼ Advantage:* 110 Active Points; total cost 19 points.
- 6) *Add A +½ Advantage:* 132 Active Points; total cost 23 points.
- 7) *Add A -¼ Limitation:* Total cost 15 points.
- 8) *Add A -½ Limitation:* Total cost 14 points.

☆ CALLING UPON THE SPIRITS OF THE FIELDS

Effect:	Summon one field spirit built on 446 Total Points
Target:	Special
Casting Time:	1 Turn
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-9
END Cost:	9

Description: With this spell a shaman can request aid or information from a field spirit. Usually he does this to ask for directions, or perhaps assistance with some vital task of reaping or sowing.

Game Information: Summon one field spirit built on 446 Total Points (89 Active Points); OAF (spirit fetish; -1), Extra Time (1 Turn; -1¼), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Requires A Magic Roll (-½), Arrives Under Own Power (-½), Summoned Being Must Inhabit Locale (-½). Total cost: 15 points.

Options:

- 1) *Strong Spell:* Increase to Summon two field spirits. 94 Active Points; total cost 16 points.
- 2) *Free Spell:* Total cost: 19 points.
- 3) *Remove A -¼ Limitation:* Total cost 16 points.
- 4) *Remove A -½ Limitation:* Total cost 17 points.
- 5) *Add A +¼ Advantage:* 111 Active Points; total cost 19 points.
- 6) *Add A +½ Advantage:* 133 Active Points; total cost 23 points.
- 7) *Add A -¼ Limitation:* Total cost 15 points.
- 8) *Add A -½ Limitation:* Total cost 14 points.

☆ CALLING UPON THE SPIRITS OF THE FLAMES

Effect:	Summon one fire spirit built on 484 Total Points
Target:	Special
Casting Time:	1 Turn
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-10
END Cost:	10

Description: With this spell a shaman can request aid or information from a fire spirit. Fire spirits are capricious and crafty, sometimes even malicious, so most shamans treat with them only when they must. To win the help or allegiance of a fire-spirit, a shaman often has to give it something precious or unusual to burn.

Game Information: Summon one fire spirit built on 484 Total Points (97 Active Points); OAF (spirit fetish; -1), Extra Time (1 Turn; -1¼), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Requires A Magic Roll (-½), Arrives Under Own Power (-½), Summoned Being Must Inhabit Locale (-½). Total cost: 17 points.

Options:

- 1) *Strong Spell:* Increase to Summon two fire spirits. 102 Active Points; total cost 18 points.
- 2) *Free Spell:* Total cost: 20 points.
- 3) *Remove A -¼ Limitation:* Total cost 18 points.
- 4) *Remove A -½ Limitation:* Total cost 18 points.
- 5) *Add A +¼ Advantage:* 121 Active Points; total cost 21 points.
- 6) *Add A +½ Advantage:* 145 Active Points; total cost 25 points.
- 7) *Add A -¼ Limitation:* Total cost 16 points.
- 8) *Add A -½ Limitation:* Total cost 15 points.

☆ CALLING UPON THE SPIRITS OF THE FOREST

Effect:	Summon one forest spirit built on 495 Total Points
Target:	Special
Casting Time:	1 Turn
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-10
END Cost:	10

Description: With this spell a shaman can request aid or information from a forest spirit. Forest spirits fit no set pattern — some seem old, some young; some are helpful (or at least not hostile), others delight in misleading humans or punishing them for the tiniest transgressions.

Game Information: Summon one forest spirit built on 495 Total Points (99 Active Points); OAF (spirit fetish; -1), Extra Time (1 Turn; -1¼), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Requires A Magic Roll (-½), Arrives Under Own Power (-½), Summoned Being Must Inhabit Locale (-½). Total cost: 17 points.

Options:

- 1) *Strong Spell:* Increase to Summon two forest spirits. 104 Active Points; total cost 18 points.
- 2) *Free Spell:* Total cost: 21 points.
- 3) *Remove A -¼ Limitation:* Total cost 18 points.
- 4) *Remove A -½ Limitation:* Total cost 19 points.
- 5) *Add A +¼ Advantage:* 124 Active Points; total cost 21 points.
- 6) *Add A +½ Advantage:* 148 Active Points; total cost 26 points.
- 7) *Add A -¼ Limitation:* Total cost 16 points.
- 8) *Add A -½ Limitation:* Total cost 16 points.
- 9) *Calling The Dryad:* Alternately, the shaman can summon a woodland spirit in the form of a dryad (HSB 261). Change to Summon one Dryad built on up to 405 Total Points. 81 Active Points; total cost 14 points.



CALLING UPON THE SPIRITS OF THE HOUSE

Effect: Summon one house spirit built on 416 Total Points

Target: Special

Casting Time: 1 Turn

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: No Range

Magic Roll Penalty: -8

END Cost: 8

Description: Although many house spirits are friendly, or at least willing to show themselves if kindly asked, sometimes a shaman needs to call them forth whether they will or no.

Game Information: Summon one house spirit built on 416 Total Points (83 Active Points); OAF (spirit fetish; -1), Extra Time (1 Turn; -1¼), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Requires A Magic Roll (-½), Arrives Under Own Power (-½), Summoned Being Must Inhabit Locale (-½). Total cost: 14 points.

Options:

- 1) *Strong Spell:* Increase to Summon two house spirits. 88 Active Points; total cost 15 points.
- 2) *Free Spell:* Total cost: 17 points.
- 3) *Remove A -¼ Limitation:* Total cost 15 points.
- 4) *Remove A -½ Limitation:* Total cost 16 points.
- 5) *Add A +¼ Advantage:* 104 Active Points; total cost 18 points.
- 6) *Add A +½ Advantage:* 124 Active Points; total cost 21 points.
- 7) *Add A -¼ Limitation:* Total cost 14 points.
- 8) *Add A -½ Limitation:* Total cost 12 points.



CALLING UPON THE SPIRITS OF THE STONES

Effect: Summon one stone spirit built on 492 Total Points

Target: Special

Casting Time: 1 Turn

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: No Range

Magic Roll Penalty: -9

END Cost: 9

Description: With this spell a shaman can request aid or information from a stone spirit. Stone spirits tend to be slow and ponderous, taking ten minutes to say what a human would say in one, and equally slow to consider requests for assistance unless convinced of the urgency of the matter. Some are stubborn to boot, or like to show off their strength by threatening the shaman and his friends.

Game Information: Summon one stone spirit built on 492 Total Points (98 Active Points); OAF (spirit fetish; -1), Extra Time (1 Turn; -1¼), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Requires A Magic Roll (-½), Arrives Under Own Power (-½), Summoned Being Must Inhabit Locale (-½). Total cost: 17 points.

Options:

- 1) *Strong Spell:* Increase to Summon two stone spirits. 103 Active Points; total cost 18 points.
- 2) *Free Spell:* Total cost: 21 points.
- 3) *Remove A -¼ Limitation:* Total cost 18 points.
- 4) *Remove A -½ Limitation:* Total cost 19 points.
- 5) *Add A +¼ Advantage:* 122 Active Points; total cost 21 points.
- 6) *Add A +½ Advantage:* 147 Active Points; total cost 25 points.
- 7) *Add A -¼ Limitation:* Total cost 16 points.
- 8) *Add A -½ Limitation:* Total cost 16 points.
- 9) *Calling The Oread:* Alternately, the shaman can summon a mountain spirit in the form of an oread (HSB 263). Change to Summon one Oread built on up to 505 Total Points. 101 Active Points; total cost 17 points.



CALLING UPON THE SPIRITS OF THE WATERS

Effect: Summon one water spirit built on 484 Total Points

Target: Special

Casting Time: 1 Turn

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: No Range

Magic Roll Penalty: -9

END Cost: 9

Description: With this spell a shaman can request aid or information from a water spirit. Water spirits are often difficult to interact with, coming as they do from the liquid realm rather than the solid; a few are even capricious or malicious. To win the help or allegiance of a water-spirit, a shaman often has to throw something precious or valuable into the pool or river the spirit calls home.

Game Information: Summon one water spirit built on 484 Total Points (97 Active Points); OAF (spirit fetish; -1), Extra Time (1 Turn; -1¼), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Requires A Magic Roll (-½), Arrives Under Own Power (-½), Summoned Being Must Inhabit Locale (-½). Total cost: 17 points.

Options:

- 1) *Strong Spell*: Increase to Summon two water spirits. 102 Active Points; total cost 18 points.
- 2) *Free Spell*: Total cost: 20 points.
- 3) *Remove A -¼ Limitation*: Total cost 18 points.
- 4) *Remove A -½ Limitation*: Total cost 18 points.
- 5) *Add A +¼ Advantage*: 121 Active Points; total cost 21 points.
- 6) *Add A +½ Advantage*: 145 Active Points; total cost 25 points.
- 7) *Add A -¼ Limitation*: Total cost 16 points.
- 8) *Add A -½ Limitation*: Total cost 15 points.
- 9) *Calling The Naiad*: Alternately, the shaman can summon a water spirit in the form of a naiad (HSB 262). Change to Summon one Naiad built on up to 396 Total Points. 79 Active Points; total cost 14 points.

**SUMMON SPIRIT ANIMAL**

Effect:	Summon one spirit animal built on up to 400 Total Points
Target:	Special
Casting Time:	1 Turn
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-12
END Cost:	12

Description: With this spell a shaman can summon and seek the aid of a spirit animal (see accompanying text box), if one is nearby (there are always spirit animals nearby in the Spirit World, but not necessarily in the normal world). See the section on *Totem Spells* for descriptions of various animals that might appear in response to this summons and what they're like. To win the help or allegiance of a spirit animal, a shaman often has to give it food it likes.

Game Information: Summon one spirit animal built on up to 400 Total Points, Expanded Class (any spirit animal; +½) (120 Active Points); OAF (spirit fetish; -1), Extra Time (1 Turn; -1¼), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Requires A Magic Roll (-½), Arrives Under Own Power (-½), Summoned Being Must Inhabit Locale (-½). Total cost: 21 points.

Options:

- 1) *Strong Spell*: Increase to Summon two spirit animals. 127 Active Points; total cost 22 points.
- 2) *Free Spell*: Total cost: 25 points.
- 3) *Remove A +¼ Advantage*: 100 Active Points; total cost 17 points.
- 4) *Remove A +½ Advantage*: 80 Active Points; total cost 14 points.
- 5) *Remove A -¼ Limitation*: Total cost 22 points.
- 6) *Remove A -½ Limitation*: Total cost 23 points.
- 7) *Add A +¼ Advantage*: 140 Active Points; total cost 24 points.
- 8) *Add A +½ Advantage*: 160 Active Points; total cost 28 points.
- 9) *Add A -¼ Limitation*: Total cost 20 points.
- 10) *Add A -½ Limitation*: Total cost 19 points.

SPIRIT ANIMALS

The *Summon Spirit Animal* spell allows the caster to summon spirit animals. To create a spirit animal, use the animal's normal character sheet from *The HERO System Bestiary*, then add the following abilities:

Cost Spirit Animal Powers

60	Spirit's Form: Physical and Energy Damage Reduction, Resistant, 50%
35	Spirit's Form: Life Support (Total)
9	Spirit's Senses: +3 PER with all Sense Groups
5	Spirit's Eyes: Infrared Perception (Sight Group)
5	Spirit's Eyes: Ultraviolet Perception (Sight Group)
12	Spirit's Eyes: +8 versus Range Modifier for Sight Group
Total cost: +126 points.	

You can, of course, add any other abilities that seem appropriate for a specific type of spirit animal. Often you can adapt spells from this book for that purpose.

Spirit animals are sentient and can speak, either with their voices or mind-speech (Mind Link or Telepathy).

OFFENSIVE SPELLS**COMMAND SPIRITS**

Effect:	+40 PRE, Only To Make Presence Attacks Against Spirits
Target:	Self
Casting Time:	Full Phase
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-4
END Cost:	4

Description: This spell enhances the shaman's prestige and appearance of power *vis-a-vis* spirits, allowing him to more easily persuade or intimidate them.

Game Information: +40 PRE (40 Active Points); OAF (fetish bag; -1), Costs Endurance (-½), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Only To Make Presence Attacks (-1), Only Works Against Spirits (-1), Requires A Magic Roll (-½). Total cost: 7 points.

Options:

- 1) *Strong Spell*: Increase to +60 PRE. 60 Active Points; total cost 10 points.
- 2) *Weak Spell*: Decrease to +30 PRE. 30 Active Points; total cost 5 points.
- 3) *Free Spell*: Total cost: 8 points.
- 4) *Remove A -¼ Limitation*: Total cost 7 points.
- 5) *Remove A -½ Limitation*: Total cost 7 points.
- 6) *Add A +¼ Advantage*: 50 Active Points; total cost 8 points.
- 7) *Add A +½ Advantage*: 60 Active Points; total cost 10 points.
- 8) *Add A -¼ Limitation*: Total cost 6 points.
- 9) *Add A -½ Limitation*: Total cost 6 points.



SPIRIT DESTRUCTION

Effect: RKA 4d6, Affects Desolidified, Only Versus Spirits
Target: One spirit
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 750m
Magic Roll Penalty: -7
END Cost: 7

Description: Sometimes shamans must confront evil spirits, or spirits who for some reason intend harm to themselves or another person. As a last resort, some shamans can use their power to destroy a spirit utterly.

Game Information: RKA 4d6, Affects Desolidified (only versus spirit Desolidification; +¼) (75 Active Points); OAF Expendable (consecrated knife made of flint, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Only Versus Spirits (-1), Requires A Magic Roll (-½), Spell (-½). Total cost: 16 points.

Options:

- 1) *Strong Spell:* Increase to RKA 6d6. 112 Active Points; total cost 24 points.
- 2) *Weak Spell:* Decrease to RKA 3d6. 56 Active Points; total cost 12 points.
- 3) *Free Spell:* Total cost: 21 points.
- 4) *Remove A +¼ Advantage:* 60 Active Points; total cost 13 points.
- 5) *Remove A -¼ Limitation:* Total cost 17 points.
- 6) *Remove A -½ Limitation:* Total cost 18 points.
- 7) *Add A +¼ Advantage:* 90 Active Points; total cost 19 points.
- 8) *Add A +½ Advantage:* 105 Active Points; total cost 22 points.
- 9) *Add A -¼ Limitation:* Total cost 15 points.
- 10) *Add A -½ Limitation:* Total cost 14 points.



SPIRIT HORDE

Effect: Drain PRE 6d6
Target: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 600m
Magic Roll Penalty: -6
END Cost: 6

Description: The spirits of the dead are all too often restless, and some shamans can call upon them to manifest and terrify one of the shaman's enemies.

Game Information: Drain PRE 6d6 (60 Active Points); OAF Expendable (human fingerbone painted with mystic runes, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 16 points.

Options:

- 1) *Strong Spell:* Increase to Drain PRE 8d6. 80 Active Points; total cost 21 points.
- 2) *Weak Spell:* Decrease to Drain PRE 4d6. 40 Active Points; total cost 11 points.
- 3) *Free Spell:* Total cost: 24 points.
- 4) *Remove A -¼ Limitation:* Total cost 17 points.
- 5) *Remove A -½ Limitation:* Total cost 18 points.
- 6) *Add A +¼ Advantage:* 75 Active Points; total cost 20 points.
- 7) *Add A +½ Advantage:* 90 Active Points; total cost 24 points.
- 8) *Add A -¼ Limitation:* Total cost 15 points.
- 9) *Add A -½ Limitation:* Total cost 14 points.



SPEAKING TO THE SWORD-SPIRIT

Effect: +4 HTH with one weapon, Usable By Other
Target: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Gestures, Incantations
Duration: Time Limit (duration of 1 hour, +10 minutes per point by which the caster succeeds with his Magic roll)
Range: Touch
Magic Roll Penalty: -4
END Cost: 4 to cast

Description: Not all spirits live in field and forest. In some cultures, the people know that swords, spears, and other weapons have spirits, too. A skilled shaman can speak to these spirits before a battle, awakening them and appealing to their skill, bravery, valor, or vanity (as the case may be) to help the weapon's wielder fight better.

To cast this spell, the shaman must handle the weapon whose spirit he wishes to arouse. He speaks to the spirit, exhorting it to fight well in the coming battle. He then returns the weapon to its owner (if it's not one of his own). For the duration of the spell, the owner has a 4 Combat Skill Levels with HTH Combat that only apply to that weapon. He can add them to OCV, DCV, or damage in the standard manner. If someone else tries to wield the weapon, the levels won't apply, and the recipient cannot apply them when using any other weapon.

Game Information: +4 HTH, Usable By Other (+¼) (40 Active Points); Costs Endurance (to cast; -¼), Extra Time (1 Turn to cast; -¾), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Only Apply To One Designated Weapon (-½), Requires A Magic Roll (-½), Time Limit (duration of 1 hour, +10 minutes per point by which the caster succeeds with his Magic roll; -¾). Total cost: 8 points.

Options:

- 1) *Strong Spell*: Increase to +6 HTH. 60 Active Points; total cost 13 points.
- 2) *Weak Spell*: Decrease to +2 HTH. 20 Active Points; total cost 4 points.
- 3) *Focused Spell*: Add OAF (spirit fetish; -1). Total cost: 7 points.
- 4) *Remove A +¼ Advantage*: 32 Active Points; total cost 7 points.
- 5) *Remove A -¼ Limitation*: Total cost 9 points.
- 6) *Remove A -½ Limitation*: Total cost 9 points.
- 7) *Add A +¼ Advantage*: 48 Active Points; total cost 10 points.
- 8) *Add A +½ Advantage*: 56 Active Points; total cost 12 points.
- 9) *Add A -¼ Limitation*: Total cost 8 points.
- 10) *Add A -½ Limitation*: Total cost 8 points.
- 11) *Spirit Of The Awl*: Instead of speaking to the spirits in a weapon, the shaman speaks to the spirits in hammers, nails, awls, and other tools, so that craftsmen can do their work better. Change to 4-point Skill Levels instead of Combat Skill Levels. 20 Active Points; total cost 4 points.

DEFENSIVE SPELLS



LESSER SPIRIT WARD

Effect: Resistant Protection (10 PD/10 ED/10 Mental Defense/10 Power Defense), Only Versus Spirits

Target: Self

Casting Time: Half Phase

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: Self

Magic Roll Penalty: -6

END Cost: 6

Description: Since not all spirits are friendly, and even seemingly friendly spirits sometimes play “pranks” that can harm humans, a wise shaman learns this spell, which protects him from spirit powers. As a Focus he must make a fetish bag, a tiny leather pouch containing items of mystic significance to him.

Game Information: Resistant Protection (10 PD/10 ED/10 Mental Defense/10 Power Defense) (60 Active Points); OAF (fetish bag; -1), Costs Endurance (to cast and maintain; -½), Gestures (-¼), Incantations (-¼), Only Versus Spirits And Their Attacks (-1), Requires A Magic Roll (-½). Total cost: 13 points.

Options:

- 1) *Strong Spell*: Increase to Resistant Protection (15 PD/15 ED/15 Mental Defense/15 Power Defense). 90 Active Points; total cost 20 points.
- 2) *Weak Spell*: Decrease to Resistant Protection (6 PD/6 ED/6 Mental Defense/6 Power Defense). 36 Active Points; total cost 8 points.
- 3) *Free Spell*: Total cost: 17 points.
- 4) *Remove A -¼ Limitation*: Total cost 14 points.
- 5) *Remove A -½ Limitation*: Total cost 15 points.
- 6) *Add A +¼ Advantage*: 75 Active Points; total cost 17 points.
- 7) *Add A +½ Advantage*: 90 Active Points; total cost 20 points.
- 8) *Add A -¼ Limitation*: Total cost 13 points.
- 9) *Add A -½ Limitation*: Total cost 12 points.



GREATER SPIRIT WARD

Effect: Barrier 8 PD/8 ED, 8 BODY (up to 12m long, 3m tall, and ½m thick)

Target: Area

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: 470m

Magic Roll Penalty: -5

END Cost: 5

Description: This spell is similar to *Lesser Spirit Ward*, but it allows the shaman to create a “barrier” of mystic energy that affects spirits’ attacks. (If you want a version that can Affect Desolidified, since many spirits can become intangible, use Option 6.)

Game Information: Barrier 8 PD/8 ED, 8 BODY (up to 12m long, 3m tall, and ½m thick) (48 Active Points); OAF (fetish bag; -1), Costs Endurance (to maintain; -½), Gestures (-¼), Incantations (-¼), Only Versus Spirits And Their Attacks (-1), Requires A Magic Roll (-½). Total cost: 11 points.

Options:

- 1) *Strong Spell*: Increase to Barrier 10 PD/10 ED, 10 BODY. 55 Active Points; total cost 12 points.
- 2) *Weak Spell*: Decrease to Barrier 6 PD/6 ED, 6 BODY. 39 Active Points; total cost 9 points.
- 3) *Free Spell*: Total cost: 13 points.
- 4) *Remove A -¼ Limitation*: Total cost 11 points.
- 5) *Remove A -½ Limitation*: Total cost 12 points.
- 6) *Add A +¼ Advantage*: 59 Active Points; total cost 13 points.
- 7) *Add A +½ Advantage*: 70 Active Points; total cost 15 points.
- 8) *Add A -¼ Limitation*: Total cost 10 points.
- 9) *Add A -½ Limitation*: Total cost 9 points.



MOVEMENT SPELLS



JOURNEY TO THE SPIRIT REALM

Effect:	Extra-Dimensional Movement (to Spirit Realm)
Target:	Self
Casting Time:	1 Minute
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	Self
Magic Roll Penalty:	-2
END Cost:	2

Description: This spell allows the shaman to enter the Spirit Realm. This is the land where spirits dwell, where he can interact with them directly instead of having to beseech their aid with spells, where even symbols live and have meaning (and peril), where thoughts sometimes cause new beings to spring to life unbidden... the wellspring from whence, ultimately, come all his powers. While not inherently dangerous, it's not a place that welcomes fleshly beings (even if many spirits appear to clothe themselves in flesh or leaf), so only the wisest and most powerful shamans tread there. Some find that their spells do not work in the Spirit Realm, or that they work better, or that they work differently — or all three at once!

Game Information: Extra-Dimensional Movement (to any point in the Spirit Realm corresponding to the caster's current location in the real world) (22 Active Points); OAF Expendable (specially-prepared fetish bag, Difficult to obtain; -1¼), Concentration (0 DCV throughout casting; -1), Extra Time (1 Minute; -1½), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Requires A Magic Roll (-½). Total cost: 3 points.

Options:

- 1) *Strong Spell:* Add x8 Increased Weight. 37 Active Points; total cost 6 points.
- 2) *Free Spell:* Total cost: 4 points.
- 3) *Remove A -¼ Limitation:* Total cost 4 points.
- 4) *Remove A -½ Limitation:* Total cost 4 points.
- 5) *Add A +¼ Advantage:* 27 Active Points; total cost 4 points.
- 6) *Add A +½ Advantage:* 33 Active Points; total cost 5 points.
- 7) *Add A -¼ Limitation:* Total cost 4 points.
- 8) *Add A -½ Limitation:* Total cost 4 points.

★ SPIRIT-WALKING

Effect: Teleportation 40m
Target: Self
Casting Time: Half Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: Self
Magic Roll Penalty: -4
END Cost: 4

Description: With this spell a shaman can walk as the spirits so often do — he steps, for the merest second, into the Spirit Realm, traversing it almost instantaneously before emerging into the real world at his intended destination.

A shaman cannot buy this spell unless he has also bought the *Journey To The Spirit Realm* spell. However, with the GM's permission he might be able to combine both effects into one Multipower and buy that as a spell.

Game Information: Teleportation 40m (40 Active Points); OAF Expendable (piece of string tied in a complex mystic knot, Easy to obtain; -1), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 13 points.

Options:

- 1) *Strong Spell:* Increase to Teleportation 50m. 50 Active Points; total cost 17 points.
- 2) *Weak Spell:* Decrease to Teleportation 30m. 30 Active Points; total cost 10 points.
- 3) *Free Spell:* Total cost: 20 points.
- 4) *Remove A -¼ Limitation:* Total cost 14 points.
- 5) *Remove A -½ Limitation:* Total cost 16 points.
- 6) *Add A +¼ Advantage:* 50 Active Points; total cost 17 points.
- 7) *Add A +½ Advantage:* 60 Active Points; total cost 20 points.
- 8) *Add A -¼ Limitation:* Total cost 12 points.
- 9) *Add A -½ Limitation:* Total cost 11 points.

SENSORY SPELLS

★ DEATH VIGIL

Effect: Detect Time Of Dying
Target: Self
Casting Time: 1 Turn
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: Self
Magic Roll Penalty: -1
END Cost: 1

Description: If he wishes, a shaman may use his ability to perceive spirits to determine exactly when a dying man's spirit will leave his body (*i.e.*, when he will die). This only works if the subject is actually dying; if he's healthy or for some reason is not soon to die, the spell has no effect (other than to let the shaman know the subject's death is yet far off).

Game Information: Detect Time Of Dying (INT Roll) (no Sense Group) (3 Active Points); Costs Endurance (-½), Extra Time (1 Turn; -1¼), Instant (-½), Requires A Magic Roll (-½). Total cost: 1 point.

Options:

- 1) *Strong Spell:* Increase to INT Roll +5. 8 Active Points; total cost 2 points.
- 2) *Focused Spell:* Add OAF (mirror made of mica, obsidian, or the like; -1). Total cost: 1 point.
- 3) *Remove A -¼ Limitation:* Total cost 1 point.
- 4) *Remove A -½ Limitation:* Total cost 1 point.
- 5) *Add A +¼ Advantage:* 4 Active Points; total cost 1 point.
- 6) *Add A +½ Advantage:* 4 Active Points; total cost 1 point.
- 7) *Add A -¼ Limitation:* Total cost 1 point.
- 8) *Add A -½ Limitation:* Total cost 1 point.

★ PERCEIVE SPIRITS

Effect: Detect Spirits
Target: Self
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: Self
Magic Roll Penalty: -2
END Cost: 2

Description: This common shamanic spell grants the caster the power to perceive spirits.

Game Information: Detect Spirits (INT Roll) (no Sense Group), Discriminatory, Ranged, Targeting (25 Active Points); OAF (mirror made of mica, obsidian, or the like; -1), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 7 points.

Options:

- 1) *Strong Spell:* Increase to INT Roll +5. 30 Active Points; total cost 8 points.
- 2) *Weak Spell:* Remove Discriminatory. 20 Active Points; total cost 6 points.
- 3) *Free Spell:* Total cost: 10 points.
- 4) *Remove A -¼ Limitation:* Total cost 8 points.
- 5) *Remove A -½ Limitation:* Total cost 8 points.
- 6) *Add A +¼ Advantage:* 31 Active Points; total cost 9 points.
- 7) *Add A +½ Advantage:* 37 Active Points; total cost 11 points.
- 8) *Add A -¼ Limitation:* Total cost 7 points.
- 9) *Add A -½ Limitation:* Total cost 6 points.

**SPEAK WITH THE DEAD**

Effect:	Summon one ghost built on 463 Total Points
Target:	Special
Casting Time:	1 Turn
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-10
END Cost:	21

Description: This spell allows the shaman to call forth the spirit of a dead person so he may speak with it. He cannot compel service from the ghost, and in fact may not even get it to answer — though usually the spirits of the dead are willing to speak with the living, at least for a time.

This spell requires the GM's permission because it uses Summon in an unusual way. Ordinarily the *Specific Being* Advantage means just that: the Summon can only conjure a single, specific, individual. However, this Summon also has the *Expanded Class* Advantage so the shaman can Summon the ghost of any dead person he chooses. Ordinarily this might pose game balance problems, but the relatively restricted nature of this spell should alleviate that difficulty.

Game Information: Summon one ghost built on 463 Total Points, Expanded Class (any ghost; +¼), Specific Being (see text; +1) (209 Active Points); OAF Expendable (fetish bag, Difficult to obtain; -1¼), Concentration (0 DCV throughout casting; -1), Extra Time (1 Turn; -1¼), Gestures (throughout casting; -½), Incantations (throughout casting; -½), No Tasks (ghost will, at most, talk with the shaman; -½), Requires A Magic Roll (-1 per 20 Active Points; -¼). Total cost: 33 points.

Options:

- 1) *Free Spell:* Total cost: 42 points.
- 2) *Remove A -¼ Limitation:* Total cost 35 points.
- 3) *Remove A -½ Limitation:* Total cost 36 points.
- 4) *Add A +¼ Advantage:* 232 Active Points; total cost 37 points.
- 5) *Add A +½ Advantage:* 256 Active Points; total cost 41 points.
- 6) *Add A -¼ Limitation:* Total cost 32 points.
- 7) *Add A -½ Limitation:* Total cost 31 points.

**SPEAKING WITH THE SPIRITS**

Effect:	Retrocognition (Sight and Hearing Groups)
Target:	See text
Casting Time:	1 Turn
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	No Range
Magic Roll Penalty:	-5
END Cost:	5

Description: This spell awakens the local nature spirits that they might talk with the shaman and tell him what has occurred near them in the past. This works best with stationary nature spirits, such as stone spirits, water spirits tied to a particular pool, or dryads; if the spirit can roam, he may not have been nearby to witness the events the shaman wishes to know about. (To simulate this, the GM can, if necessary, impose an Activation Roll on the spell.)

As beings not entirely of this world, spirits often pay little attention to the dealings of men and other physical beings. They may have trouble remembering things accurately the further back in time the shaman asks them to remember, and sometimes have difficulty with human concepts (such as large numbers). Nevertheless, they usually provide valuable information.

Game Information: Clairsentience (Sight and Hearing Groups), Retrocognition (50 Active Points); OAF (fetish bag; -1), Concentration (0 DCV throughout; -1), Extra Time (1 Turn; -1¼), Gestures (throughout; -½), Incantations (throughout; -½), No Range (-½), Requires A Magic Roll (-½), Retrocognition Only (-1), Time Modifiers (-½). Total cost: 6 points.

Options:

- 1) *Free Spell:* Total cost: 7 points.
- 2) *Remove A -¼ Limitation:* Total cost 7 points.
- 3) *Remove A -½ Limitation:* Total cost 7 points.
- 4) *Add A +¼ Advantage:* 62 Active Points; total cost 8 points.
- 5) *Add A +½ Advantage:* 75 Active Points; total cost 10 points.
- 6) *Add A -¼ Limitation:* Total cost 6 points.
- 7) *Add A -½ Limitation:* Total cost 6 points.

MISCELLANEOUS SPELLS



BANISH DISEASE SPIRIT

Effect:	Major Transform 3d6 (cure sick person)
Target:	One character
Casting Time:	1 Hour (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	Touch
Magic Roll Penalty:	-4
END Cost:	4

Description: It's well-known to shamans that illnesses are caused by disease spirits who maliciously attack humans. This spell, an hour-long ritual involving the burning of special substances, the drawing of sacred patterns with mystic powders, and other procedures, drives out the disease spirit and heals the sick person. The more intense the effects of the disease, the longer it may take to cure (i.e., if necessary, the shaman may have to cast the spell two or more times to effect a full Transformation).

In game terms, this is a Major Transform, "sick person to well person," that stops the course of a disease — once the character applies the spell, the disease inflicts no further damage (loss of CON, for example) on the victim. However, the spell doesn't automatically heal any STUN, BODY, CON, or other Characteristics lost to the disease prior to the spell's use. To accomplish that, the priest must add up the cost of the lost abilities he wants to restore and treat them as "powers" being granted to the target by the Transform (see 6E1 306-07).

Game Information: Major Transform 3d6 (sick person into well person, heals back through any normal means that would cause character to contract the same disease) (30 Active Points); OAF Expendable (special herbs, mystic powders, and the like, Difficult to obtain; -1¼), Concentration (0 DCV throughout casting; -1), Extra Time (1 Hour; -3), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Limited Target (sentient beings; -¼), No Range (-½), Requires A Magic Roll (-½). Total cost: 3 points.

Options:

- 1) *Strong Spell:* Increase to Major Transform 4d6. 40 Active Points; total cost 5 points.
- 2) *Weak Spell:* Decrease to Major Transform 2d6. 20 Active Points; total cost 2 points.
- 3) *Free Spell:* Total cost: 6 points.
- 4) *Remove A -¼ Limitation:* Total cost 5 points.
- 5) *Remove A -½ Limitation:* Total cost 6 points.
- 6) *Add A +¼ Advantage:* 37 Active Points; total cost 4 points.

- 7) *Add A +½ Advantage:* 45 Active Points; total cost 5 points.
- 8) *Add A -¼ Limitation:* Total cost 3 points.
- 9) *Add A -½ Limitation:* Total cost 3 points.
- 10) *Slow Banishing:* Change to Major Transform 1d6 and add Damage Over Time (3 increments, one per day for three days, defenses only apply once, cannot reuse power on same victim until all damage increments accrue; -4). 15 Active Points; total cost 1 point.



INVIGORATING DREAM

Effect:	+30 END, Usable By Other
Target:	One character
Casting Time:	6 Hours
Casting Procedures:	Focus
Duration:	Constant
Range:	Touch
Magic Roll Penalty:	-1
END Cost:	0

Description: A shaman uses this spell to banish evil spirits from the dreams of himself or another person, thus ensuring a particularly restful sleep (and thus more energy to perform tasks upon awakening). The recipient of the Invigorating Dreams must sleep, so the shaman casts the spell upon himself by going to sleep (that's why it lacks Gestures and Incantations, which the caster obviously cannot perform if he's sleeping).

For game purposes, the "reasonably common way to turn the power off" is to use the END. As a character uses the 30 END, it goes away for good; he cannot Recover it. If he has not used it all within 6 Hours of awakening, any unused END fades away at that time.

Game Information: +30 END, Usable By Other (+¼) (7 Active Points); OAF Expendable (dream-herbs, Difficult to obtain; -1¼), Concentration (0 DCV throughout casting; -1), Extra Time (6 Hours; -3½), Recipient Must Sleep During Casting Time (-1), Requires A Magic Roll (-½), 1 Continuing Charge lasting 6 Hours (removed by expenditure of the END; -0). Total cost: 1 point.

Options:

- 1) *Strong Spell:* Increase to +60 END. 15 Active Points; total cost 2 points.
- 2) *Weak Spell:* Decrease to +20 END. 5 Active Points; total cost 1 point.
- 3) *Free Spell:* Total cost: 1 point.
- 4) *Remove A -¼ Limitation:* Total cost 1 point.
- 5) *Remove A -½ Limitation:* Total cost 1 point.
- 6) *Add A +¼ Advantage:* 9 Active Points; total cost 1 point.
- 7) *Add A +½ Advantage:* 10 Active Points; total cost 1 point.
- 8) *Add A -¼ Limitation:* Total cost 1 point.
- 9) *Add A -½ Limitation:* Total cost 1 point.



RELEASING THE SPIRIT

Effect:	Desolidification, Projection
Target:	Self
Casting Time:	1 Hour
Casting Procedures:	Focus
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-11
END Cost:	0

Description: With this spell, a shaman can disconnect his spirit from his material form, allowing it to roam at will. His spirit can fly at tremendous speed and is immaterial, but possesses his memories, spells, and so forth. While disconnected from his spirit, the shaman cannot use his body at all, and harm caused to either spirit or body affects both. Furthermore, his spirit cannot remain outside his body for more than 24 hours, or both will die.

In game terms, this spell is built with the special Projection form of Desolidification (see APG 92), with Flight that only works while he's Projecting.

Game Information: Desolidification (affected by magic), Projection (+0), Reduced Endurance (0 END; +½) (60 Active Points); OAF (special fetish bag filled with items of personal significance; -1), Extra Time (must enter trance and meditate to allow spirit to leave its fleshy prison, 1 Hour to cast; -1½), Feedback (-1), Physical Body Left Behind (-½), Must Return To Physical Body (24 Hours; -½), Requires A Magic Roll (-½), Unified Power (-¼) (total cost: 10 points) **plus** Flight 20m, MegaScale (1m = 10 km; +1¼), Reduced Endurance (0 END; +½) (55 Active Points); OAF (special fetish bag filled with items of personal significance; -1), Linked (-½), Requires A Magic Roll (-½), Unified Power (-¼) (total cost: 17 points). Total cost: 27 points.



RETRIEVING THE SPIRIT

Effect:	Healing BODY 4d6, Resurrection
Target:	One character
Casting Time:	1 Hour (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-12
END Cost:	30

Description: This spell allows a shaman to call back the spirit of a dead person, thus bringing him back to life. Of course, for him to do this, he must have access to the body, which must be sufficiently intact to support life. This is not an easy spell to cast, and requires special herbs and powders that are rare, dangerous to obtain, and expensive.

A character can only learn this spell if he knows the *Shamanic Healing* spell.

Game Information: Healing BODY 4d6, Resurrection (60 Active Points); OAF Expendable (special herbs, mystic powders, and the like, Extremely Difficult to obtain; -2), Concentration (0 DCV

throughout casting; -1), Extra Time (1 Hour; -3), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Increased Endurance Cost (x5 END; -2), Requires A Magic Roll (-1 per 5 Active Points; -1). Total cost: 5 points.

Options:

- 1) *Strong Spell:* Increase to Healing BODY 6d6. 80 Active Points; total cost 7 points.
- 2) *Weak Spell:* Decrease to Healing BODY 3d6. 50 Active Points; total cost 4 points.
- 3) *Free Spell:* Total cost: 7 points.
- 4) *Remove A -¼ Limitation:* Total cost 5 points.
- 5) *Remove A -½ Limitation:* Total cost 6 points.
- 6) *Add A +¼ Advantage:* 75 Active Points; total cost 7 points.
- 7) *Add A +½ Advantage:* 90 Active Points; total cost 8 points.
- 8) *Add A -¼ Limitation:* Total cost 5 points.
- 9) *Add A -½ Limitation:* Total cost 5 points.



SHAMANIC HEALING

Effect:	Healing BODY 6d6
Target:	One character
Casting Time:	1 Hour (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-6
END Cost:	12

Description: With this spell, the shaman calls upon his knowledge of the body and its spirit to work a rapid healing of wounds. During an hour-long ceremony, he speaks to the spirit, coaxing it back into greater vigor.

Game Information: Healing BODY 6d6 (60 Active Points); OAF Expendable (special herbs, mystic powders, and the like, Difficult to obtain; -1¼), Concentration (0 DCV throughout casting; -1), Extra Time (1 Hour; -3), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Increased Endurance Cost (x2 END; -½), Requires A Magic Roll (-½). Total cost: 7 points.

Options:

- 1) *Strong Spell:* Increase to Healing BODY 7d6. 70 Active Points; total cost 8 points.
- 2) *Weak Spell:* Decrease to Healing BODY 5d6. 50 Active Points; total cost 6 points.
- 3) *Free Spell:* Total cost: 8 points.
- 4) *Remove A -¼ Limitation:* Total cost 7 points.
- 5) *Remove A -½ Limitation:* Total cost 8 points.
- 6) *Add A +¼ Advantage:* 75 Active Points; total cost 9 points.
- 7) *Add A +½ Advantage:* 90 Active Points; total cost 11 points.
- 8) *Add A -¼ Limitation:* Total cost 7 points.
- 9) *Add A -½ Limitation:* Total cost 7 points.
- 10) *Slow Healing:* Change to Healing 1d6 and add Damage Over Time (6 increments, one per day for six days, defenses only apply once, cannot reuse power on same victim until all damage increments accrue; -3). 10 Active Points; total cost 1 point.

TOTEM SPELLS

Many shamans have a *totem* — a sort of guiding philosophy of life represented by a archetypical spirit animal or being, such as Raven, Bear, or Wolf. Some shamans have more than one totem, since adopting the guidance/worship of one doesn't necessarily prevent the shaman from adopting others (though some may be considered mutually exclusive in some shamanic traditions). If he adopts a totem, the shaman can, if he wishes, learn a spell that lets him more purely and mystically embody one (or more) of the qualities of that totem.

The totem spells listed here are just a few of the many possibilities inherent in the concept of having and embodying a totem. The GM should examine them to make sure that they're not only appropriate for the campaign, but for the shaman as well. A shaman with a totem should have other abilities, and often Complications, that reflect that totem. A player shouldn't just pick totem spells because they're powerful, but because they fit his shaman character (and help to define him better). For example, a shaman with the Psychological Complication *Love Of Combat* probably shouldn't choose Mouse, Raven, or Serpent as a totem; they're not combative or aggressive in that way. But Wolf, Bear, or Shark might fit his temperament just fine. Most shamans take just one totem, but with the GM's permission a character might have multiple totems (as long as they don't conflict with each other "personality-wise").

Although all the totems described here are ordinary, real-world animals, in a Fantasy setting it's possible that a shaman could choose a monster totem instead. The power of Dragon, the might of Griffin, or the bloodlust of Manticore could make for some very interesting totem spells indeed.

DEFTNESS OF THE RACCOON

Effect: Aid DEX 3d6, Only Aid Self
Target: Self
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: Self
Magic Roll Penalty: -4
END Cost: 4

Description: Raccoon is nimble and deft, able to do clever work with his paws to match the clever workings of his mind. This spell grants the shaman some of Raccoon's dexterousness for a short time.

Game Information: Aid DEX 3d6, Delayed Return Rate (points fade at the rate of 5 per Minute; +1) (36 Active Points); OAF (Raccoon fetish or mask; -1), Gestures (-¼), Incantations (-¼), Only Aid Self (-1), Requires A Magic Roll (-½). Total cost: 9 points.

Options:

- 1) *Strong Spell:* Increase to Aid DEX 4d6. 48 Active Points; total cost 12 points.
- 2) *Weak Spell:* Decrease to Aid DEX 2d6. 24 Active Points; total cost 6 points.
- 3) *Free Spell:* Total cost: 12 points.
- 4) *Remove A -¼ Limitation:* Total cost 10 points.
- 5) *Remove A -½ Limitation:* Total cost 10 points.
- 6) *Add A +¼ Advantage:* 40 Active Points; total cost 10 points.
- 7) *Add A +½ Advantage:* 45 Active Points; total cost 11 points.
- 8) *Add A -¼ Limitation:* Total cost 8 points.
- 9) *Add A -½ Limitation:* Total cost 8 points.



FIERCENESS OF THE WOLF

Effect: +3 HTH
Target: Self
Casting Time: Half Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: Self
Magic Roll Penalty: -2
END Cost: 4

Description: Hunter, leader, loyal mate — Wolf is all these, and more. When battling to protect himself or those under his care, he is a fierce and skilled warrior who will sacrifice everything to ensure the safety of the pack.

Game Information: +3 HTH (24 Active Points); OAF (Wolf fetish or mask; -1), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Increased Endurance Cost (x2 END; -½), Requires A Magic Roll (-½). Total cost: 6 points.

Options:

- 1) *Strong Spell:* Increase to +4 HTH. 32 Active Points; total cost 8 points.
- 2) *Weak Spell:* Decrease to +2 HTH. 16 Active Points; total cost 4 points.
- 3) *Free Spell:* Total cost: 8 points.
- 6) *Remove A -¼ Limitation:* Total cost 6 points.
- 7) *Remove A -½ Limitation:* Total cost 7 points.
- 8) *Add A +¼ Advantage:* 30 Active Points; total cost 7 points.
- 9) *Add A +½ Advantage:* 36 Active Points; total cost 9 points.
- 10) *Add A -¼ Limitation:* Total cost 6 points.
- 11) *Add A -½ Limitation:* Total cost 5 points.



LOYALTY OF THE DOG

Effect:	Mental Defense (15 points), Only Versus Mind Control
Target:	Self
Casting Time:	Half Phase
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-1
END Cost:	1

Description: The loyalty and comradeship of Dog are legendary, and with good reason. Even powerful spells have difficulty making a Dog shaman act contrary to his wishes... or the interests of his friends.

Game Information: Mental Defense (15 points) (15 Active Points); OAF (Dog fetish or mask; -1), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Only Versus Mind Control (-1), Requires A Magic Roll (-½). Total cost: 3 points.

Options:

- 1) *Strong Spell:* Increase to Mental Defense (20 points). 20 Active Points; total cost 5 points.
- 2) *Weak Spell:* Decrease to Mental Defense (10 points). 10 Active Points; total cost 2 points.
- 3) *Free Spell:* Total cost: 4 points.
- 4) *Remove A -¼ Limitation:* Total cost 3 points.
- 5) *Remove A -½ Limitation:* Total cost 4 points.
- 6) *Add A +¼ Advantage:* 19 Active Points; total cost 4 points.
- 7) *Add A +½ Advantage:* 22 Active Points; total cost 5 points.
- 8) *Add A -¼ Limitation:* Total cost 3 points.
- 9) *Add A -½ Limitation:* Total cost 3 points.



MAJESTY OF THE EAGLE

Effect:	Aid PRE 3d6, Only Aid Self
Target:	Self
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	Self
Magic Roll Penalty:	-4
END Cost:	4

Description: Eagle is proud and imperial... majestic, in other words. His stern ability to lead, and his power to impress, may be of great help to a shaman.

Game Information: Aid PRE 3d6, Delayed Return Rate (points fade at the rate of 5 per Minute; +1) (36 Active Points); OAF (Eagle fetish or mask; -1), Gestures (-¼), Incantations (-¼), Only Aid Self (-1), Requires A Magic Roll (-½). Total cost: 9 points.

Options:

- 1) *Strong Spell:* Increase to Aid PRE 4d6. 48 Active Points; total cost 12 points.
- 2) *Weak Spell:* Decrease to Aid PRE 2d6. 24 Active Points; total cost 6 points.
- 3) *Free Spell:* Total cost: 12 points.
- 4) *Remove A -¼ Limitation:* Total cost 10 points.
- 5) *Remove A -½ Limitation:* Total cost 10 points.
- 6) *Add A +¼ Advantage:* 40 Active Points; total cost 10 points.
- 7) *Add A +½ Advantage:* 45 Active Points; total cost 11 points.
- 8) *Add A -¼ Limitation:* Total cost 8 points.
- 9) *Add A -½ Limitation:* Total cost 8 points.



PATIENCE OF THE SPIDER

Effect:	Aid INT 3d6, Only Aid Self
Target:	Self
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	Self
Magic Roll Penalty:	-4
END Cost:	4

Description: Spider is an unusual, but powerful, totem. Spider waits. Spider watches. Spider lays traps others cannot avoid. This spell grants some of that intelligence, that ability to observe, to the shaman.

Game Information: Aid INT 3d6, Delayed Return Rate (points fade at the rate of 5 per Minute; +1) (36 Active Points); OAF (Spider fetish or mask; -1), Gestures (-¼), Incantations (-¼), Only Aid Self (-1), Requires A Magic Roll (-½). Total cost: 9 points.

Options:

- 1) *Strong Spell:* Increase to Aid INT 4d6. 48 Active Points; total cost 12 points.
- 2) *Weak Spell:* Decrease to Aid INT 2d6. 24 Active Points; total cost 6 points.
- 3) *Free Spell:* Total cost: 12 points.
- 4) *Remove A -¼ Limitation:* Total cost 10 points.
- 5) *Remove A -½ Limitation:* Total cost 10 points.
- 6) *Add A +¼ Advantage:* 40 Active Points; total cost 10 points.
- 7) *Add A +½ Advantage:* 45 Active Points; total cost 11 points.
- 8) *Add A -¼ Limitation:* Total cost 8 points.
- 9) *Add A -½ Limitation:* Total cost 8 points.

SIGHT OF THE OWL

Effect:	Nightvision
Target:	Self
Casting Time:	Half Phase
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-1
END Cost:	1

Description: Owl is master of the night. He hunts where others cannot see, striking unheard and unexpected from the darkness. This spell grants to the shaman sight as keen as Owl's.

Game Information: NightvisionNight (5 Active Points); OAF (Owl fetish or mask; -1), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 1 point.

Options:

- 1) *Free Spell:* Total cost: 2 points.
- 2) *Remove A -¼ Limitation:* Total cost 1 point.
- 3) *Remove A -½ Limitation:* Total cost 2 points.
- 4) *Add A +¼ Advantage:* 6 Active Points; total cost 2 points.
- 5) *Add A +½ Advantage:* 7 Active Points; total cost 2 points.
- 6) *Add A -¼ Limitation:* Total cost 1 point.
- 7) *Add A -½ Limitation:* Total cost 1 point.

SILENCE OF THE CAT

Effect:	Invisible to Hearing Group (+¼) for up to Running 6m
Target:	Self
Casting Time:	Half Phase
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-1
END Cost:	1

Description: Cat is a silent hunter, one whose foot-fall makes no sound. This spell grants that same ability to the shaman. As long as he moves no faster than 6m per Phase, his feet make no sound. If he moves faster, the spell has no effect.

Game Information: Invisible to Hearing Group (+¼) for up to Running 6m (1 Active Point); OAF (Cat fetish or mask; -1), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 1 point.

Options:

- 1) *Strong Spell:* Increase to Invisible to Hearing Group (+¼) for up to Running 12m. 3 Active Points; total cost 1 point.
- 2) *Weak Spell:* Decrease to Invisible to Hearing Group (+¼) for up to Running 3m. 1 Active Point; total cost 1 point.
- 3) *Free Spell:* Total cost: 1 point.
- 4) *Remove A -¼ Limitation:* Total cost 1 point.
- 5) *Remove A -½ Limitation:* Total cost 1 point.
- 6) *Add A +¼ Advantage:* 1 Active Point; total cost 1 point.
- 7) *Add A +½ Advantage:* 1 Active Point; total cost 1 point.
- 8) *Add A -¼ Limitation:* Total cost 1 point.
- 9) *Add A -½ Limitation:* Total cost 1 point.

SNEAKINESS OF THE RAT

Effect:	+3 with all "Sneakiness Skills"
Target:	Self
Casting Time:	Half Phase
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-1
END Cost:	3

Description: Of all the totems, Rat is perhaps the sneakiest, greediest, and most selfish. He thinks nothing of stealing or taking advantage of others, and few are as skilled at doing so as he. This spell grants the shaman some of Rat's powers by enhancing his ability with "Sneakiness Skills." These include Gambling, Lockpicking, Security Systems, Sleight Of Hand, Stealth, Streetwise, and any others the GM feels fit the power of Rat.

Game Information: +3 with all "Sneakiness Skills" (see text) (12 Active Points); OAF (Rat fetish or mask; -1), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Increased Endurance Cost (x3 END; -1), Requires A Magic Roll (-½). Total cost: 3 points.

Options:

- 1) *Strong Spell:* Increase to +4 with all "Sneakiness Skills." 16 Active Points; total cost 3 points.
- 2) *Weak Spell:* Decrease to +2 with all "Sneakiness Skills." 8 Active Points; total cost 2 points.
- 3) *Free Spell:* Total cost: 3 points.
- 4) *Remove A -¼ Limitation:* Total cost 3 points.
- 5) *Remove A -½ Limitation:* Total cost 3 points.
- 6) *Add A +¼ Advantage:* 15 Active Points; total cost 3 points.
- 7) *Add A +½ Advantage:* 18 Active Points; total cost 4 points.
- 8) *Add A -¼ Limitation:* Total cost 2 points.
- 9) *Add A -½ Limitation:* Total cost 2 points.

★ STEADFASTNESS OF THE OAK

Effect: Aid PD 3d6, Only Aid Self
Target: Self
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: Self
Magic Roll Penalty: -4
END Cost: 4

Description: Not all totems are animals; trees and plants have spirits, too. Oak is a powerful totem for many shamans. Strong and durable, he resists everything that tries to change or topple him: wind; storms; even the passing of the centuries. This spell grants the shaman some of Oak's durability.

Game Information: Aid PD 3d6, Delayed Return Rate (points fade at the rate of 5 per Minute; +1) (36 Active Points); OAF (Oak fetish or mask; -1), Gestures (-¼), Incantations (-¼), Only Aid Self (-1), Requires A Magic Roll (-½). Total cost: 9 points.

Options:

- 1) *Strong Spell:* Increase to Aid PD 4d6. 48 Active Points; total cost 12 points.
- 2) *Weak Spell:* Decrease to Aid PD 2d6. 24 Active Points; total cost 6 points.
- 3) *Free Spell:* Total cost: 12 points.
- 4) *Remove A -¼ Limitation:* Total cost 10 points.
- 5) *Remove A -½ Limitation:* Total cost 10 points.
- 6) *Add A +¼ Advantage:* 40 Active Points; total cost 10 points.
- 7) *Add A +½ Advantage:* 45 Active Points; total cost 11 points.
- 8) *Add A -¼ Limitation:* Total cost 8 points.
- 9) *Add A -½ Limitation:* Total cost 8 points.

★ STEALTH OF THE MOUSE

Effect: Shrinking
Target: Self
Casting Time: Half Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: Self
Magic Roll Penalty: -2
END Cost: 2

Description: Mouse is not a common totem, but some shamans favor him due to his blend of cleverness, stealth, and inquisitiveness. This spell allows the shaman to assume the mouse's size (but not his form).

Game Information: Shrinking (.125 m tall [about 4 inches], .025 kg mass, -8 to PER Rolls to perceive character, +8 DCV, takes +24m KB) (24 Active Points); OAF (Mouse fetish or mask; -1), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 8 points.

Options:

- 1) *Free Spell:* Total cost: 12 points.
- 2) *Remove A -¼ Limitation:* Total cost 9 points.
- 3) *Remove A -½ Limitation:* Total cost 10 points.
- 4) *Add A +¼ Advantage:* 30 Active Points; total cost 10 points.
- 5) *Add A +½ Advantage:* 36 Active Points; total cost 12 points.
- 6) *Add A -¼ Limitation:* Total cost 7 points.
- 7) *Add A -½ Limitation:* Total cost 7 points.

★ STRENGTH OF THE BEAR

Effect: Aid STR 3d6, Only Aid Self
Target: Self
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: Self
Magic Roll Penalty: -4
END Cost: 4

Description: Bear is one of the most popular totems; he combines a certain degree of wisdom and majesty with great strength. It is his strength that this spell grants to the shaman, making the caster a powerful warrior and worker.

Game Information: Aid STR 3d6, Delayed Return Rate (points fade at the rate of 5 per Minute; +1) (36 Active Points); OAF (Bear fetish or mask; -1), Gestures (-¼), Incantations (-¼), Only Aid Self (-1), Requires A Magic Roll (-½). Total cost: 9 points.

Options:

- 1) *Strong Spell:* Increase to Aid STR 4d6. 48 Active Points; total cost 12 points.
- 2) *Weak Spell:* Decrease to Aid STR 2d6. 24 Active Points; total cost 6 points.
- 3) *Free Spell:* Total cost: 12 points.
- 4) *Remove A -¼ Limitation:* Total cost 10 points.
- 5) *Remove A -½ Limitation:* Total cost 10 points.
- 6) *Add A +¼ Advantage:* 40 Active Points; total cost 10 points.
- 7) *Add A +½ Advantage:* 45 Active Points; total cost 11 points.
- 8) *Add A -¼ Limitation:* Total cost 8 points.
- 9) *Add A -½ Limitation:* Total cost 8 points.

★ TERROR OF THE SHARK

Effect: Aid PRE 3d6, Self Only, Only To Make Fear-Based Presence Attacks
Target: Self
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: Self
Magic Roll Penalty: -4
END Cost: 4

Description: Shark is a totem of almost elemental power. He represents pure bloodlust, pure warrior's ruthlessness... pure terror. This spell imparts to the shaman some of the terrifying might of Shark.

Game Information: Aid PRE 3d6, Delayed Return Rate (points fade at the rate of 5 per Minute; +1) (36 Active Points); OAF (Shark fetish or mask; -1), Gestures (-¼), Incantations (-¼), Only Aid Self (-1), Only To Make Fear-Based Presence Attacks (-1), Requires A Magic Roll (-½). Total cost: 7 points.

Options:

- 1) *Strong Spell:* Increase to Aid PRE 4d6. 48 Active Points; total cost 10 points.
- 2) *Weak Spell:* Decrease to Aid PRE 2d6. 24 Active Points; total cost 5 points.
- 3) *Free Spell:* Total cost: 9 points.
- 4) *Remove A -¼ Limitation:* Total cost 7 points.
- 5) *Remove A -½ Limitation:* Total cost 8 points.
- 6) *Add A +¼ Advantage:* 40 Active Points; total cost 8 points.
- 7) *Add A +½ Advantage:* 45 Active Points; total cost 9 points.
- 8) *Add A -¼ Limitation:* Total cost 7 points.
- 9) *Add A -½ Limitation:* Total cost 6 points.

★ TOTEM CLAWS

Effect: HKA 1d6
Target: Self
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Time Limit ("lingers" for 1 Turn)
Range: Touch
Magic Roll Penalty: -2
END Cost: 2

Description: Many totems — such as Bear, Cat, Eagle, and Wolf — have claws. This spell causes the shaman's fingernails to lengthen and become claws like those of his totem.

Game Information: HKA 1d6 (plus STR), Time Limit ("lingers" for 1 Turn; +½) (22 Active Points); OAF (fetish for the appropriate totem, plus a claw or talon from that animal; -1), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 7 points.

Options:

- 1) *Strong Spell:* Increase to HKA 2d6. 45 Active Points; total cost 15 points.
- 2) *Weak Spell:* Decrease to HKA ½d6. 15 Active Points; total cost 5 points.
- 3) *Free Spell:* Total cost: 11 points.
- 4) *Remove A +¼ Advantage:* 19 Active Points; total cost 6 points.
- 5) *Remove A +½ Advantage:* 15 Active Points; total cost 5 points.
- 6) *Remove A -¼ Limitation:* Total cost 8 points.
- 7) *Remove A -½ Limitation:* Total cost 9 points.
- 8) *Add A +¼ Advantage:* 26 Active Points; total cost 9 points.
- 9) *Add A +½ Advantage:* 30 Active Points; total cost 10 points.
- 10) *Add A -¼ Limitation:* Total cost 7 points.
- 11) *Add A -½ Limitation:* Total cost 6 points.

★ TOTEM FORM

Effect: Multiform (assume totem animal form built on up to 250 Total Points)
Target: Self
Casting Time: Half Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Persistent
Range: Self
Magic Roll Penalty: -5
END Cost: 5

Description: Also known in some cultures as *Skinchanging*, this spell grants the shaman the power to assume the form of the animal he's taken as his totem. However, in animal form he retains his own intelligence, memories, and the like, and he does not risk personality loss for staying in that shape for long periods of time.

The cost of the spell varies based on the animal. This one uses a bear as an example.

Game Information: Multiform (assume totem animal form built on up to 250 Total Points) (50 Active Points); OAF (fetish for the appropriate totem, plus a claw, tooth, skull, or like object from that animal; -1), Costs Endurance (to change form; -½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 14 points.

Options:

- 1) *Strong Spell:* Increase to Multiform (assume 300-point animal form). 60 Active Points; total cost 17 points.
- 2) *Weak Spell:* Decrease to Multiform (assume 200-point animal form). 40 Active Points; total cost 11 points.
- 3) *Free Spell:* Total cost: 20 points.
- 4) *Remove A -¼ Limitation:* Total cost 15 points.
- 5) *Remove A -½ Limitation:* Total cost 17 points.
- 6) *Add A +¼ Advantage:* 62 Active Points; total cost 18 points.
- 7) *Add A +½ Advantage:* 75 Active Points; total cost 21 points.
- 8) *Add A -¼ Limitation:* Total cost 13 points.
- 9) *Add A -½ Limitation:* Total cost 12 points.

**TRICKERY OF THE RAVEN**

Effect: +3 with all "Trickery Skills"
Target: Self
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: Self
Magic Roll Penalty: -1
END Cost: 3

Description: Raven is wise, but he uses his wisdom to trick as much as to teach. He loves to demonstrate his cleverness and wit at the expense of others. This spell grants the shaman some of Raven's powers by enhancing his ability with "Trickery Skills." These include Charm, Concealment, Forgery, Persuasion, Sleight Of Hand, and any others the GM feels fit the power of Raven.

Game Information: +3 with all "Trickery Skills" (see text) (12 Active Points); OAF (Raven fetish or mask; -1), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Increased Endurance Cost (x3 END; -1), Requires A Magic Roll (-½). Total cost: 3 points.

Options:

- 1) *Strong Spell:* Increase to +4 with all "Sneakiness Skills." 16 Active Points; total cost 3 points.
- 2) *Weak Spell:* Decrease to +2 with all "Sneakiness Skills." 8 Active Points; total cost 2 points.
- 3) *Free Spell:* Total cost: 3 points.
- 4) *Remove A -¼ Limitation:* Total cost 3 points.
- 5) *Remove A -½ Limitation:* Total cost 3 points.
- 6) *Add A +¼ Advantage:* 15 Active Points; total cost 3 points.
- 7) *Add A +½ Advantage:* 18 Active Points; total cost 4 points.
- 8) *Add A -¼ Limitation:* Total cost 2 points.
- 9) *Add A -½ Limitation:* Total cost 2 points.

**WISDOM OF THE SNAKE**

Effect: Aid EGO 3d6, Only Aid Self
Target: Self
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: Self
Magic Roll Penalty: -4
END Cost: 4

Description: While many people fear Snake, for when angry or disturbed he is dangerous indeed, the shaman knows that Snake possesses great wisdom, insight, and strength of will. It is those good qualities which this spell bestows on the shaman for a time.

Game Information: Aid EGO 3d6, Delayed Return Rate (points fade at the rate of 5 per Minute; +1) (36 Active Points); OAF (Snake fetish or mask; -1), Gestures (-¼), Incantations (-¼), Only Aid Self (-1), Requires A Magic Roll (-½). Total cost: 9 points.

Options:

- 1) *Strong Spell:* Increase to Aid EGO 4d6. 48 Active Points; total cost 12 points.
- 2) *Weak Spell:* Decrease to Aid EGO 2d6. 24 Active Points; total cost 6 points.
- 3) *Free Spell:* Total cost: 12 points.
- 4) *Remove A -¼ Limitation:* Total cost 10 points.
- 5) *Remove A -½ Limitation:* Total cost 10 points.
- 6) *Add A +¼ Advantage:* 40 Active Points; total cost 10 points.
- 7) *Add A +½ Advantage:* 45 Active Points; total cost 11 points.
- 8) *Add A -¼ Limitation:* Total cost 8 points.
- 9) *Add A -½ Limitation:* Total cost 8 points.

SONG MAGIC



Song Magic is a form of spellcasting involving the singing of magical songs to create various arcane effects. (Some spells involve jests, poetry, or the like, but the basic effect is the same.) It's a favorite of bards in High Fantasy campaigns, but it doesn't have to be limited to them.

Song Magic spells require singing, and thus have the *Incantations* Limitation (which you can't remove using the Options). The mystic songs are distinctive; characters can't disguise them as ordinary songs or the like (however, a character could use the *Add A +¼ Advantage* option to make a spell Invisible To Hearing Group, defined as "disguising the song-spell as an ordinary song"). Some even have complex Incantations, using the optional rules for that on page 285 of *Fantasy Hero*, or "voice range" Incantations described on APG 136. They typically do not have the *Focus* or *Gestures* Limitation, but may if the character also has to play an instrument while singing (the instrument counts as the Focus, and the need to hold and play it qualifies as Gestures, since the hand-motions and music are clearly a spell instead of an ordinary song). You can use the Options to cover these possibilities.

Song Magic is in many ways a limited arcana. While a song-mage can accomplish many effects, most of them are offensive in nature — generally speaking he cannot use his songs to defend himself, move, or sense things.

OFFENSIVE SONGS

★ FATAL JEST

Effect:	RKA 1 point, NND, Does BODY
Target:	One character
Speaking Time:	Full Phase (Attack Action)
Casting Procedures:	Incantations
Duration:	Constant
Range:	No Range
Magic Roll Penalty:	-2
END Cost:	2

Description: This rare and deadly spell is a magical joke so humorous that the person to whom it's told can literally laugh himself to death because he's unable to draw breath. It only works if told to a single person when no one else can overhear it (the GM determines if this condition applies, though it's usually obvious).

At the GM's option, characters can, for 1 Character Point, buy Life Support (Immunity) to the Fatal Jest.

Game Information: RKA 1 point, NND (the defense is Life Support [Self-Contained Breathing or the appropriate Immunity]; +1), Does BODY (+1), Constant (+½) (17 Active Points); Can Only Be Cast When Only Target Can Hear (-1), Extra Time (Full Phase; -½), Incantations (to cast; -¼), No Range (-½), Requires A Magic Roll (-½), Spell (-½). Total cost: 4 points.

Options:

- 1) *Strong Spell:* Increase to RKA ½d6. 35 Active Points; total cost 8 points.
- 2) *Remove A -¼ Limitation:* Total cost 4 points.
- 3) *Remove A -½ Limitation:* Total cost 4 points.
- 4) *Add A +¼ Advantage:* 19 Active Points; total cost 4 points.
- 5) *Add A +½ Advantage:* 20 Active Points; total cost 5 points.
- 6) *Add A -¼ Limitation:* Total cost 4 points.
- 7) *Add A -½ Limitation:* Total cost 3 points.
- 8) *Group Jest:* Anyone who hears the Jest suffers the effects. Add Area Of Effect (Voice Range; +1) and Personal Immunity (+¼) and remove Can Only Be Cast When Only Target Can Hear (-1). 24 Active Points; total cost 7 points.



OVERPOWERING SONG

Effect:	Darkness to Hearing Group
Target:	8m Radius
Singing Time:	Half Phase (Attack Action)
Casting Procedures:	Incantations
Duration:	Constant
Range:	No Range
Magic Roll Penalty:	-2
END Cost:	2

Description: The character sings a song so beautiful, so penetrating, so loud that it drowns out all other nearby sounds and/or makes people listen so intently that they hear nothing else. The area affected moves with the caster as he moves.

Game Information: Darkness to Hearing Group 8m radius (24 Active Points); Incantations (throughout; -½), No Range (-½), Requires A Magic Roll (-½), Spell (-½). Total cost: 8 points.

Options:

- 1) *Strong Song:* Increase to Darkness to Hearing Group 12m radius. 36 Active Points; total cost 12 points.
- 2) *Weak Song:* Decrease to Darkness to Hearing Group 6m radius. 18 Active Points; total cost 6 points.
- 3) *Instrument Spell:* Add OIF (any musical instrument of opportunity; -½) and Gestures (throughout; -½). Total cost: 6 points.
- 4) *Remove A -¼ Limitation:* Total cost 9 points.
- 5) *Remove A -½ Limitation:* Total cost 10 points.
- 6) *Add A +¼ Advantage:* 30 Active Points; total cost 10 points.
- 7) *Add A +½ Advantage:* 36 Active Points; total cost 12 points.
- 8) *Add A -¼ Limitation:* Total cost 7 points.
- 9) *Add A -½ Limitation:* Total cost 7 points.



SATIRE

Effect:	Drain PRE 6d6
Target:	1m Radius Accurate covering the world
Singing Time:	5 Minutes (Attack Action)
Casting Procedures:	Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-0
END Cost:	36

Description: This spell allows the character to make someone — typically a king, general, or other important leader — look ridiculous and foolish in the eyes of the people, rendering him less able to command. The character composes a song or poem criticizing the target for faults real, imagined, or concocted (the GM may grant the caster a +1 to +3 bonus to his Song Magic roll and/or OCV if the complaints against the target are both real and significant in the eyes of the people). He must then perform the song or poem in public, before a large crowd (the GM decides what constitutes “in public” and “large”

— sometimes a smaller group of more important or influential persons suffices). This, of course, is likely to earn the victim's wrath and make the caster a target of the victim's soldiers, guards, assassins, and friends. A character may only Satire a specific victim once per season (three months), and the effect on the victim's PRE only applies against his own people, followers, subjects, and the like (though the GM may, in his discretion, extend the effect to others who hear about the Satire).

Game Information: Drain PRE 6d6, Area Of Effect (1m Radius Accurate; +½), MegaScale (area is big enough to cover the world; +2), Delayed Return Rate (points return at the rate of 5 per Week; +2½) (360 Active Points); Concentration (½ DCV throughout casting; -½), Extra Time (5 Minutes; -2), Incantations (complex, throughout casting; -1), Must Be Cast In Public Before A Large Crowd (-1), Only Works Once Per Season Per Target (-1), No Range (-½), Presence Reduction Only Applies Versus The Subject's People/Followers (-1), Requires A Magic Roll (no Active Point penalty; -0), Spell (-½). Total cost: 42 points.

Options:

- 1) *Strong Satire:* Increase to Drain PRE 8d6. 480 Active Points; total cost 56 points.
- 2) *Weak Satire:* Decrease to Drain PRE 4d6. 240 Active Points; total cost 28 points.
- 3) *Instrument Spell:* Add OIF (any musical instrument of opportunity; -½) and Gestures (complex, throughout casting; -1). Total cost: 36 points.
- 4) *Remove A -¼ Limitation:* Total cost 44 points.
- 5) *Remove A -½ Limitation:* Total cost 45 points.
- 6) *Add A +¼ Advantage:* 375 Active Points; total cost 44 points.
- 7) *Add A +½ Advantage:* 390 Active Points; total cost 46 points.
- 8) *Add A -¼ Limitation:* Total cost 41 points.
- 9) *Add A -½ Limitation:* Total cost 40 points.



SONG OF CALMING

Effect:	Mind Control 12d6, Only To Calm Target Down
Target:	One character
Singing Time:	Half Phase (Attack Action)
Casting Procedures:	Incantations
Duration:	Instant
Range:	40m
Magic Roll Penalty:	-5
END Cost:	5

Description: This song allows the caster to calm down those who are angry, scared, or the like. Use the *Anger* table on page 254 to determine the effects of Mind Control that calms people down.

Game Information: Mind Control 12d6 (60 Active Points); Incantations (-¼), Limited Normal Range (40m and subject to Range Modifier; -½), Requires A Magic Roll (-½), Set Effect (only to calm target down; -1), Spell (-½). Total cost: 16 points.

**Options:**

- 1) *Strong Song*: Increase to Mind Control 14d6. 70 Active Points; total cost 19 points.
- 2) *Weak Song*: Decrease to Mind Control 10d6. 50 Active Points; total cost 13 points.
- 3) *Instrument Spell*: Add OIF (any musical instrument of opportunity; $-\frac{1}{2}$) and Gestures ($-\frac{1}{4}$). Total cost: 13 points.
- 4) *Remove A $-\frac{1}{4}$ Limitation*: Total cost 17 points.
- 5) *Remove A $-\frac{1}{2}$ Limitation*: Total cost 18 points.
- 6) *Add A $+\frac{1}{4}$ Advantage*: 75 Active Points; total cost 20 points.
- 7) *Add A $+\frac{1}{2}$ Advantage*: 90 Active Points; total cost 24 points.
- 8) *Add A $-\frac{1}{4}$ Limitation*: Total cost 15 points.
- 9) *Add A $-\frac{1}{2}$ Limitation*: Total cost 14 points.
- 10) *Voice Range Song*: Everyone nearby who can hear the caster becomes calm. Add Area Of Effect (Voice Range; +1) and Personal Immunity ($+\frac{1}{4}$). 135 Active Points; total cost 36 points.
- 11) *Other Songs Of Specific Emotions*: By altering the emotional state this Song can instill, you can create many other song-spells. Examples include:
 - Song Of Envy*: only to make people envious
 - Song Of Greed*: only to make people greedy and grasping
 - Song Of Love*: only to make people fall in love
 - Song Of Sorrow*: only to afflict people with profound grief

**SONG OF CONTROL**

Effect:	Mind Control 10d6
Target:	One character
Singing Time:	Half Phase (Attack Action)
Casting Procedures:	Incantations
Duration:	Instant
Range:	40m
Magic Roll Penalty:	-5
END Cost:	5

Description: This song allows the caster to take control of the victim's mind and make him do things against his will. The orders are sung as part of the song; changing orders requires further singing.

Game Information: Mind Control 10d6 (50 Active Points); Incantations ($-\frac{1}{4}$), Limited Normal Range (40m and subject to Range Modifier; $-\frac{1}{2}$), Requires A Magic Roll ($-\frac{1}{2}$), Spell ($-\frac{1}{2}$). Total cost: 18 points.

Options:

- 1) *Strong Song*: Increase to Mind Control 12d6. 60 Active Points; total cost 22 points.
- 2) *Weak Song*: Decrease to Mind Control 8d6. 40 Active Points; total cost 14 points.
- 3) *Instrument Spell*: Add OIF (any musical instrument of opportunity; $-\frac{1}{2}$) and Gestures ($-\frac{1}{4}$). Total cost: 14 points.
- 4) *Remove A $-\frac{1}{4}$ Limitation*: Total cost 20 points.
- 5) *Remove A $-\frac{1}{2}$ Limitation*: Total cost 22 points.
- 6) *Add A $+\frac{1}{4}$ Advantage*: 62 Active Points; total cost 22 points.
- 7) *Add A $+\frac{1}{2}$ Advantage*: 75 Active Points; total cost 27 points.
- 8) *Add A $-\frac{1}{4}$ Limitation*: Total cost 17 points.
- 9) *Add A $-\frac{1}{2}$ Limitation*: Total cost 15 points.
- 10) *Voice Range Song*: Everyone nearby who can hear the caster falls under his control. Add Area Of Effect (Voice Range; +1) and Personal Immunity ($+\frac{1}{4}$). 112 Active Points; total cost 41 points.

★ SONG OF DESTRUCTION

Effect: RKA 3d6, Penetrating
Target: One object
Singing Time: 1 Minute (Attack Action)
Casting Procedures: Incantations
Duration: Instant
Range: 30m
Magic Roll Penalty: -7
END Cost: 7

Description: This Song invokes the power of the singer's voice to destroy objects, be they small personal items or entire walls. Even the sturdiest walls can rarely resist the Song Of Destruction for long.

The GM may, at his option, increase or decrease the time it takes to sing this Song based on the nature and size of the object. The walls surrounding a city might require the character to sing for 1 Hour, but shattering a piece of glass might only take a Full Phase.

Game Information: RKA 3d6, Penetrating (+½) (67 Active Points); Extra Time (1 Minute; -1½), Incantations (-¼), Limited Range (30m; -¼), Only Works On Objects (-1), Requires A Magic Roll (-½), Spell (-½). Total cost: 13 points.

Options:

- 1) *Strong Song:* Increase to RKA 4d6. 90 Active Points; total cost 18 points.
- 2) *Weak Song:* Decrease to RKA 2d6. 45 Active Points; total cost 9 points.
- 3) *Instrument Spell:* Add OIF (any musical instrument of opportunity; -½) and Gestures (-¼). Total cost: 12 points.
- 4) *Remove A +¼ Advantage:* 56 Active Points; total cost 11 points.
- 5) *Remove A +½ Advantage:* 45 Active Points; total cost 9 points.
- 6) *Remove A -¼ Limitation:* Total cost 14 points.
- 7) *Remove A -½ Limitation:* Total cost 15 points.
- 8) *Add A +¼ Advantage:* 79 Active Points; total cost 16 points.
- 9) *Add A +½ Advantage:* 90 Active Points; total cost 18 points.
- 10) *Add A -¼ Limitation:* Total cost 13 points.
- 11) *Add A -½ Limitation:* Total cost 12 points.
- 12) *Voice Range Song:* Everything nearby is affected by the Song's destructive power. Add Area Of Effect (Voice Range; +1) and Personal Immunity (+¼). 124 Active Points; total cost 25 points.

★ SONG OF DISHARMONY

Effect: Dispel Song Magic 15d6
Target: One character
Singing Time: Half Phase (Attack Action)
Casting Procedures: Incantations
Duration: Instant
Range: 450m
Magic Roll Penalty: -7
END Cost: 7

Description: This Song is a “countersong” — one whose discords and disharmonies disrupt other Song Magic spells, thus protecting the caster from their effects or allowing him to disperse them. (Since “any Magic spell or power” is a +½ Variable Effect, this spell uses a +¼ value for “any Song Magic spell.”)

Some characters buy this Song in a Multipower with the Song Of Negation, since they both represent different aspects of the same ability.

Game Information: Dispel Song Magic 15d6, Variable Effect (any one Song Magic spell at a time; +½) (67 Active Points); Incantations (-¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 30 points.

Options:

- 1) *Strong Song:* Increase to Dispel Magic 20d6. 90 Active Points; total cost 40 points.
- 2) *Weak Song:* Decrease to Dispel Magic 12d6. 54 Active Points; total cost 24 points.
- 3) *Instrument Spell:* Add OIF (any musical instrument of opportunity; -½) and Gestures (-¼). Total cost: 22 points.
- 4) *Remove A +¼ Advantage:* 56 Active Points; total cost 25 points.
- 5) *Remove A -¼ Limitation:* Total cost 33 points.
- 6) *Remove A -½ Limitation:* Total cost 38 points.
- 7) *Add A +¼ Advantage:* 79 Active Points; total cost 35 points.
- 8) *Add A +½ Advantage:* 90 Active Points; total cost 40 points.
- 9) *Add A -¼ Limitation:* Total cost 27 points.
- 10) *Add A -½ Limitation:* Total cost 24 points.

★ SONG OF ILLUSION

Effect: Sight Group Images, +2 to PER Rolls
Target: 8m Radius
Singing Time: Half Phase (Attack Action)
Casting Procedures: Incantations
Duration: Constant
Range: No Range
Magic Roll Penalty: -2
END Cost: 2

Description: Through the power and beauty of his song, the character can evoke an image of that which he describes. The illusion is obviously an illusion — anyone who sees it knows it's not real — but it's highly entertaining regardless.

Game Information: Sight Group Images, +2 to PER Rolls, Area Of Effect (8m Radius; +½) (24 Active Points); Incantations (throughout; -½), No Range (-½), Obvious Illusions (see text; -1), Requires A Magic Roll (-½), Spell (-½). Total cost: 6 points.

SONG OF LAUGHTER

Effect:	Entangle 4d6, 4 PD/4 ED, Takes No Damage From Attacks
Target:	One character
Singing Time:	Half Phase (Attack Action)
Casting Procedures:	Incantations
Duration:	Instant
Range:	40m
Magic Roll Penalty:	-8
END Cost:	8

Description: The character sings a song so mirthful, so amusing, so full of the zest and wonder of life that the person hearing it convulses with laughter and can do nothing else.

Alternately, you can change this spell to *Song Of Fascination*, making it so wondrous and delightful to hear that the target can do nothing but listen, enraptured, to the verses.

Game Information: Entangle 4d6, 4 PD/4 ED, Takes No Damage From Attacks (+1) (80 Active Points); Incantations (-¼), Limited Range (40m; -¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 32 points.

Options:

- 1) *Strong Song:* Increase to Entangle 5d6, 5 PD/5 ED. 100 Active Points; total cost 40 points.
- 2) *Weak Song:* Decrease to Entangle 3d6, 3 PD/3 ED. 60 Active Points; total cost 24 points.
- 3) *Instrument Spell:* Add OIF (any musical instrument of opportunity; -½) and Gestures (-¼). Total cost: 25 points.
- 4) *Remove A -¼ Limitation:* Total cost 35 points.
- 5) *Remove A -½ Limitation:* Total cost 40 points.
- 6) *Add A +¼ Advantage:* 90 Active Points; total cost 36 points.
- 7) *Add A +½ Advantage:* 100 Active Points; total cost 40 points.
- 8) *Add A -¼ Limitation:* Total cost 29 points.
- 9) *Add A -½ Limitation:* Total cost 27 points.
- 10) *Voice Range Song:* Everyone nearby who can hear the caster joins in the merriment. Add Area Of Effect (Voice Range; +1) and Personal Immunity (+¼), and change Limited Range (-¼) to No Range (-½). 130 Active Points; total cost 47 points.

SONG OF MADNESS

Effect:	Major Transform 8d6 (sane person to insane person)
Target:	One character
Singing Time:	5 Minutes (Attack Action)
Casting Procedures:	Incantations
Duration:	Instant
Range:	40m
Magic Roll Penalty:	-9
END Cost:	9

Description: This cruel and horrifying song drives mad those who hear it.

Game Information: Major Transform 6d6 (sane person to person with the Psychological Complication *Utterly, Gibberingly Insane* [Very Common, Total]; heals back through application of this spell or a like spell), ACV (uses OCV against DMCV; +¼), AVAD (Mental Defense; +0), Works Against EGO, Not BODY (+¼) (90 Active Points); All Or Nothing (-½), Concentration (0 DCV throughout; -1), Extra Time (5 Minutes; -2), Incantations (throughout; -½), Limited Target (sentient humanoids; -½), Limited Range (40m; -¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 13 points.

Options:

- 1) *Strong Song:* Increase to Major Transform 8d6. 120 Active Points; total cost 18 points.
- 2) *Weak Song:* Decrease to Major Transform 4d6. 60 Active Points; total cost 9 points.
- 3) *Instrument Spell:* Add OIF (any musical instrument of opportunity; -½) and Gestures (-¼). Total cost: 12 points.
- 4) *Remove A -¼ Limitation:* Total cost 14 points.
- 5) *Remove A -½ Limitation:* Total cost 14 points.
- 6) *Add A +¼ Advantage:* 105 Active Points; total cost 15 points.
- 7) *Add A +½ Advantage:* 120 Active Points; total cost 18 points.
- 8) *Add A -¼ Limitation:* Total cost 13 points.
- 9) *Add A -½ Limitation:* Total cost 12 points.
- 10) *Voice Range Song:* Everyone nearby who can hear the caster becomes a madman. Add Area Of Effect (Voice Range; +1) and Personal Immunity (+¼), and change Limited Range (-¼) to No Range (-½). 165 Active Points; total cost 24 points.



★ SONG OF SLUMBER

Effect: Mental Blast 6d6
Target: One character
Singing Time: Half Phase (Attack Action)
Casting Procedures: Incantations
Duration: Instant
Range: 40m
Magic Roll Penalty: -6
END Cost: 6

Description: The strains of this sonorous song put he who hears them to sleep.

Game Information: Mental Blast 6d6 (60 Active Points); Incantations (-¼), Limited Normal Range (40m and subject to Range Modifier; -½), Requires A Magic Roll (-½), Spell (-½). Total cost: 22 points.

Options:

- 1) *Strong Song:* Increase to Mental Blast 8d6. 80 Active Points; total cost 29 points.
- 2) *Weak Song:* Decrease to Mental Blast 4d6. 40 Active Points; total cost 14 points.
- 3) *Instrument Spell:* Add OIF (any musical instrument of opportunity; -½) and Gestures (-¼). Total cost: 17 points.
- 4) *Remove A -¼ Limitation:* Total cost 24 points.
- 5) *Remove A -½ Limitation:* Total cost 27 points.
- 6) *Add A +¼ Advantage:* 75 Active Points; total cost 27 points.
- 7) *Add A +½ Advantage:* 90 Active Points; total cost 33 points.
- 8) *Add A -¼ Limitation:* Total cost 20 points.
- 9) *Add A -½ Limitation:* Total cost 18 points.

- 10) *Voice Range Song:* Everyone nearby who can hear the caster falls asleep. Add Area Of Effect (Voice Range; +1) and Personal Immunity (+¼), and change Limited Range (-¼) to No Range (-½). 165 Active Points; total cost 55 points.

★ SONG OF TRANSFORMATION

Effect: Severe Transform 2d6 (person into designated type of animal)
Target: One character
Singing Time: Full Phase (Attack Action)
Casting Procedures: Incantations
Duration: Constant
Range: 40m
Magic Roll Penalty: -4
END Cost: 4

Description: This song transforms he who hears it into an animal (the caster must choose which type of animal when he buys the spell and cannot change it thereafter).

Game Information: Severe Transform 2d6 (sentient humanoid into single animal form chosen when spell is purchased; heal back through another application of this spell or other appropriate spell), Constant (+½) (45 Active Points); Concentration (½ DCV; -¼), Extra Time (Full Phase; -½), Incantations (throughout; -½), Limited Range (40m; -¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 13 points.

Options:

- 1) *Strong Song*: Increase to Severe Transform 3d6. 67 Active Points; total cost 19 points.
- 2) *Weak Song*: Decrease to Severe Transform 1d6. 22 Active Points; total cost 6 points.
- 3) *Instrument Spell*: Add OIF (any musical instrument of opportunity; -½) and Gestures (-¼). Total cost: 10 points.
- 4) *Remove A -¼ Limitation*: Total cost 14 points.
- 5) *Remove A -½ Limitation*: Total cost 15 points.
- 6) *Add A +¼ Advantage*: 52 Active Points; total cost 15 points.
- 7) *Add A +½ Advantage*: 60 Active Points; total cost 17 points.
- 8) *Add A -¼ Limitation*: Total cost 12 points.
- 9) *Add A -½ Limitation*: Total cost 11 points.
- 10) *Voice Range Song*: Everyone nearby who can hear the caster turns into an animal. Add Area Of Effect (Voice Range; +1) and Personal Immunity (+¼). 82 Active Points; total cost 23 points.

DEFENSIVE SONGS



SONG OF NEGATION

Effect:	Deflection, Only Versus Song Magic
Target:	Self
Singing Time:	Half Phase (Attack Action)
Casting Procedures:	Incantations
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-2
END Cost:	2

Description: This Song is a “countersong” — one whose discords and disharmonies disrupt other Song Magic spells, thus protecting the caster from their effects.

Some characters buy this Song in a Multipower with the Song Of Disharmony, since they both represent different aspects of the same ability.

Game Information: Deflection (20 Active Points); Incantations (-¼), Only Works Against Song Magic Spells (-1), Requires A Magic Roll (-½). Total cost: 7 points.

Options:

- 1) *Instrument Spell*: Add OIF (any musical instrument of opportunity; -½) and Gestures (-¼). Total cost: 6 points.
- 2) *Remove A -¼ Limitation*: Total cost 12 points.
- 3) *Remove A -½ Limitation*: Total cost 9 points.
- 4) *Add A +¼ Advantage*: 25 Active Points; total cost 9 points.
- 5) *Add A +½ Advantage*: 30 Active Points; total cost 11 points.
- 6) *Add A -¼ Limitation*: Total cost 7 points.
- 7) *Add A -½ Limitation*: Total cost 6 points.

MISCELLANEOUS SONGS



SONG OF BEAST-CALLING

Effect:	Summon 250 animals built on up to 300 Total Points each
Target:	Special
Singing Time:	Half Phase (Attack Action)
Casting Procedures:	Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-15
END Cost:	15

Description: By singing this Song, the caster can call to him all the animals within the local area, up to a total of 250. They come to him as quickly as they can once he completes the spell. Typically he goes on singing thereafter and the animals come to sit at his feet and listen to the beautiful music — but he doesn’t have to, and in any event the animals aren’t always inclined to be friendly toward him.

Game Information: Summon 250 animals built on up to 300 Total Points each, Expanded Class (animals; +½) (150 Active Points); Concentration (½ DCV throughout; -½), Extra Time (5 Minutes; -2), Incantations (throughout; -½), Requires A Magic Roll (-½), Arrives Under Own Power (-½) and Summoned Being Must Inhabit Locale (-½). Total cost: 27 points.

Options:

- 1) *Strong Song*: Increase to 500 animals. 157 Active Points; total cost 28 points.
- 2) *Weak Song*: Decrease to 125 animals. 142 Active Points; total cost 26 points.
- 3) *Instrument Spell*: Add OIF (any musical instrument of opportunity; -½) and Gestures (-¼). Total cost: 24 points.
- 4) *Remove A +¼ Advantage*: 125 Active Points; total cost 23 points.
- 5) *Remove A +½ Advantage*: 100 Active Points; total cost 18 points.
- 6) *Remove A -¼ Limitation*: Total cost 29 points.
- 7) *Remove A -½ Limitation*: Total cost 30 points.
- 8) *Add A +¼ Advantage*: 175 Active Points; total cost 32 points.
- 9) *Add A +½ Advantage*: 200 Active Points; total cost 36 points.
- 10) *Add A -¼ Limitation*: Total cost 26 points.
- 11) *Add A -½ Limitation*: Total cost 25 points.



SONG OF CREATION

Effect:	Major Transform 2d6 (create objects out of thin air)
Target:	Special
Singing Time:	Full Phase (Attack Action)
Casting Procedures:	Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-2
END Cost:	2

Description: This song describes an object with such precision and such beauty that it creates it out of thin air. The character can only create ordinary objects that have no game effect defined by other Powers or rules (for example, he could create a table, but not a sword).

Game Information: Major Transform 2d6 (create objects out of thin air; heals back through another application of this or other appropriate spell, or natural wear-and-tear), Expanded Class (minor useful objects; +¼) (25 Active Points); All Or Nothing (-½), Extra Time (Full Phase; -½), Incantations (-¼), No Range (-½), Requires A Magic Roll (-½), Spell (-½). Total cost: 7 points.

Options:

- 1) *Strong Song:* Increase to Major Transform 3d6. 37 Active Points; total cost 10 points.
- 2) *Weak Song:* Decrease to Major Transform 1d6. 12 Active Points; total cost 3 points.
- 3) *Instrument Spell:* Add OIF (any musical instrument of opportunity; -½) and Gestures (-¼). Total cost: 5 points.
- 4) *Remove A -¼ Limitation:* Total cost 7 points.
- 5) *Remove A -½ Limitation:* Total cost 8 points.
- 6) *Add A +¼ Advantage:* 30 Active Points; total cost 8 points.
- 7) *Add A +½ Advantage:* 35 Active Points; total cost 9 points.
- 8) *Add A -¼ Limitation:* Total cost 6 points.
- 9) *Add A -½ Limitation:* Total cost 6 points.



SONG OF SPRINGTIME

Effect:	Change Environment (create springtime-like conditions), +5 Temperature Levels
Target:	64m Radius
Singing Time:	Half Phase (Attack Action)
Casting Procedures:	Incantations
Duration:	Constant
Range:	No Range
Magic Roll Penalty:	-3
END Cost:	3

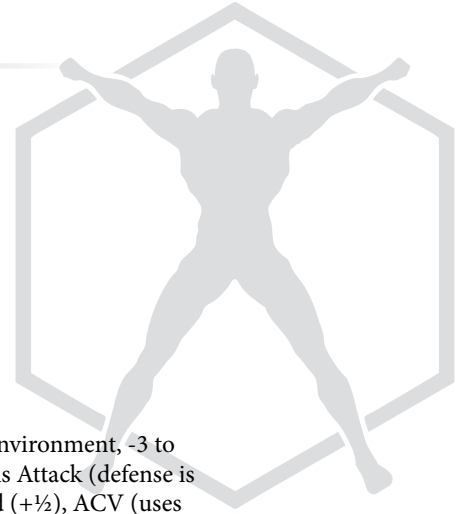
Description: When the character sings this song, the land around him for a 64m radius becomes as if it were spring. The temperature warms up (to a maximum of 75 degrees Fahrenheit or +5 Temperature Levels, whichever is less), plants bloom and blossom, and so forth. The effects last as long as he keeps singing, but change quickly after he stops. At the GM's option, this effect moves as the character moves.

Game Information: Change Environment (create springtime-like conditions), +5 Temperature Levels, Area Of Effect (64m Radius; +1¼) (34 Active Points); Incantations (throughout; -½), No Range (-½), Requires A Magic Roll (-½), Spell (-½). Total cost: 11 points.

Options:

- 1) *Instrument Spell:* Add OIF (any musical instrument of opportunity; -½) and Gestures (-¼). Total cost: 9 points.
- 2) *Remove A +¼ Advantage:* 30 Active Points; total cost 10 points.
- 3) *Remove A +½ Advantage:* 26 Active Points; total cost 9 points.
- 4) *Remove A -¼ Limitation:* Total cost 12 points.
- 5) *Remove A -½ Limitation:* Total cost 14 points.
- 6) *Add A +¼ Advantage:* 37 Active Points; total cost 12 points.
- 7) *Add A +½ Advantage:* 41 Active Points; total cost 14 points.
- 8) *Add A -¼ Limitation:* Total cost 10 points.
- 9) *Add A -½ Limitation:* Total cost 10 points.

SORCERY



Sorcery is the category that covers magics of the mind, thought, illusion, and deception, as well as some related subjects such as sleep and dreams. Because their spells are strange, frightening, and invasive, many people fear and loathe sorcerers, dealing with them only when they must.

At the GM's option, characters may base their Magic rolls when casting Sorcery spells on EGO instead of INT.

OFFENSIVE SPELLS

For ease of reference, the offensive Sorcery spells are organized into four groups: Mind-Spells (spells which directly attack or affect the mind); Spells Of Illusion; Wizard's Hand Spells (telekinetic spells); and Oneiromantic Spells (spells of sleep and dreams).

Mind-Spells

☆ CONFUSION-SPELL

Effect: Change Environment, -4 to INT and EGO Rolls, Usable As Attack
Target: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: 180m
Magic Roll Penalty: -5
END Cost: 5

Description: This spell afflicts the target's mind with confusion and befuddlement. Unable to think clearly, the victim often has trouble doing anything. Whenever the victim tries to take an Action, he must make an EGO or INT Roll (whichever the GM considers more appropriate); if he fails, he can do nothing (or can only attempt the action with significant penalties to any rolls).

Game Information: Change Environment, -3 to INT and EGO Rolls, Usable As Attack (defense is Power Defense; +1¼), Ranged (+½), ACV (uses OMCV versus DMCV; +¼) (54 Active Points); OAF Expendable (a complicated knot of gold thread, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Only Affects One Specific Person (-¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 13 points.

Options:

- 1) *Strong Spell:* Increase to -4 to INT and EGO Rolls. 72 Active Points; total cost 18 points.
- 2) *Weak Spell:* Decrease to -2 to INT and EGO Rolls. 36 Active Points; total cost 9 points.
- 3) *Free Spell:* Total cost: 20 points.
- 4) *Remove A +¼ Advantage:* 49 Active Points; total cost 12 points.
- 5) *Remove A +½ Advantage:* 45 Active Points; total cost 11 points.
- 6) *Remove A -¼ Limitation:* Total cost 14 points.
- 7) *Remove A -½ Limitation:* Total cost 15 points.
- 8) *Add A +¼ Advantage:* 58 Active Points; total cost 14 points.
- 9) *Add A +½ Advantage:* 63 Active Points; total cost 16 points.
- 10) *Add A -¼ Limitation:* Total cost 13 points.
- 11) *Add A -½ Limitation:* Total cost 12 points.

☆ EMOTION CONTROL

Effect: Mind Control 12d6, Only To Alter/Inflict Emotional States
Target: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: LOS
Magic Roll Penalty: -6
END Cost: 6

Description: Rather than directly dominating a victim's mind, this spell changes his emotions. It can make a happy person sad, an uncaring person fall in love, or a greedy person lose his desire for gold. The accompanying tables indicate the general level of effect required for various emotional states.

ANGER

Anger

Annoyed/Frustrated

Mind Control Roll Needed

Greater than EGO: Attack people/objects the character would attack anyway; automatically trigger appropriate Enrageds/Berserks; if attempting to calm an Enraged/Berserk character, target gets a roll to break free from his Enraged/Berserk when character achieves this level of control

Angry

EGO +10: Attack people/objects the character dislikes; automatically calm down Enraged/Berserk characters

Furious

EGO +20: Attack people/objects the character likes

Insanely Angry

EGO +30: Attack people/objects the character loves

Anger: An sorcerer uses control of anger to make a target so angry at something or someone that he attacks it (or to remove anger the character presently feels). At lower levels of anger, the target only attacks to hurt or damage; at higher levels, he attacks to kill or destroy. The sorcerer may direct the character's anger at something general ("Aren't tapestries annoying?") or something specific ("Your girlfriend has been cheating on you with Duke Dorakus! Doesn't that make you really angry at him?").

With some modification in terms and effects, you can also use this chart for Hatred.

FEAR

Fear

Apprehensive/Uneasy

Mind Control Roll Needed

Greater than EGO: Ego Roll at +5 to maintain composure; if failed, character avoids the situation or phenomenon causing the fear. Danger Sense automatically triggered.

Fearful

EGO +10: As Greater than EGO, but the EGO Roll is unmodified

Terrified

EGO +20: As Greater than EGO, but the EGO Roll is at -5

Blind Panic

EGO +30: Character moves away from feared object or phenomenon as fast as possible

Fear: An sorcerer uses control over the primal emotion of fear to terrify a victim, or to inspire courage in someone. Victims who fail their EGO Roll normally flee, though they may be paralyzed with fear or may lash out at the feared object or phenomenon in panic. In combat, they do not usually attack the feared object/phenomenon, they only Dodge it. If trapped and unable to flee, they become paralyzed

with fear or act in whatever way the GM considers appropriate. If subjected to interrogation, they answer questions willingly (the GM may allow a separate EGO Roll to resist particularly damaging questions). A successful Fear attack automatically triggers the target's Danger Sense, if any. Interpret the results oppositely (*i.e.*, confront or stand up to the situation or phenomenon), when using this chart for Courage.

SADNESS

Sadness

Pensive

Mind Control Roll Needed

Greater than EGO: Ego Roll at +5 to maintain composure; if failed, character becomes listless and apathetic, and has difficulty taking any action

Sad

EGO +10: As EGO +0, but the EGO Roll is unmodified

Despairing

EGO +20: As EGO +0, but the EGO Roll is at -5

Depressed

EGO +30: Character becomes totally listless and apathetic; he seriously considers suicide or other extreme "solutions"

Sadness: The effects of sadness and depression are difficult to adjudicate in a game setting. The GM should use his best judgment. In general an affected character becomes listless and apathetic, unwilling to act or take control of a situation. This may extend to his entire life, or only to certain situations (for example, a particular battle or mission).

LOVE

Love

Sympathetic

Mind Control Roll Needed

Greater than EGO: Character is attracted to people he likes already; he will be inclined to do what they ask of him and will generally try to please them

Loving

EGO +10: Character is attracted to people he feels neutral about

Passionate

EGO +20: Character is attracted to people he does not like

Crazed/Head Over Heels

EGO +30: Character is attracted to people he hates, or who repulse him

Love: If the character is already favorably inclined toward someone, using Alter/Inflict Emotions can make him love that person — a minor crush becomes full-blown, heartfelt love. If he's not favorably inclined, higher levels of effect are required to inspire feelings of attraction and desire.

With some modification in terms and effects, you can also use this chart for Greed or Lust.

To create a spell that can only manipulate a single emotion, use the *Add A -½ Limitation* option to change Only To Alter/Inflict Emotional States (-½) to Only To Alter/Inflict [A Single Emotional State] (-1).

Game Information: Mind Control 12d6 (60 Active Points); OAF Expendable (crystal vial of tears, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Only To Alter/Inflict Emotional States (-½), Requires A Magic Roll (-½), Spell (-½). Total cost: 14 points.

Options:

- 1) *Strong Spell:* Increase to Mind Control 15d6. 75 Active Points; total cost 18 points.
- 2) *Weak Spell:* Decrease to Mind Control 9d6. 45 Active Points; total cost 10 points.
- 3) *Free Spell:* Total cost: 20 points.
- 4) *Remove A -¼ Limitation:* Total cost 15 points.
- 5) *Remove A -½ Limitation:* Total cost 16 points.
- 6) *Add A +¼ Advantage:* 75 Active Points; total cost 18 points.
- 7) *Add A +½ Advantage:* 90 Active Points; total cost 21 points.
- 8) *Add A -¼ Limitation:* Total cost 13 points.
- 9) *Add A -½ Limitation:* Total cost 13 points.

★ ENHANCE COURAGE

Effect: Aid PRE 4d6, only to enhance courage and morale
Target: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 240m
Magic Roll Penalty: -4
END Cost: 4

Description: With this spell, a sorcerer can augment the courage and morale of himself or another person. While he does not make the recipient more impressive, he renders him much less likely to resist the effects of fear or intimidation.

Game Information: Aid PRE 4d6, Ranged (+½) (36 Active Points); OAF Expendable (miniature gold sword, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), PRE Only Works To Resist Harmful Presence Attacks And Make Morale/Courage-Related PRE Rolls (-½), Requires A Magic Roll (-½), Spell (-½). Total cost: 8 points.

Options:

- 1) *Strong Spell:* Increase to Aid PRE 6d6. 54 Active Points; total cost 13 points.
- 2) *Weak Spell:* Decrease to Aid PRE 2d6. 18 Active Points; total cost 4 points.
- 3) *Free Spell:* Total cost: 12 points.
- 4) *Remove A +¼ Advantage:* 30 Active Points; total cost 7 points.
- 5) *Remove A +½ Advantage:* 24 Active Points; total cost 6 points.
- 6) *Remove A -¼ Limitation:* Total cost 9 points.
- 7) *Remove A -½ Limitation:* Total cost 10 points.
- 8) *Add A +¼ Advantage:* 42 Active Points; total cost 10 points.

- 9) *Add A +½ Advantage:* 48 Active Points; total cost 11 points.
- 10) *Add A -¼ Limitation:* Total cost 8 points.
- 11) *Add A -½ Limitation:* Total cost 7 points.

★ FEAR-SPELL

Effect: Drain PRE 6d6
Target: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 50m
Magic Roll Penalty: -6
END Cost: 6

Description: Necromancers have Sa'akiv's Premotion Of The Grave, and some sorcerers favor Vashira's Pall Of Dread, but most sorcerers who want to create feelings of terror in others use this spell, created by the necromancer-sorcerer Fekura during the Drakine Wars of the First Epoch.

Game Information: Drain PRE 6d6 (60 Active Points); OAF Expendable (piece of obsidian inscribed with fear-runes, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Limited Range (50m; -¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 15 points.

Options:

- 1) *Strong Spell:* Increase to Drain PRE 8d6. 80 Active Points; total cost 20 points.
- 2) *Weak Spell:* Decrease to Drain PRE 4d6. 40 Active Points; total cost 10 points.
- 3) *Free Spell:* Total cost: 22 points.
- 4) *Remove A -¼ Limitation:* Total cost 16 points.
- 5) *Remove A -½ Limitation:* Total cost 17 points.
- 6) *Add A +¼ Advantage:* 75 Active Points; total cost 19 points.
- 7) *Add A +½ Advantage:* 90 Active Points; total cost 22 points.
- 8) *Add A -¼ Limitation:* Total cost 14 points.
- 9) *Add A -½ Limitation:* Total cost 13 points.
- 10) *Long-Lasting Spell:* Add Delayed Return Rate (points return at the rate of 5 per Minute; +1). 120 Active Points; total cost 30 points.

★ FORGETTING-SPELL

Effect: Major Transform 4d6 (remove memories), ACV, AVAD
Target: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: LOS
Magic Roll Penalty: -6
END Cost: 6

Description: This powerful spell alters the victim's mind so that he forgets crucial facts. Depending on the strength of the victim's mind and the vividness and importance of the memory, the sorcerer may have to apply the spell more than once to inflict full forgetfulness (in the interest of dramatic sense, the GM may choose to apply the absolute effects rule to allow any single casting to work automatically).

The victim, having forgotten a particular memory, is not aware he forgot anything. He may later have trouble explaining gaps in his memory, but only another casting of this spell can restore what was taken away.

This spell can only *remove* memories. Implanting false memories requires the Spell Of The Untrustworthy Mind (see below).

Game Information: Major Transform 4d6 (remove memories, heals back through a second application of this spell), ACV (uses OMCV against DMCV; +¼), AVAD (Mental Defense; +0), Works Against EGO, Not BODY (+¼) (60 Active Points); OAF Expendable (small, cracked marble sphere, Difficult to obtain; -1¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Limited Target (mental “objects” in the minds of sentient beings; -½), Requires A Magic Roll (-½), Spell (-½). Total cost: 13 points.

Options:

- 1) *Strong Spell:* Increase to Major Transform 6d6. 90 Active Points; total cost 19 points.
- 2) *Weak Spell:* Decrease to Major Transform 2d6. 30 Active Points; total cost 6 points.
- 3) *Free Spell:* Total cost: 17 points.
- 4) *Remove A +¼ Advantage:* 50 Active Points; total cost 10 points.
- 5) *Remove A +½ Advantage:* 40 Active Points; total cost 8 points.
- 6) *Remove A -¼ Limitation:* Total cost 13 points.
- 7) *Remove A -½ Limitation:* Total cost 14 points.
- 8) *Add A +¼ Advantage:* 70 Active Points; total cost 15 points.
- 9) *Add A +½ Advantage:* 80 Active Points; total cost 17 points.
- 10) *Add A -¼ Limitation:* Total cost 12 points.
- 11) *Add A -½ Limitation:* Total cost 11 points.



MEMORY ALTERATION

Effect: Major Transform 6d6 (alter or change memories), ACV, AVAD
Target: One character
Casting Time: Full Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: LOS
Magic Roll Penalty: -9
END Cost: 9

Description: This spell goes further than the Forgetting-Spell, allowing a sorcerer to change existing memories or create fictitious ones that seem completely real to the victim. With it, a sorcerer can make his greatest enemy consider him his best friend, or replace a queen's orders with ones he prefers.

Characters cannot buy this spell unless they have bought the Forgetting-Spell.

Game Information: Major Transform 6d6 (alter or change memories, heals back through a second application of this spell), ACV (uses OMCV against DMCV; +¼), AVAD (Mental Defense; +0), Works Against EGO, Not BODY (+¼) (90 Active Points); OAF Expendable (carved pane of smoky

quartz, Difficult to obtain; -1¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Limited Target (mental “objects” in the minds of sentient beings; -½), Requires A Magic Roll (-½), Spell (-½). Total cost: 19 points.

Options:

- 1) *Strong Spell:* Increase to Major Transform 8d6. 120 Active Points; total cost 25 points.
- 2) *Weak Spell:* Decrease to Major Transform 4d6. 60 Active Points; total cost 13 points.
- 3) *Free Spell:* Total cost: 26 points.
- 4) *Remove A +¼ Advantage:* 75 Active Points; total cost 16 points.
- 5) *Remove A +½ Advantage:* 60 Active Points; total cost 13 points.
- 6) *Remove A -¼ Limitation:* Total cost 20 points.
- 7) *Remove A -½ Limitation:* Total cost 21 points.
- 8) *Add A +¼ Advantage:* 105 Active Points; total cost 22 points.
- 9) *Add A +½ Advantage:* 120 Active Points; total cost 25 points.
- 10) *Add A -¼ Limitation:* Total cost 18 points.
- 11) *Add A -½ Limitation:* Total cost 17 points.



MENTAL DOMINATION

Effect: Mind Control 10d6
Target: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: LOS
Magic Roll Penalty: -5
END Cost: 5

Description: This powerful spell allows a sorcerer to take control of the mind of another person. Since there's often no clue that this has occurred, and the effects can last for a long time, this spell is greatly feared by many people (particularly those in positions of power.)

Game Information: Mind Control 10d6 (50 Active Points); OAF Expendable (gold coin with a sorcery rune carved in each side, Very Difficult to obtain; -1½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 12 points.

Options:

- 1) *Strong Spell:* Increase to Mind Control 12d6. 60 Active Points; total cost 15 points.
- 2) *Weak Spell:* Decrease to Mind Control 8d6. 40 Active Points; total cost 10 points.
- 3) *Free Spell:* Total cost: 20 points.
- 4) *Remove A -¼ Limitation:* Total cost 13 points.
- 5) *Remove A -½ Limitation:* Total cost 14 points.
- 6) *Add A +¼ Advantage:* 62 Active Points; total cost 15 points.
- 7) *Add A +½ Advantage:* 75 Active Points; total cost 19 points.
- 8) *Add A -¼ Limitation:* Total cost 12 points.
- 9) *Add A -½ Limitation:* Total cost 11 points.

☆ MINDREADING

Effect: Telepathy 12d6
Target: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: LOS
Magic Roll Penalty: -6
END Cost: 6

Description: One of the most basic — and most useful — spells of Sorcery, Mindreading allows a sorcerer to peer into another person's mind and discern his thoughts, memories, loves, and fears. Sorcerers can use it to interrogate captives, glean useful information from passersby, or discover secrets with which to blackmail someone.

Game Information: Telepathy 12d6 (60 Active Points); OAF Expendable (tiny mirror painted with runes of Sorcery, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 16 points.

Options:

- 1) *Strong Spell:* Increase to Telepathy 15d6. 75 Active Points; total cost 20 points.
- 2) *Weak Spell:* Decrease to Telepathy 9d6. 45 Active Points; total cost 12 points.
- 3) *Free Spell:* Total cost: 24 points.
- 4) *Remove A -¼ Limitation:* Total cost 17 points.
- 5) *Remove A -½ Limitation:* Total cost 18 points.
- 6) *Add A +¼ Advantage:* 75 Active Points; total cost 20 points.
- 7) *Add A +½ Advantage:* 90 Active Points; total cost 24 points.
- 8) *Add A -¼ Limitation:* Total cost 15 points.
- 9) *Add A -½ Limitation:* Total cost 14 points.

☆ MIND TORMENT

Effect: Mental Blast 6d6
Target: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: LOS
Magic Roll Penalty: -6
END Cost: 6

Description: One of the most basic Sorcery attack spells, Torment Of The Mind allows a sorcerer to inflict intense mental agony on another being.

Game Information: Mental Blast 6d6 (60 Active Points); OAF Expendable (special lens of crystal and amber, Very Difficult to obtain; -1½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 15 points.

Options:

- 1) *Strong Spell:* Increase to Mental Blast 8d6. 80 Active Points; total cost 20 points.
- 2) *Weak Spell:* Decrease to Mental Blast 4d6. 40 Active Points; total cost 10 points.
- 3) *Free Spell:* Total cost: 24 points.
- 4) *Remove A -¼ Limitation:* Total cost 16 points.
- 5) *Remove A -½ Limitation:* Total cost 17 points.
- 6) *Add A +¼ Advantage:* 75 Active Points; total cost 19 points.
- 7) *Add A +½ Advantage:* 90 Active Points; total cost 22 points.
- 8) *Add A -¼ Limitation:* Total cost 14 points.
- 9) *Add A -½ Limitation:* Total cost 13 points.

☆ MINDTRAP

Effect: Entangle 4d6, 4 PD/4 ED, Mental Paralysis
Target: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 400m
Magic Roll Penalty: -9
END Cost: 9

Description: This spell, a favorite of many sadistic-minded sorcerers, traps the victim's mind in twisting, shimmering planes of sorcerous force. Until his mind can win its way free of the spell, the victim's body remains paralyzed. But the Mindtrap does have one well-known weakness; the spell known as Torment Of The Mind is particularly effective against it.

Game Information: Entangle 4d6, 4 PD/4 ED, ACV (uses OMCV against DMCV; +¼), Takes No Damage From Physical Attacks (see 6E1 217; +¾), Work Against EGO, Not STR (+¼) (90 Active Points); OAF Expendable (two tiny mirrors, each inscribed with runes of Sorcery, then glued with their faces together, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Mental Defense Adds To EGO (-½), Requires A Magic Roll (-½), Spell (-½), Vulnerable (to Mind Torment spell; -1). Total cost: 17 points.

Options:

- 1) *Strong Spell:* Increase to Entangle 5d6, 5 PD/5 ED. 112 Active Points; total cost 21 points.
- 2) *Weak Spell:* Decrease to Entangle 3d6, 3 PD/3 ED. 67 Active Points; total cost 13 points.
- 3) *Free Spell:* Total cost: 22 points.
- 4) *Remove A -¼ Limitation:* Total cost 18 points.
- 5) *Remove A -½ Limitation:* Total cost 19 points.
- 6) *Add A +¼ Advantage:* 100 Active Points; total cost 19 points.
- 7) *Add A +½ Advantage:* 110 Active Points; total cost 21 points.
- 8) *Add A -¼ Limitation:* Total cost 16 points.
- 9) *Add A -½ Limitation:* Total cost 16 points.

Spells Of Illusion



DOUBLE DECEPTION

Effect:	Images to Detect Illusion, -4 to PER Rolls
Target:	500m radius
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	170m
Magic Roll Penalty:	-4
END Cost:	4

Description: The bane of many sorcerers is the *Detect Illusion* spell (page 262), which quickly and easily reveals their deceptive magics for what they are. But this spell, when cast in conjunction with another illusion-spell, fools *Detect Illusion* into reading the illusion as being “real.”

Although the *Spell Limitation* ordinarily forbids casting spells as Multiple Attacks, the GM should waive that restriction in the case of this spell, which is meant to be cast together with other illusion-spells. Treat this spell as being Linked with any other illusion-spell it's cast with, and combine the Sorcery roll penalties and END costs. This spell covers an area equal to that of the base illusion-spell, to a maximum of a 500m radius.

Game Information: Images to Detect Illusion, -4 to PER Rolls, Area Of Effect (125m Radius; +1½) (42 Active Points); OAF Expendable (small twisted and warped prism, Very Difficult to obtain; -1½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 12 points.

Options:

- 1) *Strong Spell:* Increase to -8 to PER Rolls. 72 Active Points; total cost 20 points.
- 2) *Weak Spell:* Decrease to -2 to PER Rolls. 27 Active Points; total cost 8 points.
- 3) *Free Spell:* Total cost: 21 points.
- 4) *Remove A +¼ Advantage:* 38 Active Points; total cost 11 points.
- 5) *Remove A +½ Advantage:* 34 Active Points; total cost 10 points.
- 6) *Remove A -¼ Limitation:* Total cost 13 points.
- 7) *Remove A -½ Limitation:* Total cost 14 points.
- 8) *Add A +¼ Advantage:* 47 Active Points; total cost 13 points.
- 9) *Add A +½ Advantage:* 51 Active Points; total cost 14 points.
- 10) *Add A -¼ Limitation:* Total cost 11 points.
- 11) *Add A -½ Limitation:* Total cost 10 points.



ENTERTAINING ILLUSIONS

Effect:	Sight and Hearing Group Images, +1 to PER Rolls
Target:	4m Radius
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	40m
Magic Roll Penalty:	-2
END Cost:	2

Description: A staple of Sorcery, this spell allows the caster to create simple but vivid illusions for entertainment purposes. In most cases they're obviously illusions, but sometimes sorcerers in desperate straits find ways to use this spell against their enemies.

Game Information: Sight and Hearing Group Images, +1 to PER Rolls, Area Of Effect (4m Radius; +¼) (22 Active Points); OAF Expendable (small colored crystal, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Limited Range (40m; -¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 5 points.

Options:

- 1) *Strong Spell:* Increase to +2 to PER Rolls. 26 Active Points; total cost 6 points.
- 2) *Weak Spell:* Decrease to +0 to PER Rolls. 19 Active Points; total cost 5 points.
- 3) *Free Spell:* Total cost: 8 points.
- 4) *Remove A +¼ Advantage:* 18 Active Points; total cost 5 points.
- 5) *Remove A -¼ Limitation:* Total cost 6 points.
- 6) *Remove A -½ Limitation:* Total cost 6 points.
- 7) *Add A +¼ Advantage:* 27 Active Points; total cost 7 points.
- 8) *Add A +½ Advantage:* 31 Active Points; total cost 8 points.
- 9) *Add A -¼ Limitation:* Total cost 5 points.
- 10) *Add A -½ Limitation:* Total cost 5 points.



ILLUSIONS OF THE EYE

Effect:	Sight, Touch, and Hearing Sense Groups Images
Target:	4m Radius
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	200m
Magic Roll Penalty:	-2
END Cost:	2

Description: This spell, allows the caster to create illusions so believable they even appear real to the touch.

Game Information: Sight, Touch, and Hearing Sense Groups Images, Area Of Effect (4m Radius; +¼) (25 Active Points); OAF Expendable (three quartz crystals of different colors, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 7 points.

Options:

- 1) *Strong Spell*: Add -4 to PER Rolls. 40 Active Points; total cost 11 points.
- 2) *Stronger Spell*: Add -8 to PER Rolls. 55 Active Points; total cost 15 points.
- 3) *Free Spell*: Total cost: 10 points.
- 4) *Remove A +¼ Advantage*: 20 Active Points; total cost 5 points.
- 6) *Remove A -¼ Limitation*: Total cost 7 points.
- 7) *Remove A -½ Limitation*: Total cost 8 points.
- 8) *Add A +¼ Advantage*: 30 Active Points; total cost 8 points.
- 9) *Add A +½ Advantage*: 35 Active Points; total cost 9 points.
- 10) *Add A -¼ Limitation*: Total cost 6 points.
- 11) *Add A -½ Limitation*: Total cost 6 points.

 ILLUSIONS OF THE MIND

Effect: Mental Illusions 12d6
Target: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: LOS
Magic Roll Penalty: -6
END Cost: 6

Description: With this spell a sorcerer can cast an illusion directly into the target's mind. Only the target can perceive it, but if strong enough it can actually cause him pain or injury.

Game Information: Mental Illusions 12d6 (60 Active Points); OAF Expendable (a small prism treated with certain alchemical oils, Very Difficult to obtain; -1½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 15 points.

Options:

- 1) *Strong Spell*: Increase to Mental Illusions 15d6. 75 Active Points; total cost 19 points.
- 2) *Weak Spell*: Decrease to Mental Illusions 9d6. 45 Active Points; total cost 11 points.
- 3) *Free Spell*: Total cost: 24 points.
- 4) *Remove A -¼ Limitation*: Total cost 16 points.
- 5) *Remove A -½ Limitation*: Total cost 17 points.
- 6) *Add A +¼ Advantage*: 75 Active Points; total cost 19 points.
- 7) *Add A +½ Advantage*: 90 Active Points; total cost 22 points.
- 8) *Add A -¼ Limitation*: Total cost 14 points.
- 9) *Add A -½ Limitation*: Total cost 13 points.
- 10) *Lethal Illusions*: Add Mental Illusions +6d6, same Limitations as above, plus Only To Achieve Damaging Effect Rolls (-1) (30 Active Points; total cost 6 points). 60 + 30 = 90 Active Points; total cost 15 + 7 = 22 points.

**IMPASSABLE
TERRAIN ILLUSION**

Effect: Sight, Hearing, Smell/Taste, and Touch Group Images, -8 to PER Rolls
Target: 500m Radius
Casting Time: Extra Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Time Limit (duration of 1 Hour, +1 Hour per point by which the caster succeeds with his Magic roll)
Range: 2000m
Magic Roll Penalty: -13
END Cost: 0

Description: This spell, often used as battle magic, allows a sorcerer to change the appearance, feel, and smell of the terrain, as well as any associated sounds (such as birdcalls or the roar of a waterfall). Persons who fail their PER Roll react to the terrain as if it were real, which may significantly slow their passage through the area.

Game Information: Sight, Hearing, Smell/Taste, and Touch Group Images, -8 to PER Rolls, Area Of Effect (500m Radius; +2), Increased Maximum Range (2,000m; +¾), Reduced Endurance (0 END; +½), Time Limit (duration of 1 Hour, +1 Hour per point by which the caster succeeds with his Magic roll; +1¼) (269 Active Points); OAF Expendable (tiny ball of wax sculpted with various terrains, Difficult to obtain; -1¼), Concentration (½ DCV throughout casting; -½), Extra Time (Extra Phase; -¾), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Requires A Magic Roll (-1 per 20 Active Points; -¼), Set Effect (any type of terrain; -½), Spell (-½). Total cost: 47 points.

Options:

- 1) *Strong Spell*: Increase to -12 to PER Rolls. 335 Active Points; total cost 58 points.
- 2) *Weak Spell*: Decrease to -4 to PER Rolls. 203 Active Points; total cost 35 points.
- 3) *Free Spell*: Total cost: 60 points.
- 4) *Remove A +¼ Advantage*: 257 Active Points; total cost 45 points.
- 5) *Remove A +½ Advantage*: 245 Active Points; total cost 43 points.
- 6) *Remove A -¼ Limitation*: Total cost 49 points.
- 7) *Remove A -½ Limitation*: Total cost 51 points.
- 8) *Add A +¼ Advantage*: 282 Active Points; total cost 49 points.
- 9) *Add A +½ Advantage*: 294 Active Points; total cost 51 points.
- 10) *Add A -¼ Limitation*: Total cost 45 points.
- 11) *Add A -½ Limitation*: Total cost 43 points.



PRISMATIC BLAST

Effect: Blast 5d6, AVAD (Sight Group Flash Defense)
Target: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 80m
Magic Roll Penalty: -5
END Cost: 5

Description: One of the few direct attack spells in the arcana of Sorcery, the Prismatic Blast creates a beam of scintillating colors so bright, vivid, and chaotic that they stun the mind of the person they hit.

Game Information: Blast 5d6, AVAD (Sight Group Flash Defense; +1) (50 Active Points); OAF Expendable (small topaz crystal, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Limited Range (80m; -¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 12 points.

Options:

- 1) *Strong Spell:* Increase to Blast 6d6. 60 Active Points; total cost 15 points.
- 2) *Weak Spell:* Decrease to Blast 3d6. 30 Active Points; total cost 7 points.
- 3) *Free Spell:* Total cost: 18 points.
- 4) *Remove A -¼ Limitation:* Total cost 13 points.
- 5) *Remove A -½ Limitation:* Total cost 14 points.
- 6) *Add A +¼ Advantage:* 56 Active Points; total cost 14 points.
- 7) *Add A +½ Advantage:* 62 Active Points; total cost 15 points.
- 8) *Add A -¼ Limitation:* Total cost 12 points.
- 9) *Add A -½ Limitation:* Total cost 11 points.



TERRIFYING PHANTASM

Effect: Drain PRE 4d6
Target: 8m Radius
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 400m
Magic Roll Penalty: -6
END Cost: 6

Description: The Glamour Of Fright creates a brief illusion that seems so real, and so terrifying, that it frightens anyone caught within it. Algashar, the spell's creator, recorded in his workbook two instances in which victims of the spell died of sheer fright.

Game Information: Drain PRE 4d6, Area Of Effect (8m Radius; +½) (60 Active Points); OAF Expendable (tiny demon-mask carved of jade, Very Difficult to obtain; -1½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 15 points.

Options:

- 1) *Strong Spell:* Increase to Drain PRE 6d6. 90 Active Points; total cost 22 points.
- 2) *Weak Spell:* Decrease to Drain PRE 2d6. 30 Active Points; total cost 7 points.
- 3) *Free Spell:* Total cost: 24 points.
- 4) *Remove A +¼ Advantage:* 50 Active Points; total cost 12 points.
- 5) *Remove A +½ Advantage:* 40 Active Points; total cost 10 points.
- 6) *Remove A -¼ Limitation:* Total cost 16 points.
- 7) *Remove A -½ Limitation:* Total cost 17 points.
- 8) *Add A +¼ Advantage:* 70 Active Points; total cost 17 points.
- 9) *Add A +½ Advantage:* 80 Active Points; total cost 20 points.
- 10) *Add A -¼ Limitation:* Total cost 14 points.
- 11) *Add A -½ Limitation:* Total cost 13 points.

Wizard's Hand Spells



WIZARD'S HAND

Effect: Telekinesis (10 STR)
Target: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: 150m
Magic Roll Penalty: -1
END Cost: 1

Description: This spell allows a character to affect and move objects at a distance, without having to physically touch them.

Game Information: Telekinesis (10 STR) (15 Active Points); OAF (hand-shaped talisman made of precious wood or stone; -1), Affects Whole Object (-¼), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 4 points.

Options:

- 1) *Strong Spell:* Increase to Telekinesis (20 STR). 30 Active Points; total cost 8 points.
- 2) *Precise Spell:* Add Fine Manipulation. 25 Active Points; total cost 7 points.
- 3) *Weak Spell:* Decrease to Telekinesis (6 STR). 9 Active Points; total cost 2 points.
- 3) *Free Spell:* Total cost: 5 points.
- 6) *Remove A -¼ Limitation:* Total cost 4 points.
- 7) *Remove A -½ Limitation:* Total cost 5 points.
- 8) *Add A +¼ Advantage:* 19 Active Points; total cost 5 points.
- 9) *Add A +½ Advantage:* 22 Active Points; total cost 6 points.
- 10) *Add A -¼ Limitation:* Total cost 4 points.
- 11) *Add A -½ Limitation:* Total cost 3 points.

Oneiromantic Spells



DREAM MANIPULATION

Effect:	Mental Illusions 12d6, Only To Alter Dreams
Target:	One character
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-6
END Cost:	6

Description: This spell alters a sleeping target's dreams. Devious sorcerers use it to make someone think he's receiving nighttime messages from the gods (that, of course, prompt the target to do what the sorcerer wants); kindlier ones use it to ease nightmares or ensure more restful sleep.

Game Information: Mental Illusions 12d6 (60 Active Points); OAF Expendable (a small piece of lapis lazuli wrapped in black velvet; Very Difficult to obtain; -1½), Gestures (-¼), Incantations (-¼), No Range (-½), Only To Alter Dreams (-1), Requires A Magic Roll (-½), Spell (-½). Total cost: 11 points.

Options:

- 1) *Strong Spell:* Increase to Mental Illusions 15d6. 75 Active Points; total cost 14 points.
- 2) *Weak Spell:* Decrease to Mental Illusions 9d6. 45 Active Points; total cost 8 points.
- 3) *Free Spell:* Total cost: 15 points.
- 4) *Remove A -¼ Limitation:* Total cost 11 points.
- 5) *Remove A -½ Limitation:* Total cost 12 points.
- 6) *Add A +¼ Advantage:* 75 Active Points; total cost 14 points.
- 7) *Add A +½ Advantage:* 90 Active Points; total cost 16 points.
- 8) *Add A -¼ Limitation:* Total cost 10 points.
- 9) *Add A -½ Limitation:* Total cost 10 points.



SLEEP-SPELL

Effect:	Blast 8d6, NND
Target:	One character
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	80m
Magic Roll Penalty:	-8
END Cost:	8

Description: This spell causes the target to become sleepy and fall into slumber.

Game Information: Blast 8d6, NND (defense is Life Support [Diminished Sleep]; +1) (80 Active Points); OAF Expendable (feather, Easy to obtain; -1), Gestures (-¼), Incantations (-¼), Limited Range (80m; -¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 21 points.

Options:

- 1) *Strong Spell:* Increase to Blast 10d6. 100 Active Points; total cost 27 points.
- 2) *Weak Spell:* Decrease to Blast 6d6. 60 Active Points; total cost 16 points.

- 3) *Free Spell:* Total cost: 29 points.
- 4) *Remove A -¼ Limitation:* Total cost 23 points.
- 5) *Remove A -½ Limitation:* Total cost 25 points.
- 6) *Add A +¼ Advantage:* 90 Active Points; total cost 24 points.
- 7) *Add A +½ Advantage:* 100 Active Points; total cost 27 points.
- 8) *Add A -¼ Limitation:* Total cost 20 points.
- 9) *Add A -½ Limitation:* Total cost 19 points.

DEFENSIVE SPELLS



MANY SELVES

Effect:	Sight and Hearing Group Images, -5 to PER Rolls, Set Effect (5 copies of self)
Target:	8m Radius
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	No Range
Magic Roll Penalty:	-4
END Cost:	4

Description: This spell creates an illusion of five duplicates of the character. The image also makes it look as if all six "people" are moving around within the 8m radius of the power, and makes all five duplicates mimic whatever the character does. The illusion even mirrors wounds or other effects received by the character or one image on all six of them. However, if an attack would "kill" one of the images, it simply disappears, leaving the remaining images behind and unchanged.

If an attacker has no way to figure out which of the six is the real person (such as making a Smell-based PER Roll to sniff him out), and no area-affecting attack big enough to cover the 8m radius, the GM should roll 1d6 for each attack. On a 1, the real character gets hit; otherwise, an image takes the blow, leaving the character unharmed.

Game Information: Sight and Hearing Group Images, -5 to PER Rolls, Area Of Effect (8m Radius; +½) (45 Active Points); OAF Expendable (five tiny humanoid figurines, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), No Range (-½), Requires A Magic Roll (-½), Set Effect (see text; -1). Total cost: 9 points.

Options:

- 1) *Strong Spell:* Increase to -8 to PER Rolls. 58 Active Points; total cost 12 points.
- 2) *Weak Spell:* Decrease to -3 to PER Rolls. 36 Active Points; total cost 7 points.
- 3) *Free Spell:* Total cost: 13 points.
- 4) *Remove A -¼ Limitation:* Total cost 10 points.
- 5) *Remove A -½ Limitation:* Total cost 11 points.
- 6) *Add A +¼ Advantage:* 52 Active Points; total cost 11 points.
- 7) *Add A +½ Advantage:* 60 Active Points; total cost 13 points.
- 8) *Add A -¼ Limitation:* Total cost 9 points.
- 9) *Add A -½ Limitation:* Total cost 8 points.



MINDSHIELD

Effect:	Mental Defense (16 points), Usable By Other
Target:	One character
Casting Time:	Full Phase
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Time Limit (duration of 10 minutes, +10 minutes per point by which the caster succeeds with his Magic roll)
Range:	Self/Touch
Magic Roll Penalty:	-2
END Cost:	0

Description: This spell heightens the powers of the caster's mind (or the mind of the person he casts it on), making him less susceptible to many Sorcery spells.

Game Information: Mental Defense (16 points), Usable By Other (+¼) (20 Active Points); OAF Expendable (iron tower figurine, Difficult to obtain; -1¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Time Limit (duration of 10 minutes, +10 minutes per point by which the caster succeeds with his Magic roll; -1). Total cost: 4 points.

Options:

- 1) *Strong Spell:* Increase to Mental Defense (20 points). 25 Active Points; total cost 5 points.
- 2) *Weak Spell:* Decrease to Mental Defense (12 points). 15 Active Points; total cost 3 points.
- 3) *Free Spell:* Total cost: 6 points.
- 4) *Remove A +¼ Advantage:* 16 Active Points; total cost 3 points.
- 5) *Remove A -¼ Limitation:* Total cost 4 points.
- 6) *Remove A -½ Limitation:* Total cost 5 points.
- 7) *Add A +¼ Advantage:* 24 Active Points; total cost 5 points.
- 8) *Add A +½ Advantage:* 28 Active Points; total cost 6 points.
- 9) *Add A -¼ Limitation:* Total cost 4 points.
- 10) *Add A -½ Limitation:* Total cost 4 points.

SENSORY SPELLS



DETECT ILLUSION

Effect:	Detect Illusion
Target:	Self
Casting Time:	Half Phase
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-2
END Cost:	2

Description: This spell detects whether a given phenomenon or substance is actually an illusion created by a spell or like ability. At the GM's option, the spell can also determine whether a person is being affected by a Mental Illusions power defined as an illusion-spell.

Game Information: Detect Illusion (INT Roll +2) (no Sense Group), Discriminatory, Range (17 Active Points); OAF Expendable (finely-ground lens, Difficult to obtain; -1¼), Costs Endurance (-½), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 4 points.

Options:

- 1) *Strong Spell:* Increase to INT Roll +4. 19 Active Points; total cost 4 points.
- 2) *Weak Spell:* Decrease to INT Roll. 15 Active Points; total cost 3 points.
- 3) *Free Spell:* Total cost: 6 points.
- 4) *Remove A -¼ Limitation:* Total cost 4 points.
- 5) *Remove A -½ Limitation:* Total cost 4 points.
- 6) *Add A +¼ Advantage:* 21 Active Points; total cost 5 points.
- 7) *Add A +½ Advantage:* 25 Active Points; total cost 6 points.
- 8) *Add A -¼ Limitation:* Total cost 4 points.
- 9) *Add A -½ Limitation:* Total cost 3 points.



DETECT INVISIBILITY

Effect:	Detect Invisibility
Target:	Self
Casting Time:	Half Phase
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-1
END Cost:	1

Description: This spell detects whether an invisibility spell is in use in a given area.

Game Information: Detect Invisibility (INT Roll +2) (no Sense Group), Range (10 Active Points); OAF Expendable (finely-ground amber lens, Difficult to obtain; -1¼), Costs Endurance (-½), Extra Time (Full Phase to cast; -¼), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 2 points.

Options:

- 1) *Strong Spell:* Increase to INT Roll +4. 12 Active Points; total cost 3 points.
- 2) *Weak Spell:* Decrease to INT Roll. 8 Active Points; total cost 2 points.
- 3) *Free Spell:* Total cost: 3 points.
- 4) *Remove A -¼ Limitation:* Total cost 2 points.
- 5) *Remove A -½ Limitation:* Total cost 3 points.
- 6) *Add A +¼ Advantage:* 12 Active Points; total cost 3 points.
- 7) *Add A +½ Advantage:* 15 Active Points; total cost 3 points.
- 8) *Add A -¼ Limitation:* Total cost 2 points.
- 9) *Add A -½ Limitation:* Total cost 2 points.



☆ MINDSEEKING

Effect: Mind Scan 10d6
Target: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: Special
Magic Roll Penalty: -5
END Cost: 5 END to activate

Description: This spell allows a sorcerer to use the power of his mind to search an area for another mind. If he succeeds in finding and “contacting” that mind, he can then use many other Sorcery attack spells against it.

Game Information: Mind Scan 10d6 (50 Active Points); OAF Expendable (small crystal sphere wrapped in a map of the area to be Scanned, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 13 points.

Options:

- 1) *Strong Spell:* Increase to Mind Scan 12d6. 60 Active Points; total cost 16 points.
- 2) *Weak Spell:* Decrease to Mind Scan 8d6. 40 Active Points; total cost 11 points.
- 3) *Free Spell:* Total cost: 20 points.
- 4) *Remove A -¼ Limitation:* Total cost 14 points.
- 5) *Remove A -½ Limitation:* Total cost 15 points.
- 6) *Add A +¼ Advantage:* 62 Active Points; total cost 16 points.
- 7) *Add A +½ Advantage:* 75 Active Points; total cost 20 points.
- 8) *Add A -¼ Limitation:* Total cost 12 points.
- 9) *Add A -½ Limitation:* Total cost 12 points.

☆ ONEIROMANCY

Effect: Precognition
Target: Area
Casting Time: 6 Hours (see text)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 400m
Magic Roll Penalty: -4
END Cost: 4

Description: Oneiromancy — the art of interpreting dreams to read the future — allows a sorcerer to see what is soon to pass. To cast this spell, the caster must make half the preparations necessary, then lay down to sleep for at least six hours. When he awakens, he completes the procedures of the spell, and his dreams and their import are revealed to him.

Game Information: Clairsentience (Sight Group), Precognition (40 Active Points); OAF Expendable (onyx amulet of an eye, plus oneiromantic supplies, Very Difficult to obtain; -1½), Concentration (0 DCV throughout; -1), Extra Time (6 Hours; -3½), Gestures (throughout; -½), Incantations (throughout; -½), Instant (-½), Precognition Only (-1), Requires A Magic Roll (-½), Vague And Unclear (-½). Total cost: 4 points.

Options:

- 1) *Free Spell:* Total cost: 4 points.
- 2) *Remove A -¼ Limitation:* Total cost 4 points.
- 3) *Remove A -½ Limitation:* Total cost 4 points.
- 4) *Add A +¼ Advantage:* 50 Active Points; total cost 5 points.
- 5) *Add A +½ Advantage:* 60 Active Points; total cost 6 points.
- 6) *Add A -¼ Limitation:* Total cost 4 points.
- 7) *Add A -½ Limitation:* Total cost 4 points.

MISCELLANEOUS SPELLS



CLEAR MIND

Effect: Aid INT and EGO 3d6
Target: Self
Casting Time: Full Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: Self
Magic Roll Penalty: -4
END Cost: 4

Description: This spell grants a sorcerer the ability to clear his mind and enhance its power for the casting of Sorcery. Sorcerers often use it right before a battle to improve their chances of defeating their foes.

Game Information: Aid INT and EGO 3d6, Expanded Effect (two Characteristics simultaneously; +½), Delayed Return Rate (points fade at the rate of 5 per Minute; +1) (45 Active Points); OAF Expendable (black lotus powder, Very Difficult to obtain; -1½), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Only Aid Self (-1), Requires A Magic Roll (-½). Total cost: 9 points.

Options:

- 1) *Strong Spell:* Increase to Aid INT and EGO 4d6. 60 Active Points; total cost 12 points.
- 2) *Weak Spell:* Decrease to Aid INT and EGO 2d6. 30 Active Points; total cost 6 points.
- 3) *Free Spell:* Total cost: 13 points.
- 4) *Remove A +½ Advantage:* 36 Active Points; total cost 7 points.
- 5) *Remove A -¼ Limitation:* Total cost 9 points.
- 6) *Remove A -½ Limitation:* Total cost 10 points.
- 7) *Add A +¼ Advantage:* 49 Active Points; total cost 10 points.
- 8) *Add A +½ Advantage:* 54 Active Points; total cost 11 points.
- 9) *Add A -¼ Limitation:* Total cost 8 points.
- 10) *Add A -½ Limitation:* Total cost 8 points.



EMPATHIC HEALING

Effect: Simplified Healing 5d6, Side Effects (caster takes all damage healed)
Target: One character
Casting Time: 1 Turn (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: Touch
Magic Roll Penalty: -5
END Cost: 5

Description: This spell provides a sorcerer with the power to heal, but at a price: he must take the injuries healed upon himself. For obvious reasons, even the most brawny sorcerer dare not use it more than once or twice a day.

Game Information: Simplified Healing 5d6 (50 Active Points); OAF Expendable (miniature double-edged silver dagger blade, Difficult to obtain; -1¼), Extra Time (1 Turn; -1¼), Gestures (-¼), Incantations (-¼), Others Only (-½), Requires A Magic Roll (-½), Side Effects (caster automatically takes all damage he heals; -1). Total cost: 8 points.

Options:

- 1) *Strong Spell:* Increase to Simplified Healing 6d6. 60 Active Points; total cost 10 points.
- 2) *Weak Spell:* Decrease to Simplified Healing 4d6. 40 Active Points; total cost 7 points.
- 3) *Free Spell:* Total cost: 10 points.
- 4) *Remove A -¼ Limitation:* Total cost 9 points.
- 5) *Remove A -½ Limitation:* Total cost 9 points.
- 6) *Add A +¼ Advantage:* 62 Active Points; total cost 10 points.
- 7) *Add A +½ Advantage:* 75 Active Points; total cost 12 points.
- 8) *Add A -¼ Limitation:* Total cost 8 points.
- 9) *Add A -½ Limitation:* Total cost 8 points.



INVISIBILITY

Effect: Invisibility to Sight Group
Target: Self
Casting Time: Half Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: Self
Magic Roll Penalty: -2
END Cost: 2

Description: This spell masks the sorcerer from the sight of others. While protected by Invisibility, a spellcaster can walk right past an observant city watchman or guardian golem without being seen.

Game Information: Invisibility to Sight Group (20 Active Points); OAF Expendable (perfectly clear polished quartz crystal, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 6 points.

Options:

- 1) *Strong Spell:* Add No Fringe. 30 Active Points; total cost 9 points.
- 2) *Free Spell:* Total cost: 10 points.
- 3) *Remove A -¼ Limitation:* Total cost 7 points.
- 4) *Remove A -½ Limitation:* Total cost 7 points.
- 5) *Add A +¼ Advantage:* 25 Active Points; total cost 8 points.
- 6) *Add A +½ Advantage:* 30 Active Points; total cost 9 points.
- 7) *Add A -¼ Limitation:* Total cost 6 points.
- 8) *Add A -½ Limitation:* Total cost 5 points.
- 9) *Group Invisibility:* Add Usable By Nearby (within 4m; +1). 40 Active Points; total cost 12 points.

MASQUERADE ILLUSION

Effect:	Shape Shift (Sight, Hearing, and Touch Groups, any humanoid form), Imitation
Target:	Self
Casting Time:	Half Phase
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-3
END Cost:	3

Description: This spell allows the caster to cover himself in a potent illusion that changes his appearance (he can even imitate other persons). He cannot alter his height more than a little, but he could appear to have wings or claws. Casting the spell requires the blood of a masquer, a humanoid monster with similar abilities.

Game Information: Shape Shift (Sight, Hearing, and Touch Groups, any humanoid form), Imitation (33 Active Points); OAF Expendable (drop of blood from a masquer, Very Difficult to obtain; -1½), Concentration (½ DCV throughout casting; -½), Extra Time (1 Minute to cast; -¾), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Requires A Magic Roll (-½). Total cost: 6 points.

Options:

- 1) *Strong Spell:* Add Smell/Taste Group. 35 Active Points; total cost 6 points.
- 2) *Weak Spell:* Remove Hearing and Touch Groups. 23 Active Points; total cost 4 points.
- 3) *Free Spell:* Total cost: 7 points.
- 4) *Remove A -¼ Limitation:* Total cost 6 points.
- 5) *Remove A -½ Limitation:* Total cost 6 points.
- 6) *Add A +¼ Advantage:* 41 Active Points; total cost 7 points.
- 7) *Add A +½ Advantage:* 49 Active Points; total cost 8 points.
- 8) *Add A -¼ Limitation:* Total cost 5 points.
- 9) *Add A -½ Limitation:* Total cost 5 points.





SUPERHEROIC THAUMATURGY

Mystics in the Champions Universe refer to the stripped-down, flashy, combat-oriented style of magic used by super-mages as *thaumaturgy*. (Don't confuse this with the separate spell category of *Thaumaturgy*, described beginning on page 281.) To cast a spell, a super-mage just waves his hands. He might pronounce the name of the spell, such as, "I call on the Scintillant Suns of Saravane!" or "Let the Baleful Bonds of Balthus ensnare you!" Balls and beams of light appear from the mystic's hands to strike at his foes, deflect attacks, and do whatever else he wants. The oft-alliterative names typically refer to the powerful mystics or dimension lords who invented the spells.

Hog-tying and gagging a super-mage may prevent him from casting spells, but nothing less will do. Despite appearances, super-mages don't actually use Gestures and Incantations: a super-mage can fire off spells while being slammed with attacks that would ruin any Gestures, and he doesn't have to call out the spell's name. Restrained, at -¼, may be appropriate to represent how an enemy could prevent a captured super-mage from casting spells, but even it's not worth taking in most cases. The greatest masters, including dimension lords, perform magic with no Limitations at all.

Superheroic Thaumaturgy spells tend to come in many variations. A super-mage might cast a mystic bolt to strike one target, or an area; one time, the spell might blast apart brick walls, yet leave not a mark on another occasion. Shared special effects, or a common origin, link other spells. Therefore, many spells are represented as Multipowers instead of single Powers, or have a wide variety of options.

A character doesn't need to buy every variation of a Superheroic Thaumaturgy spell, or place every spell within its own Multipower. A Multipower or Variable Power Pool with many seemingly "unrelated" spells is perfectly appropriate in most campaigns. For example, a mystic might buy a Multipower with two slots of *Korjol's Crimson Crystals*, three *Sorcerer's Stars*, and a *Hypnotic Helix*. A second Multipower could hold spells for defense, movement, or other purposes — or you could simply give the character a Multipower reserve large enough for him to use two slots at once.

SUPERHEROIC AND HEROIC MYSTICS

Heroic-level and Superheroic-level mystics differ in more than the Active Points of their spells. Most spells in this book and other *HERO System* products are designed primarily with Heroic-level characters in mind. As such they tend to have lots of Limitations, such as Concentration, Extra Time, Focus, Gestures, Incantations, or Requires A Magic Roll. Different types or styles of magic (called "categories" in this book) may favor particular Advantages and Limitations. For example, an alchemist's magic always carries the *Focus* Limitation, in the form of various potions (and similar items).

Super-mages, on the other hand, apply few, if any, Limitations to their spells. In terms of game mechanics, at least, very little separates a super-shaman from a super-kabbalist — or a mutant, for that matter. The differences between mystic traditions become mere details of special effects or visual style. For instance, perhaps an image of the Thunderbird flashes around the shaman when he casts a lightning bolt, while the sigil of an angel briefly glows before the kabbalist. Mechanically, though, their lightning bolts differ not a whit from that of any other superhero. Similarly, even though they may gesture and incant when they cast spells, that's just for effect — it's not necessary, so it entails no Limitation.

The distinction between Heroic-level and Superheroic-level magic isn't absolute. Novice super-mages, in particular, may apply significant Limitations to their spells. (You can use the Options for each spell to do this, if desired.) But even in such cases, magic remains as quick and easy to use as any other superpower. A super-mage defines his Focus as a wand, while a Heroic-level mystic might need a wand, a magic circle, and a brazier of incense.

To create Superheroic-level versions of spells described in the other sections of this book, just strip away Limitations and adjust the Active Points to the level of the campaign. You can also place spells in Power Frameworks — super-sorcerers routinely know lots of different spells. Multipowers with many slots and Variable Power Pools are particularly common for such characters.

ATTACK SPELLS

Sorcerer heroes often fight mystical villains. They possess a wide range of spells with which to attack each other. Superheroic Thaumaturgy may employ unusual combinations of Powers and Modifiers, but even a simple Blast or Entangle becomes wondrous if you give it a suitably mystical special effect.

★ THE BALEFUL BONDS OF BALTHUS

Effect: Entangle 4d6, 4 PD/4 ED, Stops A Given Sense (Sight and Hearing Groups)
Target: One character
Duration: Instant
Range: 600m
END Cost: 6

Description: This spell materializes a horde of black, sticky, sluglike creatures, each about a foot long. These viscous creatures wrap around the target's limbs, eyes, and ears so that he cannot see, hear, or move. Although the slugs seem quite tough, they dissolve into stinking, black vapor if they take any damage. Any *Light Of Luathon* instantly destroys the *Bonds*, so experienced sorcerers prefer to use other spells of restraint.

Game Information: Entangle 4d6, 4 PD/4 ED, Stops A Given Sense (Sight and Hearing Groups) (60 Active Points); Entangle Has 1 BODY (-½), Susceptible (to any of the Lights Of Luathon; -¼). Total cost: 34 points.

Options:

- 1) *Strong Bonds I:* Increase to Entangle 6d6, 6 PD/6 ED. 80 Active Points; total cost 46 points.
- 2) *Weak Spell:* Decrease to Entangle 3d6, 3 PD/3 ED. 50 Active Points; total cost 28 points.
- 3) *Remove A -¼ Limitation:* Total cost 40 points.
- 4) *Remove A -½ Limitation:* Total cost 48 points.
- 5) *Add A +¼ Advantage:* 75 Active Points; total cost 43 points.
- 6) *Add A +½ Advantage:* 90 Active Points; total cost 51 points.
- 7) *Add A -¼ Limitation:* Total cost 30 points.
- 8) *Add A -½ Limitation:* Total cost 27 points.

★ THE BINDINGS OF ARATRON

Effect: Entangle 5d6, 5 PD/5 ED
Target: One character
Duration: Instant
Range: 500m
END Cost: 5

Description: The mysterious Aratron, described in various sources as an angel, a demon, a supermage from an alternate Earth, and an alien sorcerer, has left the mystics of Champions Earth just one thing to prove his existence: this spell, which wraps the target in thin blue bands to prevent him from moving.

Game Information: Entangle 5d6, 5 PD/5 ED.
 Total cost: 50 points.

Options:

- 1) *Aratron's Tenable Bonds:* Aratron also created a version of this spell that leeches energy from the target and uses it to "heal" the caster. Add: Drain STUN 2d6, Constant (+½) (30 Active Points); Stops Working When Target Is Freed From Entangle (-¼), Linked (to Entangle; -½), Unified Power (-¼) (total cost: 15 points) **plus** Aid STUN and END 2d6 (standard effect: same result as Drain roll), Expanded Effect (two Characteristics at once; +½), Constant (+½) (24 Active Points); Stops Working When Target Is Freed From Entangle (-¼), Linked (to Drain STUN; -½), Unified Power (-¼) (total cost: 12 points). Total cost 27 points; total cost of overall spell 50 + 27 = 77 points.

★ THE BINDINGS OF BROMION

Effect: Mind Control 12d6/10d6; Entangle 3d6, 3 PD/3 ED, Mental Paralysis; Telekinesis (30 STR), ACV
Target: One character
Duration: Instant/Instant/Instant/Constant
Range: LOS
END Cost: 6

Description: The dimension lord Bromion, one of the Ordainers of Urizen the Lawgiver, began the use of these potent spells. Bromion hates free will in other beings; he calls it "rebellion." He shared his Bindings with sorcerers on other planes who also served Urizen, to help them quash "rebellion." From them the knowledge spread, not always with their blessing. Centuries later, sorcerers of whom Bromion would never approve use the Bindings, too. (See *Champions Villains, Volume 3* for more information about Bromion.)

Game Information: Cost Power

67	The Bindings Of Bromion: Multipower, 67-point reserve
6f	1) First Binding: Mind Control 12d6
6f	2) Second Binding: Mind Control 10d6, Telepathic (+¼)
3f	3) Third Binding: Entangle 3d6, 3 PD/3 ED, ACV (uses OMCV against DMCV; +¼), Takes No Damage From Physical Attacks (see 6E1 217; +¾), Work Against EGO, Not STR (+¼); Mental Defense Adds To EGO (-½)
7f	4) Fourth Binding: Telekinesis (30 STR), ACV (uses OMCV against DCV; +0), Line Of Sight (+½)

Total cost: 89 points.



THE CERULEAN SPELLS

Effect: Mental Blast 5d6
Target: One character/1m
 Radius Nonselective
Duration: Instant
Range: LOS
END Cost: 2/6

Description: These psychic bolts are a very common mystic attack. Even minor sorcerers often know lower-powered versions of the *Cerulean Spells*. These attacks appear to the victim, and anyone with Mental Awareness, as sparkling beams of blue light.

Game Information:

Cost Power

- 62 **The Cerulean Spells:** Multipower, 62-point reserve
- 6f **1) Cerulean Spear:** Mental Blast 5d6, Reduced Endurance (½ END; +¼)
- 6f **2) Cerulean Spray:** Mental Blast 5d6, Area Of Effect (1m Radius Nonselective; +¼)

Total cost: 74 points.

Options:

- 1) *Strong Spells:* Increase reserve to 75 points and both slots to Mental Blast 6d6. Total cost: 89 points.
- 2) *Weak Spells I:* Decrease reserve to 37 points and both slots to Mental Blast 3d6. Total cost: 45 points.
- 3) *Weak Spells II:* Decrease reserve to 25 points and both slots to Mental Blast 2d6. Total cost: 29 points.
- 4) *Expanded Spell:* Some mystics also use a Cerulean Spell that's not a bolt of psychic force, but a sort of field that envelopes the victim and lasts as long as the mystic maintains it (*i.e.*, pays END for it). Add a third slot, Mental Blast 4d6, Constant (+½). Total cost: 80 points.



ELDRITCH BOLT

Effect: Blast 8d6
Target: One character
Duration: Instant
Range: 400m
END Cost: 4

Description: A common (and relatively easily-learned) attack spell, the Eldritch Bolt creates a beam of mystic energy to strike a target. It's typically a blue or purple color, but some supermages choose other colors that match their costume, "theme," other powers, or the like.

Game Information: Blast 8d6. Total cost: 40 points.

Options:

- 1) *Strong Spell:* Increase to Blast 10d6. Total cost: 50 points.
- 2) *Weak Spell:* Decrease to Blast 6d6. Total cost: 30 points.
- 3) *Enervating Eldritch Bolt:* This form of the Eldritch Bolt slows down, and even paralyzes, its target. Add Drain SPD 4d6 (40 Active Points); Linked (-½) (total cost: 27 points). 40 + 40 = 80 Active Points; total cost 40 + 27 = 67 points.



THE FUZONIC FLAMES

Effect: RKA 2½d6-4d6, with various Advantages
Target: One character (or 1m Radius)
Duration: Instant/Instant/Instant/Constant
Range: 600m/400m/400m/300m
END Cost: 6/6/5/6

Description: These spells evoke the awesome, fiery energy of the dimension called the Burning Sky. That dimension's ruler, Fuzon, apparently never objects to anyone tapping the energies of his realm.

Game Information:

Cost Power

- 60 **The Fuzonic Flames:** Multipower, 60-point reserve
- 6f **1) Raw Flames:** RKA 4d6
- 5f **2) Bursting Flames:** RKA 2½d6, Area Of Effect (1m Radius; +¼)
- 6f **3) Focused Flames:** RKA 2½d6, Penetrating (+½)
- 6f **4) Devouring Flames:** RKA 2d6, Constant (+½), Penetrating (+½)

Total cost: 83 points.

Options:

- 1) *Strong Spells:* Increase reserve to 90 points and the slots to RKA 6d6, 4d6, 4d6, and 3d6, respectively. Total cost: 127 points.
- 2) *Weak Spells:* Decrease reserve to 40 points and the slots to RKA 2½d6, 1½d6, 1½d6, and 1d6+1, respectively. Total cost: 57 points.
- 3) *Fuzonic Manipulations:* Some sorcerers learn other ways to invoke the Fuzonic Flames, which they buy as additional slots for the Multipower. Here are several examples, each costing 6 points:

Field Of Flames I: RKA 2½d6, Area Of Effect (18m Radius Explosion; +½)

Field Of Flames II: RKA 2d6, Area Of Effect (20m Radius; +1)

Agonizing Flames I: Blast 8d6, NND (defense is Power Defense or Life Support [Safe Environment: Intense Heat]; +½)

Agonizing Flames II: RKA 2½d6, +2 Increased STUN Multiplier (+½)

Unavoidable Flames I: RKA 2½d6, Indirect (Source Point is always the caster, but Path can alter to strike target from any direction; +½)

Unavoidable Flames II: RKA 2½d6, Line Of Sight (+½)

- 4) *Hellfire:* Some mystics learn a similar set of spells that involve working with Hellfire, a type of mystic flame that originates in the Netherworld. Hellfire is intended to cause pain as much as lethal injuries. To create a Hellfire spell, substitute the equivalent DCs in Blast for the RKAs listed for the Fuzonic Flames.



★ HEX OF SUFFERING

Effect: RKA 1 point
Target: One character
Duration: Instant
Range: 20m
END Cost: 3

Description: This spell of dark magic causes the target to suffer great pain and injury that slowly but surely gets worse.

Game Information: RKA 1 point, Damage Over Time (20 increments, one every 3 Segments for 1 Minute, defense only applies once, cannot be used again on same victim until all increments accrue; +7) (30 Active Points); Extra Time (Full Phase; -½), Limited Range (20m; -¼). Total cost: 17 points.

★ HYPNOTIC HELIX

Effect: Mind Control 12d6/8d6
Target: One character/16m Cone
Duration: Instant
Range: 8m
END Cost: 6/6

Description: The glowing spiral of multicolored light created by this spell makes people extremely suggestible. Sorcerers throughout the Multiverse have used the *Hypnotic Helix*, or spells just like it, for thousands of years. Many variations exist; the slots given here are just the two most common versions of the spell.

Unscrupulous sorcerers often use a *Hypnotic Helix* to force people to serve them. Champions of Good prefer to use the *Helix* to make bystanders forget traumatic supernatural events. For most people, forgetting they had a supernatural scare is an action they want to do anyway, so a mystic doesn't need much Mind Control.

Game Information:

Cost Power

- 34 **Hypnotic Helix:** Multipower, 60-point reserve; all slots Concentration (½ DCV; -¼), Limited Normal Range (8m and Range Modifier applies; -½)
- 3f 1) **Focused Helix:** Mind Control 12d6; Concentration (½ DCV; -¼), Limited Normal Range (8m and Range Modifier applies; -½)
- 3f 2) **Expanding Helix:** Mind Control 8d6, Area Of Effect (16m Cone; +½); Concentration (½ DCV; -¼), Limited Normal Range (8m and Range Modifier applies; -½)

Total cost: 40 points.

Options:

- 1) *Strong Spells:* Increase reserve to 90 points and the slots to Mind Control 18d6 and 12d6, respectively. Total cost: 61 points.
- 2) *Weak Spells:* Decrease reserve to 45 points and the slots to Mind Control 9d6 and 6d6, respectively. Total cost: 32 points.

★ THE ISKARINE COLORS

Effect: Various Attack Powers
Target: One character/One character/8m radius/One character
Duration: Instant
Range: 600m/400m/300m/300m
END Cost: 6/0/6/6

Description: The mage Iskari, sometimes known as Iskari the Prismatic or Iskari the Artist, was fascinated by the artistry of thaumaturgy — the interplay of colors, shapes, and effects created by the release of mystical energy. He devised several spells that are as well known for their bright and wondrous displays of color and light as they are for the effects they accomplish.

Game Information:**Cost Power**

- 62 **The Iskari Colors:** Multipower, 62-point reserve
- 6f **1) The Scintillant Shackles:** Entangle 5d6, 5 PD/5 ED, Stops A Given Sense (Sight Group)
- 6f **2) Iskari's Invoked Iridescence:** Sight and Hearing Group Flash 7d6, Reduced Endurance (0 END; +½)
- 6f **3) Iskari's Prismatic Stars:** RKA 2d6, Area Of Effect (8m Radius; +½), +2 Increased STUN Multiplier (+½)
- 6f **4) Iskari's Intense Iridescence:** Blast 6d6, AVAD (defense is Sight Group Flash Defense; +1)

Total cost: 86 points.



KORIOI'S CRIMSON CRYSTALS

- Effect:** Entangle 4-6d6, 4-6 PD/4-6 ED; Barrier 8 PD/8 ED, 8 BODY (up to 9m long, 3m high, and ½m thick), Non-Anchored, Dismissable
- Target:** One character/Varies
- Duration:** Instant/Instant/Instant/Constant
- Range:** 600m/400m/400m/600m
- END Cost:** 6/6/6/6

Description: Koriol, a mighty sorcerer from the world of Loezen, invented this spell ensemble a few millennia ago, and it soon became popular on other worlds. Swirls of light coalesce into shards of red glass to envelop the target or form a protective barrier.

Game Information:**Cost Power**

- 60 **Koriol's Crimson Crystals:** Multipower, 60-point reserve
- 6f **1) Crystal Shell:** Entangle 6d6, 6 PD/6 ED
- 6f **2) Crystal Bonds:** Entangle 4d6, 4 PD/4 ED, Takes No Damage From Attacks (+½)
- 6f **3) Reflective Crystals:** Entangle 4d6, 4 PD/4 ED, Backlash (+½)
- 4f **4) Crystal Wall:** Barrier 8 PD/8 ED, 8 BODY (up to 9m long, 3m high, and ½m thick), Non-Anchored, Dismissable; Costs Endurance (to maintain; -½)

Total cost: 82 points.



THE LIGHTNINGS OF LARETHIAN

- Effect:** Various Attack Powers
- Target:** One character (Slot 4 is Explosion)
- Duration:** Instant
- Range:** 450m/450m/750m/500m
- END Cost:** 6/6/14/7

Description: Larethian (or “the Loyal Larethian,” as he’s most often described) was the apprentice and assistant of two different Archmages from the alternate Earth dimension of Kalvrezon. He’s often held up to other apprentice mystics as a model of loyalty, diligence, and respectfulness. But Larethian was a skilled wizard in his own right, for all that he spent most of his long life helping even more powerful mages. He created several spells, but one suite of his magics — a group of attack spells based on mystically-created lightning bolt-like blasts — has become popular with super-mages in many dimensions, including Earth’s. The caster can control the color and general appearance of the lightning bolts if he wishes; most casters make them a single color, such as red or black.

Game Information:**Cost Power**

- 75 **The Lightnings Of Larethian:** Multipower, 75-point reserve
- 6f **1) The Lucent Lightnings:** RKA 3d6, Armor Piercing (+¼)
- 6f **2) The Livid Lightnings:** RKA 3d6 plus Sight Group Flash 6d6; Linked (-½)
- 5f **3) The Lethal Lightnings:** RKA 5d6; Increased Endurance Cost (x2 END; -½)
- 7f **4) The Labyrinthine Lightnings:** RKA 3d6+1, Area Of Effect (22m Radius Explosion; +½)

Total cost: 99 points.



THE LIGHTS OF LUATHON

Effect:	Various Attack Powers and other abilities
Target:	Varies
Duration:	Varies
Range:	Varies
END Cost:	Varies

Description: Mystics throughout the Multiverse use this set of eleven spells, which provide both attacks and a variety of useful effects for knowledge, concealment, and deception. The *Lights* range from a laser-like beam to dramatic lighting that makes the user appear powerful and impressive. These spells create globes of light around the caster's hands that radiate beams or glows to accomplish a particular effect. Each caster manifests a unique pattern of colors, so the *Lights* are as good as a fingerprint to identify a particular mystic.

According to legend, Earth's first Archmage, Thanoro Azoic, learned these spells directly from Luathon. In other words, the *Eleven Lights* are so old no one can say what name Luathon now uses, or if this entity still exists.

Game Information:

Cost Power

- 63 **The Lights Of Luathon:** Multipower, 63-point reserve
- 5f **1) The First Light Of Luathon:** Sight Group Flash 8d6, Area Of Effect (1m Radius; +¼)
- 6f **2) The Second Light Of Luathon:** Blast 10d6, Area Of Effect (1m Radius; +¼)
- 6f **3) The Third Light Of Luathon:** Blast 6d6, AVAD (Sight Group Flash Defense; +1)
- 6f **4) The Fourth Light Of Luathon:** RKA 2½d6, Penetrating (+½)
- 6f **5) The Fifth Light Of Luathon:** Dispel Invisibility 21d6
- 6f **6) The Sixth Light Of Luathon:** Dispel Magic Powers 14d6 Variable Effect (any one Magic power or spell at a time; +½)
- 6f **7) The Seventh Light Of Luathon:** Sight Group Images, -6 to PER Rolls, Area Of Effect (8m Radius; +½), Invisible to Mystic Sense Group (+¼), Reduced Endurance (0 END; +½)
- 4f **8) The Eighth Light Of Luathon:** Telepathy 8d6
- 3f **9) The Ninth Light Of Luathon:** Invisibility to Sight and Mystic Groups (but not including the Tenth Light), Reduced Endurance (½ END; +¼)
- 2f **10) The Tenth Light Of Luathon:** Detect Invisibility (INT Roll) (Mystic Sense Group), Ranged, Sense, Targeting
- 1f **11) The Eleventh Light Of Luathon:** +30 PRE; Only For Making Presence Attacks (-1)

Total cost: 114 points.



PLANAR FRACTURE

Effect:	Blast 10d6 plus Drain Characteristics 4d6
Target:	16m Radius
Duration:	Instant
Range:	No Range
END Cost:	18

Description: This rare and powerful spell, created by some unknown (and possibly insane) supermage in the distant past, creates a tear in time and space. This rift links Earth's dimension with another in such a way that chaotic energy pours forth, causing injury and havoc. The strange energies affect different targets different ways; one might be burned as if by Fire, while another suffers the acidic chill of Darkness. In addition to suffering injury, the victim also experiences some other random effect, such as being set on fire, poisoned, or paralyzed.

Using Planar Fracture tends to permanently weaken the dimensional barriers at the location where it's cast, which may lead to the "leakage" of creatures or people, dimensional invasions, or the like. Repeatedly casting Planar Fracture in the same spot can create a permanent "gateway" between two dimensions, but its unstable and can easily spread to engulf and "merge" (and thus effectively destroy) both planes.

Game Information: Blast 10d6, Area Of Effect (16m Radius; +¾), Variable Special Effect (the GM randomly determines the special effect of the damage each affected person takes; +¼) (100 Active Points); Extra Time (Full Phase; -½), No Range (-½) (total cost: 50 points) **plus** one random effect of up to 60 Active Points (see below); Extra Time (Full Phase; -½), Linked (-½), No Range (-½) (total cost: 24 points). Total cost: 74 points.

Random Effects:

- **Bleeding:** RKA 1 point, Penetrating (x2; +1), Damage Over Time (10 increments, one every 3 Segments for 30 seconds, defense only applies once, cannot be used again on same victim until all increments accrue; +6) (40 Active Points)
- **Clinging Flames:** RKA 1 point, Constant (+½), Penetrating (+½), Reduced Endurance (0 END; +½), Sticky (only affects flammables; +¼), Time Limit (fire stops burning character when it runs out of fuel or oxygen, or someone extinguishes the flames; +½) (16 Active Points)
- **Fear:** Drain PRE 4d6 (40 Active Points)
- **Poison:** RKA ½d6, NND (defense is Life Support [appropriate Immunity]; +1), Does BODY (+1), Damage Over Time (five increments, one per Minute for 5 Minutes, defense only applies once, cannot be used again on same victim until all increments accrue; +2) (50 Active Points)
- **Paralysis:** Entangle 3d6, 3 PD/3 ED, Takes No Damage From Attacks (+1) (60 Active Points)



THE SAFFRON SPHERES

Effect: Sight Group Flash 4d6; Blast 2d6, AVAD; Sight Group Images
Target: 1m Radius/1m Radius/1m Radius
Duration: Instant/Instant/Constant
Range: 300m
END Cost: 2/3/0

Description: Beginning thaumaturges often learn this spell, though versions that are more powerful exist. A glowing yellow ball darts out and explodes in a blinding yellow flash, or a strobing, disorienting burst. Another form simply radiates bright yellow light; it's sometimes known as "Witchlight."

Game Information:

Cost Power

- 34 **The Saffron Spheres:** Multipower, 34-point reserve
- 2f **1) First Sphere:** Sight Group Flash 4d6, Area Of Effect (1m Radius; +¼)
- 3f **2) Second Sphere:** Blast 3d6, AVAD (defense is Sight Group Flash Defense; +1), Area Of Effect (1m Radius; +¼)
- 2f **3) Third Sphere ("Witchlight"):** Sight Group Images, +4 to PER Rolls, Reduced Endurance (0 END; +½); Only To Create Light (-1)

Total cost: 40 points.

Options:

- 1) *Strong Spells:* Increase reserve to 45 points, Slot 1 to Sight Group Flash 7d6, Slot 2 to Blast 4d6, and add to Slot 3 Area Of Effect (8m Radius; +½). Total cost: 55 points.



THE SCINTILLANT SUNS OF SARAVANE

Effect: Sight Group Flash 7d6, AVAD, ACV
Target: One character or 16m Cone
Duration: Instant
Range: LOS/No Range
END Cost: 6/6

Description: The starlike bodies in the dimension of Saravane radiate a "psychic light." By calling upon the light of Saravane, a sorcerer can blind a foe no matter how carefully shielded the foe's eyes might be (but psionic defenses provide protection). The Scintillant Suns don't work very well against other mystics, but can blind many other foes.

Game Information:

Cost Power

- 61 **The Scintillant Suns of Saravane:** Multipower, 61-point reserve
- 6f **1) Narrow Beam:** Sight Group Flash 7d6, ACV (uses OMCV against DMCV; +¼), AVAD (Mental Defense; +0), Line Of Sight (+½)
- 4f **2) Broad Glare:** Sight Group Flash 7d6, ACV (uses OMCV against DMCV; +¼), Area Of Effect (16m Cone; +½), AVAD (Mental Defense; +0); No Range (-½)

Total cost: 71 points.

Options:

- 1) *Strong Spells:* Increase reserve to 90 points and both slots to Sight Group Flash 10d6. Total cost: 105 points.
- 2) *Weak Spells:* Decrease reserve to 45 points and both slots to Sight Group Flash 5d6. Total cost: 29 points.



THE SHINING SHADOWS OF THE SHAPER

Effect: Blast 8d6 plus Mental Blast 3d6 plus Major Transform 8d6 (beings in energy form to beings in normal physical form)
Target: 16m Cone
Duration: Constant
Range: No Range
END Cost: 30

Description: Created by the powerful dimension-lord Skarn the Shaper, and taught by him to many of his chief servants, this spell creates a field of blue lights and beams of degenerative energy that attacks the target both physically and mentally. Anyone caught in the area who's temporarily "enhanced" in any way, or who's in an "energy form" of any sort, reverts to his normal self when affected by the Shining Shadows. (Typically a "temporary enhancement" means an Aid of some sort, though it's up to the GM to determine what constitutes one; similarly, the GM defines what constitutes an "energy form.")

Game Information: Blast 8d6, Area Of Effect (16m Cone; +½), Constant (+½) (80 Active Points); Extra Time (Full Phase; -½), No Range (-½) (total cost: 40 points) **plus** Mental Blast 3d6, Area Of Effect (16m Cone; +½), Constant (+½) (60 Active Points); Extra Time (Full Phase; -½), Linked (to Blast; -½), No Range (-½) (total cost: 24 points) **plus** Major Transform 8d6 (beings in a temporarily enhanced form or an energy form to beings in their normal physical form, heals back after 1 Minute), Area Of Effect (16m Cone; +½), Constant (+½) (160 Active Points); Extra Time (Full Phase; -½), Limited Target (temporarily enhanced beings, and physical beings who have an energy form and are in said form when attacked; -¾), Linked (to Blast; -¼), No Range (-½) (total cost: 64 points). Total cost: 124 points.

SORCERER'S STARS

Effect: Blast 5-12d6, with various Advantages
Target: One character or 8m Radius
Duration: Instant
Range: 600m/500m/500m/300m/250m
END Cost: 6/6/6/6/6

Description: This flexible spell — whose name comes from the fact that each version of it fires a many-pointed ball of light at the target — provides a wide range of basic mystic bolts. It's one of the most common thaumaturgical spells; many other variations of it exist.

Game Information:

Cost Power

62 **Sorcerer's Stars:** Multipower, 62-point reserve
 6f **1) First Star:** Blast 12d6
 6f **2) Second Star:** Blast 10d6, Armor Piercing (+¼)
 6f **3) Third Star:** Blast 10d6, Area Of Effect (1m Radius; +¼)
 6f **4) Fourth Star:** Blast 6d6, AVAD (defense is Power Defense; +1)
 6f **5) Fifth Star:** Blast 5d6, AVAD (defense is Power Defense; +1), Area Of Effect (8m Radius; +½)

Total cost: 86 points.

Options:

- 1) *Many Stars:* Here are several examples of other types of Stars, each costing 6 points:
Shattering Star I: Blast 8d6, Area Of Effect (18m Radius Explosion; +½)
Shattering Star II: Blast 6d6, Area Of Effect (32m Radius; +1)
Slumbrous Star: Blast 8d6, NND (defense is Power Defense; +½)
Arcing Star: Blast 8d6, Indirect (Source Point is always the caster, but the Path can alster to strike target from any direction; +½)
Unavoidable Star: Blast 8d6, Line Of Sight (+½)

THE UNAVOIDABLE ULULATIONS OF URTHONA

Effect: Mind Control 12d6, Set Effect (attack your friends)
Target: 16m Radius Selective
Duration: Instant
Range: No Range
END Cost: 12

Description: Forged by Urthona, the Prime Avatar of Art, this spell is one he grants to his most favored servants throughout the Multiverse. A few other supermagies have learned it or stolen it from them. It causes a cloud of pinkish vapors to rise from the ground. These vapors inflict confusion on the caster's foes, making them attack their friends instead of the caster and his allies.

Game Information: Mind Control 12d6, Area Of Effect (16m Radius Selective; +1) (120 Active Points); No Range (-½), Set Effect (attack your friends; -1). Total cost: 48 points.

Options:

- 1) *The Ephemeral Endowment:* The most powerful version of this spell also enhances the targets' abilities so that they can more easily attack and harm their friends. Add: Aid STR, DEX, CON, and SPD 4d6, Expanded Effect (four Characteristics simultaneously; +1½), Area Of Effect (16m Radius; +¾) (78 Active Points); Linked (-½), Only Applies To Victims Of Mind Control (-1) (total cost: 31 points). Total cost of spell 48 + 31 = 79 points.

THE VIPERS OF VORKILL

Effect: Dispel Magic 16d6;
Drain Magic 5d6
Target: One character
Duration: Instant
Range: 100m
END Cost: 8

Description: This spell, named for its extradimensional creator, summons the magic-eating entities called "necheshiron" in astral form. Necheshiron, which look like black silhouettes of snakes, can weaken or destroy spells. Unfortunately, sometimes the necheshiron escape the caster's control and swarm on the caster (at the GM's option, the Side Effect may continue against the caster or random mystics in the vicinity in later Phases). Sufficient energy might enable necheshiron to manifest physically — a prospect that terrifies any sane mystic, since necheshiron reproduce when they eat magic.

Game Information:

Cost Power

- 32 **The Vipers Of Vorkill:** Multipower, 81-point reserve, Activation Roll 15- (-¼), Limited Range (100m; -¼), Side Effects (caster suffers the full effect himself, see text; -1)
 3f **1) First Viper:** Dispel Magic 18d6, Variable Effect (any one Magic power or spell at a time; +½); Activation Roll 15- (-¼), Limited Range (100m; -¼), Side Effects (caster suffers the full effect himself, see text; -1)
 3f **2) Second Viper:** Drain Magic 5d6, Variable Effect (any one Magic power or spell at a time; +½); Activation Roll 15- (-¼), Limited Range (100m; -¼), Side Effects (caster suffers the full effect himself, see text; -1)

Total cost: 38 points.

★ ZYTO'S SOLID SEEMINGS

Effect: Images in various configurations
Target: 1m/8m/1m Radius
Duration: Constant
Range: Varies
END Cost: 0

Description: No one could be sure what was real around Zyto of Bohemia. The notorious wizard enjoyed stunts such as making a goose seem to pull a heavy wooden beam, or making his own leg fall off. Zyto made illusions people could touch and heft. He even evoked simple, solid-seeming illusions that could continue for a short period of time without him maintaining them at all. A mystic who fakes out his opponent with Zyto's illusions — for instance, sending an illusory double of himself to fight while studying his enemy's spells — can gain a crucial advantage.

Game Information:

Cost Power

- 62 **Zyto's Solid Seemings:** Multipower, 62-point reserve
- 6f **1) Incomparable Illusion:** Sight Group, Normal Hearing, Normal Touch, and Detect Magic Images, -10 to PER Rolls, Reduced Endurance (½ END; +¼)
- 6f **2) Expansive Illusion:** Sight Group, Normal Hearing, and Normal Touch Images, -6 to PER Rolls, Area Of Effect (8m Radius; +½), Reduced Endurance (½ END; +¼)
- 6f **3) Enduring Illusion:** Sight Group, Normal Hearing, and Normal Touch Images, -5 to PER Roll, Reduced Endurance (0 END; +½), Time Limit (lasts for up to 1 Hour, or until someone uses violent force against Image; +½)

Total cost: 80 points.

DEFENSE SPELLS

Unlike mutants, gods, victims of lab accidents, and most other sorts of superbeings, super-mages remain as fragile as ordinary people. Battling mystics need potent spells to shield themselves from damage — or prevent themselves from getting hit in the first place.

★ DEFLECTING DISK

Effect: Deflection
Target: Self
Duration: Constant
Range: Self
END Cost: 2

Description: One of the most common defensive spells creates a disk of light that darts in front of attacks and actually pulls Ranged attacks (particularly mystical ones) into itself. Super-mages most often use it to protect their comrades or innocent bystanders from suffering injury.

Game Information: Deflection. Total cost: 20 points.

★ ELDRITCH SHIELD

Effect: +8 OCV with Block
Target: Self
Duration: Constant
Range: Self
END Cost: 2

Description: Considered by most casters a variation on the Mantle Of Mastery (see below), an Eldritch Shield enhances the caster's ability to Block attacks (either HTH or Ranged, though it does not apply to a Deflecting Disk). Over the centuries several supermages have devised variations that have additional powers. A standard Shield usually looks like a simple disk of colored energy; the variations usually have their own, distinctive, appearances.

Game Information: +8 OCV with Block (16 Active Points); Costs Endurance (-½), Does Not Work With Deflection (-0). Total cost: 11 points.

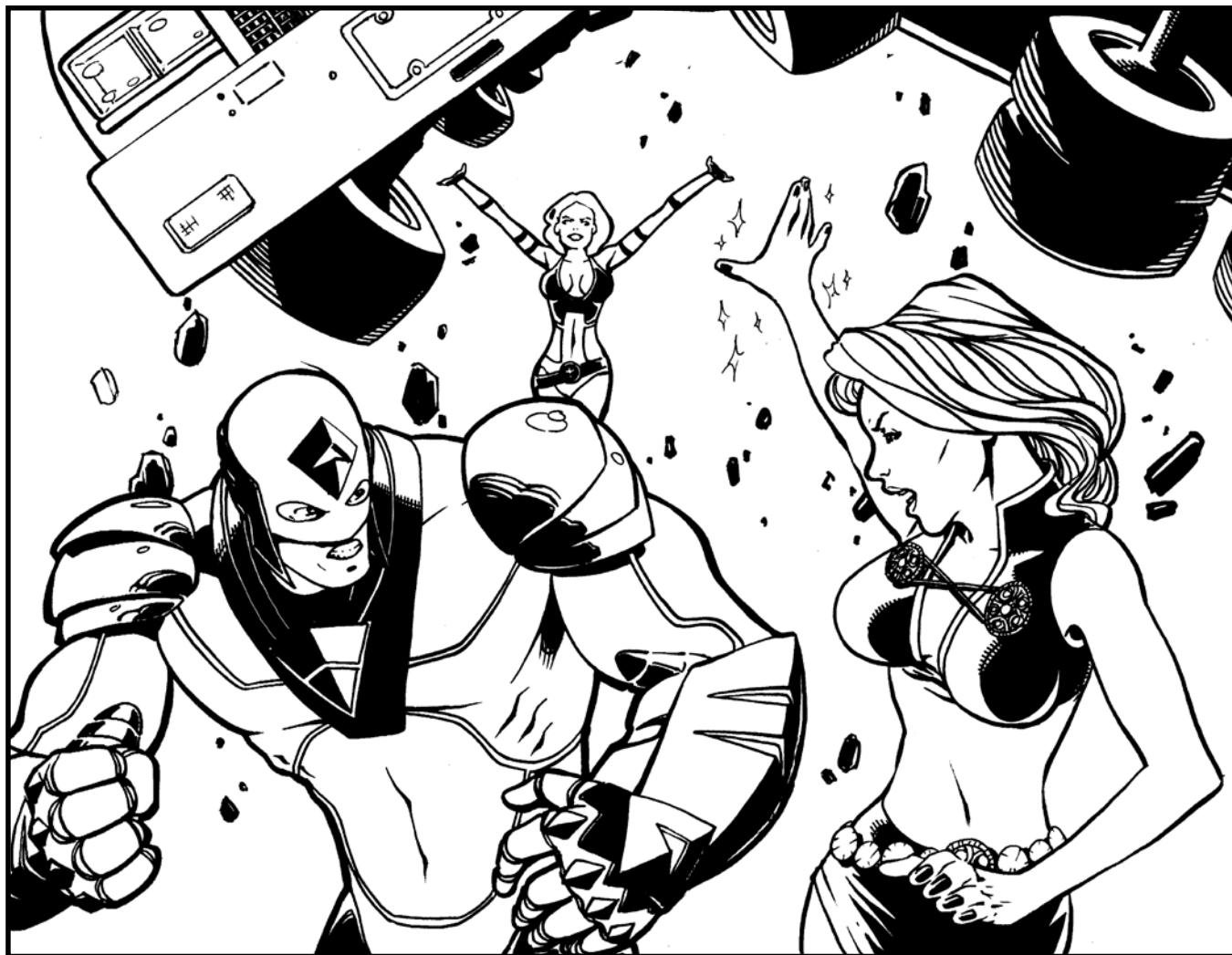
Options:

- 1) *Fearful Shield:* This form of the Shield often looks like a demon's face and can cause the caster's attackers to feel fear. Caster also buys: Drain PRE 4d6, Area Of Effect (8m Cone; +¼) (50 Active Points); No Range (-½) (total cost: 33 points). Total cost of spell: 44 points.
- 2) *Healing Shield:* Some types of the Shield can heal the caster if he's injured. Caster also buys: Healing BODY 4d6 (40 Active Points); Extra Time (Full Phase; -½), Self Only (-½) (total cost: 20 points). Total cost of spell: 31 points.
- 3) *Lightning Shield:* This form of the Shield is also a weapon — it can project the Lucent Lightnings of Larethian. Caster also buys: RKA 3d6, Armor Piercing (+¼) (total cost: 56 points). Total cost: 67 points.
- 4) *Absorbing Shield:* One of the most potent versions of the Shield can Absorb energies directed at it and channel them to the caster to enhance his own power. Caster also buys: Absorption 20 BODY (to Magic spells and powers), Variable Effect (any one Magic spell or power at a time; +½) (30 Active Points); Linked (to +8 OCV with Block; -¼) (total cost: 24 points). Total cost of spell: 35 points.

★ MANTLE OF MASTERY

Effect: Resistant Protection (10 PD/10 ED/10 Mental Defense/10 Power Defense)
Target: Self
Duration: Constant
Range: Self
END Cost: 7

Description: Often also known as *Shields Of Sorcery*, this powerful arcane defense manifests as a sheath of prismatic light around the caster. For the good of heart, the Mantle Of Mastery sparkles brightly; for the evil, it shines in dark and murky hues. A magus can sustain the Mantle as long as he remains conscious, and it protects against most forms of mystical and mundane attack.



Game Information: Resistant Protection (10 PD/10 ED/10 Mental Defense/10 Power Defense), Allocatable (+¼) (75 Active Points); Costs Endurance (-½), Side Effects (coloration of Mantle reveals caster's generally Good or Evil nature, always occurs; -½). Total cost: 37 points.

Options:

- 1) *Strong Spell:* Increase to Resistant Protection (15 PD/15 ED/15 Mental Defense/15 Power Defense). 112 Active Points; total cost 56 points.
- 2) *Weak Spell:* Decrease to Resistant Protection (6 PD/6 ED/6 Mental Defense/6 Power Defense). 45 Active Points; total cost 22 points.
- 3) *Variant Spell:* Change to Resistant Protection (10 PD/10 ED) **plus** Mental Defense (10 points) **plus** Power Defense (10 points). 30 + 10 + 10 = 50 Active Points; total cost 15 + 5 + 5 = 25 points.

★ THE SHADOWS OF SHALDUS

Effect: Darkness to Sight Group, Personal Immunity
Target: 1m Radius
Duration: Constant
Range: No Range
END Cost: 0

Description: This spell wraps a mantle of impenetrable darkness around the caster, making him harder to hit without hindering his own sight at all.

Game Information: Darkness to Sight Group 2m radius, Personal Immunity (+¼), Reduced Endurance (0 END; +½) (17 Active Points); No Range (-½). Total cost: 11 points.



WIZARD WALLS

Effect:	Barrier 10 PD/10 ED, 10 BODY (up to 12m long, 4m high, and ½m thick), Non-Anchored, Dismissable
Target:	Area
Duration:	Constant
Range:	100m
END Cost:	7

Description: Sorcerers use these spells to defend an area, or for all-out defense with their other defensive powers. These barriers of force look like vertical disks of pastel light hanging in the air, connected by arcs of light; attacks are drawn to strike the disks. Mystics have invented many other sorts of Wizard Walls besides the versions listed here.

Game Information: Barrier 10 PD/10 ED, 10 BODY (up to 12m long, 4m high, and ½m thick), Non-Anchored, Dismissable (72 Active Points); Costs Endurance (to maintain; -½), Limited Range (100m; -¼). Total cost: 41 points.

SENSORY, MOVEMENT, AND MISCELLANEOUS

Mystics require more than attack and defense. Much of their power depends on sources of information denied to other mortals. They also often possess special means of travel, and a wide range of spells for strange and unexpected effects that help them work their will without a fight.



AKASHIC EYE

Effect:	Telepathy 12d6
Target:	One character
Duration:	Constant
Range:	8m
END Cost:	0

Description: Eastern mysticism holds that humans can develop a “third eye” for psychic perception. This spell creates an eye of glowing light on the mystic’s forehead that enables him to probe a person’s thoughts and memories. The Akashic Eye works only on nearby targets, though.

Game Information: Telepathy 12d6 (60 Active Points); Limited Normal Range (8m and Range Modifier applies; -½). Total cost: 40 points.

Options:

- 1) *Strong Spell:* Remove Limited Normal Range (-½). Total cost: 60 points.



ASTRAL FORM

Effect:	Desolidification (Projection), Must Return To Physical Body
Target:	Self
Duration:	Constant
Range:	Self
END Cost:	0

Description: The character can create an “astral form,” a second self composed of pure mystic energy that leaves his body and can act on its own. While the astral form exists, the character’s physical body remains helpless, incapacitated, and unable to act, with 0 DCV (comatose, essentially). However, because the two are both just aspects of the same being, any damage inflicted upon one is inflicted on the other as well (thus, killing either form kills both). Additionally, the two can only remain separate for up to 24 hours; if they do not recombine within that time, they both die.

The astral form possesses all the character’s powers and abilities, but cannot affect the physical world with them while in astral form. Characters often buy other powers that only work when in astral form, such as incredibly fast flight.

See APG 92 for rules about Projection.

Game Information: Desolidification, Projection (+0), Reduced Endurance (0 END; +½) (60 Active Points); Feedback (-1), Physical Body Left Behind (-½), Must Return To Physical Body (24 Hours; -½). Total cost: 20 points.



FADA'S FAR SEEKINGS

Effect:	Mind Scan and Clairsentience in various configurations
Target:	Varies
Duration:	Constant
Range:	Varies
END Cost:	Varies

Description: These classic spells enable a mystic to locate people far away, or even on other planes. Once a mage knows a target’s general location through the Mind Scan, and travels to that region, he can use the Clairsentience to pinpoint the target’s location. Typically the Transdimensional Mind Scan slot only reveals which dimension the target occupies (at best). The Clairsentience with the *Dimensional Sense* Modifier views a swath of that dimension so the caster knows what environment he can expect when he goes there. The standard version used on Earth scans the Quaternions. Other versions scan groups of Outer Planes.

The spell creates a spinning disk of iridescent light. Threads of light radiate out to infinity from the disk; only the caster and mentally aware people can see these threads as they sweep through the world or beyond, seeking their target. When the caster uses the Clairsentience options, the center of the disk opens into a view of the desired region. *Fada’s Far Seekings* demand most of the user’s attention, so mystics prefer to use the spell only when they know they’re safe.

Game Information:**Cost Power**

- 60 **Fada's Far Seekings:** Multipower, 90-point reserve; all slots Concentration (½ DCV throughout; -½)
- 6f **1) Search The World:** Mind Scan 18d6; Concentration (½ DCV throughout; -½)
- 6f **2) Search The Planes:** Mind Scan 10d6, Transdimensional (Inner Planes; +¾); Concentration (½ DCV throughout; -½)
- 6f **3) View The Region:** Clairsentience (Sight Group), 16,000x Range (3.2 million meters, or about 2,000 miles); Concentration (½ DCV throughout; -½)
- 6f **4) View The Planes:** Clairsentience (Sight Group), Dimensional (Inner Planes), 1,000x Range (300,000m, or about 186 miles); Concentration (½ DCV throughout; -½)

Total cost: 84 points.

PAX ARCANA

Effect: RKA 1d6, NND, Does BODY, Trigger

Target: 1m Radius

Duration: Instant (see text)

Range: No Range

END Cost: 25

Description: Quarreling or suspicious mystics use the *Pax Arcana* to secure truces. If two sorcerers agree to a *Pax Arcana*, they cannot magically attack each other (or take any other agreed-upon action) without risking their own lives: the attacker suffers hideous pain as red lightning plays about his body. The effect lasts for a time period agreed upon by the participants; beyond that its effects dissipate, allowing the participants to attack one another freely.

When cast, the spell evokes a ball of red lightning. All the participants thrust a hand into the lightning and pledge not to attack each other. If anyone pledges falsely, he immediately suffers the spell's effects; all others have the effect "attached" to them waiting to be Triggered, as described below.

Pax Arcana is so useful that every major mystic tradition has its own version; the one described above is the standard Superheroic Thaumaturgy form. Alchemists create a *Pax Arcana* potion that participants drink, while Hermetic theurgists write their name or monogram in a special magic circle.

Clever mystics can find ways to work around a *Pax Arcana*, from associates primed to rush in and attack a foe, to a magical illusion of the spell. Faking or betraying a *Pax Arcana* guarantees no mystic will trust that sorcerer again, though, so even the most evil mages usually honor the spell-enforced truce.

In game terms, the *Pax Arcana* is a Major Transform that inflicts a Physical Complication on all persons participating in the spell (*i.e.*, who stand in the target Area along with the caster).

The Complication is that the participants are now subject to the following attack: RKA 4d6, NND (defense is not attacking anyone else involved in the pledge; +1), Does BODY (+1), Difficult To Dispel (x4 Active Points; +½), Trigger (participant attacks another participant using magic, attempts to Dispel the Pax either by myself or with the assistance of another, or otherwise breaks the pledge; +¼). Treat the effect as Damage Over Time (1d6 per 3 Segments for one Turn).

The as-yet un-Triggered effect can be Dispelled, but every Pax includes "attempting to Dispel the Pax, either by myself or with the assistance of another" as one of the conditions for breaking the pledge. Therefore the only way to take advantage of this would be for a participant to accidentally be caught in a Dispel or Adjustment Power that affects all Magic spells and powers (a powerful one, given the spell's effective Active Points for such purposes).

This spell requires the GM's permission to buy or use, since it defines an unusual condition as the defense for the NND involved. However, given the spell's high cost, usually only NPC super-mages know it, thus allowing the GM to control its use anyway.

Game Information: Major Transform 6d6 (imposes Pax's Physical Complication [see text], lasts until specified amount of time has passed or other defined conditions occur), Area Of Effect (1m Radius; +¼) (75 Active Points); No Range (-½). Total cost: 50 points.

**TENG WEI'S
TRANSLLOCATION**

Effect: Teleportation 40-50m in various configurations

Target: Self

Duration: Instant

Range: Self

END Cost: 6/6/6

Description: The ancient Chinese magus Teng Wei developed several spells of teleportation, which he taught to a few other sorcerers in his travels around and off the Earth. In the 2,800 years since Teng Wei's apparent death in a teleportation accident, other sorcerers created more variations on his spells; the ones listed here are just the most common.

Game Information:**Cost Power**

- 62 **Teng Wei's Translocation:** Multipower, 62-point reserve
- 6f **1) First Translocation:** Teleportation 50m, Reduced Endurance (½ END; +¼)
- 6f **2) Second translocation:** Teleportation 40m, x4 Increased Mass, x8 Noncombat
- 6f **3) Third Translocation:** Teleportation 25m, MegaScale (1m = 10 km; +1¼)

Total cost: 80 points.

★ TONGUE OF ENITHARMON

Effect: Universal Translator,
Usable Simultaneously
Target: Up to 8 characters
Duration: Constant
Range: Touch
END Cost: 0

Description: Mystics often call this “a simple spell of comprehension,” which is bragging in the guise of modesty: gaining the magical ability to speak other languages is easy, but passing the gift to a large group of people is impressive magic. The spell invokes Enitharmon, one aspect of the Prime Avatar of Artifice, to transform the recipients so they can speak any language they encounter. The spell lasts until a recipient hears and speaks his native tongue again. When a mystic casts the spell, a shimmering net wraps around each recipient while he hears myriad voices whispering at once.

Game Information: Universal Translator (INT Roll), Usable Simultaneously (up to eight characters at once; +1) (40 Active Points); Only Applies To Speech, Not Writing (-1), Recipient Loses Power If He Speaks/Hears Own Tongue (-½). Total cost: 16 points.

★ TYRANNON'S FAMILIAR

Effect: Summon one Signifer built on
168 Total Points; Aid Magic 4d6
Target: Special/Self
Duration: Instant
Range: No Range/Self
END Cost: 5 + 5

Description: This spell, taught to supermagics whom Tyrannon regards as his special servants (or whom he's temporarily duping into thinking they're his “allies”), allows the caster to summon one of his Signifers (see *Champions Villains*, Vol. 1, pages 255-57). While it remains in existence, the Signifer channels magical energy to the caster, increasing the power of his spells. Since few (if any) of Earth's mystics are even aware of Tyrannon's existence, this spell is virtually unknown to humanity.

Game Information:
Cost Power

- 18 **Summon Signifer:** Summon one Signifer built on 168 Total Points, Loyal (Signifer generally serves the caster unquestioningly, but is ultimately loyal only to Tyrannon; +½) (51 Active Points); Concentration (½ DCV throughout casting; -½), Extra Time (1 Turn; -1¼)
- 16 **Channel Magic Energy:** Aid Magic 4d6, Trigger (whenever mage wants and Signifer agrees but no more than once per Phase, activating Trigger takes no time, Trigger immediately automatically resets; +1) (48 Active Points); Only Works As Long As Signifer Is In Existence Within 20m Of Caster And Remains Loyal To Him (-1), Only Aid Self (-1)

Total cost: 34 points.

★ THE UNSPEAKABLE ENCHANTMENTS OF ULTOR

Effect: Shape Shift (any shape),
Severe Transform 2d6
(anything to anything)
Target: Self/One character
Duration: Constant/Instant
Range: Self/300m
END Cost: 5 to change shape/7

Description: The extradimensional Archmage Ultor created these spells to alter the form and substance of objects, oneself, or other people — or he stole them; reports differ. Whatever their origin, the Unspeakable Enchantments surpass many previous spells of transformation. The spell creates a swirling fog around the target; when the fog clears, the target has changed.

The spell has an unusual, but severe, restriction: the caster must cast them in absolute silence... while resisting a powerful urge to speak. Succumbing to that urge (by failing an EGO Roll) induces temporary idiocy. Ultor built this flaw into the Enchantments; the lost brainpower flows to him, and he stores it for when he feels the need for extra cunning. Ultor himself does not suffer this flaw when he uses the Enchantments.

Game Information:
Cost Power

- 37 **The Unspeakable Enchantments Of Ultor:**
Multipower, 75-point reserve; all Requires An EGO Roll (-½), Side Effects (Drain INT 4d6; -½)
- 2f **1) Change Self:** Shape Shift (Sight, Hearing, Smell/Taste and Touch Groups, any shape), Imitation, Costs Endurance Only To Change Shape (+¼); Requires An EGO Roll (-½), Side Effects (Drain INT 4d6; -½)
- 4f **2) Great Change:** Severe Transform 2d6 (any physical change, heals by the casting of this or any similar spell with the intent of reversing the change), Improved Results Group (anything; +1), Partial Transform (+½); Requires An EGO Roll (-½), Side Effects (Drain INT 4d6; -½)

Total cost: 43 points.

★ VALA'S BREATH

Effect: Healing STUN and BODY 3d6
Target: 16m Radius Selective
Duration: Instant
Range: No Range
END Cost: 7

Description: Named for the extradimensional sorcerer who created it, this spell evokes a burst of green, blue, and purple light that heals anyone near the caster whom he wants to heal.

Game Information: Healing STUN and BODY 3d6, Expanded Effect (two Characteristics simultaneously; +½), Area Of Effect (16m Radius Selective; +1) (75 Active Points); Extra Time (Full Phase; -½). Total cost: 50 points.

★ THE VAPORS OF THE VATA

Effect: Extra-Dimensional Movement in various configurations
Target: Self
Duration: Instant
Range: Self
END Cost: 7/7/5

Description: Mystics use the Vapors Of The Vata to travel between dimensions. One version transports the caster and one other normal-sized person to any dimension; another lets the caster return another person to that person's home dimension (the caster doesn't have to know what or where the home dimension is; the subject merely has to think of home while the spell's being cast). The third version creates a magical trap: the eerie, violet Vapors erupt around a person who touches a trigger object and send the victim to a particular dimension, which a caster must select when he learns this spell.

"Vata" isn't a person, place, or thing — it's a title held by the mages who rule a group of small dimensions called the Storlian Realms. The Vata use this spell to travel between their demesnes and the Realms' capital in the dimension of Corravanta.

Game Information:

Cost Power

- 79 **The Vapors Of The Vata:** Multipower, 79-point reserve
- 7f **1) First Vapor:** Extra-Dimensional Movement (any physical location in any dimension), Increased Weight (3,200 kg)
- 5f **2) Second Vapor:** Extra-Dimensional Movement (any physical location in a related group of dimensions [the home dimensions of the target of the spell]), Usable As Attack (defense is having Extra-Dimensional Movement or dimension-manipulating powers; +1¼); Only Works Against Beings Not Native To The Dimension They're Currently In (-½)
- 5f **3) Third Vapor:** Extra-Dimensional Movement (single location in a single dimension, chosen when character learns the spell), Usable As Attack (+1¼), Trigger (victim touches trapped object; +¼)

Total cost: 96 points.

★ WINGS OF THE ZEPHIRIM

Effect: Flight 20-30m in various configurations
Target: Self or up to eight characters simultaneously
Duration: Constant
Range: Self/Touch
END Cost: 4/4/4

Description: This spell of transportation calls on the spirits who dwell in a dimension of clouds, winds, and storms. Swirls of light lift the magician, and perhaps other people, and carry them through the air or around the world. Many mystics only learn the Tireless Wind form of this spell (perhaps buying it in a Power Framework with other spells).

Game Information:

Cost Power

- 45 **Wings Of The Zephirim:** Multipower, 45 point reserve
- 4f **1) Tireless Wings:** Flight 30m, Reduced Endurance (0 END; +½)
- 4f **2) Shared Wings:** Flight 20m, Usable By Nearby (+1), Reduced Endurance (½ END; +¼)
- 4f **3) World-Spanning Wings:** Flight 20m, Mega-Scale (1m = 1 km; +1), Reduced Endurance (½ END; +¼)

Total cost: 57 points.



ESPECIALLY POWERFUL SPELLS

Mystics may encounter spells with significantly higher Active Points than usual for the campaign, and effects that stagger the mind. These aren't just spells with extra dice of damage — the greatest spells trespass on the powers of gods. A GM could build an entire story arc around one world-shaking spell, and make learning it a high point of the campaign.

Characters cannot buy or use any of these spells unless they have the GM's permission. Not only are they expensive and unbalancing, they have the potential to completely disrupt the campaign. Additionally, some of them use NND defenses or the like which require the GM's approval.

THE QUATERNION BANISHMENT

The gods cannot defend against dimensional conquerors, but mortal mystics can if they know this spell. The *Quaternion Banishment* hurls the life-force of all humanity against an Outer Planes intruder. A flaming symbol, the Quaternion Seal, appears around the target. The target suffers a Transform that only affects beings from the Outer Planes; conversely, those beings cannot defend against it. When the Transform completes itself, Earth and its whole panoply of Imaginal Realms become deadly poison to the invader. Henceforth, the target suffers a Susceptibility (3d6 STUN per Phase) from being in any dimension of the Quaternion. A mystic can cast the spell only once per day. The spell's effects cease at the end of the Phase if the caster is Stunned, Knocked Out, or flees the Inner Planes; they end immediately if the target voluntarily leaves the Inner Planes before the Transform completes itself. (However, the Transform "damage" remains in effect until healed as specified; if the invader returns before being healed, it's easier for the caster to complete the Transformation.)

The *Quaternion Banishment* has reversal conditions. First, the curse lifts if a spirit from any of the Inner Planes of its own free will invites the target to return. The target can also evade the curse by possessing the body of a human, elf, or other creature from a Quaternion plane. Finally, the caster's death ends the banishment.

Before a mystic can learn the *Quaternion Banishment*, he must be the Archmage, which means he must receive power from spirits of all four Parterres. For instance, the caster might at some point be healed by an angel, extort a magic power from a devil, have a curse removed by the Emperor of Babylon, and wield the magic weapon of a pagan god. Only someone who meets this condition may invoke the power of the entire human race. For centuries, the *Banishment* was handed down from Archmage to Archmage. Unfortunately, since the death of the last Archmage (see CU 64-65 and 142), no one in the Champions Universe knows how to cast the spell or has fulfilled its preconditions... leaving Earth and its related planes very, very vulnerable.

The *Quaternion Banishment* also carries a terrible cost. All the Imaginal Realms draw their power from humanity... so the curse's power ultimately comes from human life. As the *Banishment* burns into an invading entity, the spell's caster feels people die. He sees them. He knows them. The sick and old die first, but within two Turns, the spell draws upon the fragile lives of infants too. Each person knows why he dies, and accepts it. Some mystics call this spell the Masada Curse, for in casting it a magus declares humanity's intent to die rather than submit to an invader's rule.

The Quaternion Banishment: Major Transform 3d6 (Outer Planes native to Outer Planes native with Susceptibility: to being in the Inner Planes [takes 3d6 damage per Phase], heals as described in text), NND (defense is being a Quaternion native; +1), Constant (+½), Reduced Endurance (½ END; +¼) (82 Active Points); Limited Target (Outer Planes beings; -½). Only Works In The Inner Planes (-¼). Total cost: 47 points.

THE LESSER BANISHMENT

Although only the Archmage can learn the full Quaternion Banishment, there is a weaker version of the spell, known simply as the *Lesser Banishment*, which any supermage can learn. It causes temporary injury and weakness to relatively low-powered spirits and beings from any of the Outer Planes (for these purposes, "relatively low-powered" means "built on no more than 600 Total Points"). It has no effect on spirits or other mystical beings native to Earth's dimension (such as most nature spirits and undead creatures).

The Lesser Banishment: Drain CON and STUN 6d6, Expanded Effect (two Characteristics simultaneously; +½) (90 Active Points); Only Works On Lower-Powered Outer Planes Spirits/Beings Who Are In Earth's Dimension (see text; -2). Total cost: 30 points.

THE LOOM OF SPACE

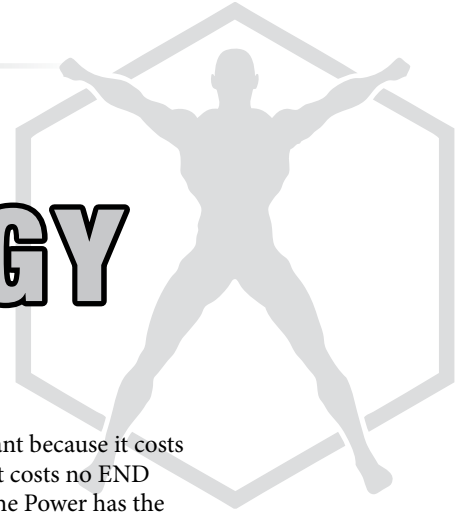
This spell creates a new dimension from scratch. The caster projects raw power into Limbo, creating not just the matter of his new plane, but space and time for it to occupy. A mystic can design the new cosmos any way he wants, to the limits of his imagination. A new universe always holds a few surprises, though, and a mystic wields no intrinsic control over its destiny.

In game terms, the Loom Of Space is the special effect for a character's being able to buy an entire new dimension of his own design as a Base, using the standard rules for purchasing the *Base* Perk. Of course, most such Bases are going to be incredibly expensive, given their size and contents; the character may also have to buy lots of Followers or other Perks to properly fill his dimension. (Of course, the character could restrict himself to creating a small "pocket dimension," one that costs far fewer Character Points.)

As always, special effects are important. The GM should not allow a mystic to buy a dimensional Base and justify it by saying, "I know the Loom Of Space." The *Loom* is an *extremely* rare spell, one that few mages can learn. Casting it is a long and arduous task, involving whatever difficulties or prerequisites the GM sees fit to impose ("To cast the Loom, first you must make a three foot tall jade incense burner by hand from a block of raw jade..."). At the very least, casting the *Loom* should be incredibly tiring, and perhaps even pose a risk of permanent physical injury. Furthermore, the dimension-creation process is not absolutely predictable; the mystic expresses what he wants as part of the casting, but may not get exactly what he has in mind. Differences both subtle and gross may make their way into the weaving of a dimension, with results even the most powerful mystic cannot plan for.

Most importantly, creating a dimension with magic doesn't lead to exactly the same result as allowing one to evolve naturally. Many mages believe that *Loom*-created planes are "fragile" — it's easy for them to break apart (or be broken by an attacker), or even for them to have Achilles's heels that make them easy to disincorporate back into the stuff of Limbo.

THAUMATURGY



Thaumaturgy is the Art of transforming, altering, and redirecting energies and matter. It includes shapeshifting magics and related spells. It's a complex and unusual category of spells, one that's difficult to master... but which rewards dedicated study.

Generally speaking, Thaumaturgy spells fall into four categories: spells involving the changing or augmentation of the self; spells involving the changing or augmentation of others (some of which the thaumaturge can also apply to himself); spells involving the creation of objects from existing materials; and spells involving the redirection or harnessing of energies both mystical and natural. The GM may want to consider similar spells in other categories (such as Sharpen Blade [page 131] or Arcane Theft [page 22]) as also being Thaumaturgy spells.

SELF-CHANGING SPELLS

ANIMAL SHAPES

Effect:	Multiform (16 animals built on up to 250 Total Points each)
Target:	Self
Casting Time:	1 Turn
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-6
END Cost:	18

Description: This spell grants the thaumaturge the power to assume the form of various animals. However, he must not spend too long in any one form, lest he take on the animal's personality and instincts and remain trapped in that shape forever.

Typically a character chooses which 16 animal forms he can assume when he buys the spell, and later spends points to increase the number of forms if he wants more. However, the GM may allow him to leave some or all of the forms undefined at the start of the game, and then define them as the need arises.

This spell counts as Constant because it costs END to change forms. Since it costs no END to maintain the change, and the Power has the *Personality Loss* Limitation, the character does not revert to his true form if Knocked Out while in animal shape; he retains the animal form.

The animal shapes for this spell are built on up to 250 Total Points, which covers the vast majority of animals listed in Chapter Six of *The HERO System Bestiary*. The GM can extend it to cover more expensive animals (such as great white sharks) via the Absolute Effect Rule if desired (or use the options).

Game Information: Multiform (16 animals built on up to 250 Total Points each) (70 Active Points); OAF Expendable (tiny animal figurine made of semi-precious stone, Difficult to obtain; -1¼), Costs Endurance (to change only; -½), Extra Time (1 Turn; -1¼), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Increased Endurance Cost (x3 END; -1), Personality Loss (1 Hour; -1), Requires A Magic Roll (-½). Total cost: 9 points.

Options:

- 1) *Strong Spell:* Increase to 16 animals built on up to 300 Total Points each. 80 Active Points; total cost 11 points.
- 2) *Stronger Spell:* Increase to 16 animals built on up to 350 Total Points each. 90 Active Points; total cost 12 points.
- 3) *Weak Spell:* Decrease to 16 animals built on up to 150 Total Points each. 50 Active Points; total cost 7 points.
- 4) *More Forms:* Increase to 32 animals. 75 Active Points; total cost 10 points.
- 5) *Many More Forms:* Increase to 64 animals. 80 Active Points; total cost 11 points.
- 6) *Fewer Forms:* Decrease to 4 animals. 60 Active Points; total cost 8 points.
- 7) *Free Spell:* Total cost: 11 points.
- 8) *Remove A -¼ Limitation:* Total cost 10 points.
- 9) *Remove A -½ Limitation:* Total cost 10 points.
- 10) *Add A +¼ Advantage:* 87 Active Points; total cost 12 points.
- 11) *Add A +½ Advantage:* 105 Active Points; total cost 14 points.
- 12) *Add A -¼ Limitation:* Total cost 9 points.
- 13) *Add A -½ Limitation:* Total cost 9 points.



MONSTER SHAPES

Effect:	Multiform (16 monsters built on up to 300 Total Points)
Target:	Self
Casting Time:	Full Phase
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-8
END Cost:	16

Description: This spell allows the character to assume the form and abilities of various “lesser” monsters — ones built on up to 300 Character Points. This includes many of the creatures in *The HERO System Bestiary*, but the character *cannot* assume the form of any infernal or divine being (such as demons, angels, and the like). The GM may add other forms to the “restricted” list (such as djinni or ifrits), and is the final judge of what constitutes a “monster” (as opposed to a person or normal animal). In any event, the thaumaturge dare not remain in monster form too long, lest he take on the monster’s instincts and personality and stay in that shape forever.

Typically a character chooses which 16 monster forms he can assume when he buys the spell, and later spends points to increase the number of forms if he wants more. However, the GM may allow him to leave some or all of the forms undefined at the start of the game, and then define them as the need arises.

This spell counts as Constant because it costs END to change forms. Since it costs no END to maintain the change, and the Power has the *Personality Loss* Limitation, the character does not revert to his true form if Knocked Out while in monster shape; he retains the monstrous form.

Game Information: Multiform (16 monsters built on up to 300 Total Points) (80 Active Points); OAF Expendable (lump of alchemically-treated clay, Difficult to obtain; -1¼), Costs Endurance (to change only; -½), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Increased Endurance Cost (x2 END; -½), Personality Loss (1 Hour; -1), Requires A Magic Roll (-½). Total cost: 14 points.

Options:

- 1) *Strong Spell:* Increase to 16 monsters built on up to 600 Total Points. 140 Active Points; total cost 24 points.
- 2) *Stronger Spell:* Increase to 16 monsters built on up to 900 Total Points. 200 Active Points; total cost 35 points.
- 3) *Strongest Spell:* Increase to 16 monsters built on up to 1,200 Total Points. 260 Active Points; total cost 45 points.
- 4) *Weak Spell:* Decrease to 16 monsters built on up to 200 Total Points. 60 Active Points; total cost 10 points.
- 5) *More Forms:* Increase to 32 monsters. 85 Active Points; total cost 15 points.

- 6) *Many More Forms:* Increase to 64 monsters. 90 Active Points; total cost 16 points.
- 7) *Fewer Forms:* Decrease to 4 monsters. 70 Active Points; total cost 12 points.
- 8) *Free Spell:* Total cost: 18 points.
- 9) *Remove A -¼ Limitation:* Total cost 14 points.
- 10) *Remove A -½ Limitation:* Total cost 15 points.
- 11) *Add A +¼ Advantage:* 100 Active Points; total cost 17 points.
- 12) *Add A +½ Advantage:* 120 Active Points; total cost 21 points.
- 13) *Add A -¼ Limitation:* Total cost 13 points.
- 14) *Add A -½ Limitation:* Total cost 13 points.
- 15) *Limited Duration Spell:* Remove Costs Endurance (-½) and Increased Endurance Cost (-½) and add Time Limit (1 hour, +1 hour per point by which the caster succeeds with his Magic roll; -½). Total cost: 15 points.



PROTECTED SHAPE

Effect:	Power Defense (20 points), Only Versus Transforms And Thaumaturgic Attacks
Target:	Self
Casting Time:	Half Phase
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Time Limit (1 hour, +1 hour per point by which the caster succeeds with his Magic roll)
Range:	Self
Magic Roll Penalty:	-2
END Cost:	0

Description: As masters of shapechanging, thaumaturges often have a great deal of control over their own forms. Using this spell, they can prevent other thaumaturges from forcing shape-changes upon them.

Game Information: Power Defense (20 points) (20 Active Points); OAF Expendable (bit of lycanthrope fur, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Only Works Against Transforms And Thaumaturgic Attacks (-1), Requires A Magic Roll (-½), Time Limit (1 hour, +1 hour per point by which the caster succeeds with his Magic roll; -½). Total cost: 4 points.

Options:

- 1) *Strong Spell:* Increase to Power Defense (25 points). 25 Active Points; total cost 5 points.
- 2) *Weak Spell:* Decrease to Power Defense (15 points). 15 Active Points; total cost 3 points.
- 3) *Free Spell:* Total cost: 6 points.
- 4) *Remove A -¼ Limitation:* Total cost 4 points.
- 5) *Remove A -½ Limitation:* Total cost 5 points.
- 6) *Add A +¼ Advantage:* 25 Active Points; total cost 5 points.
- 7) *Add A +½ Advantage:* 30 Active Points; total cost 6 points.
- 8) *Add A -¼ Limitation:* Total cost 4 points.
- 9) *Add A -½ Limitation:* Total cost 4 points.

SHAPECHANGING

Effect:	Shape Shift (Sight, Hearing, and Touch Groups, any humanoid shape), Imitation Self
Target:	Self
Casting Time:	Half Phase
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-3
END Cost:	3

Description: This spell is the ultimate form of disguise. It allows the caster to change his shape to that of any other humanoid being — and to imitate the features of others with great accuracy, if he so desires. He cannot, however, assume the powers of those forms; for example, if he takes the shape of a vulture-man, he has wings, but cannot fly.

Game Information: Shape Shift (Sight, Hearing, and Touch Groups, any humanoid shape), Imitation (33 Active Points); OAF Expendable (small doll made of cloth and straw, with a semi-precious stone as the heart, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 10 points.

Options:

- 1) *Strong Spell:* Add Smell/Taste Group. 35 Active Points; total cost 11 points.
- 2) *Weak Spell:* Remove Hearing Group. 28 Active Points; total cost 9 points.
- 3) *Free Spell:* Total cost: 16 points.
- 4) *Remove A -¼ Limitation:* Total cost 11 points.
- 5) *Remove A -½ Limitation:* Total cost 12 points.
- 6) *Add A +¼ Advantage:* 41 Active Points; total cost 13 points.
- 7) *Add A +½ Advantage:* 49 Active Points; total cost 15 points.
- 8) *Add A -¼ Limitation:* Total cost 9 points.
- 9) *Add A -½ Limitation:* Total cost 9 points.

STONE SHAPES

Effect:	Shape Shift (Sight and Touch Groups, any inanimate object)
Target:	Self
Casting Time:	Half Phase
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-2
END Cost:	2

Description: This spell allows the caster to assume the shape of any inanimate object of roughly equal size and mass. As its name suggests, it's usually used to take the shape of stones, stumps, trees, and other natural objects, but the caster can just as easily become a piece of furniture or decorative artwork.

Game Information: Shape Shift (Sight and Touch Groups, any inanimate object) (18 Active Points); OAF Expendable (small pebble incised with thaumaturgic runes, Easy to obtain; -1), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 6 points.

Options:

- 1) *Strong Spell:* Add Smell/Taste Group. 20 Active Points; total cost 7 points.
- 2) *Weak Spell:* Decrease to four predefined shapes. 16 Active Points; total cost 5 points.
- 3) *Free Spell:* Total cost: 9 points.
- 4) *Remove A -¼ Limitation:* Total cost 6 points.
- 5) *Remove A -½ Limitation:* Total cost 7 points.
- 6) *Add A +¼ Advantage:* 22 Active Points; total cost 7 points.
- 7) *Add A +½ Advantage:* 27 Active Points; total cost 9 points.
- 8) *Add A -¼ Limitation:* Total cost 5 points.
- 9) *Add A -½ Limitation:* Total cost 5 points.
- 10) *Smaller Shapes:* This version of the spell allows the caster to assume the shape of tiny inanimate objects, such as pebbles or goblets. Add Shrinking (.032 m tall, .0004 kg mass, -12 to PER Rolls to perceive character, +12 DCV, takes +36m KB) with the same Limitations plus Linked (-¼). 18 + 36 = 54 Active Points; total cost 6 + 11 = 17 points.

OTHER-CHANGING SPELLS

These spells all reflect how Thaumaturgy can shape things other than the spellcaster himself. Thaumaturgic Transforms generally only affect the Body; they cannot alter the Spirit, and thaumaturges leave alterations of the Mind to Sorcery.

ANIMAL'S SENSES

Effect:	+5 PER with all Sense Groups, Usable By Other
Target:	One character
Casting Time:	Half Phase
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Time Limit (1 Hour, +30 minutes per point by which the caster succeeds with his Magic roll)
Range:	Touch
Magic Roll Penalty:	-2
END Cost:	0

Description: This spell alters the character's body to enhance his sight, hearing, smell, and other senses. He may take on some slightly animalistic facial features, but a skilled caster (*i.e.*, one who makes his Thaumaturgy roll by 3 or more) can prevent this if he desires.

Game Information: +5 PER with all Sense Groups, Usable By Other (+¼) (19 Active Points); OAF Expendable (hawk's eye, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Time Limit (1 Hour, +30 minutes per point by which the caster succeeds with his Magic roll; -½). Total cost: 5 points.

Options:

- 1) *Strong Spell*: Increase to +6 PER. 22 Active Points; total cost 6 points.
- 2) *Weak Spell*: Decrease to +4 PER. 15 Active Points; total cost 4 points.
- 3) *Free Spell*: Total cost: 8 points.
- 4) *Remove A +¼ Advantage*: 15 Active Points; total cost 4 points.
- 5) *Remove A -¼ Limitation*: Total cost 5 points.
- 6) *Remove A -½ Limitation*: Total cost 6 points.
- 7) *Add A +¼ Advantage*: 22 Active Points; total cost 6 points.
- 8) *Add A +½ Advantage*: 26 Active Points; total cost 7 points.
- 9) *Add A -¼ Limitation*: Total cost 5 points.
- 10) *Add A -½ Limitation*: Total cost 4 points.

**ENHANCE STRENGTH**

Effect: Aid STR 3d6
Target: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: Touch
Magic Roll Penalty: -3
END Cost: 3

Description: This spell temporarily alters a character's body to make his muscles and bones larger and tougher, thus increasing his Strength (often to a tremendous degree).

Over the epochs, thaumaturges have developed many similar spells to enhance other physical attributes. These have the same costs and options; they just affect different Characteristics — DEX, CON, SPD, PD/ED, or what have you.

Game Information: Aid STR 3d6 (18 Active Points); OAF Expendable (tiny magnifying lense wrapped in a bear's sinew, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 5 points.

Options:

- 1) *Strong Spell*: Increase to Aid STR 4d6. 24 Active Points; total cost 6 points.
- 2) *Weak Spell*: Decrease to Aid STR 2d6. 12 Active Points; total cost 3 points.
- 3) *Free Spell*: Total cost: 7 points.
- 4) *Remove A -¼ Limitation*: Total cost 5 points.
- 5) *Remove A -½ Limitation*: Total cost 5 points.
- 6) *Add A +¼ Advantage*: 22 Active Points; total cost 6 points.
- 7) *Add A +½ Advantage*: 27 Active Points; total cost 7 points.
- 8) *Add A -¼ Limitation*: Total cost 4 points.
- 9) *Add A -½ Limitation*: Total cost 4 points.

**FLESH SCULPTING**

Effect: Major Transform 1d6 (grant physical form-based powers)
Target: One character
Casting Time: Full Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: No Range
Magic Roll Penalty: -3
END Cost: 3

Description: This spell allows a thaumaturge to transmute the body of another person to grant powers based upon changing the physical form. Examples include Flight (from wings), HKA (from claws), Enhanced Senses (from larger eyes and the like), and Swimming (from webbed hands and feet). The standard rules for adding abilities via Transform apply, and of course the GM should carefully oversee use of this spell to make sure it doesn't unbalance the campaign. (One possible way to do this is to change the "heals back" condition to something like passage of a short period of time.)

Game Information: Major Transform 1d6 (grant physical form-based powers, heals back through another application of this spell or a like spell), Constant (+½), Improved Results Group (any physical form-based power; +¼) (17 Active Points); OAF Expendable (claw from a bear and a feather from an eagle bound by a crimson thread, Difficult to obtain; -1¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Limited Target (humanoid beings; -½), No Range (-½), Requires A Magic Roll (-½), Spell (-½). Total cost: 3 points.

Options:

- 1) *Strong Spell*: Increase to Major Transform 2d6. 35 Active Points; total cost 7 points.
- 2) *Weak Spell*: Decrease to Major Transform ½d6. 9 Active Points; total cost 2 points.
- 3) *Free Spell*: Total cost: 4 points.
- 4) *Remove A +¼ Advantage*: 15 Active Points; total cost 3 points.
- 5) *Remove A +½ Advantage*: 12 Active Points; total cost 2 points.
- 6) *Remove A -¼ Limitation*: Total cost 3 points.
- 7) *Remove A -½ Limitation*: Total cost 3 points.
- 8) *Add A +¼ Advantage*: 20 Active Points; total cost 4 points.
- 9) *Add A +½ Advantage*: 22 Active Points; total cost 4 points.
- 10) *Add A -¼ Limitation*: Total cost 3 points.
- 11) *Add A -½ Limitation*: Total cost 3 points.



☆ PETRIFICATION

Effect: Severe Transform 8d6 (living being to stone)
Target: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 1200m
Magic Roll Penalty: -12
END Cost: 12

Description: This spell, one of the most feared in the thaumaturge's arsenal, transmutes a single living being to stone. The victim remains petrified until this spell is applied to him again.

Game Information: Severe Transform 8d6 (living being to stone, heals back through another application of this spell or a like spell) (120 Active Points); OAF Expendable (chip of polished granite incised with thaumaturgic runes, Easy to obtain; -1), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Limited Target (living beings; -¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 28 points.

Options:

- 1) *Strong Spell:* Increase to Severe Transform 10d6. 150 Active Points; total cost 35 points.
- 2) *Weak Spell:* Decrease to Severe Transform 6d6. 90 Active Points; total cost 21 points.
- 3) *Free Spell:* Total cost: 37 points.
- 4) *Remove A -¼ Limitation:* Total cost 30 points.
- 5) *Remove A -½ Limitation:* Total cost 32 points.
- 6) *Add A +¼ Advantage:* 150 Active Points; total cost 35 points.

7) *Add A +½ Advantage:* 180 Active Points; total cost 42 points.

8) *Add A -¼ Limitation:* Total cost 27 points.

9) *Add A -½ Limitation:* Total cost 25 points.

☆ TRANSFORM PERSON TO ANIMAL

Effect: Severe Transform 7d6 (humanoid beings into animals)
Target: One character
Casting Time: Full Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 100m
Magic Roll Penalty: -13
END Cost: 13

Description: This spell transforms any humanoid being into any animal of the caster's choosing. However, the GM should be wary of allowing characters to use this as an "instant death" spell by Transforming people into fish (or other creatures that can't survive in the local environment) or insects (which the character then crushes).

Game Information: Severe Transform 7d6 (humanoid beings into animals, heals back through another application of this spell or a like spell), Increased Results Group (any animal; +¼) (131 Active Points); OAF Expendable (knot made of string woven from the fur of five different types of animals, Difficult to obtain; -1¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Limited Range (100m; -¼), Limited Target (humanoid beings; -½), Requires A Magic Roll (-½), Spell (-½). Total cost: 26 points.

Options:

- 1) *Strong Spell*: Increase to Severe Transform 8d6. 150 Active Points; total cost 30 points.
- 2) *Weak Spell*: Decrease to Severe Transform 6d6. 112 Active Points; total cost 22 points.
- 3) *Free Spell*: Total cost: 35 points.
- 4) *Remove A +¼ Advantage*: 105 Active Points; total cost 21 points.
- 5) *Remove A -¼ Limitation*: Total cost 27 points.
- 6) *Remove A -½ Limitation*: Total cost 29 points.
- 7) *Add A +¼ Advantage*: 157 Active Points; total cost 31 points.
- 8) *Add A +½ Advantage*: 184 Active Points; total cost 37 points.
- 9) *Add A -¼ Limitation*: Total cost 25 points.
- 10) *Add A -½ Limitation*: Total cost 24 points.

CREATION SPELLS

Thaumaturgy also encompasses the power to create objects out of raw materials. It cannot create living beings, nor create things out of thin air — a thaumaturge must have material to work with to use his creation spells.



CREATE FEAST

Effect:	Minor Transform 4d6 (raw/uncooked foodstuffs into sumptuous feast)
Target:	Special
Casting Time:	1 Turn (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-2
END Cost:	2

Description: This spell transmutes raw, uncooked, or unprepared foodstuffs into gourmet food and drink. For example, the caster could turn just-harvested wheat into delicious bread, a bunch of grapes into fine wine, or a slaughtered boar into pork chops. Since the “BODY” of foodstuffs tends to be slight, the spell can usually Transform a great deal of food at once, but the final decision on what it can do is up to the GM.

Game Information: Minor Transform 4d6 (raw/uncooked foodstuffs into sumptuous feast, heals back over time as it spoils/rots), Improved Results Group (any type of appropriate food; +¼) (25 Active Points); OAF Expendable (miniature silver ladel, Difficult to obtain; -1¼), Concentration (½ DCV throughout casting; -½), Extra Time (1 Turn; -1¼), Gestures (throughout casting; -½), Incantations (throughout casting; -½), No Range (-½), Requires A Magic Roll (-½), Spell (-½). Total cost: 4 points.

Options:

- 1) *Strong Spell*: Increase to Minor Transform 5d6. 31 Active Points; total cost 5 points.
- 2) *Weak Spell*: Decrease to Minor Transform 3d6. 19 Active Points; total cost 3 points.
- 3) *Free Spell*: Total cost: 5 points.
- 4) *Remove A +¼ Advantage*: 20 Active Points; total cost 3 points.
- 5) *Remove A -¼ Limitation*: Total cost 4 points.
- 6) *Remove A -½ Limitation*: Total cost 4 points.
- 7) *Add A +¼ Advantage*: 30 Active Points; total cost 5 points.
- 8) *Add A +½ Advantage*: 35 Active Points; total cost 5 points.
- 9) *Add A -¼ Limitation*: Total cost 4 points.
- 10) *Add A -½ Limitation*: Total cost 3 points.



CREATE VEHICLE

Effect:	Summon one Vehicle built on up to 200 Total Points
Target:	Special
Casting Time:	5 Minutes
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-9
END Cost:	9

Description: This spell transforms a pile of lumber, nails, and other supplies into a finished vehicle of the thaumaturge's choice. (In settings with high technology, this spell can take engine parts, tires, metal, and so on and create a car or similar vehicle.) The GM may change the Extra Time required depending on how simple or complex the vehicle is, if desired.

Game Information: Summon one Vehicle built on up to 200 Total Points, Expanded Class (any vehicle appropriate to the setting and the parts available; +¼), Slavishly Devoted (+1) (90 Active Points); OAF Expendable (miniature model of vehicle to be Summoned, Difficult to obtain; -1¼), Concentration (0 DCV throughout; -1), Extra Time (5 Minutes; -2), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Requires A Magic Roll (-½), Requires Appropriate Raw Materials (-½). Total cost: 12 points.

Options:

- 1) *Strong Spell*: Increase to Summon one Vehicle built on up to 250 Total Points. 112 Active Points; total cost 15 points.
- 2) *Weak Spell*: Decrease to Summon one Vehicle built on up to 150 Total Points. 67 Active Points; total cost 9 points.
- 3) *Free Spell*: Total cost: 15 points.
- 4) *Remove A +¼ Advantage*: 80 Active Points; total cost 11 points.
- 5) *Remove A +½ Advantage*: 70 Active Points; total cost 10 points.

- 6) *Remove A -¼ Limitation*: Total cost 13 points.
- 7) *Remove A -½ Limitation*: Total cost 13 points.
- 8) *Add A +¼ Advantage*: 100 Active Points; total cost 14 points.
- 9) *Add A +½ Advantage*: 110 Active Points; total cost 15 points.
- 10) *Add A -¼ Limitation*: Total cost 12 points.
- 11) *Add A -½ Limitation*: Total cost 12 points.

CREATE WEAPONS

Effect:	Major Transform 5d6 (raw metal into finished weapons)
Target:	Special
Casting Time:	1 Turn (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-6
END Cost:	6

Description: With this spell, a thaumaturge can transmute raw metal (not ore, but ingots, bars, or the like) into finished blades and other weapons. He may still need other supplies (wooden hafts or shafts, leather wrappings, or the like) to construct a complete weapon.

Game Information: Major Transform 5d6 (raw metal into finished weapons), Improved Results Group (any type of metal weapon; +¼) (62 Active Points); OAF Expendable (miniature model of weapon to be created, Difficult to obtain; -1¼), Concentration (0 DCV throughout; -1), Extra Time (1 Turn; -1¼), Gestures (throughout casting; -½), Incantations (throughout casting; -½), No Range (-½), Requires A Magic Roll (-½), Requires Appropriate Raw Materials (-½), Spell (-½). Total cost: 9 points.

Options:

- 1) *Strong Spell*: Increase to Major Transform 6d6. 75 Active Points; total cost 11 points.
- 2) *Weak Spell*: Decrease to Major Transform 4d6. 50 Active Points; total cost 8 points.
- 3) *Free Spell*: Total cost: 12 points.
- 4) *Remove A +¼ Advantage*: 50 Active Points; total cost 8 points.
- 5) *Remove A -¼ Limitation*: Total cost 10 points.
- 6) *Remove A -½ Limitation*: Total cost 10 points.
- 7) *Add A +¼ Advantage*: 75 Active Points; total cost 11 points.
- 8) *Add A +½ Advantage*: 87 Active Points; total cost 13 points.
- 9) *Add A -¼ Limitation*: Total cost 9 points.
- 10) *Add A -½ Limitation*: Total cost 9 points.

REDIRECTION SPELLS

ARCHER'S BANE

Effect:	Deflection, Trigger, Only Works Against Physical Projectiles
Target:	Self
Casting Time:	Half Phase (see text)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	Self
Magic Roll Penalty:	-4
END Cost:	4

Description: This spell harnesses the forces that propel a physical projectile, like an arrow or a bullet, and alters them so that the missile misses its intended target. It does not work against Ranged attack spells, including spells that create "mundane" missiles out of thin air (that requires the *Wizard's Bane* spell, below).

Game Information: Deflection, Trigger (speaking the Incantations, activating Trigger takes no Time, Trigger immediately automatically resets; +1) (40 Active Points); OAF (miniature silver bent arrow; -1), Gestures (-¼), Incantations (-¼), Only Works Against Mundane Physical Projectiles (see text; -¼), Requires A Magic Roll (-½). Total cost: 12 points.

Options:

- 1) *Free Spell*: Total cost: 18 points.
- 2) *Remove A -¼ Limitation*: Total cost 13 points.
- 3) *Remove A -½ Limitation*: Total cost 14 points.
- 4) *Add A +¼ Advantage*: 45 Active Points; total cost 14 points.
- 5) *Add A +½ Advantage*: 50 Active Points; total cost 15 points.
- 6) *Add A -¼ Limitation*: Total cost 11 points.
- 7) *Add A -½ Limitation*: Total cost 11 points.
- 8) *Archer's Dismay*: A variant of this spell, often bought with it in a Multipower (if the GM permits), allows the caster to turn the missiles back against the person who fired them... or against anyone else! Change Deflection to Reflection (60 Active Points' worth), Any Target (+½). 120 Active Points; total cost 31 points.



HARNESS NATURAL POWER

Effect:	Aid Magic 4d6, any Magic power one at a time
Target:	Self
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	Self
Magic Roll Penalty:	-4
END Cost:	4

Description: Many natural phenomena, such as wind, moving water, and earthquakes, contain vast amounts of energy. Using this spell, a thaumaturge can harness that energy to enhance his other spells. The thaumaturge must be close to the phenomenon (within about 6m, though this may vary based on the nature and intensity of the phenomenon) to use this spell.

The GM determines what phenomena a thaumaturge can “tap” using this spell. He may, in his discretion, make the power of the spell proportional to that of the phenomena (for example, a slight breeze might only allow for an Aid ½d6, but a hurricane might grant Aid 6d6 or more). To “tap” magical power, a thaumaturge can use the Arcane Theft spell (page 22).

Game Information: Aid Magic 4d6, Variable Effect (any one Magic spell or power at a time; +½) (36 Active Points); OAF (tiny silver wheel; -1), Gestures (-¼), Incantations (-¼), Only Aid Self (-1), Requires A Magic Roll (-½), Requires Appropriate Natural Phenomena (see text; -½). Total cost: 8 points.

Options:

- 1) *Strong Spell:* Increase to Aid Magic 5d6. 45 Active Points; total cost 10 points.
- 2) *Weak Spell:* Decrease to Aid Magic 3d6. 27 Active Points; total cost 6 points.
- 3) *Free Spell:* Total cost: 10 points.
- 4) *Remove A +½ Advantage:* 24 Active Points; total cost 5 points.
- 5) *Remove A -¼ Limitation:* Total cost 8 points.
- 6) *Remove A -½ Limitation:* Total cost 9 points.
- 7) *Add A +¼ Advantage:* 42 Active Points; total cost 9 points.
- 8) *Add A +½ Advantage:* 48 Active Points; total cost 11 points.
- 9) *Add A -¼ Limitation:* Total cost 7 points.
- 10) *Add A -½ Limitation:* Total cost 7 points.



WIZARD'S BANE

Effect:	Deflection (any magical Ranged attack)
Target:	Self
Casting Time:	Half Phase
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	Self
Magic Roll Penalty:	-3
END Cost:	0

Description: This spell protects the thaumaturge from Ranged attack spells (including physical objects created or hurled by magic) the same way Archer's Bane protects him against mundane missiles. No matter how powerful, most spells just seem to veer away from him.

Game Information: Deflection (20 Active Points); OAF (mirror talisman; -1), Gestures (-¼), Incantations (-¼), Only Works Against Magical Ranged Attacks (see text; -½), Requires A Magic Roll (-½). Total cost: 6 points.

Options:

- 1) *Free Spell:* Total cost: 8 points.
- 2) *Remove A -¼ Limitation:* Total cost 6 points.
- 3) *Remove A -½ Limitation:* Total cost 7 points.
- 4) *Add A +¼ Advantage:* 25 Active Points; total cost 7 points.
- 5) *Add A +½ Advantage:* 30 Active Points; total cost 8 points.
- 6) *Add A -¼ Limitation:* Total cost 5 points.
- 7) *Add A -½ Limitation:* Total cost 5 points.
- 8) *Arcane Backlash:* This permutation of Wizard's Bane causes the attack spell to arc back and attack he who cast it... or against anyone else! Change Deflection to Reflection (60 Active Points' worth), Any Target (+½). 60 Active Points; total cost 17 points.

THEURGY



Also known to some wizards as High Magic or Celestial Magic, *Theurgy* is an unusual category which encompasses several related forms of magic.

DIVINE- AND INFERNAL-POWERED SPELLS

The first are spells that call on or draw upon the divine and infernal powers, or similar beings, to grant a power or quality associated with that being to the caster. Depending upon the magic system, the type of spell, and the personality of the caster, this type of spell may take the form of beseeching the being for aid (similar to Divine Magic in many ways, but without priestly trappings), of demanding that the being acknowledge the mage's power and do as he bids, or "stealthy" efforts to "steal" some of the being's power without his noticing. The latter two types of spell can be perilous for the caster, who risks drawing the attention of the gods. (In game terms, if a theurgist fails his Magic Roll, the being perceives what he's doing and may punish him for his insolence. If you want theurgists to be exposed to this danger, use the options to add an appropriate Side Effect to the spell.)

Related to this type of magic are spells that summon divine or infernal beings (such as demons, angels, or even actual gods) to confer with the theurgist, or even do his bidding.

STAR AND PLANET SPELLS

In many campaign settings/magic systems, the planets and stars known to spellcasters have mystic properties of their own (whether general or specific). Theurgists craft spells that draw upon these properties for arcane power.

CUSTOMIZING THEURGY FOR YOUR CAMPAIGN

Theurgy works best if you "customize" it for your campaign setting by devising your own distinct pantheon of divine and infernal beings, and your own planets, constellations, and stars. The divine- and infernal-powered spells described below are written up "generically" — with references only to a *type* of god, such as a fire-god or god of storms — so you can easily adapt them to your campaign by changing their names (and perhaps special effects). The star and planets spells are written using Earth astrology as codified by the Renaissance mystic Henry Cornelius Agrippa; adapting them to a different setting may mean redoing them for an entirely different set of planets, or simply renaming them.

The sample spells described below only begin to scratch the surface of what a theurgist might do. You could also adopt some of the Divine Magic spells (page 87) as Theurgy spells with just a few changes, or alter spells from other parts of this book to fit the "special effect" of Theurgy. Additionally, theurgists often have the power to invoke demons, angels, and other such beings; you can use various Conjunction spells for this.

OFFENSIVE SPELLS



BATTLE GOD'S STRENGTH

Effect:	Aid STR 4d6, Delayed Return Rate (5 points per 5 Minutes)
Target:	Self
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	Self
Magic Roll Penalty:	-5
END Cost:	5

Description: Through this spell the caster can take to himself some of the strength of the god of war.

Game Information: Aid STR 4d6, Delayed Return Rate (points fade at the rate of 5 per 5 Minutes; +1¼) (54 Active Points); OAF Expendable (shard from the blade of an axe used in battle etched with a special rune, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Only Aid Self (-1), Requires A Magic Roll (-½). Total cost: 13 points.

**Options:**

- 1) *Strong Spell*: Increase to Aid STR 5d6. 67 Active Points; total cost 16 points.
- 2) *Weak Spell*: Decrease to Aid STR 3d6. 40 Active Points; total cost 9 points.
- 3) *Free Spell*: Total cost: 18 points.
- 4) *Remove A +¼ Advantage*: 48 Active Points; total cost 11 points.
- 5) *Remove A +½ Advantage*: 42 Active Points; total cost 10 points.
- 6) *Remove A -¼ Limitation*: Total cost 13 points.
- 7) *Remove A -½ Limitation*: Total cost 14 points.
- 8) *Add A +¼ Advantage*: 60 Active Points; total cost 14 points.
- 9) *Add A +½ Advantage*: 66 Active Points; total cost 15 points.
- 10) *Add A -¼ Limitation*: Total cost 12 points.
- 11) *Add A -½ Limitation*: Total cost 11 points.
- 12) *Battle God's Blessing*: Remove Only Aid Self (-1). Total cost: 17 points.

**THE BLACK GOD'S CLOUD**

Effect:	Darkness to Sight Group
Target:	8m Radius
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	100m
Magic Roll Penalty:	-5
END Cost:	2

Description: This spell conjures some of the shadow-stuff which constantly surrounds the god of evil and uses it as a weapon.

Game Information: Darkness to Sight Group 8m radius, Reduced Endurance (½ END; +¼) (50 Active Points); OAF Expendable (piece of black cloth cut from the robes of a priest who has performed rituals to honor the god of evil while wearing it, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Limited Range (100m; -¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 12 points.

Options:

- 1) *Strong Spell*: Increase to 10m radius. 62 Active Points; total cost 15 points.
- 2) *Weak Spell*: Decrease to 6m radius. 37 Active Points; total cost 9 points.
- 3) *Free Spell*: Total cost: 18 points.
- 4) *Remove A +¼ Advantage*: 40 Active Points; total cost 10 points.
- 5) *Remove A -¼ Limitation*: Total cost 13 points.
- 6) *Remove A -½ Limitation*: Total cost 14 points.
- 7) *Add A +¼ Advantage*: 60 Active Points; total cost 15 points.
- 8) *Add A +½ Advantage*: 70 Active Points; total cost 17 points.
- 9) *Add A -¼ Limitation*: Total cost 12 points.
- 10) *Add A -½ Limitation*: Total cost 11 points.

★ THE BLACK GOD'S TOUCH

Effect: RKA 3d6, NND, Does BODY
Target: One character
Casting Time: Full Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: No Range
Magic Roll Penalty: -11
END Cost: 11

Description: A skilled theurgist can harness the power of the god of evil to inflict horrific, even fatal, wounds on someone just by touching him.

Game Information: RKA 3d6, NND (defense is Power Defense; +½), Does BODY (+1) (112 Active Points); OAF Expendable (chip of metal from a scythe-blade that injured someone, Difficult to obtain; -1¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), No Range (-½), Requires A Magic Roll (-½), Spell (-½). Total cost: 23 points.

Options:

- 1) *Strong Spell:* Increase to RKA 4d6. 150 Active Points; total cost 31 points.
- 2) *Weak Spell:* Decrease to RKA 2d6. 75 Active Points; total cost 16 points.
- 3) *Free Spell:* Total cost: 32 points.
- 4) *Remove A +¼ Advantage:* 101 Active Points; total cost 21 points.
- 5) *Remove A +½ Advantage:* 90 Active Points; total cost 19 points.
- 6) *Remove A -¼ Limitation:* Total cost 25 points.
- 7) *Remove A -½ Limitation:* Total cost 26 points.
- 8) *Add A +¼ Advantage:* 124 Active Points; total cost 26 points.
- 9) *Add A +½ Advantage:* 135 Active Points; total cost 28 points.
- 10) *Add A -¼ Limitation:* Total cost 22 points.
- 11) *Add A -½ Limitation:* Total cost 21 points.

★ CELESTIAL DRAGON'S GLORY

Effect: Aid PRE 5d6
Target: Self
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: Self
Magic Roll Penalty: -3
END Cost: 3

Description: Many cultures see a dragon, serpent, or like creature formed by the stars in the sky. This spell grants the character some of the glory and majesty of that constellation, making it easy for him to impress or command people.

Game Information: Aid PRE 5d6 (30 Active Points); OAF Expendable (dragon's scale inscribed on the back with a mystic rune, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Only Aid Self (-1), Requires A Magic Roll (-½). Total cost: 7 points.

Options:

- 1) *Strong Spell:* Increase to Aid PRE 6d6. 36 Active Points; total cost 8 points.
- 2) *Weak Spell:* Decrease to Aid PRE 4d6. 24 Active Points; total cost 6 points.
- 3) *Free Spell:* Total cost: 10 points.
- 4) *Remove A -¼ Limitation:* Total cost 7 points.
- 5) *Remove A -½ Limitation:* Total cost 8 points.
- 6) *Add A +¼ Advantage:* 37 Active Points; total cost 9 points.
- 7) *Add A +½ Advantage:* 45 Active Points; total cost 10 points.
- 8) *Add A -¼ Limitation:* Total cost 7 points.
- 9) *Add A -½ Limitation:* Total cost 6 points.
- 10) *Star-Dragon's Blessing:* Remove Only Aid Self (-1). Total cost: 9 points.

★ CELESTIAL HAMMER'S POWER

Effect: Aid EGO 5d6
Target: Self
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: Self
Magic Roll Penalty: -3
END Cost: 3

Description: Many cultures see a hammer, or a similar weapon/tool, formed by the stars in the sky. This spell grants the caster the strength of will the Hammer is said to provide, making it easier for him to resist mental attacks, torture, and the like.

Game Information: Aid EGO 5d6 (30 Active Points); OAF Expendable (crystal etched with the constellation of the Hammer, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Only Aid Self (-1), Requires A Magic Roll (-½). Total cost: 7 points.

Options:

- 1) *Strong Spell:* Increase to Aid EGO 6d6. 36 Active Points; total cost 8 points.
- 2) *Weak Spell:* Decrease to Aid EGO 4d6. 24 Active Points; total cost 6 points.
- 3) *Free Spell:* Total cost: 10 points.
- 4) *Remove A -¼ Limitation:* Total cost 7 points.
- 5) *Remove A -½ Limitation:* Total cost 8 points.
- 6) *Add A +¼ Advantage:* 37 Active Points; total cost 9 points.
- 7) *Add A +½ Advantage:* 45 Active Points; total cost 10 points.
- 8) *Add A -¼ Limitation:* Total cost 7 points.
- 9) *Add A -½ Limitation:* Total cost 6 points.
- 10) *The Hammer's Blessing:* Remove Only Aid Self (-1). Total cost: 9 points.



CELESTIAL STAFF'S POWER

Effect:	Aid INT 5d6
Target:	Self
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	Self
Magic Roll Penalty:	-3
END Cost:	3

Description: Many cultures see a staff, wand, athame, or similar arcane tool/appurtenance, formed by the stars in the sky. This spell grants the caster the wisdom, insight, and mystic lore the Staff is said to provide, making it easier for him to cast spells and perceive the world around him.

Game Information: Aid INT 5d6 (30 Active Points); OAF Expendable (crystal etched with the constellation of the Staff, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Only Aid Self (-1), Requires A Magic Roll (-½). Total cost: 7 points.

Options:

- 1) *Strong Spell:* Increase to Aid INT 6d6. 36 Active Points; total cost 8 points.
- 2) *Weak Spell:* Decrease to Aid INT 4d6. 24 Active Points; total cost 6 points.
- 3) *Free Spell:* Total cost: 10 points.
- 4) *Remove A -¼ Limitation:* Total cost 7 points.
- 5) *Remove A -½ Limitation:* Total cost 8 points.
- 6) *Add A +¼ Advantage:* 37 Active Points; total cost 9 points.
- 7) *Add A +½ Advantage:* 45 Active Points; total cost 10 points.
- 8) *Add A -¼ Limitation:* Total cost 7 points.
- 9) *Add A -½ Limitation:* Total cost 6 points.
- 10) *The Hammer's Blessing:* Remove Only Aid Self (-1). Total cost: 9 points.



CHAOS GOD'S TOUCH

Effect:	Major Transform 6d6 (sane person to mad person)
Target:	One character
Casting Time:	Full Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	60m
Magic Roll Penalty:	-6
END Cost:	6

Description: This spell inflicts upon the target the divine touch of the god of Chaos, which drives men mad.

Game Information: Major Transform 6d6 (sane person to insane person with the Psychological Complication *Utterly, Gibberingly Insane* [Very Common, Total]; heals back through appropriate curative magics), ACV (uses OCV against DMCV; +¼), AVAD (Mental Defense; +0), Works Against EGO, Not BODY (+¼) (90 Active Points); OAF (unevenly-shaped piece of finely-polished opal; -1), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Limited Range (60m; -¼), Limited Target (sentient beings; -¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 20 points.

Options:

- 1) *Strong Spell:* Increase to Major Transform 8d6. 120 Active Points; total cost 27 points.
- 2) *Weak Spell:* Decrease to Major Transform 4d6. 60 Active Points; total cost 13 points.
- 3) *Free Spell:* Total cost: 26 points.
- 4) *Remove A +¼ Advantage:* 75 Active Points; total cost 17 points.
- 5) *Remove A +½ Advantage:* 60 Active Points; total cost 13 points.
- 6) *Remove A -¼ Limitation:* Total cost 21 points.
- 7) *Remove A -½ Limitation:* Total cost 22 points.
- 8) *Add A +¼ Advantage:* 105 Active Points; total cost 23 points.
- 9) *Add A +½ Advantage:* 120 Active Points; total cost 27 points.
- 10) *Add A -¼ Limitation:* Total cost 19 points.
- 11) *Add A -½ Limitation:* Total cost 18 points.



PENTACLES OF JUPITER

Effect:	Varies
Target:	Varies
Casting Time:	Varies
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Varies
Range:	Varies
Magic Roll Penalty:	Varies
END Cost:	Varies

Description: In classical Hermetic Theurgy, the planet Jupiter is associated with such concepts as air/wind, rulership, law, justice, money, the sky, and weather. By inscribing one of the pentacles of Jupiter on a piece of vellum with special inks, a caster can invoke these qualities of Jupiter for his own benefit. The vellum disappears in a puff of starfire when the spell is cast.

Game Information:

Cost Power

- 17 **Pentacles Of Jupiter:** Multipower, 63-point reserve; all OAF Expendable (piece of vellum with the pentacles of Jupiter indicted upon it in special inks by the caster, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Spell (-½)
- 1f **1) Breath Of Jupiter:** Blast 6d6, Double Knock-back (+½); common Limitations described above
- 1f **2) Headwinds And Crosswinds:** Drain Flight 4d6; common Limitations described above
- 1f **3) Command The Weather:** Change Environment (control the weather), +/-3 Temperature Levels, Varying Combat Effects, Area Of Effect (2m Radius; +¼), Varying Effect (+1), MegaArea (1m = 1 km broad and wide; +1); common Limitations described above, Concentration (0 DCV throughout casting; -1), Extra Time (5 Minutes to cast; -1), Gestures (throughout casting; -½), Incantations (throughout casting; -½), No Range (-½), Noisy (-¼)
- 2f **4) Command Men:** Mind Control 12d6; common Limitations described above

Total cost: 22 points.

PENTACLES OF MARS

Effect:	Varies
Target:	Varies
Casting Time:	Varies
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Varies
Range:	Varies
Magic Roll Penalty:	Varies
END Cost:	Varies

Description: In classical Hermetic Theurgy, the planet Mars is associated with such concepts as war, violence, fire, fever, courage, and willpower. By inscribing one of the pentacles of Mars on a piece of vellum with special inks, a caster can invoke these qualities of Mars for his own benefit. The vellum disappears in a puff of starfire when the spell is cast.

Game Information:

Cost Power

- 15 **Pentacles Of Mars:** Multipower, 50-point reserve; all OAF Expendable (piece of vellum with the pentacles of Mars indicted upon it in special inks by the caster, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)
- 1f 1) **Sword Of Mars:** RKA 2d6, +2 Increased STUN Multiplier (+½); common Limitations described above, Limited Range (75m; -¼), Spell (-½)
- 1f 2) **Willpower Of Mars:** Aid EGO 5d6; common Limitations described above
- 1f 3) **Courage Of Mars:** Aid PRE 5d6; common Limitations described above
- 1f 4) **Warrior Of Mars:** +4 with All Combat, Time Limit (1 Turn, +1 Phase per point the caster succeeds with his Magic roll; +¼); common Limitations described above

Total cost: 19 points.

PENTACLES OF MERCURY

Effect:	Varies
Target:	Varies
Casting Time:	Varies
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Varies
Range:	Varies
Magic Roll Penalty:	Varies
END Cost:	Varies

Description: In classical Hermetic Theurgy, the planet Mercury is associated with such concepts as swiftness, travel, and the gathering and gaining of information. By inscribing one of the pentacles of Mercury on a piece of vellum with special inks, a caster can invoke these qualities of Mercury for his own benefit. The vellum disappears in a puff of starfire when the spell is cast.

Game Information:

Cost Power

- 15 **Pentacles Of Mercury:** Multipower, 50-point reserve; all OAF Expendable (piece of vellum with the pentacles of Mercury indicted upon it in special inks by the caster, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)
- 1f 1) **Swiftness Of Mercury:** Aid SPD 8d6; common Limitations described above
- 1f 2) **Fleetness Of Mercury:** Aid Running 5d6; common Limitations described above
- 1f 3) **Insight Of Mercury:** Telepathy 10d6; common Limitations described above, Spell (-½)
- 1f 4) **Far-Seeing Eye Of Mercury:** Clairsentience (Sight Group), x64 Range (12,800m); common Limitations described above

Total cost: 19 points.

PENTACLES OF THE MOON

Effect:	Varies
Target:	Varies
Casting Time:	Varies
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Varies
Range:	Varies
Magic Roll Penalty:	Varies
END Cost:	Varies

Description: In classical Hermetic Theurgy, the Moon is associated with such concepts as change (and things that frequently change, such as emotions), transformation, illusion, secrecy, deception, and mystical power. By inscribing one of the pentacles of the Moon on a piece of vellum with special inks, a caster can invoke these qualities of the Moon for his own benefit. The vellum disappears in a puff of starfire when the spell is cast.

Game Information:

Cost Power

- 18 **Pentacles Of The Moon:** Multipower, 60-point reserve; all OAF Expendable (piece of vellum with the pentacles of the Moon indicted upon it in special inks by the caster, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)
- 2f 1) **Illusions Of The Moon:** Mental Illusions 12d6; common Limitations described above, Spell (-½)
- 2f 2) **Deceptions Of The Moon:** Images to Sight and Hearing Group, -3 to PER Rolls, Area Of Effect (32m Radius; +1), Reduced Endurance (0 END; +½); common Limitations described above, Spell (-½)
- 1f 3) **Disguise Of The Moon:** Shape Shift (Sight, Hearing, and Touch Groups, any humanoid shape), Imitation, Reduced Endurance (0 END; +½); common Limitations described above
- 2f 4) **Lunar Enhancement:** Aid Magic 5d6, Variable Effect (any one Magic spell or power at a time; +½), Reduced Endurance (0 END; +½); common Limitations described above

Total cost: 25 points.



☆ PENTACLES OF SATURN

Effect:	Varies
Target:	Varies
Casting Time:	Varies
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Varies
Range:	Varies
Magic Roll Penalty:	Varies
END Cost:	Varies

Description: In classical Hermetic Theurgy, the planet Saturn is associated with such concepts as slowness, weight, time, death, stability, boundaries, bindings, and restrictions. By inscribing one of the pentacles of Saturn on a piece of vellum with special inks, a caster can invoke these qualities of Saturn for his own benefit. The vellum disappears in a puff of starfire when the spell is cast.

Game Information: Cost Power

- 18 **Pentacles Of Saturn:** Multipower, 60-point reserve; all OAF Expendable (piece of vellum with the pentacles of Saturn indicted upon it in special inks by the caster, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)
- 2f **1) Slowness Of Saturn:** Drain Movement Powers 4d6, Variable Effect (any one Movement Power at a time; +½); common Limitations described above, Spell (-½)
- 2f **2) Bindings Of Saturn:** Entangle 3d6, 3 PD/3 ED, Takes No Damage From Attacks (+1); common Limitations described above, Spell (-½)
- 2f **3) Saturnian Destruction:** RKA 1d6, NND (defense is Life Support [Longevity]; +1), Does BODY (+1), +2 Increased STUN Multiplier (+½), Reduced Endurance (0 END; +½); common Limitations described above, Spell (-½)
- 1f **4) Stability Of Saturn:** Power Defense (30 points); common Limitations described above, Only To Protect Against Transforms (-2)

Total cost: 25 points.

☆ PENTACLES OF THE SUN

Effect:	Varies
Target:	Varies
Casting Time:	Varies
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Varies
Range:	Varies
Magic Roll Penalty:	Varies
END Cost:	Varies

Description: In classical Hermetic Theurgy, the Sun is associated with such concepts as light, life, willpower, healing, and enhancement. By inscribing one of the pentacles of the Sun on a piece of vellum with special inks, a caster can invoke these qualities of the Sun for his own benefit. The vellum disappears in a puff of starfire when the spell is cast.

Game Information: Cost Power

- 18 **Pentacles Of The Sun:** Multipower, 60-point reserve; all OAF Expendable (piece of vellum with the pentacles of the Sun indicted upon it in special inks by the caster, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)
- 1f **1) Illumination Of The Sun:** Images to Sight Group, +4 to PER Rolls, Area Of Effect (32m Radius; +1), Reduced Endurance (0 END; +½); common Limitations described above, Spell (-½)
- 2f **2) Brightness Of The Sun:** Sight Group Flash 12d6; common Limitations described above, Spell (-½)
- 2f **3) Healing Light Of The Sun:** Healing BODY 4d6, Ranged (+½); common Limitations described above
- 1f **4) Holy Power Of The Sun:** RKA 4d6; common Limitations described above, Limited Range (50m; -¼), Only Works Against Demons, The Undead, And The Like (-1)

Total cost: 24 points.

PENTACLES OF VENUS

Effect:	Varies
Target:	Varies
Casting Time:	Varies
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Varies
Range:	Varies
Magic Roll Penalty:	Varies
END Cost:	Varies

Description: In classical Hermetic Theurgy, the planet Venus is associated with such concepts as love, beauty, pleasure, fertility, plants, and growth. By inscribing one of the pentacles of Venus on a piece of vellum with special inks, a caster can invoke these qualities of Venus for his own benefit. The vellum disappears in a puff of starfire when the spell is cast.

Game Information:

Cost Power

- 18 **Pentacles Of Venus:** Multipower, 60-point reserve; all OAF Expendable (piece of vellum with the pentacles of Venus indited upon it in special inks by the caster, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)
- 1f **1) Seduction Of Venus:** Mind Control 12d6; common Limitations described above, Set Effect (only to make target fall in love with another person; -1), Spell (-½)
- 1f **2) Beautification:** Cosmetic Transform 10d6 (grant up to +2/+2d6 Striking Appearance; heals back normally), Reduced Endurance (0 END; +½); common Limitations described above, Spell (-½)
- 2f **3) Cytherian Bliss:** Blast 6d6, NND (defense is Power Defense; +½), Reduced Endurance (0 END; +½); common Limitations described above, Spell (-½)
- 1f **4) Cytherian Growth:** Growth (+30 STR, +10 CON, +10 PRE, +6 PD, +6 ED, +6 BODY, +12 STUN, +3m Reach, +24m Running, -12m KB, +4 to others' OCV to hit character, +4 to others' PER Rolls to perceive character, 8m tall, 4m wide, 6,400 kg); common Limitations described above

Total cost: 23 points.

STARFIRE

Effect:	RKA 2d6, Armor Piercing, +1 Increased STUN Multiplier
Target:	32m Line
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	300m
Magic Roll Penalty:	-6
END Cost:	6

Description: This spell evokes the pure, silvery fire of the stars and directs it against the theurgist's target in a deadly blast.

Game Information: RKA 2d6, Area Of Effect (32m Line; +½), Armor Piercing (+¼), +1 Increased STUN Multiplier (+¼) (60 Active Points); OAF (wand made of silver and tipped with star-metal; -1), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 17 points.

Options:

- 1) *Strong Spell:* Increase to RKA 3d6. 90 Active Points; total cost 26 points.
- 2) *Weak Spell:* Decrease to RKA 1d6. 30 Active Points; total cost 8 points.
- 3) *Free Spell:* Total cost: 24 points.
- 4) *Remove A +¼ Advantage:* 52 Active Points; total cost 15 points.
- 5) *Remove A +½ Advantage:* 45 Active Points; total cost 13 points.
- 6) *Remove A -¼ Limitation:* Total cost 18 points.
- 7) *Remove A -½ Limitation:* Total cost 20 points.
- 8) *Add A +¼ Advantage:* 67 Active Points; total cost 19 points.
- 9) *Add A +½ Advantage:* 75 Active Points; total cost 21 points.
- 10) *Add A -¼ Limitation:* Total cost 16 points.
- 11) *Add A -½ Limitation:* Total cost 15 points.

STORM GOD'S ARROW

Effect:	RKA 3d6, Armor Piercing, +1 Increased STUN Multiplier
Target:	One character
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	100m
Magic Roll Penalty:	-7
END Cost:	7

Description: This spell allows a theurgist to fire one of the storm god's arrows — a lightning bolt, in other words — at an enemy.

Game Information: RKA 3d6, Armor Piercing (+¼), +1 Increased STUN Multiplier (+¼) (67 Active Points); OAF Expendable (small piece of star-iron incised with theurgic runes, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Limited Range (100m; -¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 17 points.

Options:

- 1) *Strong Spell:* Increase to RKA 4d6. 90 Active Points; total cost 22 points.
- 2) *Weak Spell:* Decrease to RKA 2d6. 45 Active Points; total cost 11 points.
- 3) *Free Spell:* Total cost: 24 points.
- 4) *Remove A +¼ Advantage:* 56 Active Points; total cost 14 points.
- 5) *Remove A +½ Advantage:* 45 Active Points; total cost 11 points.
- 6) *Remove A -¼ Limitation:* Total cost 18 points.
- 7) *Remove A -½ Limitation:* Total cost 19 points.
- 8) *Add A +¼ Advantage:* 79 Active Points; total cost 20 points.
- 9) *Add A +½ Advantage:* 90 Active Points; total cost 22 points.
- 10) *Add A -¼ Limitation:* Total cost 16 points.
- 11) *Add A -½ Limitation:* Total cost 15 points.

**SUN GOD'S BRILLIANCE**

Effect: Sight Group Flash 6d6
Target: 8m Radius
Casting Time: Full Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: 60m
Magic Roll Penalty: -6
END Cost: 6

Description: This spell conjures a pool of noon-bright sunlight to blind the theurgist's foes.

Game Information: Sight Group Flash 6d6, Area Of Effect (8m Radius; +½), Constant (+½) (60 Active Points); OAF (small silver mirror; -1), Extra Time (Full Phase to cast; -¼), Gestures (-¼), Incantations (-¼), Limited Range (60m; -¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 15 points.

Options:

- 1) *Strong Spell:* Increase to Sight Group Flash 8d6. 80 Active Points; total cost 20 points.
- 2) *Weak Spell:* Decrease to Sight Group Flash 4d6. 40 Active Points; total cost 10 points.
- 3) *Free Spell:* Total cost: 20 points.
- 4) *Remove A +¼ Advantage:* 52 Active Points; total cost 13 points.
- 5) *Remove A +½ Advantage:* 45 Active Points; total cost 11 points.
- 6) *Remove A -¼ Limitation:* Total cost 16 points.
- 7) *Remove A -½ Limitation:* Total cost 17 points.
- 8) *Add A +¼ Advantage:* 67 Active Points; total cost 17 points.
- 9) *Add A +½ Advantage:* 75 Active Points; total cost 19 points.
- 10) *Add A -¼ Limitation:* Total cost 14 points.
- 11) *Add A -½ Limitation:* Total cost 13 points.

DEFENSIVE SPELLS

Theurgy is less given to defense than to offense, but its repertoire includes a few protective magics.

**EARTH GOD'S BODY**

Effect: Resistant Protection (8 PD/8 ED)
Target: Self
Casting Time: Half Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Persistent
Range: Self
Magic Roll Penalty: -2
END Cost: 2 to cast

Description: This spell invests the theurgist with the power of the earth god, transforming his body to stone to protect him from attacks. (In games that use the Knockback rules, the GM should rewrite this spell to include some Knockback Resistance.)

Game Information: Resistant Protection (8 PD/8 ED) (24 Active Points); OAF Expendable (chip of marble etched with a theurgic symbol, Difficult to obtain; -1¼), Costs Endurance (to cast; -¼), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 7 points.

Options:

- 1) *Strong Spell:* Increase to Resistant Protection (10 PD/10 ED). 30 Active Points; total cost 8 points.
- 2) *Weak Spell:* Decrease to Resistant Protection (6 PD/6 ED). 18 Active Points; total cost 5 points.
- 3) *Free Spell:* Total cost: 11 points.
- 4) *Remove A -¼ Limitation:* Total cost 7 points.
- 5) *Remove A -½ Limitation:* Total cost 8 points.
- 6) *Add A +¼ Advantage:* 30 Active Points; total cost 8 points.
- 7) *Add A +½ Advantage:* 36 Active Points; total cost 10 points.
- 8) *Add A -¼ Limitation:* Total cost 6 points.
- 9) *Add A -½ Limitation:* Total cost 6 points.

**SKY GOD'S SHIELD**

Effect: Resistant Protection (8 PD/8 ED/8 Mental Defense/8 Power Defense)
Target: Self
Casting Time: Half Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: Self
Magic Roll Penalty: -5
END Cost: 5

Description: This spell calls upon the sky god's holy power to protect the caster from harm. While the spell is in effect, a golden-white glow surrounds the theurgist.

Game Information: Resistant Protection (8 PD/8 ED/8 Mental Defense/8 Power Defense) (48 Active Points); OAF Expendable (piece of milky-white glass etched with theurgic symbols, Difficult to obtain; -1¼), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 13 points.

Options:

- 1) *Strong Spell:* Increase to Resistant Protection (10 PD/10 ED/10 Mental Defense/10 Power Defense). 60 Active Points; total cost 16 points.
- 2) *Weak Spell:* Decrease to Resistant Protection (6 PD/6 ED/6 Mental Defense/6 Power Defense). 36 Active Points; total cost 10 points.
- 3) *Free Spell:* Total cost: 19 points.
- 4) *Remove A -¼ Limitation:* Total cost 14 points.
- 5) *Remove A -½ Limitation:* Total cost 15 points.
- 6) *Add A +¼ Advantage:* 60 Active Points; total cost 16 points.
- 7) *Add A +½ Advantage:* 72 Active Points; total cost 19 points.
- 8) *Add A -¼ Limitation:* Total cost 12 points.
- 9) *Add A -½ Limitation:* Total cost 11 points.

MOVEMENT SPELLS



AIR GOD'S PATHWAY

Effect: Flight 24m
Target: Self
Casting Time: Half Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: Self
Magic Roll Penalty: -2
END Cost: 2

Description: When a theurgist casts this spell, the air god's winds gently lift him up and propel him swiftly through the air for as long as he desires and can maintain control of the spell (*i.e.*, can spend END).

Game Information: Flight 24m (24 Active Points); OAF (holy talisman with wind-runes engraved upon it; -1), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 8 points.

Options:

- 1) *Strong Spell:* Increase to Flight 28m. 28 Active Points; total cost 9 points.
- 2) *Weak Spell:* Decrease to Flight 20m. 20 Active Points; total cost 7 points.
- 3) *Free Spell:* Total cost: 12 points.
- 4) *Remove A -¼ Limitation:* Total cost 9 points.
- 5) *Remove A -½ Limitation:* Total cost 10 points.
- 6) *Add A +¼ Advantage:* 30 Active Points; total cost 10 points.
- 7) *Add A +½ Advantage:* 36 Active Points; total cost 12 points.
- 8) *Add A -¼ Limitation:* Total cost 7 points.
- 9) *Add A -½ Limitation:* Total cost 7 points.



EARTH GOD'S PATHWAY

Effect: Tunneling 12m through PD 6 materials, Only Through Earth And Stone
Target: Self
Casting Time: Half Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: Self
Magic Roll Penalty: -3
END Cost: 3

Description: This spell calls upon the earth god's power to open the very earth and rock themselves and create a path for the theurgist. Once created, the Pathway remains open; the spell doesn't allow the caster to close it.

Game Information: Tunneling 12m through PD 6 materials (24 Active Points); OAF (holy talisman with stone-runes engraved upon it; -1), Gestures (-¼), Incantations (-¼), Limited Medium (earth and stone only; -½), Requires A Magic Roll (-½). Total cost: 7 points.

Options:

- 1) *Strong Spell:* Increase to Tunneling 15m. 27 Active Points; total cost 8 points.
- 2) *Weak Spell:* Decrease to Tunneling 9m. 21 Active Points; total cost 6 points.
- 3) *Free Spell:* Total cost: 10 points.
- 4) *Remove A -¼ Limitation:* Total cost 7 points.
- 5) *Remove A -½ Limitation:* Total cost 8 points.
- 6) *Add A +¼ Advantage:* 30 Active Points; total cost 8 points.
- 7) *Add A +½ Advantage:* 36 Active Points; total cost 10 points.
- 8) *Add A -¼ Limitation:* Total cost 6 points.
- 9) *Add A -½ Limitation:* Total cost 6 points.



WATER GOD'S PATHWAY

Effect: Swimming +16m
Target: Self
Casting Time: Half Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: Self
Magic Roll Penalty: -1
END Cost: 1

Description: This spell invokes the power of the water god to move the caster swiftly through the water.

Game Information: Swimming +16m (8 Active Points); OAF (holy talisman with water-runes engraved upon it; -1), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 3 points.

Options:

- 1) *Strong Spell:* Increase to Swimming +20m. 10 Active Points; total cost 3 points.
- 2) *Weak Spell:* Decrease to Swimming +12m. 6 Active Points; total cost 2 points.
- 3) *Free Spell:* Total cost: 4 points.
- 4) *Remove A -¼ Limitation:* Total cost 3 points.
- 5) *Remove A -½ Limitation:* Total cost 3 points.
- 6) *Add A +¼ Advantage:* 10 Active Points; total cost 3 points.
- 7) *Add A +½ Advantage:* 12 Active Points; total cost 4 points.
- 8) *Add A -¼ Limitation:* Total cost 2 points.
- 9) *Add A -½ Limitation:* Total cost 2 points.

SENSORY SPELLS



THE BLACK GOD'S EYE

Effect: Nightvision
Target: Self
Casting Time: Half Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: Self
Magic Roll Penalty: -1
END Cost: 1

Description: What darkness the god of evil creates, he can also banish. This spell draws upon his power to part the darkness for the theurgist, allowing him to see normally even at night. As long as it remains in effect, the caster's eyes are a solid, eery black.

Game Information: Nightvision (5 Active Points); OAF Expendable (small chip of obsidian etched with a theurgic rune, Difficult to obtain; -1¼), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Side Effects (caster's eyes are solid black, always occurs; -½). Total cost: 1 point.

Options:

- 1) *Free Spell:* Total cost: 2 points.
- 2) *Remove A -¼ Limitation:* Total cost 1 point.
- 3) *Remove A -½ Limitation:* Total cost 1 point.
- 4) *Add A +¼ Advantage:* 6 Active Points; total cost 1 point.
- 5) *Add A +½ Advantage:* 7 Active Points; total cost 2 points.
- 6) *Add A -¼ Limitation:* Total cost 1 point.
- 7) *Add A -½ Limitation:* Total cost 1 point.



THE EYE OF THE CROWN

Effect: Detect Rightful King (INT Roll +5)
Target: Self
Casting Time: Full Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: Self
Magic Roll Penalty: -1
END Cost: 1

Description: The bane of usurpers and regicides everywhere, this spell allows a theurgist to perceive who is the lawful and rightful king of a realm.

Game Information: Detect Rightful King (INT Roll +5) (Sight Group) (8 Active Points); OAF Expendable (small piece of a mantle, cape, or crown worn by a rightful king, Very Difficult to obtain; -1½), Costs Endurance (-½), Extra Time (Full Phase to cast and use; -½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 2 points.

Options:

- 1) *Free Spell:* Total cost: 3 points.
- 2) *Remove A -¼ Limitation:* Total cost 2 points.
- 3) *Remove A -½ Limitation:* Total cost 2 points.
- 4) *Add A +¼ Advantage:* 10 Active Points; total cost 2 points.
- 5) *Add A +½ Advantage:* 12 Active Points; total cost 3 points.
- 6) *Add A -¼ Limitation:* Total cost 2 points.
- 7) *Add A -½ Limitation:* Total cost 2 points.



SKY GOD'S PERCEPTION

Effect: Detect Spoken Falsehood (INT Roll +3)
Target: Self
Casting Time: Full Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: Self
Magic Roll Penalty: -1
END Cost: 1

Description: The sky god governs justice and truth, and this spell draws on those powers. While it's in effect, the theurgist can perceive that a falsehood spoken in his presence is a lie. It typically doesn't reveal when the speaker shades the truth, or speaks only part of the truth; it just reveals direct lies. The caster doesn't know what the truth is, or why the person who spoke lied, but he knows a lie was spoken.

Game Information: Detect Spoken Falsehood (INT Roll +3) (Hearing Group) (6 Active Points); OAF Expendable (small piece of a robe worn by a judge, Very Difficult to obtain; -1½), Costs Endurance (-½), Extra Time (Full Phase to cast and use; -½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 1 point.

Options:

- 1) *Free Spell:* Total cost: 2 points.
- 2) *Remove A -¼ Limitation:* Total cost 1 point.
- 3) *Remove A -½ Limitation:* Total cost 1 point.
- 4) *Add A +¼ Advantage:* 7 Active Points; total cost 1 point.
- 5) *Add A +½ Advantage:* 9 Active Points; total cost 2 points.
- 6) *Add A -¼ Limitation:* Total cost 1 point.
- 7) *Add A -½ Limitation:* Total cost 1 point.

MISCELLANEOUS SPELLS

ASTROLOGY

Effect:	Precognition (Sight Group)
Target:	Area
Casting Time:	1 Turn
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	No Range
Magic Roll Penalty:	-4
END Cost:	4

Description: The stars hold secret wisdom, and can reveal what will pass in days to come to a theurgist when he casts this spell. While his horoscopes are often vague and subject to multiple possible interpretations, a supplicant who can discern their true meaning benefits greatly from them. Unfortunately, the further into the future the theurgist looks, the harder it becomes to see accurately.

See APG 83-85 for expanded rules for Precognition.

Game Information: Clairsentience (Sight Group), Precognition (40 Active Points); OAF (viewing lenses, writing materials, and the like; -1), Concentration ($\frac{1}{2}$ DCV throughout casting; - $\frac{1}{2}$), Extra Time (requires a minimum of 1 Hour observing the night sky, and often longer; -3), Gestures (throughout; - $\frac{1}{2}$), Incantations (throughout; - $\frac{1}{2}$), No Range (- $\frac{1}{2}$), Precognition Only (-1), Requires A Magic Roll (- $\frac{1}{2}$), Time Modifiers (- $\frac{1}{2}$), Vague And Unclear (- $\frac{1}{2}$), Window Of Opportunity (can only be cast at night when the sky is clear; -1). Total cost: 4 points.

Options:

- 1) *Free Spell:* Total cost: 4 points.
- 2) *Remove A $-\frac{1}{4}$ Limitation:* Total cost 4 points.
- 3) *Remove A $-\frac{1}{2}$ Limitation:* Total cost 4 points.
- 4) *Add A $+\frac{1}{4}$ Advantage:* 50 Active Points; total cost 5 points.
- 5) *Add A $+\frac{1}{2}$ Advantage:* 60 Active Points; total cost 6 points.
- 6) *Add A $-\frac{1}{4}$ Limitation:* Total cost 4 points.
- 7) *Add A $-\frac{1}{2}$ Limitation:* Total cost 4 points.

CELESTIAL CENTAUR'S LUCK

Effect:	Luck 6d6, Only Lasts Until A Roll Succeeds
Target:	Self
Casting Time:	1 Turn
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Persistent (see text)
Range:	Self
Magic Roll Penalty:	-3
END Cost:	0

Description: Many cultures see a centaur or like creature formed by the stars in the sky, and they believe that constellation brings good luck. This spell grants a theurgist that luck for a brief

time. Once cast, it remains in effect until the caster makes a Luck roll that rolls at least one "6." Thereafter the caster must cast the spell again if he wants to continue to be lucky.

Game Information: Luck 6d6 (30 Active Points); OAF (piece of star-iron carved into a special theurgic talisman; -1), Extra Time (1 Turn to cast; - $\frac{3}{4}$), Gestures (- $\frac{1}{4}$), Incantations (- $\frac{1}{4}$), Only Lasts Until A Roll Succeeds (- $\frac{1}{4}$), Requires A Magic Roll (- $\frac{1}{2}$). Total cost: 7 points.

Options:

- 1) *Strong Spell:* Increase to Luck 8d6. 40 Active Points; total cost 10 points.
- 2) *Weak Spell:* Decrease to Luck 4d6. 20 Active Points; total cost 5 points.
- 3) *Free Spell:* Total cost: 10 points.
- 4) *Remove A $-\frac{1}{4}$ Limitation:* Total cost 8 points.
- 5) *Remove A $-\frac{1}{2}$ Limitation:* Total cost 8 points.
- 6) *Add A $+\frac{1}{4}$ Advantage:* 37 Active Points; total cost 9 points.
- 7) *Add A $+\frac{1}{2}$ Advantage:* 45 Active Points; total cost 11 points.
- 8) *Add A $-\frac{1}{4}$ Limitation:* Total cost 7 points.
- 9) *Add A $-\frac{1}{2}$ Limitation:* Total cost 7 points.

MOON GOD'S LIGHT

Effect:	Sight Group Images, +2 to PER Rolls (create moonlight)
Target:	8m Radius
Casting Time:	Full Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	160m
Magic Roll Penalty:	-2
END Cost:	2

Description: When the theurgist casts this spell, he gathers some of the moon god's silvery light and creates a pool of it that dispels gloom and darkness within a 8m radius area (though it does not do so as thoroughly as sunlight would).

Game Information: Sight Group Images, +2 to PER Rolls, Area Of Effect (8m Radius; + $\frac{1}{2}$) (24 Active Points); OAF (a moonstone engraved with a theurgic rune; -1), Extra Time (Full Phase to cast; - $\frac{1}{4}$), Gestures (- $\frac{1}{4}$), Incantations (- $\frac{1}{4}$), Only To Create Light (-1), Requires A Magic Roll (- $\frac{1}{2}$), Spell (- $\frac{1}{2}$). Total cost: 5 points.

Options:

- 1) *Free Spell:* Total cost: 6 points.
- 2) *Remove A $+\frac{1}{4}$ Advantage:* 20 Active Points; total cost 4 points.
- 3) *Remove A $+\frac{1}{2}$ Advantage:* 16 Active Points; total cost 3 points.
- 4) *Remove A $-\frac{1}{4}$ Limitation:* Total cost 5 points.
- 5) *Remove A $-\frac{1}{2}$ Limitation:* Total cost 6 points.
- 6) *Add A $+\frac{1}{4}$ Advantage:* 28 Active Points; total cost 6 points.
- 7) *Add A $+\frac{1}{2}$ Advantage:* 32 Active Points; total cost 7 points.
- 8) *Add A $-\frac{1}{4}$ Limitation:* Total cost 5 points.
- 9) *Add A $-\frac{1}{2}$ Limitation:* Total cost 4 points.



HEALING GOD'S TOUCH

Effect: Simplified Healing 3d6
Target: One character
Casting Time: 1 Minute (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: Touch
Magic Roll Penalty: -3
END Cost: 3

Description: This spell allows some of the god of healing's power to flow into the theurgist's hands, and thence into an injury to heal it.

Game Information: Simplified Healing 3d6 (30 Active Points); OAF (holy talisman with healing-runes engraved upon it; -1), Extra Time (1 Minute; -1½), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Requires A Magic Roll (-½). Total cost: 6 points.

Options:

- 1) *Strong Spell:* Increase to Simplified Healing 4d6. 40 Active Points; total cost 8 points.
- 2) *Weak Spell:* Decrease to Simplified Healing 2d6. 20 Active Points; total cost 4 points.
- 3) *Free Spell:* Total cost: 7 points.
- 4) *Remove A -¼ Limitation:* Total cost 6 points.
- 5) *Remove A -½ Limitation:* Total cost 7 points.
- 6) *Add A +¼ Advantage:* 37 Active Points; total cost 7 points.
- 7) *Add A +½ Advantage:* 45 Active Points; total cost 9 points.
- 8) *Add A -¼ Limitation:* Total cost 6 points.
- 9) *Add A -½ Limitation:* Total cost 5 points.



WATER GOD'S BREATH

Effect: Life Support (Expanded Breathing: Breathe Underwater)
Target: Self
Casting Time: Half Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Time Limit (duration of 1 hour, +30 minutes per point by which the caster succeeds with his Magic roll)
Range: Self
Magic Roll Penalty: -1
END Cost: 0

Description: This spell grants the caster one of the powers of the god of water — to breathe in that selfsame element.

Game Information: Life Support (Expanded Breathing: Breathe Underwater) (5 Active Points); OAF (theurgist's wand; -1), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Time Limit (duration of 1 hour, +30 minutes per point by which the caster succeeds with his Magic roll; -½). Total cost: 1 point.

Options:

- 1) *Free Spell:* Total cost: 2 points.
- 2) *Remove A -¼ Limitation:* Total cost 1 point.
- 3) *Remove A -½ Limitation:* Total cost 2 points.
- 4) *Add A +¼ Advantage:* 6 Active Points; total cost 2 points.
- 5) *Add A +½ Advantage:* 7 Active Points; total cost 3 points.
- 6) *Add A -¼ Limitation:* Total cost 1 point.
- 7) *Add A -½ Limitation:* Total cost 1 point.



VOODOO



Voodoo spells are based on a somewhat fictionalized version/amalgam of various Afro-Caribbean systems of religion, mysticism, and folklore. With its eerie rituals, strange charms, animal (and sometimes human) sacrifices, exotic and seductive qualities, and pulsing drum-beats, Voodoo holds an intriguing fascination for many gamers and is perfect for many types of *HERO System* campaigns.

In general, Voodoo magic involves calling on the *loa* (gods/spirits) for aid. A *houngan*, or Voodoo priest, uses his knowledge of and identification with a given *loa* and that *loa*'s symbols to "cast spells" or create magical effects. Rather than "learning spells" the way a Fantasy wizard does, the *houngan* trades offerings to the *loa* in exchange for a bit of their power. Evil spellcasters, known as *bokor*, also know black magic spells designed to curse and harm.

Beyond that simple explanation, this section of *The HERO System Grimoire* doesn't attempt to delve into what Voodoo is, explain its religious implications, or discuss its complex symbolism and practices. Pages 116-20 of *The Ultimate Mystic* discuss Voodoo in general (and include several spells which are not reprinted here), and there are many books on the subject for readers who'd like to learn more.

OFFENSIVE SPELLS

In addition to these "regular" Voodoo offensive spells, see also the section on Voodoo black magic, below.

★ BADÈ'S BREATH

Effect:	Telekinesis (20 STR), Affects Whole Object
Target:	One character
Casting Time:	Full Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	300m
Magic Roll Penalty:	-3
END Cost:	3

Description: The *houngan* calls upon the *loa* Badè to create a breeze — anything from a cooling draft of air to a heavy wind. While it's possible to use this spell maliciously (for example, by blowing down a flimsy shack or disarranging the papers on someone's desk), it's usually put to beneficial uses such as moving a sailboat a little quicker, cooling down an area, or keeping flying pests away.

Game Information: Telekinesis (20 STR) (30 Active Points); OAF (Badè charm; -1), Gestures (throughout; -½), Incantations (throughout; -½), Requires A Magic Roll (-½), Spell (-½). Total cost: 7 points.

Options:

- 1) *Strong Spell:* Increase to Telekinesis (30 STR). 45 Active Points; total cost 11 points.
- 2) *Weak Spell:* Decrease to Telekinesis (10 STR). 15 Active Points; total cost 4 points.
- 3) *Free Spell:* Total cost: 10 points.
- 4) *Remove A -¼ Limitation:* Total cost 8 points.
- 5) *Remove A -½ Limitation:* Total cost 8 points.
- 6) *Add A +¼ Advantage:* 37 Active Points; total cost 9 points.
- 7) *Add A +½ Advantage:* 45 Active Points; total cost 11 points.
- 8) *Add A -¼ Limitation:* Total cost 7 points.
- 9) *Add A -½ Limitation:* Total cost 7 points.



CROSSROADS BLESSING

Effect:	Aid Voodoo 4d6, any one Voodoo spell or power at a time
Target:	Self
Casting Time:	1 Turn
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-7
END Cost:	7

Description: A houngan who needs greater power can use this spell. He goes to a crossroads, calls upon Simbi, Ogou Badagris, and other *loa* who govern beneficial magical power, and performs a ceremony and sacrifice in their honor. In turn they grant him the power he seeks.

Game Information: Aid Voodoo 4d6, Variable Effect (any one Voodoo spell or power at a time; +½), Delayed Return Rate (points fade at the rate of 5 per 20 Minutes; +1½) (72 Active Points); OAF Expendable Fragile (appropriate Voodoo charms, powders, and paraphernalia, Difficult to obtain; -1½), Can Only Be Cast At A Crossroads (-¼), Extra Time (1 Turn; -1¼), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Only Aid Self (-1), Requires A Magic Roll (-½). Total cost: 11 points.

Options:

- 1) *Strong Spell:* Increase to Aid Voodoo 5d6. 90 Active Points; total cost 14 points.
- 2) *Weak Spell:* Decrease to Aid Voodoo 3d6. 54 Active Points; total cost 8 points.
- 3) *Free Spell:* Total cost: 14 points.
- 4) *Remove A +¼ Advantage:* 66 Active Points; total cost 10 points.
- 5) *Remove A +½ Advantage:* 60 Active Points; total cost 9 points.
- 6) *Remove A -¼ Limitation:* Total cost 11 points.
- 7) *Remove A -½ Limitation:* Total cost 12 points.
- 8) *Add A +¼ Advantage:* 78 Active Points; total cost 12 points.
- 9) *Add A +½ Advantage:* 84 Active Points; total cost 13 points.
- 10) *Add A -¼ Limitation:* Total cost 11 points.
- 11) *Add A -½ Limitation:* Total cost 10 points.



BARON SAMEDI'S CHANGE

Effect:	Multiform (16 animals built on up to 200 Total Points each)
Target:	Self
Casting Time:	1 Turn
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-6
END Cost:	18

Description: By calling on the power of the *loa* Baron Samedi, a houngan can gain the power to assume the form of various animals. He can remain in any given animal form as long as he wishes without difficulty.

Typically a character chooses the 16 animal forms native to Haiti (or referred to in Haitian folklore) that he can assume when he buys the spell, and later spends points to increase the number of forms if he wants more. However, the GM may allow him to leave some or all of the forms undefined at the start of the game, and then define them as the need arises.

This spell counts as Constant because it costs END to change forms. But since it costs no END to maintain the change and the spell doesn't have the *Reversion* Limitation, the character does not revert to his true form if Knocked Out while in animal shape; he retains the animal form.

Game Information: Multiform (16 animals built on up to 200 Total Points each) (60 Active Points); OAF Expendable (appropriate Voodoo charms, powders, and paraphernalia, Difficult to obtain; -1¼), Costs Endurance (to change only; -½), Extra Time (1 Turn; -1¼), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Increased Endurance Cost (x3 END; -1), Requires A Magic Roll (-½). Total cost: 9 points.

Options:

- 1) *Strong Spell:* Increase to 32 animals. 65 Active Points; total cost 10 points.
- 2) *Weak Spell:* Decrease to 8 animals. 55 Active Points; total cost 8 points.
- 3) *Free Spell:* Total cost: 11 points.
- 4) *Remove A -¼ Limitation:* Total cost 10 points.
- 5) *Remove A -½ Limitation:* Total cost 10 points.
- 6) *Add A +¼ Advantage:* 75 Active Points; total cost 11 points.
- 7) *Add A +½ Advantage:* 90 Active Points; total cost 14 points.
- 8) *Add A -¼ Limitation:* Total cost 9 points.
- 9) *Add A -½ Limitation:* Total cost 8 points.



☆ BOSOU'S BRAWN

Effect: Aid STR 3d6
Target: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: Touch
Magic Roll Penalty: -2
END Cost: 2

Description: The houngan calls upon Bosou, *loa* of virility and power, to grant himself or another person greater strength.

Game Information: Aid STR 3d6 (18 Active Points); OAF Expendable (appropriate Voodoo charms, powders, and paraphernalia, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 5 points.

Options:

- 1) *Strong Spell:* Increase to Aid STR 4d6. 24 Active Points; total cost 7 points.
- 2) *Weak Spell:* Decrease to Aid STR 2d6. 12 Active Points; total cost 4 points.
- 3) *Free Spell:* Total cost: 9 points.
- 4) *Remove A -¼ Limitation:* Total cost 6 points.
- 5) *Remove A -½ Limitation:* Total cost 6 points.
- 6) *Add A +¼ Advantage:* 22 Active Points; total cost 7 points.

7) *Add A +½ Advantage:* 27 Active Points; total cost 8 points.

8) *Add A -¼ Limitation:* Total cost 5 points.

9) *Add A -½ Limitation:* Total cost 5 points.

☆ GHEDE'S COMMAND

Effect: +30 PRE, Only To Make Presence Attacks Against The Undead
Target: Self
Casting Time: Full Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: Self
Magic Roll Penalty: -3
END Cost: 3

Description: Ghede, the lord of death, can give his followers the power to command the walking dead. With his aid a houngan can scare away *zombis cadavre*, or perhaps even force them to turn on the bokor who created them.

Game Information: +30 PRE (30 Active Points); OAF (specially-prepared Ghede fetish; -1), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Only To Make Presence Attacks Against The Undead (-2), Requires A Magic Roll (-½), Spell (-½). Total cost: 5 points.



LOA POSSESSION

Effect:	Boost two Characteristics 3d6, Side Effects (character takes on loa's personality)
Target:	Self
Casting Time:	1 Minute
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-4
END Cost:	4

Description: Through the use of spell ritual practices and meditative states, a houngan can let a *loa* take possession of him ("ride" him, in Voodoo parlance). This has the benefit (and drawback) of making him more like that loa — certain Characteristics increase or improve, based on the loa in question. But he also takes on aspects of the loa's personality. For example, if ridden by Erzuli he becomes seductive and lustful; if ridden by a death-loa he might become macabre (or, in the case of evil loa, murderous); if ridden by a loa associated with black magic he becomes wicked and cruel.

See the accompanying text box for a list of common Voodoo *loa* and the Characteristics each one affects by riding someone.

Game Information: Boost Characteristics 3d6, Variable Effect + Expanded Effect (any two Characteristics simultaneously, see accompanying table; +1) (36 Active Points); OAF (specially-prepared fetish or symbol of *loa* who will ride the houngan; -1), Concentration ($\frac{1}{2}$ DCV throughout casting; $-\frac{1}{2}$), Costs Endurance (to maintain; $-\frac{1}{2}$), Extra Time (1 Minute to cast; $-\frac{3}{4}$), Gestures (throughout casting; $-\frac{1}{2}$), Incantations (throughout casting; $-\frac{1}{2}$), Only Aid Self (-1), Requires A Magic Roll ($-\frac{1}{2}$), Side Effects (character takes on loa's personality, always occurs; $-\frac{1}{2}$). Total cost: 5 points.

Options:

- 1) *Strong Spell:* Increase to Boost Characteristics 4d6. 48 Active Points; total cost 7 points.
- 2) *Weak Spell:* Decrease to Boost Characteristics 2d6. 24 Active Points; total cost 3 points.
- 3) *Free Spell:* Total cost: 6 points.
- 4) *Remove A $-\frac{1}{4}$ Limitation:* Total cost 5 points.
- 5) *Remove A $-\frac{1}{2}$ Limitation:* Total cost 6 points.
- 6) *Add A $+\frac{1}{4}$ Advantage:* 40 Active Points; total cost 6 points.
- 7) *Add A $+\frac{1}{2}$ Advantage:* 45 Active Points; total cost 7 points.
- 8) *Add A $-\frac{1}{4}$ Limitation:* Total cost 5 points.
- 9) *Add A $-\frac{1}{2}$ Limitation:* Total cost 5 points.

LOAS

Loa	Sphere	Characteristics
Agaf	Storms, earthquakes	PD, ED
Agwé	Fishing, sailing	CON, INT
Ayida-Wedo	Fertility	BODY, Striking Appearance
Ayizan	Marketplaces, priestesses	INT, PRE
Azaka	Agriculture	STR, BODY
Badè	Wind	DEX, SPD
Baron Samedi	Death (aspect of Ghede)	PRE, SPD
Bosof	Virility, black magic	STR, EGO
Danbala (Damballa)	Wisdom, ancestral lore, the sky, serpents	EGO, PRE
Erzuli (Ezili)	Love, sex	PRE, Striking Appearance
Ghede (Gédé)	Death	PRE, STUN
Gran Bwa	The forest, wildlife, herbal medicine, healing	CON, BODY
Lasiren	The ocean; love	CON, Striking Appearance
Loko	Medicine, the priesthood	INT, EGO
Maman Brijit	Black magic, money	PRE, REC
Marinette	Evil deeds and works	STR, SPD
Ogou (Ogun)	Fire, war, metal, machines, tools	STR, CON
Papa Legba	Chief loa; destiny	CON, PRE
Simbi	Fresh water, rain, magicians, electricity	ED, SPD
Sogbo	Lightning	DEX, ED
Ti-Jean Petro	Revolution, black magic	STR, STUN

★ OGOU'S HAND OF FIRE

Effect:	Telekinesis (30 "STR"), Only Works On Fire
Target:	Special
Casting Time:	Full Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	450m
Magic Roll Penalty:	-4
END Cost:	4

Description: The houngan allows the *loa* Ogou to take possession of him, granting him the power to "pick up" masses of flame, move them, and even create crude shapes with them (such as a fiery eagle or a tower of flame). The spell can pick up a mass of fire doing up to 6 Damage Classes' worth of damage (1 DC for every "5 STR" worth of Telekinesis; see APG 122). The caster can move the flame at the normal rate for Telekinesis.

If the caster touches a person with the flame, that person takes the flame's damage; this extinguishes the flame (otherwise it does not "burn out" as long as the caster holds on to it). If the caster touches the flame to something flammable, such as a curtain, he loses control of it and it keeps burning until it uses up all the available fuel.

Game Information: Telekinesis (30 "STR") (45 Active Points); OAF (Ogou fetish; -1), Concentration (½ DCV throughout use; -½), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Only Works On Fire (-1), Requires A Magic Roll (-½), Spell (-½). Total cost: 8 points.

Options:

- 1) *Strong Spell:* Increase to Telekinesis (40 "STR"). 60 Active Points; total cost 11 points.
- 2) *Weak Spell:* Decrease to Telekinesis (20 "STR"). 30 Active Points; total cost 5 points.
- 3) *Free Spell:* Total cost: 10 points.
- 4) *Remove A -¼ Limitation:* Total cost 8 points.
- 5) *Remove A -½ Limitation:* Total cost 9 points.
- 6) *Add A +¼ Advantage:* 56 Active Points; total cost 10 points.
- 7) *Add A +½ Advantage:* 67 Active Points; total cost 12 points.
- 8) *Add A -¼ Limitation:* Total cost 8 points.
- 9) *Add A -½ Limitation:* Total cost 7 points.

★ OGOU'S MACHINE HAND

Effect:	Telekinesis (10 STR), Fine Manipulation, Only To Control Machines
Target:	One machine
Casting Time:	Full Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	50m
Magic Roll Penalty:	-2
END Cost:	2

Description: By calling on the power of Ogou, the *loa* of machinery, a houngan can take control of machines — whether to use them, destroy them, or manipulate their smallest parts.

Game Information: Telekinesis (10 STR), Fine Manipulation (25 Active Points); OAF (Ogou fetish made of bits of metal and plastic taken from working machines; -1), Extra Time (Full Phase; -½), Gestures (throughout use; -½), Incantations (-¼), Limited Range (50m; -¼), Only To Control Machines And Machine Parts (-1), Requires A Magic Roll (-½), Spell (-½). Total cost: 4 points.

Options:

- 1) *Strong Spell:* Increase to Telekinesis (20 STR). 40 Active Points; total cost 7 points.
- 2) *Weak Spell:* Decrease to Telekinesis (6 STR). 19 Active Points; total cost 3 points.
- 3) *Free Spell:* Total cost: 5 points.
- 4) *Remove A -¼ Limitation:* Total cost 5 points.
- 5) *Remove A -½ Limitation:* Total cost 5 points.
- 6) *Add A +¼ Advantage:* 31 Active Points; total cost 6 points.
- 7) *Add A +½ Advantage:* 37 Active Points; total cost 7 points.
- 8) *Add A -¼ Limitation:* Total cost 4 points.
- 9) *Add A -½ Limitation:* Total cost 4 points.

★ OGOU'S MIGHTY HAND

Effect:	Aid STR, DEX, CON, and PD 4d6
Target:	One character
Casting Time:	1 Turn
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-8
END Cost:	8

Description: Ogou, the *loa* of warriors, sometimes grants a fraction of his strength and power to a houngan (or person designated by a houngan) so that person becomes a mighty warrior in his own right.

Game Information: Aid STR, DEX, CON, and PD 4d6, Expanded Effect (four Characteristics simultaneously; +1½), Delayed Return Rate (points fade at the rate of 5 per Minute; +1) (84 Active Points); OAF Expendable (appropriate Voodoo charms, powders, and paraphernalia, including consecrated iron dust to be sprinkled on victim, Difficult to obtain; -1¼), Concentration (0 DCV throughout casting; -1), Extra Time (1 Turn; -1¼), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Requires A Magic Roll (-½). Total cost: 14 points.

Options:

- 1) *Strong Spell:* Increase to Aid 5d6. 105 Active Points; total cost 17 points.
- 2) *Weak Spell:* Decrease to Aid 3d6. 63 Active Points; total cost 10 points.
- 3) *Free Spell:* Total cost: 18 points.
- 4) *Remove A +½ Advantage:* 72 Active Points; total cost 12 points.
- 5) *Remove A -¼ Limitation:* Total cost 15 points.
- 6) *Remove A -½ Limitation:* Total cost 15 points.
- 7) *Add A +¼ Advantage:* 90 Active Points; total cost 15 points.
- 8) *Add A +½ Advantage:* 96 Active Points; total cost 16 points.
- 9) *Add A -¼ Limitation:* Total cost 13 points.
- 10) *Add A -½ Limitation:* Total cost 13 points.

**OGOU SHANGO'S AXE**

Effect: RKA 3d6, Indirect, Only During Storms/Cloudy Skies
Target: One character
Casting Time: Full Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 450m
Magic Roll Penalty: -6
END Cost: 6

Description: One of the few powerful attack spells in the houngan's repertoire, Ogou Shango's spell calls upon one of the *loa* of lightning to blast the target with a thunderbolt. A houngan can only cast it during a storm or sufficiently cloudy weather; if the sky is clear, Ogou Shango cannot help him against his enemies.

Bokors particularly enjoy using this spell both to hurt people and to cause fires. Their version calls on the Petro storm-*loa* Sogbo instead of Ogou Shango.

Game Information: RKA 3d6, Indirect (Source Point is always the sky above the target; +¼) (56 Active Points); OAF (axehead-shaped stone or metal fetish specially consecrated to Ogou Shango; -1), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Only During Storms/Cloudy Skies (-1), Requires A Magic Roll (-½), Spell (-½). Total cost: 11 points.

Options:

- 1) *Strong Spell:* Increase to RKA 4d6. 75 Active Points; total cost 15 points.
- 2) *Weak Spell:* Decrease to RKA 2d6. 37 Active Points; total cost 7 points.
- 3) *Free Spell:* Total cost: 14 points.
- 4) *Remove A -¼ Limitation:* Total cost 12 points.
- 5) *Remove A -½ Limitation:* Total cost 12 points.
- 6) *Add A +¼ Advantage:* 67 Active Points; total cost 13 points.
- 7) *Add A +½ Advantage:* 79 Active Points; total cost 16 points.
- 8) *Add A -¼ Limitation:* Total cost 11 points.
- 9) *Add A -½ Limitation:* Total cost 10 points.

**OGOU TONNERRE'S LAUGHTER**

Effect: Hearing Group Flash 8d6, Personal Immunity
Target: 8m Radius
Casting Time: Full Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: No Range
Magic Roll Penalty: -4
END Cost: 4

Description: A powerful houngan can laugh with the voice of Ogou Tonnerre, *loa* of thunder, deafening everyone near him.

Game Information: Hearing Group Flash 8d6, Area Of Effect (8m Radius; +½), Personal Immunity (+¼) (42 Active Points); OAF (stone fetish specially consecrated to Ogou Tonnerre; -1), Extra Time (Full Phase; -½), Incantations (-¼), No Range (-½), Requires A Magic Roll (-½), Spell (-½). Total cost: 10 points.

Options:

- 1) *Strong Spell:* Increase to Hearing Group Flash 10d6. 52 Active Points; total cost 12 points.
- 2) *Weak Spell:* Decrease to Hearing Group Flash 6d6. 31 Active Points; total cost 7 points.
- 3) *Free Spell:* Total cost: 13 points.
- 4) *Remove A +¼ Advantage:* 36 Active Points; total cost 8 points.
- 5) *Remove A +½ Advantage:* 30 Active Points; total cost 7 points.
- 6) *Remove A -¼ Limitation:* Total cost 10 points.
- 7) *Remove A -½ Limitation:* Total cost 11 points.
- 8) *Add A +¼ Advantage:* 48 Active Points; total cost 11 points.
- 9) *Add A +½ Advantage:* 54 Active Points; total cost 13 points.
- 10) *Add A -¼ Limitation:* Total cost 9 points.
- 11) *Add A -½ Limitation:* Total cost 9 points.

**SIMBI'S AID**

Effect: Aid Magic 3d6, any one Magic spell or power at a time
Target: One character
Casting Time: Extra Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: No Range
Magic Roll Penalty: -4
END Cost: 4

Description: This spell calls upon Simbi, patron *loa* of magic, to use his power to improve any magical spell (be it Voodoo or not).

Game Information: Aid Magic 3d6, Variable Effect (any one Magic spell or power at a time; +½), Delayed Return Rate (points fade at the rate of 5 per Minute; +1) (45 Active Points); OAF Expendable (appropriate Voodoo charms, powders, and paraphernalia, Difficult to obtain; -1¼), Extra Time (Extra Phase; -¾), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 11 points.

Options:

- 1) *Strong Spell*: Increase to Aid Magic 4d6. 60 Active Points; total cost 15 points.
- 2) *Weak Spell*: Decrease to Aid Magic 2d6. 30 Active Points; total cost 7 points.
- 3) *Free Spell*: Total cost: 16 points.
- 4) *Remove A +½ Advantage*: 36 Active Points; total cost 9 points.
- 5) *Remove A -¼ Limitation*: Total cost 12 points.
- 6) *Remove A -½ Limitation*: Total cost 13 points.
- 7) *Add A +¼ Advantage*: 49 Active Points; total cost 12 points.
- 8) *Add A +½ Advantage*: 54 Active Points; total cost 13 points.
- 9) *Add A -¼ Limitation*: Total cost 10 points.
- 10) *Add A -½ Limitation*: Total cost 10 points.

SIMBI CHAINS THE LIGHTNING

Effect:	Suppress Electrical Device Powers 4d6, any one Electrical Device power at a time
Target:	One electrical device
Casting Time:	Extra Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	40m
Magic Roll Penalty:	-6
END Cost:	6

Description: Simbi, who's a *loa* of lightning as well as magic, can extend his powers to help a houngan interfere with modern electrical devices — he literally “sucks the juice” away from them, making it harder (or even impossible) for them to work as long as the houngan maintains his concentration (*i.e.*, keeps paying END).

Game Information: Suppress Electrical Device Powers 4d6, Variable Effect (any one Electrical Device power at a time; +½) (60 Active Points); OAF (specially-prepared Simbi fetish; -1), Costs Endurance (to maintain; -½), Extra Time (Extra Phase; -¾), Gestures (-¼), Incantations (-¼), Limited Range (40m; -¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 12 points.

Options:

- 1) *Strong Spell*: Increase to Suppress Electrical Device Powers 5d6. 75 Active Points; total cost 15 points.
- 2) *Weak Spell*: Decrease to Suppress Electrical Device Powers 3d6. 45 Active Points; total cost 9 points.
- 3) *Free Spell*: Total cost: 15 points.
- 4) *Remove A -¼ Limitation*: Total cost 13 points.
- 5) *Remove A -½ Limitation*: Total cost 13 points.
- 6) *Add A +¼ Advantage*: 70 Active Points; total cost 14 points.
- 7) *Add A +½ Advantage*: 80 Active Points; total cost 16 points.
- 8) *Add A -¼ Limitation*: Total cost 11 points.
- 9) *Add A -½ Limitation*: Total cost 11 points.

STORM CONJURATION

Effect:	Change Environment (create or banish storms)
Target:	4 km Radius
Casting Time:	5 minutes
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	No Range
Magic Roll Penalty:	-5
END Cost:	5

Description: A houngan who possesses a *pierre tonnere* (“thunder stone”; actually an Arawak axehead) can use it to call on one of the *loa* who control rain and storms — Simbi, Agau, Sogbo, or Bade — to conjure a storm, or to send away a storm that's already occurring. The storms he makes can have powerful enough winds and rain to make it hard to see (and possibly even strong enough to harm crops or damage houses and trees), or they can simply cause gentle, life-giving rain. It takes five minutes from the time the spell is cast for these effects to fully manifest. The storm (or area cleared) covers a four kilometer area.

Game Information: Change Environment (create or banish storms), -1 to Sight Group PER Rolls (for created storms), Long-Lasting (until ambient weather conditions change naturally), Area Of Effect (4m Radius; +¼), MegaArea (1m = 1 km broad, wide, and deep; +1), Varying Effect (create or banish storms; +¼) (47 Active Points); OAF (one or more *pierre tonneres*; -1), Concentration (0 DCV throughout casting; -1), Extra Time (5 Minutes to cast; -1), Extra Time (5 Minutes onset time; -2), Gestures (two hands throughout casting; -1), Incantations (throughout casting; -½), No Range (-½), Requires A Magic Roll (-½), Spell (-½). Total cost: 5 points.

Options:

- 1) *Free Spell*: Total cost: 6 points.
- 2) *Remove A -¼ Limitation*: Total cost 5 points.
- 3) *Remove A -½ Limitation*: Total cost 5 points.
- 4) *Add A +¼ Advantage*: 52 Active Points; total cost 6 points.
- 5) *Add A +½ Advantage*: 57 Active Points; total cost 6 points.
- 6) *Add A -¼ Limitation*: Total cost 5 points.
- 7) *Add A -½ Limitation*: Total cost 5 points.

DEFENSIVE SPELLS



CHARM AGAINST RISING

Effect:	Minor Transform 7d6 (human corpse into corpse that cannot be made to rise as a zombi)
Target:	One corpse
Casting Time:	1 Hour
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-3
END Cost:	3

Description: When a follower of Voodoo dies, if his family can afford it they hire a houngan to come in and cast this spell upon the body. It's a universal preventative against the dead coming back to "life" as a *zombi cadavre* (an animated corpse; see HSB 296) and plaguing his family. To cast it, the houngan first uses flour to draw a cross on the corpse's forehead, then stuffs the corpse's nose and ears with cotton (so it cannot hear sounds made by the living, particularly the bokor's call to return). Second, the priest ties a cloth under the chin and around the head so the corpse can't open its mouth to respond to the bokor's call even if it does hear it. Third, the houngan ties the corpse's knees and toes together so it can't walk. Fourth, the houngan turns out the corpse's pockets (so it doesn't take to the grave anything it could use to harm the living), removes its shoes (so it can't frighten the living even if it does somehow walk), and puts a few of the deceased's personal items in the coffin (so he won't come looking for them). Fifth, he trims tufts of hair and the nails on the left hand and foot (which a bokor could use to gain power over the corpse); these are put in a white pot together with several chicken feathers the houngan has passed over the corpse's head (the pot and its contents are later burned). Lastly, a specially-trained corpse-washer laves the corpse in a proper ritual matter. A body so prepared cannot become a zombi.

This ritual also ensures that the deceased's soul makes it safely away from his body and cannot be captured by a bokor for use as a *zombi astral* (a sort of ghost).

Game Information: Minor Transform 7d6 (human corpse into corpse that cannot be made to rise as a *zombi cadavre*, nor whose soul can become a *zombi astral*; heals back through another application of this or a similar spell cast by the same houngan) (35 Active Points) OAF Expendable (appropriate Voodoo charms, powders, and paraphernalia, Difficult to obtain; -1¼), Extra Time (1 Hour; -3), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Limited Target (human corpses capable of being made into zombis; -1), No Range (-½), Requires A Magic Roll (-½). Total cost: 4 points.

Options:

- 1) *Strong Spell:* Increase to Minor Transform 9d6. 45 Active Points; total cost 5 points.
- 2) *Weak Spell:* Decrease to Minor Transform 6d6. 30 Active Points; total cost 4 points.
- 3) *Free Spell:* Total cost: 5 points.
- 4) *Remove A -¼ Limitation:* Total cost 4 points.
- 5) *Remove A -½ Limitation:* Total cost 4 points.
- 6) *Add A +¼ Advantage:* 44 Active Points; total cost 5 points.
- 7) *Add A +½ Advantage:* 52 Active Points; total cost 6 points.
- 8) *Add A -¼ Limitation:* Total cost 4 points.
- 9) *Add A -½ Limitation:* Total cost 4 points.



FEAR NOT THE FIRE

Effect:	Resistant Protection (12 ED), Only Versus Fire
Target:	Self
Casting Time:	Half Phase
Casting Procedures:	Gestures, Incantations
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-1
END Cost:	1

Description: This spell makes a houngan largely immune to injury from fire or heat. In addition to its more practical uses, it's sometimes employed to impress people by, for example, allowing the houngan to pick up a red-hot iron bar and suffer no burns.

See also *Ogou's Shield From Fire*, below, for a similar spell.

Game Information: Resistant Protection (12 ED) (18 Active Points); Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Only Works Against Fire/Heat (-½), Requires A Magic Roll (-½). Total cost: 6 points.

Options:

- 1) *Strong Spell:* Increase to Resistant Protection (15 ED). 24 Active Points; total cost 8 points.
- 2) *Weak Spell:* Decrease to Resistant Protection (8 ED). 12 Active Points; total cost 4 points.
- 3) *Remove A -¼ Limitation:* Total cost 6 points.
- 4) *Remove A -½ Limitation:* Total cost 7 points.
- 5) *Add A +¼ Advantage:* 22 Active Points; total cost 7 points.
- 6) *Add A +½ Advantage:* 27 Active Points; total cost 9 points.
- 7) *Add A -¼ Limitation:* Total cost 5 points.
- 8) *Add A -½ Limitation:* Total cost 5 points.

GHEDE'S SHIELD

Effect:	Major Transform 6d6 (normal person to person with Power Defense (15 points))
Target:	One character
Casting Time:	20 Minutes
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-6
END Cost:	6

Description: A houngan can call on the great *loa* Ghede to extend his power to protect someone from curses, black magic, and many other types of evil. The person who is to receive the protection must take part in a ritual with the houngan, during which the houngan sacrifices a black rooster and uses its blood to draw Ghede's sacred symbols on him. The effects of the spell typically last for a few months.

Game Information: Major Transform 6d6 (normal person to person with Power Defense (15 points); heals back normally) (60 Active Points); OAF Expendable (appropriate Voodoo charms, powders, and paraphernalia, Difficult to obtain; -1¼), Concentration (0 DCV throughout casting; -1), Extra Time (20 Minutes; -2½) Gestures (throughout casting; -½), Incantations (throughout casting; -½), Limited target (humans; -½), No Range (-½), Requires A Magic Roll (-½). Total cost: 7 points.

Options:

- 1) *Strong Spell:* Increase to Major Transform 8d6. 80 Active Points; total cost 10 points.
- 2) *Weak Spell:* Decrease to Major Transform 4d6. 40 Active Points; total cost 5 points.
- 3) *Free Spell:* Total cost: 8 points.
- 4) *Remove A -¼ Limitation:* Total cost 7 points.
- 5) *Remove A -½ Limitation:* Total cost 8 points.
- 6) *Add A +¼ Advantage:* 75 Active Points; total cost 9 points.
- 7) *Add A +½ Advantage:* 90 Active Points; total cost 11 points.
- 8) *Add A -¼ Limitation:* Total cost 7 points.
- 9) *Add A -½ Limitation:* Total cost 7 points.

OGOU'S SHIELD FROM FIRE

Effect:	Resistant Protection (16 ED), Usable By Other, Only Works Against Fire
Target:	One character
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Time Limit (duration of 1 Hour, +1 Hour per point by which the houngan makes his Voodoo roll; +½)
Range:	No Range
Magic Roll Penalty:	-3
END Cost:	3 to cast

Description: With this spell, a houngan calls upon Ogou, *loa* of fire, to protect himself (or one other person he designates) from fire for an hour or more.

See also *Fear Not The Fire*, above, for a similar spell.

Game Information: Resistant Protection (16 ED), Usable By Other (+¼) (30 Active Points); OAF Expendable (Ogou fetish, plus appropriate powders, and paraphernalia, Difficult to obtain; -1¼), Concentration (½ DCV throughout casting; -½), Costs Endurance (to cast; -¼), Extra Time (1 Minute; -1½), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Only Works Against Fire/Heat (-½), Requires A Magic Roll (-½), Time Limit (duration of 1 Hour, +1 Hour per point by which the houngan makes his Voodoo roll; -½). Total cost: 4 points.

Options:

- 1) *Strong Spell:* Increase to Resistant Protection (20 ED). 37 Active Points; total cost 5 points.
- 2) *Weak Spell:* Decrease to Resistant Protection (12 ED). 22 Active Points; total cost 3 points.
- 3) *Free Spell:* Total cost: 4 points.
- 4) *Remove A +¼ Advantage:* 16 Active Points; total cost 3 points.
- 5) *Remove A -¼ Limitation:* Total cost 4 points.
- 6) *Remove A -½ Limitation:* Total cost 5 points.
- 7) *Add A +¼ Advantage:* 36 Active Points; total cost 5 points.
- 8) *Add A +½ Advantage:* 42 Active Points; total cost 6 points.
- 9) *Add A -¼ Limitation:* Total cost 4 points.
- 10) *Add A -½ Limitation:* Total cost 4 points.

★ PROTECTION AGAINST ILLNESS

Effect:	Power Defense (20 points), Only Protects Against Diseases
Target:	One character
Casting Time:	20 Minutes
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Time Limit (7 days)
Range:	Touch
Magic Roll Penalty:	-3
END Cost:	0

Description: One of a houngan's most beneficial abilities is to prevent illness from taking hold in a person — whether it's an ordinary illness or one created by Petro Voodoo. By calling on the loa, he can protect a person from disease for a week. The specifics of the spell — the incantations, gestures, symbols, and substances used — vary depending on the types of disease the houngan is most concerned with preventing, though the spell has general application against all illnesses (but see Option #12, below).

In game terms, most diseases are defined as a Drain of some sort. Therefore this spell is defined as Power Defense that *Only Protects Against Diseases* (whether natural or magical). If necessary, the GM should use the Absolute Effect Rule to extend its protection to diseases not built as Drains.

Game Information: Power Defense (20 points), Usable Simultaneously (up to eight people, one at a time; +¾) (35 Active Points); OAF Expendable (appropriate Voodoo charms, powders, and paraphernalia, Difficult to obtain; -1¼), Extra Time (20 Minutes to cast; -1¼), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Only Protects Against Diseases (see text; -1), Requires A Magic Roll (-½), Time Limit (lasts for no more than seven days; -¼). Total cost: 6 points.

Options:

- 1) *Strong Spell:* Increase to Power Defense (25 points). 44 Active Points; total cost 7 points.
- 2) *Weak Spell:* Decrease to Power Defense (15 points). 26 Active Points; total cost 4 points.
- 3) *Free Spell:* Total cost: 7 points.
- 4) *Remove A +¼ Advantage:* 30 Active Points; total cost 5 points.
- 5) *Remove A +½ Advantage:* 25 Active Points; total cost 4 points.
- 6) *Remove A -¼ Limitation:* Total cost 6 points.
- 7) *Remove A -½ Limitation:* Total cost 6 points.
- 8) *Add A +¼ Advantage:* 40 Active Points; total cost 6 points.
- 9) *Add A +½ Advantage:* 45 Active Points; total cost 7 points.
- 10) *Add A -¼ Limitation:* Total cost 5 points.
- 11) *Add A -½ Limitation:* Total cost 5 points.
- 12) *Specific Protection:* This form of the spell only protects against a specific disease, which must be defined when the houngan purchases the spell. Change to Only Protects Against Specific Disease (-2). Total cost: 5 points.

★ PROTECTION FROM TORTURE

Effect:	Resistance (10 points)
Target:	One character
Casting Time:	1 Turn
Casting Procedures:	Incantations
Duration:	Persistent
Range:	Self
Magic Roll Penalty:	-4
END Cost:	0

Description: If a houngan finds himself in a situation where he will undergo torture, he can cast this spell on himself to diminish or banish the pain. He can even cast it while tied up, provided he can speak the incantation (in which, among other things, he calls upon Jesus to grant him the endurance Christ had on Golgotha).

Game Information: Resistance (10 points) (10 Active Points); Extra Time (1 Turn to cast; -¾), Incantations (throughout casting; -½), Requires A Magic Roll (-½). Total cost: 4 points.

Options:

- 1) *Strong Spell:* Increase to Resistance (15 points). 15 Active Points; total cost 5 points.
- 2) *Weak Spell:* Decrease to Resistance (7 points). 7 Active Points; total cost 2 points.
- 3) *Remove A -¼ Limitation:* Total cost 4 points.
- 4) *Remove A -½ Limitation:* Total cost 4 points.
- 5) *Add A +¼ Advantage:* 12 Active Points; total cost 4 points.
- 6) *Add A +½ Advantage:* 15 Active Points; total cost 5 points.
- 7) *Add A -¼ Limitation:* Total cost 3 points.
- 8) *Add A -½ Limitation:* Total cost 3 points.

SENSORY SPELLS

★ GHEDE-DOUBLE'S GIFT

Effect:	Precognition
Target:	One person
Casting Time:	1 Minute
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	500m
Magic Roll Penalty:	-5
END Cost:	5

Description: The houngan calls upon the loa Ghede-Double to grant him second sight.

Game Information: Clairvoyance (Sight and Hearing Groups), Precognition (50 Active Points); OAF Expendable (appropriate Voodoo charms, powders, and paraphernalia, Difficult to obtain; -1¼), Concentration (0 DCV throughout casting; -1), Extra Time (1 Minute; -1½), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Precognition Only (-1), Requires A Magic Roll (-½), Time Modifiers (-½), Vague And Unclear (-½). Total cost: 6 points.

Options:

- 1) *Free Spell*: Total cost: 7 points.
- 2) *Remove A -¼ Limitation*: Total cost 6 points.
- 3) *Remove A -½ Limitation*: Total cost 6 points.
- 4) *Add A +¼ Advantage*: 62 Active Points; total cost 7 points.
- 5) *Add A +½ Advantage*: 75 Active Points; total cost 9 points.
- 6) *Add A -¼ Limitation*: Total cost 6 points.
- 7) *Add A -½ Limitation*: Total cost 6 points.

 PERCEIVE THIEF

Effect: Detect Thief
Target: Self
Casting Time: 5 Minutes
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: Self
Magic Roll Penalty: -1
END Cost: 1

Description: With this spell a houngan can detect who among a group of suspects is a thief. The suspects must be gathered into the same area. The houngan sprinkles ashes in a circle, then makes four small crosses of ash inside the circle and sprinkles corn meal and sand at the foot of each cross. After cutting two switches from a nearby bush (and leaving the twigs and leaves on them), the houngan sits down in a chair in the center of the circle. He begins calling the names of the suspects in a sing-song, all the while crossing the switches and moving them against each other. When he calls out the name of the thief, the switches become entangled. The spell may have to be cast several times to get a positive result (*i.e.*, until the houngan makes his PER Roll), but in time the thief will be revealed.

Game Information: Detect Thief (INT Roll) (no Sense Group) (5 Active Points); OAF Expendable (see text, Easy to obtain; -1), Costs Endurance (-½), Extra Time (5 Minutes; -2), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Instant (-½), Requires A Magic Roll (-½). Total cost: 1 point.

Options:

- 1) *Free Spell*: Total cost: 1 point.
- 2) *Remove A -¼ Limitation*: Total cost 1 point.
- 3) *Remove A -½ Limitation*: Total cost 1 point.
- 4) *Add A +¼ Advantage*: 6 Active Points; total cost 1 point.
- 5) *Add A +½ Advantage*: 7 Active Points; total cost 1 point.
- 6) *Add A -¼ Limitation*: Total cost 1 point.
- 7) *Add A -½ Limitation*: Total cost 1 point.

 READING THE SEVEN SHELLS

Effect: Clairsentience (Sight Group), Precognition Only, Vague And Unclear
Target: Area
Casting Time: 1 Minute
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 400m
Magic Roll Penalty: -4
END Cost: 4

Description: Voodoo houngans often use this spell to peer into the future and see what it may hold. Typically they do so in response to a specific question from a customer: When is the best time to plant my crops? What day should I hold my daughter's wedding? Will my current business venture succeed? Successfully reading the answer to a question may elicit a direct response, or it may show the houngan how the questioner has angered the *loa* and can win back their favor (and thus achieve what he desires).

To cast the spell, the houngan uses seven shells previously prepared via a ritual. The ritual involves sacrificing a rooster, and the houngan stores the shells in a small bag along with the rooster's skull and tibias. Before using the shells, the houngan lights a candle that allows him to communicate with the *loa* and arranges some sacred stones that have been passed through flaming rum. While shaking the shells, the houngan calls on Simbi, loa of magic, and then scatters the shells onto a mat. The pattern displayed by the fallen shells shows the houngan the future. (In game terms, the Precognition is *Vague And Unclear*, but the more the houngan makes his Magic roll by, the clearer his reading should be.)

Game Information: Clairsentience (Sight Group), Precognition (40 Active Points); OAF (seven specially-prepared shells plus other Voodoo paraphernalia; -1), Concentration (½ DCV throughout casting; -½), Extra Time (1 Minute; -1½), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Instant (-½), Precognition Only (-1), Requires A Magic Roll (-½), Vague And Unclear (-½). Total cost: 5 points.

Options:

- 1) *Free Spell*: Total cost: 6 points.
- 2) *Remove A -¼ Limitation*: Total cost 5 points.
- 3) *Remove A -½ Limitation*: Total cost 6 points.
- 4) *Add A +¼ Advantage*: 50 Active Points; total cost 7 points.
- 5) *Add A +½ Advantage*: 60 Active Points; total cost 8 points.
- 6) *Add A -¼ Limitation*: Total cost 5 points.
- 7) *Add A -½ Limitation*: Total cost 5 points.

HEALING AND CURATIVE SPELLS



CURE VOYE LAMÒ

Effect:	Major Transform 6d6 (person afflicted with <i>Voye Lamò</i> to person not so afflicted)
Target:	One character
Casting Time:	1 Hour
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-9
END Cost:	9

Description: If a bokor attacks a person with *voye lamò* (see below), only a powerful houngan can drive the plaguing spirits of the dead away and save the victim's life (or sanity). If the *Voye Lamò* spell has not yet taken full effect (i.e., in game terms, the victim is not yet dead or totally Transformed into a madman), this spell stops the progress of *Voye Lamò* — the victim takes no further damage or Transform effect. If the victim was subjected to Deadly *Voye Lamò*, he may then start to heal the damage he took normally; if he was subjected to *Voye Lamò Of Madness*, he immediately becomes clearheaded and sane.

Game Information: Major Transform 6d6 (person afflicted with *Voye Lamò* to person not so afflicted, see text; heals back through application of the *Voye Lamò* spell), ACV (uses OMCV against DMCV; +¼), AVAD (Mental Defense; +0), Works Against EGO, Not BODY (+¼) (90 Active Points); OAF Expendable (appropriate Voodoo charms, powders, and paraphernalia, Difficult to obtain; -1¼), Concentration (0 DCV throughout casting; -1), Extra Time (1 Hour; -3) Gestures (throughout casting; -½), Incantations (throughout casting; -½), Limited target (humans afflicted with the *Voye Lamò* spell; -1), No Range (-½), Requires A Magic Roll (-½). Total cost: 10 points.

Options:

- 1) *Strong Spell:* Increase to Major Transform 8d6. 120 Active Points; total cost 13 points.
- 2) *Weak Spell:* Decrease to Major Transform 4d6. 60 Active Points; total cost 6 points.
- 3) *Free Spell:* Total cost: 11 points.
- 4) *Remove A -¼ Limitation:* Total cost 10 points.
- 5) *Remove A -½ Limitation:* Total cost 10 points.
- 6) *Add A +¼ Advantage:* 105 Active Points; total cost 11 points.
- 7) *Add A +½ Advantage:* 120 Active Points; total cost 13 points.
- 8) *Add A -¼ Limitation:* Total cost 9 points.
- 9) *Add A -½ Limitation:* Total cost 9 points.



FORTUNATE ONE

Effect:	Major Transform 6d6 (grant Luck), Only To Counteract Unluck
Target:	One character
Casting Time:	1 Minute
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-6
END Cost:	6

Description: To “cure” the bad luck inflicted on someone by a bokor or evil spirit, a houngan calls upon Papa Legba, sacrificing a mottled rooster to him and asking him to grant the victim luck so strong it counteracts the misfortune!

Game Information: Major Transform 6d6 (grant dice of Luck equal to the dice of Unluck inflicted by a spell or the like; heals back through another application of this spell or when the Unluck naturally fades away) (60 Active Points); OAF Expendable (appropriate Voodoo charms, powders, and paraphernalia, Difficult to obtain; -1¼), Extra Time (1 Minute; -1½), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Limited Target (humans under Unluck curses and the like; -1), No Range (-½), Requires A Magic Roll (-½), Spell (-½). Total cost: 8 points.

Options:

- 1) *Strong Spell:* Increase to Major Transform 8d6. 80 Active Points; total cost 11 points.
- 2) *Weak Spell:* Decrease to Major Transform 4d6. 40 Active Points; total cost 5 points.
- 3) *Free Spell:* Total cost: 10 points.
- 4) *Remove A -¼ Limitation:* Total cost 8 points.
- 5) *Remove A -½ Limitation:* Total cost 9 points.
- 6) *Add A +¼ Advantage:* 75 Active Points; total cost 10 points.
- 7) *Add A +½ Advantage:* 90 Active Points; total cost 12 points.
- 8) *Add A -¼ Limitation:* Total cost 8 points.
- 9) *Add A -½ Limitation:* Total cost 8 points.



LIFTING THE CURSE

Effect:	Major Transform 6d6 (person afflicted with a curse to person not so afflicted)
Target:	One character
Casting Time:	1 Hour
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-6
END Cost:	6

Description: Many Voodoo black magic spells inflict some sort of a curse on a person. A houngan can use this ritual to lift the curse. If the curse involved planting a *ouanga* (charm bag) or other physical object on or near the victim, it must be found before this spell can take effect; as part of the ritual the houngan burns the object.

Game Information: Major Transform 6d6 (person afflicted with a curse to person not so afflicted; heals back by getting cursed again) (60 Active Points); OAF Expendable (appropriate Voodoo charms, powders, and paraphernalia, Difficult to obtain; -1¼), Concentration (0 DCV throughout casting; -1), Extra Time (1 Hour; -3) Gestures (throughout casting; -½), Incantations (throughout casting; -½), Limited target (cursed humans; -½), No Range (-½), Requires A Magic Roll (-½). Total cost: 7 points.

Options:

- 1) *Strong Spell:* Increase to Major Transform 8d6. 80 Active Points; total cost 9 points.
- 2) *Weak Spell:* Decrease to Major Transform 4d6. 40 Active Points; total cost 4 points.
- 3) *Free Spell:* Total cost: 8 points.
- 4) *Remove A -¼ Limitation:* Total cost 7 points.
- 5) *Remove A -½ Limitation:* Total cost 7 points.
- 6) *Add A +¼ Advantage:* 75 Active Points; total cost 8 points.
- 7) *Add A +½ Advantage:* 90 Active Points; total cost 10 points.
- 8) *Add A -¼ Limitation:* Total cost 7 points.
- 9) *Add A -½ Limitation:* Total cost 6 points.

★ MAMAN BRIJIT'S CURE

Effect:	Major Transform 4d6 (person affected by illness- or death-causing black magic into healthy person)
Target:	One character
Casting Time:	5 Minutes
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	Touch
Magic Roll Penalty:	-4
END Cost:	4

Description: Maman Brijit is a Petro (evil) loa whom hounsans avoid calling on most of the time. But if properly approached and propitiated, she can cure the effects of Voodoo black magics that cause illnesses or death (assuming the recipient of the spell hasn't already died, of course). In a short ceremony the hounsan calls on Maman Brijit for her aid, and if he does everything correctly (*i.e.*, succeeds with his Magic roll), she grants it.

In game terms, this is a Major Transform, "(person affected by illness- or death-causing black magic into healthy person," that (a) stops certain Voodoo black magic spells from working, and (b) completely reverses their effects, restoring the victim to the full health and vigor he had before coming under the sorcery. Per the usual Transform rules, the hounsan must add up the cost of the lost abilities he wants to restore and treat them as "powers" being granted to the target by the Transform.

Game Information: Major Transform 4d6 (person affected by illness- or death-causing black magic into healthy person, heals back through any normal means that would cause character to contract the same disease) (40 Active Points); OAF (specially-prepared fetish or symbol of Maman Brijit; -1), Concentration (0 DCV throughout casting; -1), Extra Time (5 Minutes; -2), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Limited Target (humans afflicted by certain types of Voodoo black magic; -½), No Range (-½), Requires A Magic Roll (-½). Total cost: 5 points.

Options:

- 1) *Strong Spell:* Increase to Major Transform 5d6. 50 Active Points; total cost 7 points.
- 2) *Weak Spell:* Decrease to Major Transform 3d6. 30 Active Points; total cost 4 points.
- 3) *Free Spell:* Total cost: 6 points.
- 4) *Remove A -¼ Limitation:* Total cost 5 points.
- 5) *Remove A -½ Limitation:* Total cost 6 points.
- 6) *Add A +¼ Advantage:* 50 Active Points; total cost 7 points.
- 7) *Add A +½ Advantage:* 60 Active Points; total cost 8 points.
- 8) *Add A -¼ Limitation:* Total cost 5 points.
- 9) *Add A -½ Limitation:* Total cost 5 points.

★ MEDSIN FÈY

Effect:	Healing 1d6, any one Characteristic at a time
Target:	One character
Casting Time:	1 Minute
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	Touch
Magic Roll Penalty:	-3
END Cost:	1

Description: *Medsin Fèy* is the Voodoo term for the herbal healing lore of the hounsan, who uses it to treat and cure illnesses and minor injuries. (In game terms *medsin fèy* refers to KS: Haitian Herbalism, and the *Paramedics* Skill, and this spell; the spell describes the more miraculous effects a powerful hounsan can achieve.) Hounsans use *medsin fèy* to treat any sort of injury they feel they can help with, but only treat illnesses caused by magical or supernatural means — people with ordinary colds and diseases they refer to ordinary doctors.

Typically a *medsin fèy* treatment involves such practices as: applying a poultice made of appropriate herbs to the injured area, or the forehead; making herbal drinks; sacrificing an animal and using its blood to draw curing-signs on the afflicted area; and the like. Different herbs and leaves are used for different maladies, so a hounsan may not always have the right supplies on hand to treat a particular condition.

Game Information: Healing Characteristics 1d6, Variable Effect (any one Characteristic at a time; +½) (15 Active Points); OAF Expendable (appropriate Voodoo charms, powders, and paraphernalia, Difficult to obtain; -1¼), Extra Time (1 Minute; -1½), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Requires A Magic Roll (-1 per 5 Active Points; -1). Total cost: 3 points.

Options:

- 1) *Strong Spell:* Increase to Healing Characteristics 2d6. 30 Active Points; total cost 5 points.
- 2) *Free Spell:* Total cost: 3 points.
- 3) *Remove A +½ Advantage:* 10 Active Points; total cost 2 points.
- 4) *Remove A -¼ Limitation:* Total cost 3 points.
- 5) *Remove A -½ Limitation:* Total cost 3 points.
- 6) *Add A +¼ Advantage:* 17 Active Points; total cost 3 points.
- 7) *Add A +½ Advantage:* 20 Active Points; total cost 3 points.
- 8) *Add A -¼ Limitation:* Total cost 2 points.
- 9) *Add A -½ Limitation:* Total cost 2 points.



★ OGOU BATALA'S HAND

Effect: +3 with Medical Skills
Target: Self
Casting Time: 1 Turn
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: Self
Magic Roll Penalty: -1
END Cost: 1

Description: This spell calls on Ogou Batala, the guardian and helper of doctors and other providers of medical care, to grant special wisdom and skill when caring for the sick and injured.

Game Information: +3 with Medical Skills (12 Active Points); OAF (specially-prepared fetish of Ogou Batala; -1), Costs Endurance (to cast; -¼), Extra Time (1 Turn to cast; -¾), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Requires A Magic Roll (-½). Total cost: 3 points.

Options:

- 1) *Strong Spell:* Increase to +4 with Medical Skills. 16 Active Points; total cost 3 points.
- 2) *Weak Spell:* Decrease to +2 with Medical Skills. 8 Active Points; total cost 2 points.
- 3) *Free Spell:* Total cost: 3 points.
- 4) *Remove A -¼ Limitation:* Total cost 3 points.
- 5) *Remove A -½ Limitation:* Total cost 3 points.
- 6) *Add A +¼ Advantage:* 15 Active Points; total cost 3 points.
- 7) *Add A +½ Advantage:* 18 Active Points; total cost 4 points.
- 8) *Add A -¼ Limitation:* Total cost 2 points.
- 9) *Add A -½ Limitation:* Total cost 2 points.

VOODOO BLACK MAGIC

While many people associate Voodoo as a whole with black magic (*i.e.*, magic used for selfish, evil, or cruel purposes), that's not really the case. Voodoo as it's practiced as part of a religion is generally beneficent. However, *bokors* (Voodoo sorcerers, as opposed to *houngans*, or Voodoo priests) often learn related forms of black magic with which to curse and harm their enemies... or anyone they're hired to work magic against. (Houngans sometimes learn these spells, but only so they can better understand and prevent/cure their effects.) Voodoo black magic can be quite powerful, but suffers from many restrictions as well. Among other things, the spells usually take a long time to cast (or to prepare to cast), and most of them can only be cast at night (leaving the bokor weakened in daylight).

Voodoo black magic is also known as *Petro Voodoo*, *red Voodoo*, and *left-hand Voodoo*. A bokor is said to "give to the loas with both hands," since he practices both right-hand (white or helpful) and left-hand (black or evil) magic.

★ ACCURACY GREASE

Effect:	Aid Killing Attack 6d6
Target:	One weapon
Casting Time:	1 Hour
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	Touch
Magic Roll Penalty:	-6
END Cost/Charges:	13 to cast/1 Charge

Description: Bokors know how to brew a magical grease that makes any weapon more intelligent, and thus more likely to strike accurately and deal a deadly blow. To prepare it, they must dig up a body from a graveyard and take the corpse's brain. (They can also use the brain of an enemy killed in battle.) From the brain they manufacture the grease in a special ceremony. The grease must then be rubbed on the weapon to be enhanced — either on the edge of a bladed weapon or the sights of a gun.

According to some Voodoo lore, the brain of a white man is particularly efficacious for this spell. If the bokor can obtain one, the GM might consider adding a point or three to the Aid's effect roll.

Game Information: Aid Killing Attack 6d6, Variable Effect (any form of Killing Attack (HKA or RKA) at a time; +½), Delayed Return Rate (points fade at the rate of 5 per Day; +2¼) (135 Active Points); OAF Expendable (special grease made from the brains of dug-up corpses, Extremely Difficult to obtain; -2), Can Only Be Cast At Night (-¼), Concentration (0 DCV throughout casting; -1), Costs Endurance (-½), Extra Time (1 Hour; -3), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Requires A Magic Roll (-1 per 20 Active Points; -¼), 1 Charge (-2). Total cost: 12 points.

Options:

- 1) *Strong Spell:* Increase to Aid Killing Attack 8d6. 180 Active Points; total cost 16 points.
- 2) *Weak Spell:* Decrease to Aid Killing Attack 4d6. 90 Active Points; total cost 8 points.
- 3) *Free Spell:* Total cost: 15 points.
- 4) *Remove A +¼ Advantage:* 126 Active Points; total cost 11 points.
- 5) *Remove A +½ Advantage:* 117 Active Points; total cost 11 points.
- 6) *Remove A -¼ Limitation:* Total cost 12 points.
- 7) *Remove A -½ Limitation:* Total cost 13 points.
- 8) *Add A +¼ Advantage:* 144 Active Points; total cost 13 points.
- 9) *Add A +½ Advantage:* 153 Active Points; total cost 14 points.
- 10) *Add A -¼ Limitation:* Total cost 12 points.
- 11) *Add A -½ Limitation:* Total cost 12 points.

★ AGAU'S HAND

Effect:	Telekinesis (40 STR) to cause earthquakes
Target:	10 km Radius
Casting Time:	1 Turn
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-15
END Cost:	15

Description: By calling on the *loa* Agau, a bokor can cause an earthquake! This causes damage to structures and beings on the ground over a vast area. Secondary effects may occur, such as towers collapsing, rifts opening in the earth, or bodies of water changing location or course. Earthquakes count as Telekinesis that damages objects on the ground over a wide area; typically, an earthquake has 5 points of STR per 1.0 rating on the Richter scale. Thus, a 5.0 Richter quake has Telekinesis (25 STR).

Game Information: Telekinesis (40 STR), Area Of Effect (8m Radius Explosion [loses 5 STR per 1m radius area]; +¼), MegaArea (1m = 1 km wide, broad, and deep; +1), Personal Immunity (+¼) (150 Active Points); OAF Expendable (appropriate Voodoo charms, powders, and paraphernalia, Difficult to obtain; -1¼), Concentration (0 DCV throughout casting; -1), Can Only Be Cast At Night (-¼), Extra Time (1 Minute; -1½), Gestures (throughout casting; -½), Incantations (throughout casting; -½), No Range (-½), Only Affects Targets On The Ground (-¼), Requires A Magic Roll (-½). Total cost: 21 points.

Options:

- 1) *Strong Spell:* Increase to Telekinesis (50 STR). 187 Active Points; total cost 26 points.
- 2) *Weak Spell:* Decrease to Telekinesis (30 STR). 112 Active Points; total cost 15 points.
- 3) *Free Spell:* Total cost: 25 points.
- 4) *Remove A -¼ Limitation:* Total cost 21 points.
- 5) *Remove A -½ Limitation:* Total cost 22 points.
- 6) *Add A +¼ Advantage:* 165 Active Points; total cost 23 points.
- 7) *Add A +½ Advantage:* 180 Active Points; total cost 25 points.
- 8) *Add A -¼ Limitation:* Total cost 20 points.
- 9) *Add A -½ Limitation:* Total cost 19 points.

★ AGAU'S MANTLE

Effect:	Change Environment (create storms), +/-5 Temperature Levels, Varying Combat Effects
Target:	4 km Radius
Casting Time:	5 minutes
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	No Range
Magic Roll Penalty:	-7
END Cost:	7 per Hour

Description: By calling upon the *loa* Agau, a bokor can create a powerful storm! The temperature falls or rises as appropriate for the prevailing weather conditions, the sky clouds up, and the appropriate precipitation falls. (It takes five minutes from the time the spell is cast for these effects to fully manifest.) The storm covers a four kilometer area. The effects, being artificial, disperse fairly quickly once the caster stops paying END.

Game Information: Change Environment (create storm), +/-5 Temperature Levels, Varying Combat Effects, Area Of Effect (4m Radius; +¼), MegaArea (1m = 1 km broad, wide, and deep; +1), Delayed Endurance Cost (once per Hour; +½) (69 Active Points); OAF Expendable (appropriate Voodoo charms, powders, and paraphernalia, Difficult to obtain; -1¼), Can Only Be Cast At Night (-¼), Concentration (0 DCV throughout casting; -1), Extra Time (5 Minutes to cast; -1), Extra Time (5 Minutes onset time; -2), Gestures (two hands throughout casting; -1), Incantations (throughout casting; -½), No Range (-½), Requires A Magic Roll (-½), Spell (-½). Total cost: 7 points.

Options:

- 1) *Free Spell:* Total cost: 8 points.
- 2) *Remove A +¼ Advantage:* 62 Active Points; total cost 6 points.
- 3) *Remove A +½ Advantage:* 56 Active Points; total cost 6 points.
- 4) *Remove A -¼ Limitation:* Total cost 7 points.
- 5) *Remove A -½ Limitation:* Total cost 8 points.
- 6) *Add A +¼ Advantage:* 75 Active Points; total cost 8 points.
- 7) *Add A +½ Advantage:* 81 Active Points; total cost 8 points.
- 8) *Add A -¼ Limitation:* Total cost 7 points.
- 9) *Add A -½ Limitation:* Total cost 7 points.

★ BOSOU'S BLACK HAND

Effect:	Aid Petro Voodoo 5d6, any one Voodoo Black Magic spell at a time
Target:	Self
Casting Time:	1 Hour
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	Self
Magic Roll Penalty:	-7
END Cost:	7

Description: By calling on the *loa* Bosou and sacrificing a black goat to him, a bokor can enhance the power of another Petro (evil) Voodoo spell.

Game Information: Aid Voodoo Black Magic 5d6, Variable Effect (any one Voodoo Black Magic spell at a time; +½), Delayed Return Rate (points fade at the rate of 5 per Minute; +1) (75 Active Points); OAF Expendable (black goat to sacrifice, and sacrificial implements, Difficult to obtain; -1¼), Concentration (0 DCV throughout casting; -1), Can Only Be Cast At Night (-¼), Extra Time (1 Hour; -3), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Only Aid Self (-1), Requires A Magic Roll (-½). Total cost: 8 points.

Options:

- 1) *Strong Spell:* Increase to Aid Voodoo Black Magic 6d6. 90 Active Points; total cost 10 points.
- 2) *Weak Spell:* Decrease to Aid Voodoo Black Magic 4d6. 60 Active Points; total cost 7 points.
- 3) *Free Spell:* Total cost: 10 points.
- 4) *Remove A -¼ Limitation:* Total cost 8 points.
- 5) *Remove A -½ Limitation:* Total cost 9 points.
- 6) *Add A +¼ Advantage:* 82 Active Points; total cost 9 points.
- 7) *Add A +½ Advantage:* 90 Active Points; total cost 10 points.
- 8) *Add A -¼ Limitation:* Total cost 8 points.
- 9) *Add A -½ Limitation:* Total cost 8 points.

★ CAPTURE SOUL

Effect:	Summon one <i>zombi astral</i> built on 463 Total Points
Target:	Special
Casting Time:	1 Hour
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-9
END Cost:	9

Description: For 36 hours after a person dies, his soul hovers around his body before moving on to the next world. During that time it can be captured by a bokor, who then uses it as a *zombi astral* (for game purposes, use the Ghost character sheet on HSB 282 for a *zombi astral*). Capturing it requires this spell, which must be cast at night while the bokor is relatively close to the body (preferably in the same house, or in the cemetery where the body's buried if that's already occurred).

Game Information: Summon one *zombi astral* built on 463 Total Points (93 Active Points); OAF Expendable (appropriate Voodoo charms, powders, and paraphernalia, Difficult to obtain; -1¼), Can Only Be Cast At Night Within 36 Hours Of Death (-½), Concentration (0 DCV throughout casting; -1), Extra Time (1 Hour; -3), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Requires A Magic Roll (-½), Summoned Being Must Inhabit Locale (see text; -½). Total cost: 11 points.

Options:

- 1) *Free Spell*: Total cost: 12 points.
- 2) *Remove A -¼ Limitation*: Total cost 11 points.
- 3) *Remove A -½ Limitation*: Total cost 11 points.
- 4) *Add A +¼ Advantage*: 116 Active Points; total cost 13 points.
- 5) *Add A +½ Advantage*: 139 Active Points; total cost 16 points.
- 6) *Add A -¼ Limitation*: Total cost 10 points.
- 7) *Add A -½ Limitation*: Total cost 10 points.

**CREATE ZOMBI CADAVRE****Effect:**

Summon up to 16 *zombis cadavre* built on 176 Total Points each, Slavishly Devoted, Extra Tasks

Target:

Special

Casting Time:

1 Hour

Casting Procedures:

Focus, Gestures, Incantations

Duration:

Instant

Range:

No Range

Magic Roll Penalty:

-14

END Cost:

14

Description: One of the most-feared spells of Voodoo black magic is this one, by which a bokor causes a body to rise from the grave and serve him as a mindless *zombi cadavre* (use the Zombie character sheet on HSB 296 for a *zombi cadavre*). It requires a long and terrifying ritual performed in the same room or cemetery where the corpse is currently located. The ritual only works on corpses whom the bokor has slain with the *Kou Nanm* spell (see below) or whose souls he's caught with *Capture Soul* (see above).

First the bokor appeals to Baron Samedi, who controls the passage between the lands of life and death, to open the way that he (the bokor) may bring the *zombi cadavre* to life. Then he calls on Ghede-Nibo, caretaker of tombs, whose permission must be asked to use any dead person. Finally, when all preparations have been made and incantations uttered, the bokor calls the dead person's name. If all has gone as planned, the corpse answers the bokor's call and rise as the living dead.

The death of the bokor who created it frees a *zombi cadavre* to return to death, as does the completion of its total number of tasks.

Game Information: Summon up to 16 *zombis cadavre* built on 176 Total Points each, Slavishly Devoted (+1), Extra Tasks (bokor's EGO x4 tasks; +½) (137 Active Points); OAF Expendable (appropriate Voodoo charms, powders, and paraphernalia, Very Difficult to obtain; -1½), Can Only Be Cast At Night Within 36 Hours Of Death (-½), Concentration (0 DCV throughout casting; -1), Extra Time (1 Hour; -3), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Must Have An Appropriate Corpse (see text; -1½), Requires A Magic Roll (-½), Summoned Being Must Inhabit Locale (see text; -½). Total cost: 13 points.

Options:

- 1) *Free Spell*: Total cost: 15 points.
- 2) *Remove A +¼ Advantage*: 124 Active Points; total cost 12 points.
- 3) *Remove A +½ Advantage*: 110 Active Points; total cost 10 points.
- 4) *Remove A -¼ Limitation*: Total cost 13 points.
- 5) *Remove A -½ Limitation*: Total cost 14 points.
- 6) *Add A +¼ Advantage*: 151 Active Points; total cost 14 points.
- 7) *Add A +½ Advantage*: 165 Active Points; total cost 16 points.
- 8) *Add A -¼ Limitation*: Total cost 13 points.
- 9) *Add A -½ Limitation*: Total cost 12 points.

**DEADLY CURSE****Effect:**

RKA 8d6, NND, Does BODY

Target:

1m Radius Accurate
(covers the entire world)

Casting Time:

1 Hour

Casting Procedures:

Focus, Gestures, Incantations

Duration:

Instant

Range:

No Range

Magic Roll Penalty:

-0

END Cost:

33

Description: The most powerful bokors can pronounce a direct and lethal curse against someone, causing him to drop dead instantly. To cast the spell, the bokor goes to a graveyard at night, calls upon Ghede and Baron Samedi to send the spirits of the dead to him, and then sends those spirits to attack his target.

Game Information: RKA 8d6, NND (defense is Life Support [Longevity]; +1), Does BODY (+1), Area Of Effect (1m Radius Accurate; +½), MegaScale (area covers all of Earth; +2), Reduced Endurance (½ END; +¼) (690 Active Points); OAF Expendable (black hen or goat sacrifice plus sacrificial tools and supplies, Difficult to obtain; -1¼), Can Only Be Cast At Night (-¼), Can Only Be Cast In A Graveyard (-½), Concentration (0 DCV throughout casting; -1), Extra Time (1 Hour; -3), Gestures (throughout; -½), Incantations (throughout; -½), No Range (-½), Requires A Magic Roll (no Active Point penalty; -0), Spell (-½). Total cost: 77 points.

Options:

- 1) *Free Spell*: Total cost: 89 points.
- 2) *Remove A +¼ Advantage*: 660 Active Points; total cost 73 points.
- 3) *Remove A -¼ Limitation*: Total cost 79 points.
- 4) *Remove A -½ Limitation*: Total cost 81 points.
- 5) *Add A +¼ Advantage*: 720 Active Points; total cost 80 points.
- 6) *Add A +½ Advantage*: 750 Active Points; total cost 83 points.
- 7) *Add A -¼ Limitation*: Total cost 74 points.
- 8) *Add A -½ Limitation*: Total cost 73 points.



DISPEL THE DEAD

Effect:	Dispel 20d6, any one spirits of the dead spell at once
Target:	One character
Casting Time:	Full Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	20m
Magic Roll Penalty:	-9
END Cost:	9

Description: What a bokor can call up, he can put down. Many Voodoo black magic spells involve invoking or using the spirits of the dead, and this spell drives those spirits away. Among other things, it can render the dirt of a *Voye Lamò* spell harmless or counteract a Death Curse. (The GM should allow it to have those effects pursuant to the Absolute Effect Rule, even if the total on the Dispel dice isn't sufficient to overcome those spells' Active Points.)

Game Information: Dispel 20d6, Variable Effect (any one spirits of the dead spell at once, see text; +½) (90 Active Points); OAF Expendable (Voodoo powders and candles, Difficult to obtain; -1¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Limited Range (20m; -¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 20 points.

Options:

- 1) *Strong Spell:* Increase to Dispel 24d6. 108 Active Points; total cost 24 points.
- 2) *Weak Spell:* Decrease to Dispel 16d6. 72 Active Points; total cost 16 points.
- 3) *Free Spell:* Total cost: 28 points.
- 4) *Remove A +½ Advantage:* 60 Active Points; total cost 13 points.
- 5) *Remove A -¼ Limitation:* Total cost 21 points.
- 6) *Remove A -½ Limitation:* Total cost 22 points.
- 7) *Add A +¼ Advantage:* 105 Active Points; total cost 23 points.
- 8) *Add A +½ Advantage:* 120 Active Points; total cost 27 points.
- 9) *Add A -¼ Limitation:* Total cost 19 points.
- 10) *Add A -½ Limitation:* Total cost 18 points.



ENEMY'S HEART

Effect:	Aid PRE or INT 2d6, Must Consume Heart/Liver Of Slain Enemy
Target:	One character
Casting Time:	1 Turn
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-4
END Cost:	4

Description: The body of a bokor's enemy contains great magic that he can tap... if he's willing. By consuming a slain enemy's heart, the bokor gains great courage; eating his liver brings cleverness.

To cast the spell, the bokor must retrieve the organs from the enemy's corpse (or have someone else do it), and then eat some of it (or feed it to whoever he Aids) while casting the spell. Typically the organs are cooked first, lengthening the whole process. A given organ can feed 1d6 persons, but the spell must be cast separately for each one.

Game Information: Aid PRE or INT 2d6, Variable Effect (one Characteristic at a time; +½), Delayed Return Rate (points fade at the rate of 5 per Day; +2¼) (45 Active Points); OAF Expendable (body parts cannibalised from slain enemies, plus appropriate Voodoo charms, powders, and paraphernalia, Extremely Difficult to obtain; -2), Can Only Be Cast At Night (-¼), Extra Time (1 Turn; -1¼), Gestures (throughout; -½), Incantations (throughout; -½), Must Consume Heart/Liver Of Slain Enemy (-1), Requires A Magic Roll (-½), Spell (-½). Total cost: 6 points.

Options:

- 1) *Strong Spell:* Increase to Aid 3d6. 67 Active Points; total cost 9 points.
- 2) *Weak Spell:* Decrease to Aid 1d6. 22 Active Points; total cost 3 points.
- 3) *Free Spell:* Total cost: 8 points.
- 4) *Remove A +¼ Advantage:* 42 Active Points; total cost 6 points.
- 5) *Remove A +½ Advantage:* 39 Active Points; total cost 5 points.
- 6) *Remove A -¼ Limitation:* Total cost 6 points.
- 7) *Remove A -½ Limitation:* Total cost 6 points.
- 8) *Add A +¼ Advantage:* 48 Active Points; total cost 6 points.
- 9) *Add A +½ Advantage:* 51 Active Points; total cost 7 points.
- 10) *Add A -¼ Limitation:* Total cost 6 points.
- 11) *Add A -½ Limitation:* Total cost 6 points.

INFLICT ILLNESS

Effect:	Drain CON and BODY 1d6
Target:	1m Radius Accurate (covers the entire world)
Casting Time:	1 Hour
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-6
END Cost:	6

Description: One of a bokor's most feared powers is to make people fall sick, and perhaps even die. The spell works best if the bokor has hair, nails, skin, or even clothes or personal effects taken from the intended victim (+2 to +5 to Voodoo roll), but can affect anyone.

Game Information: Drain CON and BODY 1d6, Expanded Effect (two Characteristics simultaneously; +½), Delayed Return Rate (points return at the rate of 5 per Day; +2¼), Area Of Effect (1m Radius Accurate; +½), MegaScale (area covers all of Earth; +2) (62 Active Points); OAF Expendable (appropriate Voodoo charms, powders, and paraphernalia, Difficult to obtain; -1¼), Can Only Be Cast At Night (-¼), Damage Over Time (3 increments, one per day for three days, defense only applies once, cannot be used again on same victim until all increments accrue; -4), Extra Time (1 Hour to cast; -3), Extra Time (1 Hour onset time; -3), Gestures (throughout; -½), Incantations (throughout; -½), No Range (-½), Requires A Magic Roll (-½), Spell (-½). Total cost: 4 points.

Options:

- 1) *Strong Spell:* Increase to Drain CON and BODY 2d6. 125 Active Points; total cost 8 points.
- 2) *Weak Spell:* Decrease to Drain CON and BODY ½d6. 31 Active Points; total cost 2 points.
- 3) *Free Spell:* Total cost: 4 points.
- 4) *Remove A +¼ Advantage:* 60 Active Points; total cost 4 points.
- 5) *Remove A +½ Advantage:* 57 Active Points; total cost 4 points.
- 6) *Remove A -¼ Limitation:* Total cost 4 points.
- 7) *Remove A -½ Limitation:* Total cost 4 points.
- 8) *Add A +¼ Advantage:* 65 Active Points; total cost 4 points.
- 9) *Add A +½ Advantage:* 67 Active Points; total cost 4 points.
- 10) *Add A -¼ Limitation:* Total cost 4 points.
- 11) *Add A -½ Limitation:* Total cost 4 points.

KALFOU'S MISCHANCE

Effect:	Blast 6d6, Trigger
Target:	1m Radius Accurate (covers the entire world)
Casting Time:	1 Hour
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-9
END Cost:	9

Description: A *kalfou*, or crossroads, holds great evil power, and a bokor can use it to cause a victim to suffer an accident. Within a week of when the bokor casts the spell, the victim suffers some sort of injury — a large weight falls on him, a car or horse runs into him, he gets kicked by a mule, or he gets beat up in a barroom brawl. Whatever *seems* to have happened to him, the real cause is the bokor's evil spell.

Game Information: Blast 6d6, Trigger (takes effect sometime within a week of the casting of the spell; +¼), Area Of Effect (1m Radius Accurate; +½), MegaScale (area covers all of Earth; +2) (112 Active Points); OAF Expendable (appropriate Voodoo charms, powders, and paraphernalia, Difficult to obtain; -1¼), Can Only Be Cast At Night (-¼), Can Only Be Cast At A Crossroads (-½), Extra Time (1 Hour to cast; -3), Gestures (throughout; -½), Incantations (throughout; -½), Requires A Magic Roll (-½), Spell (-½). Total cost: 14 points.

Options:

- 1) *Strong Spell:* Increase to Blast 8d6. 150 Active Points; total cost 19 points.
- 2) *Weak Spell:* Decrease to Blast 4d6. 75 Active Points; total cost 9 points.
- 3) *Free Spell:* Total cost: 16 points.
- 4) *Remove A +¼ Advantage:* 105 Active Points; total cost 13 points.
- 5) *Remove A +½ Advantage:* 97 Active Points; total cost 12 points.
- 6) *Remove A -¼ Limitation:* Total cost 14 points.
- 7) *Remove A -½ Limitation:* Total cost 15 points.
- 8) *Add A +¼ Advantage:* 120 Active Points; total cost 15 points.
- 9) *Add A +½ Advantage:* 127 Active Points; total cost 16 points.
- 10) *Add A -¼ Limitation:* Total cost 13 points.
- 11) *Add A -½ Limitation:* Total cost 13 points.



KOU LE

Effect:	Drain CON and BODY 3d6; Major Transform 6d6 (grant Unluck)
Target:	1m Radius Accurate (covers the entire world)
Casting Time:	1 Hour
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-6/-10
END Cost:	6/10

Description: A *kou le* is an “air spell” — a spell of Voodoo black magic designed to inflict illness or bad luck at a distance. Compared to many such spells it’s fairly weak, but it’s still powerful enough to make a bokor’s foes wary.

Game Information:

Cost Power

- 8 **Kou Le:** Multipower, 105-point reserve, all OAF Expendable (black hen or goat sacrifice plus sacrificial tools and supplies, Difficult to obtain; -1¼), Concentration (0 DCV throughout casting; -1), Damage Over Time (3 increments, one per day for three days, defense only applies once, cannot be used again on same victim until all increments accrue; -4), Extra Time (1 Hour; -3), Gestures (throughout; -½), Incantations (throughout; -½), Can Only Be Cast At Night (-¼), No Range (-½), Requires A Magic Roll (-½), Spell (-½)
- 1f **1) Cause Illness:** Drain CON and BODY 1d6, Expanded Effect (two Characteristics simultaneously; +½), Delayed Return Rate (points return at the rate of 5 per Day; +2¼), Area Of Effect (1m Radius Accurate; +½), MegaScale (area covers all of Earth; +2); common Limitations as described above
- 1f **2) Inflict Bad Luck:** Major Transform 3d6 (normal person into person with Unluck 1d6; heals back normally or when appropriate Voodoo countermagics are applied), Area Of Effect (1m Radius Accurate; +½), MegaScale (area covers all of Earth; +2); common Limitations as described above, plus Limited Target (humans; -½)

Total cost: 10 points.



KOUN NANM

Effect:	RKA 1d6, AVAD (Power Defense), Does BODY
Target:	1m Radius Accurate (covers the entire world)
Casting Time:	1 Hour
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-9
END Cost:	9

Description: A *koun nanm* is a “soul spell” — an incantation by which the bokor steals a person’s soul. The victim slowly weakens and dies over the course of a week. The bokor keeps the stolen soul and uses it in various black magic rituals and spells.

Game Information: RKA 1d6, AVAD (Power Defense; +1½), Does BODY (+1), Area Of Effect (1m Radius Accurate; +½), MegaScale (area covers all of Earth; +2) (90 Active Points); OAF Expendable (various ritual Voodoo paraphernalia, blood, and the like, Difficult to obtain; -1¼), Can Only Be Cast At Night (-¼), Concentration (0 DCV throughout casting; -1), Damage Over Time (8 increments, one immediately and then one per day for six days [2d6 on the final day], defense only applies once, cannot be used again on same victim until all increments accrue; -2½), Extra Time (1 Hour; -3), Gestures (throughout; -½), Incantations (throughout casting; -½), No Range (-½), Requires A Magic Roll (-½), Spell (-½). Total cost: 8 points.

Options:

- 1) *Strong Spell:* Increase to RKA 2d6. 180 Active Points; total cost 16 points.
- 2) *Weak Spell:* Decrease to RKA ½d6. 60 Active Points; total cost 5 points.
- 3) *Free Spell:* Total cost: 9 points.
- 4) *Remove A +½ Advantage:* 82 Active Points; total cost 7 points.
- 5) *Remove A -¼ Limitation:* Total cost 8 points.
- 6) *Remove A -½ Limitation:* Total cost 8 points.
- 7) *Add A +¼ Advantage:* 94 Active Points; total cost 8 points.
- 8) *Add A +½ Advantage:* 97 Active Points; total cost 8 points.
- 9) *Add A -¼ Limitation:* Total cost 8 points.
- 10) *Add A -½ Limitation:* Total cost 7 points.

KOU POUD (MISFORTUNE)

Effect:	Major Transform 8d6 (grant Unluck), Delayed Effect
Target:	One character
Casting Time:	1 Hour to create; Half Phase (Attack Action) to use
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	RBS
Magic Roll Penalty:	-12
Charges:	1

Description: A *kou poud* is a “powder spell” — one that creates a powder charged with Voodoo black magic. By throwing it on someone, the bokor (or whoever bought the powder from him) can inflict harm. In this case, that harm takes the effect of bad luck. The powder must be prepared at night, but can be used any time after it's made.

Game Information: Major Transform 8d6 (normal person into person with Unluck 3d6; heals back normally or when appropriate Voodoo counter-magics are applied), Delayed Effect (may have available a number of powders equal to character's INT; +½) (120 Active Points); OAF Fragile (-1¼), Can Only Be Cast At Night (-0), Concentration (0 DCV throughout creation; -1), Extra Time (1 Hour to prepare; -3), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Range Based On STR (-¼), Requires A Magic Roll (to brew; -½), 1 Charge (-2). Total cost: 12 points.

Options:

- 1) *Strong Spell:* Increase to Major Transform 10d6. 150 Active Points; total cost 15 points.
- 2) *Weak Spell:* Decrease to Major Transform 6d6. 90 Active Points; total cost 9 points.
- 3) *Free Spell:* Total cost: 14 points.
- 4) *Remove A -¼ Limitation:* Total cost 12 points.
- 5) *Remove A -½ Limitation:* Total cost 13 points.
- 6) *Add A +¼ Advantage:* 140 Active Points; total cost 14 points.
- 7) *Add A +½ Advantage:* 160 Active Points; total cost 16 points.
- 8) *Add A -¼ Limitation:* Total cost 12 points.
- 9) *Add A -½ Limitation:* Total cost 11 points.

KOU POUD (ILLNESS)

Effect:	Drain CON and BODY 1d6, Delayed Effect
Target:	One character
Casting Time:	1 Hour to create; Half Phase (Attack Action) to use
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	RBS
Magic Roll Penalty:	-2
Charges:	1

Description: A *kou poud* is a “powder spell” — one that creates a powder charged with Voodoo black magic. By throwing it on someone, the bokor (or whoever bought the powder from him) can inflict harm. In this case, that harm takes the effect of making the victim deathly ill. The powder must be prepared at night, but can be used any time after it's made.

Game Information: Drain CON and BODY 1d6, Expanded Effect (two Characteristics simultaneously; +½), Delayed Effect (may have available a number of powders equal to character's INT; +½) (20 Active Points); OAF Fragile (-1¼), Can Only Be Cast At Night (-0), Concentration (0 DCV throughout creation; -1), Damage Over Time (7 increments, one per day for a week, defense only applies once, cannot be used again on same victim until all increments accrue; -2½), Extra Time (1 Hour to prepare; -3), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Range Based On STR (-¼), Requires A Magic Roll (to brew; -½), 1 Charge (-2). Total cost: 2 points.

Options:

- 1) *Strong Spell:* Increase to Drain 2d6. 40 Active Points; total cost 3 points.
- 2) *Weak Spell:* Decrease to Drain ½2d6. 10 Active Points; total cost 1 point.
- 3) *Free Spell:* Total cost: 2 points.
- 4) *Remove A -¼ Limitation:* Total cost 2 points.
- 5) *Remove A -½ Limitation:* Total cost 2 points.
- 6) *Add A +¼ Advantage:* 22 Active Points; total cost 2 points.
- 7) *Add A +½ Advantage:* 25 Active Points; total cost 2 points.
- 8) *Add A -¼ Limitation:* Total cost 1 point.
- 9) *Add A -½ Limitation:* Total cost 1 point.

★ LOUGAROU

Effect:	Multiform (into wolf and various other animal forms)
Target:	Self
Casting Time:	1 Turn
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Persistent
Range:	Self
Magic Roll Penalty:	-4
END Cost:	4

Description: The term *lougarou* (or “loogaroo”) can mean any of several different types of monsters or creatures in Voodoo and Caribbean folklore. One is a bokor who can transform himself into various animal shapes, the better to commit wicked acts. This is the spell which grants that power. Baron Samedi oversees it; casting it requires the bokor to call upon him.

Game Information: Multiform (into wolf, horse, black cat, bird, pig, or cow, each form built on up to 150 Total Points; see *The HERO System Bestiary* for character sheets) (45 Active Points); OAF Expendable (appropriate Voodoo supplies, Difficult to replace; -1¼), Can Only Be Cast At Night (-¼), Can Only Be Cast At A Crossroads (-½), Costs Endurance (-½), Extra Time (1 Turn; -1¼), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Requires A Magic Roll (-½). Total cost: 7 points.

Options:

- 1) *Cinematic Lougarou:* This form of lougarou can also assume the wolf-man form seen in so many movies, comic books, and novels. Change to Multiform (into wolf, wolf-man, horse, black cat, bird, pig, or cow, each form built on up to 400 Total Points). 95 Active Points; total cost 15 points.
- 2) *Free Spell:* Total cost: 9 points.
- 3) *Remove A -¼ Limitation:* Total cost 7 points.
- 4) *Remove A -½ Limitation:* Total cost 8 points.
- 5) *Add A +¼ Advantage:* 56 Active Points; total cost 9 points.
- 6) *Add A +½ Advantage:* 67 Active Points; total cost 11 points.
- 7) *Add A -¼ Limitation:* Total cost 7 points.
- 8) *Add A -½ Limitation:* Total cost 7 points.

★ MONEY CURSE

Effect:	RKA 1d6, AVAD, Does BODY
Target:	One character
Casting Time:	1 Hour (see text)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-6
END Cost:	6

Description: To cast this deadly curse on someone, a bokor must first borrow money from the intended victim. He takes that money and buries it in a grave next to the flesh of a corpse, reciting special incantations as he does so. This process takes about an hour. Then the bokor waits three days. After this time has passed, he digs up the money and pays it back to the victim, who soon sickens and dies.

Game Information: RKA 1d6, AVAD (Power Defense; +1½), Does BODY (+1), Reduced Endurance (0 END; +½) (60 Active Points); OAF Expendable Fragile (the borrowed money plus other ingredients, Very Difficult to obtain; -1¾), Can Only Be Cast At Night (-¼), Concentration (0 DCV throughout casting; -1), Damage Over Time (7 increments, one per day for a week, defense only applies once, cannot be used again on same victim until all increments accrue; -2½), Extra Time (1 Hour to prepare; -3), Gestures (throughout casting; -½), Incantations (throughout casting; -½), No Range (-½), Requires A Magic Roll (-½), Spell (-½). Total cost: 5 points.

Options:

- 1) *Strong Spell:* Increase to RKA 2d6. 120 Active Points; total cost 10 points.
- 2) *Weak Spell:* Decrease to RKA ½d6. 40 Active Points; total cost 3 points.
- 3) *Free Spell:* Total cost: 6 points.
- 4) *Remove A +¼ Advantage:* 56 Active Points; total cost 5 points.
- 5) *Remove A +½ Advantage:* 52 Active Points; total cost 4 points.
- 6) *Remove A -¼ Limitation:* Total cost 5 points.
- 7) *Remove A -½ Limitation:* Total cost 5 points.
- 8) *Add A +¼ Advantage:* 64 Active Points; total cost 5 points.
- 9) *Add A +½ Advantage:* 67 Active Points; total cost 5 points.
- 10) *Add A -¼ Limitation:* Total cost 5 points.
- 11) *Add A -½ Limitation:* Total cost 5 points.

OUANGA OF CALAMITY

Effect:	Major Transform 8d6 (grant Unluck), Trigger (touch ouanga)
Target:	One character
Casting Time:	1 Hour
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-10
END Cost:	10

Description: An *ouanga* is a Voodoo magic charm (often, but not always, for black magic) in the form of a bag or bottle containing secret ingredients such as animal bones, dried and powdered animal organs, lucky stones, fur or feathers from black animals, various minerals, and the like. Assembled by a bokor during a ritual known as a *travail*, it channels the malefic forces of a dark loa to cause the victim — a person who touches it — to do harm. This particular ouanga causes the victim to suffer ill luck.

Game Information: Major Transform 8d6 (normal person into person with Unluck 3d6; heals back normally or when appropriate Voodoo countermagics are applied), Trigger (when a person touches the ouanga; +¼) (100 Active Points); OAF Expendable Fragile (ingredients to make ouanga, Very Difficult to obtain; -1¼), Can Only Be Cast At Night (ouanga must be prepared at night but can be activated anytime; -0), Concentration (0 DCV throughout *travail*; -1), Extra Time (1 Hour to prepare; -3), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Limited Target (humans; -½), Requires A Magic Roll (-½), Spell (-½). Total cost: 11 points.

Options:

- 1) *Strong Spell:* Increase to Major Transform 10d6. 125 Active Points; total cost 13 points.
- 2) *Weak Spell:* Decrease to Major Transform 6d6. 75 Active Points; total cost 8 points.
- 3) *Free Spell:* Total cost: 13 points.
- 4) *Remove A -¼ Limitation:* Total cost 11 points.
- 5) *Remove A -½ Limitation:* Total cost 11 points.
- 6) *Add A +¼ Advantage:* 120 Active Points; total cost 13 points.
- 7) *Add A +½ Advantage:* 140 Active Points; total cost 15 points.
- 8) *Add A -¼ Limitation:* Total cost 10 points.
- 9) *Add A -½ Limitation:* Total cost 10 points.

OUANGA OF PESTILENCE

Effect:	Drain CON and BODY 6d6, Damage Over Time, Trigger (touch ouanga)
Target:	One character
Casting Time:	1 Hour
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-2
END Cost:	2

Description: An *ouanga* is a Voodoo magic charm (often, but not always, for black magic) in the form of a bag or bottle containing secret ingredients such as animal bones, dried and powdered animal organs, lucky stones, fur or feathers from black animals, various minerals, and the like. Assembled by a bokor during a ritual known as a *travail*, it channels the malefic forces of a dark loa to cause the victim — a person who touches it — to do harm. This particular ouanga causes the victim to become extremely ill.

Game Information: Drain CON and BODY 1d6, Expanded Effect (two Characteristics simultaneously; +½), Trigger (when a person touches the ouanga; +¼) (17 Active Points); OAF Expendable Fragile (ingredients to make ouanga, Very Difficult to obtain; -1¼), Can Only Be Cast At Night (ouanga must be prepared at night but can be activated anytime; -0), Concentration (0 DCV throughout *travail*; -1), Damage Over Time (7 increments, one per day for a week, defense only applies once, cannot be used again on same victim until all increments accrue; -2½), Extra Time (1 Hour to prepare; -3), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Requires A Magic Roll (-½), Spell (-½). Total cost: 1 point.

Options:

- 1) *Strong Spell:* Increase to Drain 2d6. 35 Active Points; total cost 3 points.
- 2) *Weak Spell:* Decrease to Drain ½d6. 9 Active Points; total cost 1 point.
- 3) *Free Spell:* Total cost: 2 points.
- 4) *Remove A -¼ Limitation:* Total cost 1 point.
- 5) *Remove A -½ Limitation:* Total cost 1 point.
- 6) *Add A +¼ Advantage:* 20 Active Points; total cost 2 points.
- 7) *Add A +½ Advantage:* 22 Active Points; total cost 2 points.
- 8) *Add A -¼ Limitation:* Total cost 1 point.
- 9) *Add A -½ Limitation:* Total cost 1 point.



TO LEARN A WOMAN'S SECRETS

Effect:	Mind Control 12d6 (go to sleep and tell secrets)
Target:	One character
Casting Time:	1 Minute
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-6
END Cost:	6

Description: It's easier to pry a coin from the hand of a miser than a secret from a woman who wishes not to tell it... but some bokors have a spell to overcome her reluctance to talk. At night on a Friday the bokor kills a toad. He takes out its heart and liver and places them on the woman's left breast. If she is not already asleep, she falls asleep immediately. While asleep she answers whatever questions the bokor puts to her.

Game Information: Mind Control 12d6 (60 Active Points); OAF Expendable (toad sacrifice and sacrificial implements, Easy to obtain; -1), Can Only Be Cast At Night On A Friday (-½), Extra Time (1 Minute; -1½), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Mandatory Effect (EGO +20; -½), No Range (-½), Requires A Magic Roll (-½), Set Effect (go to sleep [if you are not already asleep] and tell me your secrets in response to my questions; -½), Spell (-½). Total cost: 8 points.



VOODOO DOLL

Effect:	Various attack spells
Target:	1m Radius Accurate (covers the entire world) or one character
Casting Time:	Full Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	Varies
Magic Roll Penalty:	Varies
END Cost:	Varies

Description: This spell gives a bokor the power to harm a specific person by harming a doll made in that person's likeness. The doll has to resemble the victim (at least superficially) and must contain at least two of the following from him: hair; skin; nail clippings; blood; saliva; urine; feces; a scrap of cloth from an article of clothing worn for at least one day; a tiny personal possession. A doll, once constructed, only works against that specific person; the GM should keep a list of the dolls possessed by a bokor who knows this spell.

To use the spell, the bokor need only harm the doll in some way. Typically this means poking it with a silver pin to inflict intense agony (and various forms of impairment), but the bokor could also hold the doll over a flame, crush it under something, or the like. Other people, including the victim, can harm or destroy the doll without hurting the victim at all.

VOODOO DOLL

Cost Power

- 49 **Voodoo Doll:** Multipower, 320-point reserve; all slots OAF Fragile (doll fashioned in victim's likeness and containing pieces of or items from victim, plus silver pins, see text; -1¼), Concentration (½ DCV; -¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Only Works Against Specific Characters For Whom Bokor Has Prepared Dolls (-2), Can Only Be Cast At Night (-¼), Requires A Magic Roll (-1 per 20 Active Points; -¼), Spell (-½)
- 3f **1) Kill:** RKA 2d6, AVAD (defense is Power Defense; +1½), Does BODY (+1), Area Of Effect (1m Radius Accurate; +½), MegaScale (area covers all of Earth; +2), Reduced Endurance (0 END; +½); common Limitations as listed above
- 5f **2) Harm:** RKA 3d6, AVAD (defense is Power Defense; +1½), Does BODY (+1), Area Of Effect (1m Radius Accurate; +½), MegaScale (area covers all of Earth; +2), Reduced Endurance (0 END; +½); common Limitations as listed above, plus Only To Impair/Disable Parts Of The Body (-1)
- 5f **3) Blind:** Major Transform 8d6 (sighted human to blind human; heals back through application of appropriate Voodoo rituals), Area Of Effect (1m Radius Accurate; +½), MegaScale (area covers all of Earth; +2), Reduced Endurance (0 END; +½); common Limitations as listed above
- 4f **4) Pain:** Mental Blast 6d6, Area Of Effect (1m Radius Accurate; +½), MegaScale (area covers all of Earth; +2), Reduced Endurance (0 END; +½); common Limitations as listed above
- 1f **5) Hallucinations:** Mental Illusions 12d6, Reduced Endurance (0 END; +½); common Limitations as listed above
- 3f **6) Deflected Harm:** Reflection (120 Active Points' worth), Any Target (+½); common Limitations as listed above, plus Only To Reflect Attacks Against Doll's Victim (-0)
- 4f **7) Control:** Mind Control 30d6, Telepathic (+¼), Reduced Endurance (0 END; +½); common Limitations as listed above

Total cost: 74 points.

Most of the attacks a bokor can make with a Voodoo Doll don't require him to be near the victim; they can affect him regardless of where he is in the world. However, if he's in the victim's presence, he can use the doll defensively — he can hold up the doll as a “shield,” and any Ranged attack that strikes it hurts the victim instead! Alternately, instead of harming the doll, the bokor can use it to take control of the victim. He must be within the bokor's Line Of Sight for this to work.

A control doll is most effective when used from a long way away, targeting the attacks using the doll's magic link to the victim. In such a case, Voodoo sorcerers can concentrate and take all the time they want to make the attack, and the victim doesn't see it coming. Up close, victims seldom sit still long enough. The doll can still be used, but if the victim's nearby there's a chance he can take the doll away.

In truth, the “Voodoo doll” is quite rare in real Voodoo; it's more a feature of European witchcraft. However, control dolls are not unknown, and in any event dolls are strongly associated with Voodoo in fiction. Additionally, control dolls can be used to transmit blessings as well as curses — but the curses are more notorious.

Game Information: See textbox.

VOYE LAMÒ

Effect:	RKA 7d6, AVAD (Power Defense), Does BODY; Major Transform 7d6 (into insane person)
Target:	One character
Casting Time:	1 Hour
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-0
END Cost:	0

Description: *Voye lamò* is the sending of the dead: the bokor conjures the spirits of the dead and sends them to his victim to cause insanity or death. It must be cast at night, in a graveyard, under the guidance and patronage of Baron Samedi. The bokor invokes the dread Baron under the cross that is his symbol. He then gathers one handful of graveyard earth for each spirit he wants to send (in game terms, for each d6 of damage or effect he wants to achieve). He leaves the cemetery and scatters the soil on a path he knows the victim will take... and when the victim steps on the graveyard dirt, the spirits enter into him, making him either sicken and die or lose control of his mind. Only a special spell cast by a powerful Voodoo houngan can save the victim (see *Cure Voye Lamò*, above).

Game Information:**Cost Power**

- 33 **Voye Lamò:** Multipower, 394-point reserve; all slots OAF Expendable (various ritual Voodoo paraphernalia, blood, and the like, Very Difficult to obtain; -1½), Can Only Be Cast At Night (-¼), Can Only Be Cast In A Graveyard (-½), Concentration (0 DCV throughout casting; -1), Damage Over Time (7 increments, one per day for a week, defense only applies once, cannot be used again on same victim until all increments accrue; -2½), Extra Time (1 Hour; -3), Gestures (throughout; -½), Incantations (throughout casting; -½), No Range (-½), Requires A Magic Roll (no Active Point penalty; -0), Spell (-½)
- 3f **1) Deadly Voye Lamò:** RKA 7d6, AVAD (Power Defense; +1½), Does BODY (+1), Trigger (when target walks on the graveyard soil; +¼); common Limitations as described above
- 1f **2) Voye Lamò Of Madness:** Major Transform 10d6 (sane person to person with the Psychological Complication Utterly, Gibberingly Insane [Very Common, Total]; heals back through application of Cure Voye Lamò spell), ACV (uses OCV against DMCV; +¼), AVAD (Mental Defense; +0), Works Against EGO, Not BODY (+¼), Trigger (when target walks on the graveyard soil; +¼); common Limitations as described above, plus Limited Target (humans; -½)

Total cost: 37 points.

MISCELLANEOUS SPELLS



CHARM OF RELEASE

Effect: Telekinesis and Lockpicking
Target: One lock/door
Casting Time: Full Phase (Attack Action)
Casting Procedures: Incantations
Duration: Instant
Range: No Range
Magic Roll Penalty: -8/-2
END Cost: 8/2

Description: With this spell a houngan can open locked doors, free himself from chains, and the like. He can also lock such things normally, sometimes confounding his jailers with how he got out of a still-locked door.

Game Information:**Cost Power**

- 28 **Charm Of Release:** Multipower, 76-point reserve; all slots Extra Time (Full Phase; -½), Instant (-½), Incantations (-¼), Requires A Magic Roll (-½)
- 3f **1) Locking:** Change Environment (-20 to Lockpicking rolls), Long-Lasting (permanent until door is opened or destroyed, or magic is dispelled); common Limitations
- 1f **2) Opening:** Lockpicking 20-; common Limitations plus Costs Endurance (-½)

Total cost: 32 points.



CONTACT THE DEAD

Effect: Variable Power Pool, Only For Summoning Specific Beings
Target: Special
Casting Time: 20 Minutes
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: No Range
Magic Roll Penalty: Up to -4
END Cost: Up to 4

Description: After death, a person's soul becomes an immortal spiritual being called a *mò*. A *mò* knows about supernatural power and secrets, and in some cases may become a loa. With the permission and assistance of Baron Samedi, a houngan can contact the spirit of a dead person to seek its knowledge (both from life, or learned since becoming a *mò*), wisdom, or assistance.

To cast this spell, the caster must either be in the graveyard where the deceased is buried, in his home, or in some other place of great significance to him, and it must be nighttime. It can be cast on any day, but Saturday is best (+1 to the Magic roll on Saturdays). The casting involves a lengthy ceremony featuring decorations in black and purple, the various symbols of Baron Samedi, and the sacrifice of a black chicken. If the spell succeeds, the *mò* appears and speaks with the houngan. The *mò* isn't necessarily friendly to, or cooperative with, the caster; the houngan must either persuade it to answer (either by promising it something it wants, such as a sacrifice or helping its family), or compel it with other spells.

In game terms, this spell is bought as a Variable Power Pool with which the caster can only create Summon-based powers with the *Specific Being* Advantage (the VPP structure allows the specific person in question to change from use to use). For purposes of this spell it's assumed a *mò* is built on no more than 100 Total Points.

Game Information: Variable Power Pool, 40 Pool + 40 Control Cost; OAF Expendable (appropriate Voodoo charms, powders, and paraphernalia associated with Baron Samedi, Difficult to obtain; -1¼), Can Only Be Cast At Night (-¼), Concentration (0 DCV throughout casting; -1), Extra Time (20 Minutes; -2½) Gestures (throughout casting; -½), Incantations (throughout casting; -½), May Only Be Cast In Specific Places (see text; -¼), Only For Summoning Specific Beings (see text; -½), Requires A Magic Roll (-½). Total cost: 42 points.

★ EASY BIRTH

Effect:	Images to Touch Group, +3 to PER Rolls
Target:	1m Radius
Casting Time:	1 Turn
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	No Range
Magic Roll Penalty:	-2
END Cost:	0

Description: With this spell a houngan can ease the pangs of childbirth, making the entire process much easier on the mother. To cast it he must make a tea of dirt gathered from the four corners of the house, verbena, elmwood, and the ashes of a piece of paper or parchment on which the woman's name was inscribed before the paper was burned. Before the woman drinks the tea, the houngan goes to the back of the house, faces east, and calls her name three times; she must only answer the third time. Then she drinks the tea and her suffering is eased as long as the houngan maintains the spell.

In game terms, childbirth pains don't really have a quantified game effect (though it could be argued that they constitute a loss of STUN and/or END). Therefore, this spell is a simple Touch Group Images that relieves the pain, making the mother-to-be feel as if she's not experiencing any unusual distress.

Game Information: Images to Touch Group, +3 to PER Rolls, Reduced Endurance (0 END; +½) (21 Active Points); OAF Expendable (see text, Difficult to obtain; -1¼), Concentration (0 DCV throughout casting; -1), Extra Time (1 Turn to cast; -¾), Gestures (throughout casting; -½), Incantations (throughout casting; -½), No Range (-½), Requires A Magic Roll (-½), Set Effect (ease pangs of childbirth; -1). Total cost: 3 points.

★ FIND TREASURE

Effect:	Detect Treasure
Target:	Self
Casting Time:	1 Turn
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-2
END Cost:	2

Description: One of the most popular uses of Voodoo is to find treasure (defined for these purposes as lost or hidden valuables of nearly any sort). The dream of most houngans, or those who hire them to cast this spell, is to find a cache of gold concealed by some old plantation owner. But in that case, as in some others, evil spirits may guard the treasure, so the houngan had best be prepared with protective magics.

Game Information: Detect Treasure (INT Roll +3) (no Sense Group), Discriminatory, Range, Sense (25 Active Points); OAF Expendable (appropriate Voodoo charms, powders, and paraphernalia, Difficult to obtain; -1¼),

Costs Endurance (-½), Extra Time (1 Turn to cast; -¾), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Requires A Magic Roll (-½). Total cost: 5 points.

Options:

- 1) *Strong Spell:* Increase to INT Roll +8. 30 Active Points; total cost 6 points.
- 2) *Weak Spell:* Decrease to INT Roll. 22 Active Points; total cost 4 points.
- 3) *Free Spell:* Total cost: 7 points.
- 4) *Remove A -¼ Limitation:* Total cost 5 points.
- 5) *Remove A -½ Limitation:* Total cost 5 points.
- 6) *Add A +¼ Advantage:* 31 Active Points; total cost 6 points.
- 7) *Add A +½ Advantage:* 37 Active Points; total cost 7 points.
- 8) *Add A -¼ Limitation:* Total cost 5 points.
- 9) *Add A -½ Limitation:* Total cost 4 points.

★ GHEDE-JANMENSOU'S GIFT

Effect:	Aid CON 6d6, Only To Prevent Drunkenness
Target:	One character
Casting Time:	1 Turn
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-4
END Cost:	4

Description: By calling on the power of Ghede-Janmensou, a houngan can make himself or another person much more able to resist the effects of drunkenness. The spell only works if cast before the subject actually becomes drunk; once he's had too much to drink, Ghede-Janmensou's Gift cannot make him sober once more (though it could prevent him from suffering *further* effects of intoxication).

Game Information: Aid CON 6d6 (36 Active Points); OAF Expendable (appropriate Voodoo charms, powders, and paraphernalia, Difficult to obtain; -1¼), Concentration (0 DCV throughout casting; -1), Costs Endurance (-½), Extra Time (1 Turn; -1¼), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Only For Resisting The Effects Of Intoxication (-2), Requires A Magic Roll (-½). Total cost: 4 points.

Options:

- 1) *Strong Spell:* Increase to Aid CON 8d6. 48 Active Points; total cost 6 points.
- 2) *Weak Spell:* Decrease to Aid CON 4d6. 24 Active Points; total cost 3 points.
- 3) *Free Spell:* Total cost: 5 points.
- 4) *Remove A -¼ Limitation:* Total cost 4 points.
- 5) *Remove A -½ Limitation:* Total cost 4 points.
- 6) *Add A +¼ Advantage:* 45 Active Points; total cost 5 points.
- 7) *Add A +½ Advantage:* 54 Active Points; total cost 6 points.
- 8) *Add A -¼ Limitation:* Total cost 4 points.
- 9) *Add A -½ Limitation:* Total cost 4 points.

★ LOKO'S WISDOM

Effect: +3 with Interaction Skills, Only When Dealing With *Loa*
Target: Self
Casting Time: 1 Turn
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: Self
Magic Roll Penalty: -1
END Cost: 1

Description: This spell calls on the wisdom of the *loa* Loko, who helps the houngan intercede and negotiate with other *loa* for their help.

Game Information: +3 with Interaction Skills (12 Active Points); OAF (specially-prepared fetish or symbol representing the *loa* being dealt with, or a specially-prepared type of food or object favored by that *loa*; -1), Costs Endurance (throughout use; -½), Extra Time (1 Turn to cast; -¾), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Only When Dealing With *Loa* (-1), Requires A Magic Roll (-½). Total cost: 2 points.

Options:

- 1) *Strong Spell:* Increase to +4 with Interaction Skills. 16 Active Points; total cost 3 points.
- 2) *Weak Spell:* Decrease to +2 with Interaction Skills. 8 Active Points; total cost 1 point.
- 3) *Free Spell:* Total cost: 2 points.
- 4) *Remove A -¼ Limitation:* Total cost 2 points.
- 5) *Remove A -½ Limitation:* Total cost 2 points.
- 6) *Add A +¼ Advantage:* 15 Active Points; total cost 3 points.
- 7) *Add A +½ Advantage:* 18 Active Points; total cost 3 points.
- 8) *Add A -¼ Limitation:* Total cost 2 points.
- 9) *Add A -½ Limitation:* Total cost 2 points.

★ MAMAN BRIJIT'S GIFT

Effect: Major Transform 1d6 (air into money)
Target: Special
Casting Time: 1 Minute
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: No Range
Magic Roll Penalty: -1
END Cost: 1

Description: By calling on Maman Brijit, the *loa* of money, the houngan can literally create money out of thin air! He creates \$100 per point of BODY rolled on the Transform die. However, as with any other gift from a Petro *loa*, Maman Brijit's favor is a double-edged sword — the money reverts back to air in 1d6+1 days, which may get the person who spent it into trouble. Houngans and bokors who use this spell too much develop a reputation for it, and people refuse to deal with them.

Game Information: Major Transform 1d6 (air into money, heals back after 1d6+1 days) (10 Active Points); OAF Expendable (appropriate Voodoo charms, powders, and paraphernalia,

Difficult to obtain; -1½), Extra Time (1 Minute; -1¼), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Requires A Magic Roll (-½), Spell (-½). Total cost: 2 points.

Options:

- 1) *Strong Spell:* Increase to Major Transform 2d6. 20 Active Points; total cost 3 points.
- 2) *Weak Spell:* Decrease to Major Transform ½d6. 5 Active Points; total cost 1 point.
- 3) *Free Spell:* Total cost: 2 points.
- 4) *Remove A -¼ Limitation:* Total cost 2 points.
- 5) *Remove A -½ Limitation:* Total cost 2 points.
- 6) *Add A +¼ Advantage:* 12 Active Points; total cost 2 points.
- 7) *Add A +½ Advantage:* 15 Active Points; total cost 3 points.
- 8) *Add A -¼ Limitation:* Total cost 2 points.
- 9) *Add A -½ Limitation:* Total cost 2 points.

★ OGOU'S CRAFTY HAND

Effect: +3 with Tool-Using Skills
Target: Self
Casting Time: 1 Turn
Casting Procedures: Focus, Gestures, Incantations
Duration: Time Limit (lasts for 1 Hour, +1 Hour per point the houngan makes his Magic roll by)
Range: Touch
Magic Roll Penalty: -1
END Cost: 0

Description: Ogou is the *loa* who oversees, among other things, the use of tools and professions involving tool use — the carpenter, the blacksmith, the surgeon, and more. This spell calls upon Ogou to grant his skill to a houngan (or one hired by a houngan) for a period of an hour or more.

Game Information: +3 with Tool-Using Skills, Usable By Other (+¼) (15 Active Points); OAF (specially-prepared fetish or symbol representing Ogou, or a specially-prepared meal of red rooster meat, red beans, and rice; -1), Extra Time (1 Turn to cast; -¾), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Requires A Magic Roll (-½), Time Limit (lasts for 1 Hour, +1 Hour per point the houngan makes his Magic roll by; -½). Total cost: 3 points.

Options:

- 1) *Strong Spell:* Increase to +4 with Tool-Using Skills. 20 Active Points; total cost 4 points.
- 2) *Weak Spell:* Decrease to +2 with Tool-Using Skills. 10 Active Points; total cost 2 points.
- 3) *Free Spell:* Total cost: 4 points.
- 4) *Remove A +¼ Advantage:* 12 Active Points; total cost 2 points.
- 5) *Remove A -¼ Limitation:* Total cost 3 points.
- 6) *Remove A -½ Limitation:* Total cost 3 points.
- 7) *Add A +¼ Advantage:* 18 Active Points; total cost 4 points.
- 8) *Add A +½ Advantage:* 21 Active Points; total cost 4 points.
- 9) *Add A -¼ Limitation:* Total cost 3 points.
- 10) *Add A -½ Limitation:* Total cost 3 points.



☆ PAPA LEGBA'S BLESSING

Effect: +2 to Voodoo rolls
Target: Self
Casting Time: 1 Turn
Casting Procedures: Focus, Gestures, Incantations
Duration: Time Limit (lasts for 1 Hour or until one Voodoo spell is cast, whichever comes first)
Range: Self
Magic Roll Penalty: -1
END Cost: 1

Description: If time and circumstances allow before the casting of another spell, a houngan or bokor usually invokes the aid of Papa Legba, the gateway between the material and spiritual worlds. If Papa Legba favors the caster, the next spell he casts becomes easier, and for a time his knowledge of Voodoo becomes more profound.

Game Information: +2 to Power: Voodoo, KS: Haitian Herbalism, and KS: Voodoo rolls (6 Active Points); OAF Expendable (appropriate Voodoo charms, powders, and paraphernalia, Difficult to obtain; -1¼), Costs Endurance (to cast; -¼), Extra Time (1 Turn to cast; -¾), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Requires A Magic Roll (-½), Time Limit (lasts for 1 Hour or until one Voodoo spell is cast, whichever comes first; -½). Total cost: 1 point.

Options:

- 1) *Strong Spell:* Increase to +3 with those Skills. 9 Active Points; total cost 2 points.
- 2) *Weak Spell:* Decrease to +1 with those Skills. 3 Active Points; total cost 1 point.
- 3) *Free Spell:* Total cost: 1 point.
- 4) *Remove A -¼ Limitation:* Total cost 1 point.
- 5) *Remove A -½ Limitation:* Total cost 1 point.
- 6) *Add A +¼ Advantage:* 7 Active Points; total cost 1 point.
- 7) *Add A +½ Advantage:* 9 Active Points; total cost 2 points.
- 8) *Add A -¼ Limitation:* Total cost 1 point.
- 9) *Add A -½ Limitation:* Total cost 1 point.

☆ VOODOO LOVE CHARM

Effect: Mind Control 12d6, Only To Make Victim Fall In Love
Target: 1m Radius Accurate (covers the entire world) or one character
Casting Time: 20 Minutes
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: No Range
Magic Roll Penalty: -0
END Cost: 21

Description: One of the best-known Voodoo spells is to call upon the *loa* Erzuli to make a given person fall in love with another person (*i.e.*, the person casting the spell, or on whose behalf the spell is cast). Some practitioners regard this as little better than black magic (if not outright sorcery), since it involves influencing a person's will; others take a less strict view.

Game Information: Mind Control 12d6, Area Of Effect (1m Radius Accurate; +½), MegaScale (area covers all of Earth; +2) (210 Active Points); OAF Expendable (appropriate Voodoo charms, powders, and paraphernalia, Difficult to obtain; -1¼), Concentration (0 DCV throughout casting; -1), Extra Time (20 Minutes; -2½), Gestures (throughout; -½), Incantations (throughout; -½), No Range (-½), Only To Make Victim Fall In Love (-1), Requires A Magic Roll (no Active Point penalty; -0), Spell (-½). Total cost: 24 points.

Options:

- 1) *Strong Spell:* Increase to Mind Control 14d6. 245 Active Points; total cost 28 points.
- 2) *Weak Spell:* Decrease to Mind Control 10d6. 175 Active Points; total cost 20 points.
- 3) *Free Spell:* Total cost: 28 points.
- 4) *Remove A -¼ Limitation:* Total cost 25 points.
- 5) *Remove A -½ Limitation:* Total cost 25 points.
- 6) *Add A +¼ Advantage:* 225 Active Points; total cost 26 points.
- 7) *Add A +½ Advantage:* 240 Active Points; total cost 27 points.
- 8) *Add A -¼ Limitation:* Total cost 23 points.
- 9) *Add A -½ Limitation:* Total cost 23 points.

VOODOO MAGICAL ABILITIES

Here are two abilities that characters with connections to Voodoo, or access to a houngan or bokor, might obtain.

ANGAJAN

An *angajan*, or “engagement,” is a pact made between a bokor and an evil *loa*. Through the pact that *loa* grants the bokor some of its power; in exchange, the bokor agrees to make expensive sacrifices to the *loa*, perform tasks for the *loa*, and so forth. If the character falls out of the *loa*’s favor or goes against its wishes, the *loa* will take the power away until the character regains the *loa*’s good graces.

Listed here are several example *angajan* powers a bokor could buy. He doesn’t have to buy them all, and other powers are possible.

Cost Angajan

3	Gift Of Stamina: +5 CON; Must Remain In Loa’s Favor (-½)
10	Gift Of Luck: Luck 3d6 (15 Active Points); Must Remain In Loa’s Favor (-½)
7	Gift Of Magic: +5 to Magic rolls (10 Active Points); Must Remain In Loa’s Favor (-½)
2	Gift Of Protection I: Resistant (+½) for 3 PD/3 ED; Must Remain In Loa’s Favor (-½)
5	Gift Of Protection II: Power Defense (8 points); Must Remain In Loa’s Favor (-½)
3	Gift Of Strength: +5 STR; Must Remain In Loa’s Favor (-½)

GAD

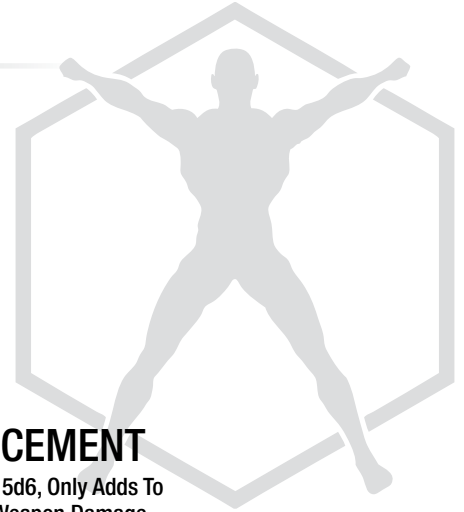
A *gad*, or “guard,” is a type of protective charm embodied in a tattoo or scar that places the recipient under the protection of a particular *loa*. It must be renewed periodically, usually at least once a year, or lose its power. The houngan or bokor applies the tattoo or scar during a ritual. Creating the scar involves cutting the recipient in the right pattern and then rubbing special herbs into the cut. Usually Voodoo practitioners belonging to a specific *hounfort* (worship circle or “temple”) share the same *gad*, making the mark an identifying symbol as well as a form of magical protection.

Listed here are several example *gads* a character could buy. He doesn’t have to buy them all, and other powers are possible.

Cost Gad

5	Good Fortune: Luck 1d6
5	Protection From Curses: Power Defense (5 points)
1-3	Protection From Illness: Life Support (one Immunity to a specific disease)
5	Protection From Madness: Mental Defense (5 points)
1-3	Protection From Poison: Life Support (one Immunity to a specific poison)

WARRIOR-MAGERY



Warrior-Magery, or Warrior-Magic, refers to spells that enhance a warrior's ability to fight, making him a nigh-unmatched master of blade and bow. Compared to most other categories it's very restricted in scope, and often rare as well — in many campaign settings only one small group, such as a single tribe or fighters' guild knows the secrets of Warrior-Magery.

OFFENSIVE SPELLS

★ ARCAN E ARCHERY

Effect: RKA 3d6
Target: One character
Casting Time: Full Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 450m
Magic Roll Penalty: -4
END Cost: 8

Description: One of the flashiest Warrior-Magic spells, Arcane Archery creates a bow and arrow of glowing arcane energy. The warrior-mage fires it as he would an ordinary bow, though it requires no particular strength or concentration to do so and can easily be fired from horseback; if he doesn't know how to use a bow, he suffers the standard -3 OCV penalty.

Game Information: RKA 3d6 (45 Active Points); OAF Expendable (white arrow feathers used on arrows fired in battle, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Increased Endurance Cost (x2 END; -½), Requires A Magic Roll (-½), Spell (-½), Unfamiliar Weapon Penalties Apply (-0). Total cost: 10 points.

Options:

- 1) *Weak Spell:* Decrease to RKA 2d6. 30 Active Points; total cost 7 points.
- 2) *Free Spell:* Total cost: 15 points.
- 3) *Remove A -¼ Limitation:* Total cost 11 points.
- 4) *Remove A -½ Limitation:* Total cost 12 points.
- 5) *Add A +¼ Advantage:* 56 Active Points; total cost 13 points.
- 6) *Add A +½ Advantage:* 67 Active Points; total cost 16 points.
- 7) *Add A -¼ Limitation:* Total cost 10 points.
- 8) *Add A -½ Limitation:* Total cost 9 points.

★ BLADE ENHANCEMENT

Effect: Aid HKA 5d6, Only Adds To Bladed Weapon Damage
Target: One character
Casting Time: Full Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: Touch
Magic Roll Penalty: -7
END Cost: 7

Description: To cast this spell, a warrior-mage must take a handful of steel dust ground from sword-blades used in battle and rub it into his bladed weapon (a sword, axe, spear, or the like). For the next minute, whenever he strikes someone with that blade, the weapon does +1d6 Killing Damage. The dust on the weapon gives it a curious and distinctive "glittery" look, and the blade leaves a gentle veil of glitter in the air behind it for a second or two when swung.

Game Information: Aid HKA 5d6 (standard effect: +1d6), Delayed Return Rate (points fade at the rate of 5 per 5 Minutes; +1¼) (67 Active Points); OAF Expendable (steel dust ground from sword-blades used in battle, Difficult to obtain; -1¼), Extra Time (Full Phase to activate; -¼), Gestures (-¼), Incantations (-¼), Only Aid Self (-1), Only Adds To Bladed Weapon Damage (-¼), Requires A Magic Roll (-½). Total cost: 14 points.

Options:

- 1) *Weak Spell:* Decrease to Aid HKA 3d6 (standard effect: +½d6). 40 Active Points; total cost 8 points.
- 2) *Free Spell:* Total cost: 19 points.
- 3) *Remove A +¼ Advantage:* 60 Active Points; total cost 13 points.
- 4) *Remove A -¼ Limitation:* Total cost 15 points.
- 5) *Remove A -½ Limitation:* Total cost 16 points.
- 6) *Add A +¼ Advantage:* 75 Active Points; total cost 16 points.
- 7) *Add A +½ Advantage:* 82 Active Points; total cost 17 points.
- 8) *Add A -¼ Limitation:* Total cost 13 points.
- 9) *Add A -½ Limitation:* Total cost 13 points.

★ BLINDING FLARE

Effect: Sight Group Flash 6d6
Target: One character
Casting Time: Zero Phase (Attack Action)
Casting Procedures: Gestures, Incantations
Duration: Instant
Range: No Range
Magic Roll Penalty: -6
END Cost: 6

Description: This spell blinds a person standing near the caster, making him an easy target (and simultaneously making it difficult for him to fight back). The caster holds his hand, with fingers clenched together, in front of the target's face; when he speaks the incantation and opens his fingers, a bright flare of light dazzles the target's sight.

Game Information: Sight Group Flash 6d6, Trigger (mystic gesture, activating Trigger takes no time, Trigger immediately automatically resets; +1) (60 Active Points); Gestures (-¼), Incantations (-¼), No Range (-½), Requires A Magic Roll (-½), Spell (-½). Total cost: 20 points.

Options:

- 1) *Strong Spell:* Increase to Sight Group Flash 8d6. 80 Active Points; total cost 27 points.
- 2) *Weak Spell:* Decrease to Sight Group Flash 4d6. 40 Active Points; total cost 13 points.
- 3) *Remove A -¼ Limitation:* Total cost 22 points.
- 4) *Remove A -½ Limitation:* Total cost 24 points.
- 5) *Add A +¼ Advantage:* 67 Active Points; total cost 22 points.
- 6) *Add A +½ Advantage:* 75 Active Points; total cost 25 points.
- 7) *Add A -¼ Limitation:* Total cost 18 points.
- 8) *Add A -½ Limitation:* Total cost 17 points.

★ ENHANCE MELEE ACCURACY

Effect: +4 OCV with HTH Combat
Target: Self
Casting Time: Half Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: Self
Magic Roll Penalty: -2
END Cost: 2

Description: This spell enhances the caster's accuracy with swords, fists, staves, and other melee attacks.

Game Information: +4 OCV (20 Active Points); OAF Expendable (grip-wrappings of a sword that wounded or killed someone in battle, Difficult to obtain; -1¼), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Only Applies To HTH Combat (-½), Requires A Magic Roll (-½). Total cost: 5 points.

Options:

- 1) *Strong Spell:* Increase to +6 OCV. 30 Active Points; total cost 7 points.
- 2) *Weak Spell:* Decrease to +2 OCV. 10 Active Points; total cost 2 points.
- 3) *Free Spell:* Total cost: 7 points.
- 4) *Remove A -¼ Limitation:* Total cost 5 points.
- 5) *Remove A -½ Limitation:* Total cost 5 points.
- 6) *Add A +¼ Advantage:* 25 Active Points; total cost 6 points.
- 7) *Add A +½ Advantage:* 30 Active Points; total cost 7 points.
- 8) *Add A -¼ Limitation:* Total cost 4 points.
- 9) *Add A -½ Limitation:* Total cost 4 points.
- 10) *Enhance Melee Fighting Ability:* Change to +4 with HTH Combat and remove Only Applies To HTH Combat (-½). 32 Active Points; total cost 8 points.

★ ENHANCE RANGED ACCURACY

Effect: +4 OCV with Ranged Combat
Target: Self
Casting Time: Half Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: Self
Magic Roll Penalty: -2
END Cost: 2

Description: This spell enhances the caster's accuracy with archery (and other Ranged attacks).

Game Information: +4 OCV (20 Active Points); OAF Expendable (fletchings from an arrow that wounded or killed someone in battle, Difficult to obtain; -1¼), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Only Applies To Ranged Combat (-½), Requires A Magic Roll (-½). Total cost: 5 points.

Options:

- 1) *Strong Spell:* Increase to +6 OCV. 30 Active Points; total cost 7 points.
- 2) *Weak Spell:* Decrease to +2 OCV. 10 Active Points; total cost 2 points.
- 3) *Free Spell:* Total cost: 7 points.
- 4) *Remove A -¼ Limitation:* Total cost 5 points.
- 5) *Remove A -½ Limitation:* Total cost 5 points.
- 6) *Add A +¼ Advantage:* 25 Active Points; total cost 6 points.
- 7) *Add A +½ Advantage:* 30 Active Points; total cost 7 points.
- 8) *Add A -¼ Limitation:* Total cost 4 points.
- 9) *Add A -½ Limitation:* Total cost 4 points.
- 10) *Enhance Ranged Fighting Ability:* Change to +4 with Ranged Combat and remove Only Applies To Ranged Combat (-½). 32 Active Points; total cost 8 points.

ENHANCE STRENGTH

Effect: Boost STR 4d6, Only Aid Self
Target: Self
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: Self
Magic Roll Penalty: -2
END Cost: 2

Description: This spell augment's the warrior-mage's Strength, making him an even deadlier warrior.

Game Information: Boost STR 4d6 (24 Active Points); OAF Expendable (a few drops of blood spilled in battle, Difficult to obtain; -1¼), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Only Aid Self (-1), Requires A Magic Roll (-½). Total cost: 5 points.

Options:

- 1) *Strong Spell:* Increase to Boost STR 5d6. 30 Active Points; total cost 6 points.
- 2) *Weak Spell:* Decrease to Boost STR 3d6. 18 Active Points; total cost 4 points.
- 3) *Free Spell:* Total cost: 7 points.
- 4) *Remove A -¼ Limitation:* Total cost 5 points.
- 5) *Remove A -½ Limitation:* Total cost 6 points.
- 6) *Add A +¼ Advantage:* 30 Active Points; total cost 6 points.
- 7) *Add A +½ Advantage:* 36 Active Points; total cost 7 points.
- 8) *Add A -¼ Limitation:* Total cost 5 points.
- 9) *Add A -½ Limitation:* Total cost 4 points.

THE FAR-FLUNG STROKE

Effect: *Ranged Advantage (+½) for an HKA built on up to 75 Active Points*
Target: Self
Casting Time: Half Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Time Limit (1 Minute)
Range: Self
Magic Roll Penalty: -7
END Cost: 3

Description: One of the most distinctive Warrior-Magery spells, the Far-Flung Blade allows a warrior-mage to slash at a distant target with a handheld weapon — and cut him as if he were standing right next to him!

In game terms, this spell provides the *Ranged Advantage* to any HKA weapon built on up to 75 Active Points. For purposes of the Adding Damage rules, consider this spell to count as an "Advantage that directly affects how the victim takes damage."

Game Information: *Ranged Advantage (+½)* for an HKA built on up to 75 Active Points, Time Limit (1 Minute; +¾), Reduced Endurance (½ END; +¼) (74 Active Points); OAF (miniature sword wrapped with a bowstring used in battle; -1), Extra Time (Full Phase to cast; -¼), Gestures (-¼), Incantations (-¼), Only Adds To Weapon Damage (-¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 18 points.

Options:

- 1) *Strong Spell:* Increase to for an HKA built on up to 90 Active Points. 90 Active Points; total cost 22 points.
- 2) *Weak Spell:* Decrease to for an HKA built on up to 60 Active Points. 60 Active Points; total cost 15 points.
- 3) *Free Spell:* Total cost: 25 points.
- 4) *Remove A +¼ Advantage:* 65 Active Points; total cost 16 points.
- 5) *Remove A +½ Advantage:* 55 Active Points; total cost 14 points.
- 6) *Remove A -¼ Limitation:* Total cost 20 points.
- 7) *Remove A -½ Limitation:* Total cost 21 points.
- 8) *Add A +¼ Advantage:* 83 Active Points; total cost 21 points.
- 9) *Add A +½ Advantage:* 92 Active Points; total cost 23 points.
- 10) *Add A -¼ Limitation:* Total cost 17 points.
- 11) *Add A -½ Limitation:* Total cost 16 points.

FRIGHTEN HORSES

Effect: Drain PRE 4d6, Only Versus Horses
Target: One horse
Casting Time: Full Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 50m
Magic Roll Penalty: -4
END Cost: 4

Description: No knight or mounted warrior can fight effectively from a terrified mount, and this spell lets a warrior-mage take advantage of that weakness.

Game Information: Drain PRE 4d6 (40 Active Points); OAF Expendable (a few drops of blood from a horse slain in battle, Difficult to obtain; -1¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Limited Range (50m; -¼), Only Versus Horses (-1), Requires A Magic Roll (-½), Spell (-½). Total cost: 7 points.

Options:

- 1) *Strong Spell:* Increase to Drain PRE 6d6. 60 Active Points; total cost 11 points.
- 2) *Weak Spell:* Decrease to Drain PRE 2d6. 20 Active Points; total cost 4 points.
- 3) *Free Spell:* Total cost: 9 points.
- 4) *Remove A -¼ Limitation:* Total cost 8 points.
- 5) *Remove A -½ Limitation:* Total cost 8 points.
- 6) *Add A +¼ Advantage:* 50 Active Points; total cost 9 points.
- 7) *Add A +½ Advantage:* 60 Active Points; total cost 11 points.
- 8) *Add A -¼ Limitation:* Total cost 7 points.
- 9) *Add A -½ Limitation:* Total cost 7 points.



MY BLADE TO ME

Effect:	Teleportation 10m, Usable As Attack, Only Works On Caster's Weapons And Shields
Target:	One weapon or shield
Casting Time:	Full Phase (Attack Action)
Casting Procedures:	Gestures, Incantations
Duration:	Instant
Range:	10m
Magic Roll Penalty:	-2
END Cost:	2

Description: This spell makes it difficult to disarm a warrior-mage. As long as his weapon or shield are within 10m of him, he can instantly transport them to his hand. The spell doesn't work on other characters' weapons or shields, but at the GM's discretion might work for weapons or shields nearby that don't belong to and aren't being used by anyone (for example, the sword of a fallen comrade).

Game Information: Teleportation 10m, Usable As Attack (+1¼), Limited Range (10m; +¼) (25 Active Points); Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Only Works On Caster's Weapons And Shields (see text; -1), Requires A Magic Roll (-½), Spell (-½). Total cost: 6 points.

Options:

- 1) *Strong Spell:* Increase to Teleportation 20m and Limited Range 20m. 50 Active Points; total cost 12 points.
- 2) *Weak Spell:* Decrease to Teleportation 5m and Limited Range 5m. 12 Active Points; total cost 3 points.
- 3) *Focused Spell:* Add OAF (talisman made with metal taken from a sword used in battle; -1). Total cost: 5 points.
- 4) *Remove A -¼ Limitation:* Total cost 7 points.
- 5) *Remove A -½ Limitation:* Total cost 7 points.
- 6) *Add A +¼ Advantage:* 27 Active Points; total cost 7 points.
- 7) *Add A +½ Advantage:* 30 Active Points; total cost 7 points.
- 8) *Add A -¼ Limitation:* Total cost 6 points.
- 9) *Add A -½ Limitation:* Total cost 5 points.
- 10) *Returning Blade:* Some warrior-mages know a version of this spell that's quicker and easier to cast, but only works on one weapon that's designated and prepared in advance. Remove Extra Time (-½) and Requires A Magic Roll (-½) and change Only Works On Caster's Weapons And Shields (-1) to Only Works On Specific Weapon (-2). Total cost: 6 points.



SHATTER ARMOR

Effect:	Dispel Armor 10d6, Only Versus Metal Armors
Target:	One character
Casting Time:	Full Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	50m
Magic Roll Penalty:	-3
END Cost:	6

Description: This spell causes a suit of metal armor to shatter. It does not work on non-metal armors (such as leather armor), on innate abilities built with the *Power Armor*, or on enchanted armors.

In game terms, a character who successfully casts this spell rolls his Dispel dice. If he exceeds the armor's Active Points (see *Fantasy Hero*, page 217, or HSEG 227), he Dispels the Resistant Protection it's built with. This causes the armor to fall to pieces and become useless; restoring it to a useful state requires repairs.

Game Information: Dispel Resistant Protection 10d6 (30 Active Points); OAF Expendable (link from a suit of chainmail worn in battle by someone who was slain while wearing it, Difficult to obtain; -1¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Increased Endurance Cost (x2 END; -½), Limited Range (50m; -¼), Only Versus Mundane Metal Armors (-½), Requires A Magic Roll (-½), Spell (-½). Total cost: 5 points.

Options:

- 1) *Strong Spell:* Increase to Dispel Resistant Protection 12d6. 36 Active Points; total cost 6 points.
- 2) *Weak Spell:* Decrease to Dispel Resistant Protection 8d6. 24 Active Points; total cost 4 points.
- 3) *Free Spell:* Total cost: 7 points.
- 4) *Remove A -¼ Limitation:* Total cost 6 points.
- 5) *Remove A -½ Limitation:* Total cost 6 points.
- 6) *Add A +¼ Advantage:* 37 Active Points; total cost 7 points.
- 7) *Add A +½ Advantage:* 45 Active Points; total cost 8 points.
- 8) *Add A -¼ Limitation:* Total cost 5 points.
- 9) *Add A -½ Limitation:* Total cost 5 points.



SHATTER WEAPON

Effect:	Dispel HKA 15d6, Only Versus Weapons
Target:	One character
Casting Time:	Full Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	50m
Magic Roll Penalty:	-4
END Cost:	8

Description: This spell causes a single melee weapon to shatter. It doesn't work on blunt weapons (such as clubs), non-weapon attacks (such as an animal's claws), ranged weapons, or enchanted weapons.

In game terms, a character who successfully casts this spell rolls his Dispel dice. If he exceeds the weapon's Active Points, he Dispel the HKA it's built with. This causes the weapon to break into pieces and become useless; restoring it to a useful state requires repairs with Weaponsmith.

Game Information: Dispel HKA 15d6 (45 Active Points); OAF Expendable (shard from a sword used in battle, Difficult to obtain; -1¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Increased Endurance Cost (x2 END; -½), Limited Range (50m; -¼), Only Versus Mundane Weapon HKAs (-½), Requires A Magic Roll (-½), Spell (-½). Total cost: 8 points.

Options:

- 1) *Strong Spell:* Increase to Dispel HKA 18d6. 54 Active Points; total cost 10 points.
- 2) *Weak Spell:* Decrease to Dispel HKA 12d6. 36 Active Points; total cost 6 points.
- 3) *Free Spell:* Total cost: 10 points.
- 4) *Remove A -¼ Limitation:* Total cost 8 points.
- 5) *Remove A -½ Limitation:* Total cost 9 points.
- 6) *Add A +¼ Advantage:* 56 Active Points; total cost 10 points.
- 7) *Add A +½ Advantage:* 67 Active Points; total cost 12 points.
- 8) *Add A -¼ Limitation:* Total cost 8 points.
- 9) *Add A -½ Limitation:* Total cost 7 points.
- 10) *Shatter Ranged Weapon:* This spell causes bows, crossbows, and similar weapons to shatter. As above, but change to RKA. 45 Active Points; total cost 8 points.

WARRIOR'S SWIFTNESS

Effect: Lightning Reflexes (+5 DEX for All Actions)
Target: Self
Casting Time: Half Phase
Casting Procedures: None
Duration: Constant
Range: Self
Magic Roll Penalty: -1
END Cost: 1

Description: By calling on his warrior-mage's training, the caster can use this spell to make himself swifter (and thus deadlier) than normal.

Game Information: Lightning Reflexes (+5 DEX for All Actions) (5 Active Points); Costs Endurance (-½), Requires A Magic Roll (-½). Total cost: 2 points.

Options:

- 1) *Strong Spell:* Increase to +8 DEX for All Actions. 8 Active Points; total cost 4 points.
- 2) *Weak Spell:* Decrease to +3 DEX for All Actions. 3 Active Points; total cost 1 point.
- 3) *Focused Spell:* Add OAF (talisman; -1). Total cost: 2 points.
- 4) *Remove A -¼ Limitation:* Total cost 3 points.
- 5) *Remove A -½ Limitation:* Total cost 3 points.
- 6) *Add A -¼ Limitation:* Total cost 2 points.
- 7) *Add A -½ Limitation:* Total cost 2 points.

DEFENSIVE SPELLS

ENHANCE PROTECTION

Effect: Resistant Protection (6 PD/6 ED), Only Applies In Personal Combat
Target: Self
Casting Time: Full Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: Self
Magic Roll Penalty: -2
END Cost: 2

Description: This spell enhances a warrior-mage's ability to dodge and parry attacks in personal combat (including Ranged combat attacks made against him). The spell keeps him hale, hearty, and whole-skinned, and thus able to remain in the thick of the fray to fight his foes.

Game Information: Resistant Protection (6 PD/6 ED) (18 Active Points); OAF Expendable (link from chainmail worn in battle by someone whose life was saved at least once by that armor, Difficult to obtain; -1¼), Costs Endurance (-½), Extra Time (Full Phase to activate; -¼), Gestures (-¼), Incantations (-¼), Only Applies In Personal Combat (-¼), Requires A Magic Roll (-½). Total cost: 4 points.

Options:

- 1) *Strong Spell:* Increase to Resistant Protection (8 PD/8 ED). 24 Active Points; total cost 6 points.
- 2) *Weak Spell:* Decrease to Resistant Protection (4 PD/4 ED). 12 Active Points; total cost 3 points.
- 3) *Free Spell:* Total cost: 6 points.
- 4) *Remove A -¼ Limitation:* Total cost 4 points.
- 5) *Remove A -½ Limitation:* Total cost 5 points.
- 6) *Add A +¼ Advantage:* 22 Active Points; total cost 5 points.
- 7) *Add A +½ Advantage:* 27 Active Points; total cost 6 points.
- 8) *Add A -¼ Limitation:* Total cost 4 points.
- 9) *Add A -½ Limitation:* Total cost 4 points.

★ PROTECTION FROM MISSILES

Effect:	Deflection, Trigger, Only Works Against Physical Projectiles
Target:	Self
Casting Time:	Takes no time
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	Self
Magic Roll Penalty:	-4
END Cost:	4

Description: This spell causes arrows and other missiles fired or thrown at the caster to fly astray, missing him. It does not work against Ranged attack spells, including spells that create “mundane” missiles out of thin air.

Game Information: Deflection, Trigger (speaking the Incantations, activating Trigger takes no Time, Trigger immediately automatically resets; +1) (40 Active Points); OAF (tiny silver shield etched with runes; -1), Gestures (-¼), Incantations (-¼), Only Works Against Mundane Physical Projectiles (see text; -¼), Requires A Magic Roll (-½). Total cost: 12 points.

Options:

- 1) *Free Spell:* Total cost: 18 points.
- 2) *Remove A -¼ Limitation:* Total cost 13 points.
- 3) *Remove A -½ Limitation:* Total cost 14 points.
- 4) *Add A +¼ Advantage:* 45 Active Points; total cost 14 points.
- 5) *Add A +½ Advantage:* 50 Active Points; total cost 15 points.
- 6) *Add A -¼ Limitation:* Total cost 11 points.
- 7) *Add A -½ Limitation:* Total cost 11 points.

MOVEMENT SPELLS

★ SWIFTNESS SPELL

Effect:	Boost Running 3d6, Only Aid Self
Target:	Self
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	Self
Magic Roll Penalty:	-3
END Cost:	3

Description: This spell grants a warrior-mage the power to run much faster. Although it can be used for mundane reasons, it's most often cast to allow rapid movement around a battlefield.

Game Information: Boost Running 3d6 (18 Active Points); OAF Expendable (piece of boot leather, Easy to obtain; -1), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Only Aid Self (-1), Requires A Magic Roll (-½). Total cost: 4 points.

Options:

- 1) *Strong Spell:* Increase to Boost Running 4d6. 24 Active Points; total cost 5 points.
- 2) *Weak Spell:* Decrease to Boost Running 2d6. 12 Active Points; total cost 3 points.
- 3) *Free Spell:* Total cost: 5 points.
- 4) *Remove A -¼ Limitation:* Total cost 4 points.
- 5) *Remove A -½ Limitation:* Total cost 4 points.
- 6) *Add A +¼ Advantage:* 22 Active Points; total cost 5 points.
- 7) *Add A +½ Advantage:* 27 Active Points; total cost 6 points.
- 8) *Add A -¼ Limitation:* Total cost 4 points.
- 9) *Add A -½ Limitation:* Total cost 4 points.

SENSORY SPELLS

★ NIGHT'S EYES

Effect:	Nightvision
Target:	Self
Casting Time:	Full Phase
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-1
END Cost:	1

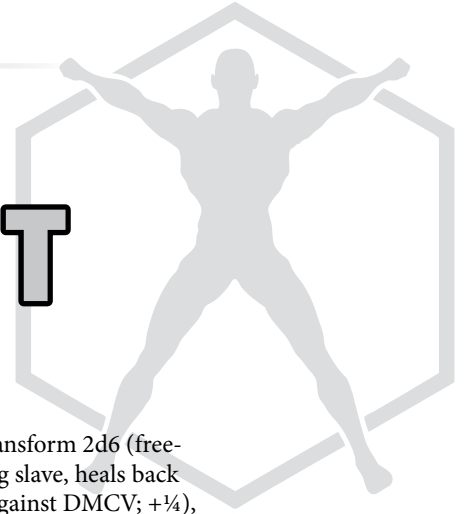
Description: This spell allows a warrior-mage to see at night-time as if it were daylight. It does not allow him to see through Darkness-based spells.

Game Information: Nightvision (5 Active Points); OAF Expendable (small crystal etched with a light-rune, Difficult to obtain; -1¼), Costs Endurance (-½), Extra Time (Full Phase to cast; -¼), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 1 point.

Options:

- 1) *Free Spell:* Total cost: 2 points.
- 2) *Remove A -¼ Limitation:* Total cost 1 point.
- 3) *Remove A -½ Limitation:* Total cost 1 point.
- 4) *Add A +¼ Advantage:* 6 Active Points; total cost 1 point.
- 5) *Add A +½ Advantage:* 7 Active Points; total cost 2 points.
- 6) *Add A -¼ Limitation:* Total cost 1 point.
- 7) *Add A -½ Limitation:* Total cost 1 point.

WITCHCRAFT



Witchcraft is an Art combining various lesser aspects of other arts, such as Alchemy, Black Magic, Conjuratation, Druidry, Elemental Magic, Necromancy, and Voodoo, as well as hedge magics and other “low spells,” but no less powerful than the other categories for all that. The GM may allow characters who know Witchcraft to select appropriate spells from those (or other) categories and define them as belonging to Witchcraft as well (and vice-versa).

Witchcraft is primarily associated with women, who often gather in *covens* (groups of 13) to practice their Art. Many Witchcraft spells were created with women in mind; they work only against men (or better against men), help women with the tasks normally assigned them in medieval-era societies, enhance women’s positive attributes, and so forth. Male witches, known as *warlocks*, are rare.

OFFENSIVE SPELLS



BEWITCHMENT

Effect: Severe Transform 2d6 (free-willed male into witch’s willing slave)
Target: One character
Casting Time: Full Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: 40m
Magic Roll Penalty: -6
END Cost: 6

Description: This spell of beguilement allows a witch to so thoroughly dominate the mind of a man that he becomes the witch’s willing and faithful servant for a lengthy period of time (usually at least a month, but it depends on how hardy and strong-willed he is). Warlocks learn a version of the spell that only works against women.

Game Information: Severe Transform 2d6 (free-willed male into witch’s willing slave, heals back normally), ACV (uses OCV against DMCV; +¼), AVAD (Mental Defense; +0), Constant (+½), Works Against EGO, Not BODY (+¼) (60 Active Points); OAF Expendable (small gem, Difficult to obtain; -1¼), Concentration (½ DCV throughout casting; -½), Extra Time (Full Phase; -½), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Limited Range (40m; -¼), Limited Target (humanoid males only; -½), Requires A Magic Roll (-½), Spell (-½). Total cost: 10 points.

Options:

- 1) *Strong Spell:* Increase to Severe Transform 3d6. 90 Active Points; total cost 15 points.
- 2) *Weak Spell:* Decrease to Severe Transform 1d6. 30 Active Points; total cost 5 points.
- 3) *Free Spell:* Total cost: 13 points.
- 4) *Remove A +¼ Advantage:* 52 Active Points; total cost 9 points.
- 5) *Remove A +½ Advantage:* 45 Active Points; total cost 7 points.
- 6) *Remove A -¼ Limitation:* Total cost 10 points.
- 7) *Remove A -½ Limitation:* Total cost 11 points.
- 8) *Add A +¼ Advantage:* 67 Active Points; total cost 11 points.
- 9) *Add A +½ Advantage:* 75 Active Points; total cost 12 points.
- 10) *Add A -¼ Limitation:* Total cost 10 points.
- 11) *Add A -½ Limitation:* Total cost 9 points.



BLIGHT

Effect: RKA 1 point, Only Versus Plants
Target: 640m Radius
Casting Time: 1 Minute (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 450m
Magic Roll Penalty: -1
END Cost: 1

Description: One of the reasons common folk often fear witches is this spell. If angered or insulted, a witch may very well sneak back to her tormentor’s farm and cast Blight, ruining his entire crop.

Similar witchcraft spells include spoiling food (useful against innkeepers), drying up milk cows, and so forth. You can create these as Transforms with the same Limitations as this spell.

Game Information: RKA 1 point, Area Of Effect (32m Radius; +1), MegaScale (1m = 20m wide, broad, and deep; +1) (15 Active Points); OAF Expendable (small silver scythe, Difficult to obtain; -1¼), Concentration (½ DCV throughout casting; -½), Damage Over Time (6 increments, one per Hour for six hours, defense only applies once, cannot be used again on same victim until all increments accrue; -1), Extra Time (1 Minute; -1½), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Requires A Magic Roll (-½), Spell (-½). Total cost: 2 points.

Options:

- 1) *Strong Spell:* Increase to RKA ½d6. 30 Active Points; total cost 4 points.
- 2) *Free Spell:* Total cost: 2 points.
- 3) *Remove A +¼ Advantage:* 14 Active Points; total cost 2 points.
- 4) *Remove A +½ Advantage:* 12 Active Points; total cost 2 points.
- 5) *Remove A -¼ Limitation:* Total cost 2 points.
- 6) *Remove A -½ Limitation:* Total cost 2 points.
- 7) *Add A +¼ Advantage:* 16 Active Points; total cost 2 points.
- 8) *Add A +½ Advantage:* 17 Active Points; total cost 2 points.
- 9) *Add A -¼ Limitation:* Total cost 2 points.
- 10) *Add A -½ Limitation:* Total cost 2 points.
- 11) *Ritual Blight:* This form of the spell requires a coven to cast it. Add Requires Multiple Users (13 casters; -1). Total cost: 2 points.



★ THE CHARM OF THE THREE KNOTS

Effect: Boost Swimming 6d6/
Suppress Swimming 6d6,
Only For Sailed Vehicles

Target: One sailed vehicle

Casting Time: 1 Turn (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: 450m

Magic Roll Penalty: -4/-6

END Cost: 4/6

Description: This spell allows a witch to control the winds to make it easier or harder to sail. The spell requires a cord tied in three knots. As long as the three knots remain tied, the witch can Boost Swimming for sailed vessels at the rate of 2d6 per knot (total of 6d6). If she unties the knots, she reverses the spell, directing the winds to hinder sailing (Suppress Swimming, 2d6 per knot untied for a total of 6d6).

Game Information:
Cost Power

- 9 **The Charm Of Three Knots:** Multipower, 60-point reserve; all OAF Expendable (short length of cord with three knots tied in it, Easy to obtain; -1), Concentration (½ DCV throughout casting; -½), Extra Time (1 Turn; -1¼), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Only For Vehicles With The Sailed Limitation (-1), Requires A Magic Roll (-½), Spell (-½)
- 1f **1) Strengthen The Winds:** Boost Swimming 6d6; common Limitations as described above
- 1f **2) Misdirect The Winds:** Suppress Swimming 6d6; common Limitations as described above

Total cost: 11 points.

Options:

- 1) *Strong Spell:* Increase reserve to 80 points and both slots to 8d6. Total cost: 14 points.
- 2) *Weak Spell:* Decrease reserve to 40 points and both slots to 4d6. Total cost: 8 points.
- 3) *Free Spell:* Total cost: 12 points.
- 4) *Remove A -¼ Limitation:* Total cost 11 points.
- 5) *Remove A -½ Limitation:* Total cost 12 points.
- 6) *Add A +¼ Advantage:* Increase reserve to 75 points. Total cost: 13 points.
- 7) *Add A +½ Advantage:* Increase reserve to 90 points. Total cost: 15 points.
- 8) *Add A -¼ Limitation:* Total cost 10 points.
- 9) *Add A -½ Limitation:* Total cost 10 points.

☆ LOVE CHARM

Effect: Mind Control 15d6, Only To Make Victim Fall In Love
Target: One character
Casting Time: Full Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: LOS
Magic Roll Penalty: -7
END Cost: 7

Description: One of the best known — and most commercially valuable — spells in the witch's arsenal is Love Charm, which gives her the power to make any person fall in love. She can either designate the target of the victim's affections, or simply leave him to fall in love with the first person he sees.

Game Information: Mind Control 15d6 (75 Active Points); OAF Expendable (heart-shaped golden amulet, Very Difficult to obtain; -1½), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Only To Make Victim Fall In Love (-1), Requires A Magic Roll (-½), Spell (-½). Total cost: 14 points.

Options:

- 1) *Strong Spell:* Increase to Mind Control 18d6. 90 Active Points; total cost 16 points.
- 2) *Weak Spell:* Decrease to Mind Control 12d6. 60 Active Points; total cost 11 points.
- 3) *Free Spell:* Total cost: 19 points.
- 4) *Remove A -¼ Limitation:* Total cost 14 points.
- 5) *Remove A -½ Limitation:* Total cost 15 points.
- 6) *Add A +¼ Advantage:* 94 Active Points; total cost 17 points.
- 7) *Add A +½ Advantage:* 112 Active Points; total cost 20 points.
- 8) *Add A -¼ Limitation:* Total cost 13 points.
- 9) *Add A -½ Limitation:* Total cost 12 points.

☆ MAN INTO FROG

Effect: Severe Transform 7d6 (person into frog)
Target: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 50m
Magic Roll Penalty: -10
END Cost: 10

Description: Although technically belonging to Thaumaturgy, this spell has become so closely identified with Witchcraft that most scholars consider it a Witchcraft spell. It allows a witch to transform a hapless victim into a frog. The victim may or may not retain the ability to speak, in the GM's discretion.

Game Information: Severe Transform 7d6 (person into frog, heals back through another application of this spell or being kissed by royalty) (105 Active Points); OAF Expendable (frog's skin, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Limited Range (50m; -¼), Limited Target (humanoid beings; -½), Requires A Magic Roll (-½), Spell (-½). Total cost: 23 points.

Options:

- 1) *Strong Spell:* Increase to Severe Transform 8d6. 120 Active Points; total cost 27 points.
- 2) *Weak Spell:* Decrease to Severe Transform 6d6. 90 Active Points; total cost 20 points.
- 3) *Free Spell:* Total cost: 32 points.
- 4) *Remove A -¼ Limitation:* Total cost 25 points.
- 5) *Remove A -½ Limitation:* Total cost 26 points.
- 6) *Add A +¼ Advantage:* 131 Active Points; total cost 29 points.
- 7) *Add A +½ Advantage:* 157 Active Points; total cost 35 points.
- 8) *Add A -¼ Limitation:* Total cost 22 points.
- 9) *Add A -½ Limitation:* Total cost 21 points.

☆ PLAGUE OF SERPENTS

Effect: Summon one small venomous animal built on up to 80 Total Points, Slavishly Devoted
Target: Special
Casting Time: Half Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: No Range
Magic Roll Penalty: -6
END Cost: 6

Description: This spell calls to the witch a single small, venomous animal — typically a serpent, but sometimes a scorpion or a spider depending on the environment. The animal serves the witch faithfully; she normally sends it to kill her enemies (hence the name of the spell) or uses it to guard her treasures.

Game Information: Summon one small venomous animal built on up to 80 Total Points, Expanded Class (small, venomous animals; +¼), Slavishly Devoted (+1) (36 Active Points); OAF Expendable (knot-charm woven of the skin from three different venomous serpents, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Summoned Being Must Inhabit Locale (-½), Arrives Under Own Power (-½). Total cost: 8 points.

Options:

- 1) *Strong Spell:* Increase to up to 8 small, venomous animals. 70 Active Points; total cost 16 points.
- 2) *Free Spell:* Total cost: 12 points.
- 3) *Remove A +¼ Advantage:* 32 Active Points; total cost 7 points.
- 4) *Remove A +½ Advantage:* 28 Active Points; total cost 6 points.
- 5) *Remove A -¼ Limitation:* Total cost 9 points.
- 6) *Remove A -½ Limitation:* Total cost 10 points.
- 7) *Add A +¼ Advantage:* 40 Active Points; total cost 9 points.
- 8) *Add A +½ Advantage:* 44 Active Points; total cost 10 points.
- 9) *Add A -¼ Limitation:* Total cost 8 points.
- 10) *Add A -½ Limitation:* Total cost 7 points.

★ SENDING

Effect: Drain END 1d6, Damage Over Time
Target: 1m Radius Accurate (covers a 100 km radius area)
Casting Time: 5 Minutes (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: No Range
Magic Roll Penalty: -14
END Cost: 14

Description: This spell (which borders on being Black Magic) allows a witch to send a spirit (usually in the form of a black cat) to bedevil a victim in his sleep and prevent him from gaining meaningful rest. Day after day, the victim becomes more and more tired, even though he sleeps each night, until he can't even stand up and walk. However, once the spell ends (*i.e.*, once all damage increments have accrued), he recovers from his weariness swiftly.

Game Information: Drain END 1d6, Area Of Effect (1m Radius Accurate; +½), MegaScale (1m = 100 km wide, broad, and deep; +1½) (30 Active Points); OAF Expendable (skull of a black cat, Difficult to obtain; -1¼), Concentration (0 DCV throughout casting; -1), Damage Over Time (7 increments, one per day for a week, defense only applies once, cannot be used again on same victim until all increments accrue; -2½), Extra Time (5 Minutes; -2), Gestures (throughout casting; -½), Incantations (throughout casting; -½), No Range (-½), Requires A Magic Roll (-½), Spell (-½). Total cost: 3 points.

Options:

- 1) *Free Spell:* Total cost: 3 points.
- 2) *Remove A -¼ Limitation:* Total cost 3 points.
- 3) *Remove A -½ Limitation:* Total cost 3 points.
- 4) *Add A +¼ Advantage:* 32 Active Points; total cost 3 points.
- 5) *Add A +½ Advantage:* 35 Active Points; total cost 4 points.
- 6) *Add A -¼ Limitation:* Total cost 3 points.
- 7) *Add A -½ Limitation:* Total cost 3 points.
- 8) *Ritual Sending:* This form of the spell requires a coven to cast it. Add Requires Multiple Users (13 casters; -1). Total cost: 3 points.

MOVEMENT SPELLS

★ FLYING BROOMSTICK

Effect: Flight 30m
Target: Self
Casting Time: Full Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: Self
Magic Roll Penalty: -3
END Cost: 3

Description: With this spell, a witch can use an enchanted broomstick to fly.

Game Information: Flight 30m (30 Active Points); OAF (specially-enchanted broomstick; -1), Extra Time (Full Phase to cast; -¼), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 9 points.

Options:

- 1) *Strong Spell:* Increase to Flight 40m. 40 Active Points; total cost 12 points.
- 2) *Weak Spell:* Decrease to Flight 20m. 20 Active Points; total cost 6 points.
- 3) *Free Spell:* Total cost: 13 points.
- 4) *Remove A -¼ Limitation:* Total cost 10 points.
- 5) *Remove A -½ Limitation:* Total cost 11 points.
- 6) *Add A +¼ Advantage:* 37 Active Points; total cost 11 points.
- 7) *Add A +½ Advantage:* 45 Active Points; total cost 14 points.
- 8) *Add A -¼ Limitation:* Total cost 8 points.
- 9) *Add A -½ Limitation:* Total cost 8 points.

SENSORY SPELLS

★ CARDS OF FATE

Effect: Precognition
Target: Area
Casting Time: 5 Minutes
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 400m
Magic Roll Penalty: -4
END Cost: 4

Description: This spell allows the witch to foresee the future by reading what will come to pass in mystic arrangements of special fortunetelling cards (such as tarot cards). Typically the witch can only answer a specific question or determine a specific fact (hence the *Instant* Limitation).

Game Information: Clairsentience (Sight Group), Precognition (40 Active Points); OAF (fortunetelling cards; -1), Concentration (0 DCV throughout; -1), Extra Time (5 Minutes; -2), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Instant (-½), Precognition Only (-1), Requires A Magic Roll (-½), Vague And Unclear (-½). Total cost: 5 points.

Options:

- 1) *Remove A -¼ Limitation:* Total cost 5 points.
- 2) *Remove A -½ Limitation:* Total cost 5 points.
- 3) *Add A +¼ Advantage:* 50 Active Points; total cost 6 points.
- 4) *Add A +½ Advantage:* 60 Active Points; total cost 7 points.
- 5) *Add A -¼ Limitation:* Total cost 4 points.
- 6) *Add A -½ Limitation:* Total cost 4 points.

POTION-BREWING

Witch's potions usually aren't quite the same as those produced by alchemists. Not only do they tend to require different (and more disgusting) ingredients — eye of newt, bat's wings, serpent's spittle, goats' hearts, and so forth — but they have different uses. Whereas alchemical potions generally improve or enhance the drinker, witch-potions are *weapons*. They're intended to take control of the victim's mind and make him do something, to transform him, or the like. As such, they're bought differently (often as Mental Powers with the *Based On CON* Limitation), and the witch typically has to trick the victim into drinking them.

★ LOVE POTION

Effect:	Mind Control 20d6, Based On CON, Only To Make Drinker Fall In Love
Target:	One character
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-8
Charges:	4

Description: A staple of commerce with witches, the Love Potion causes the person who drinks it to fall in love with the first person he sees (typically the person who gave it to him, usually by slipping it into some ordinary drink). The effects often wear off over time (*i.e.*, eventually the victim makes his Breakout Roll), but by then he may find himself happily (?) married!

Game Information: Mind Control 20d6, Delayed Effect (may have available a number of potions equal to character's INT; +½) (150 Active Points); OAF Fragile (-1¼), Based On CON (-1), Concentration (0 DCV throughout brewing; -1), Extra Time (6 Hours to brew; -3½), Gestures (throughout brewing; -½), Incantations (throughout brewing; -½), No Range (victim must drink potion; -½), Requires A Magic Roll (to brew, -1 per 20 Active Points; -¼), Set Effect (make victim fall in love with the first person he sees; -1), 4 Charges (-1). Total cost: 13 points.

Options:

- 1) *Strong Potion:* Increase to Mind Control 25d6. 187 Active Points; total cost 16 points.
- 2) *Weak Potion:* Decrease to Mind Control 15d6. 112 Active Points; total cost 10 points.
- 3) *Remove A -¼ Limitation:* Total cost 13 points.
- 4) *Remove A -½ Limitation:* Total cost 14 points.
- 5) *Add A +¼ Advantage:* 175 Active Points; total cost 15 points.

- 6) *Add A +½ Advantage:* 200 Active Points; total cost 17 points.
- 7) *Add A -¼ Limitation:* Total cost 13 points.
- 8) *Add A -½ Limitation:* Total cost 12 points.
- 9) *Permanent Love Potion:* This form of Love Potion never wears off. Change to Major Transform 7d6 (person to person in love with first person he sees after drinking potion, heals back by drinking another Love Potion), ACV (uses OCV against DMCV; +¼), AVAD (Mental Defense; +½), add Limited Target (humanoids; -½), and remove Set Effect (-1). 122 Active Points; total cost 11 points.

★ POTION OF TRANSFORMATION

Effect:	Severe Transform 7d6 (drinker into animal)
Target:	One character
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-15
Charges:	4

Description: This fiendish potion turns the drinker into an animal. The witch chooses what type of animal when she brews the potion.

Game Information: Severe Transform 7d6 (drinker into animal [type of animal is chosen by witch when brewing potion, and cannot change thereafter], heals back by drinking another Potion Of Transformation), Delayed Effect (may have available a number of potions equal to character's INT; +½) (157 Active Points); OAF Fragile (-1¼), Concentration (0 DCV throughout brewing; -1), Extra Time (6 Hours to brew; -3½), Gestures (throughout brewing; -½), Incantations (throughout brewing; -½), Limited Target (humanoids; -½), No Range (victim must drink potion; -½), Requires A Magic Roll (to brew; -½), 4 Charges (-1). Total cost: 15 points.

Options:

- 1) *Strong Spell:* Increase to Severe Transform 8d6. 180 Active Points; total cost 17 points.
- 2) *Weak Spell:* Decrease to Severe Transform 6d6. 135 Active Points; total cost 13 points.
- 3) *Remove A -¼ Limitation:* Total cost 16 points.
- 4) *Remove A -½ Limitation:* Total cost 16 points.
- 5) *Add A +¼ Advantage:* 184 Active Points; total cost 18 points.
- 6) *Add A +½ Advantage:* 210 Active Points; total cost 20 points.
- 7) *Add A -¼ Limitation:* Total cost 15 points.
- 8) *Add A -½ Limitation:* Total cost 15 points.

CANDLE MAGIC

Some witches use their magic to create enchanted candles that create a certain effect for as long as they burn. Known as *candle magic*, this branch of Witchcraft is of little use in combat, but often proves quite effective in other situations.



CANDLE OF BEGUILEMENT

Effect: Sight, Hearing, Smell/Taste, and Touch Group Images, -6 to PER Rolls
Target: 16m Radius around candle
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: No Range
Magic Roll Penalty: -10
Charges: 1 Continuing Fuel Charge lasting 1 Hour

Description: This candle creates an illusion of the witch's choice. The witch can change the illusion each time she lights the candle, but can't alter it while the candle remains lit. The illusion cannot conceal the candle, which must always remain in the center of the effect; thus, this candle is only useful in situations where the victims would not consider a lit candle out of place.

Game Information: Sight, Hearing, Smell/Taste, and Touch Group Images, -6 to PER Rolls, Area Of Effect (16m Radius; +¾), Delayed Effect (may have available a number of candles equal to character's INT; +½) (97 Active Points); OAF (-1), Concentration (0 DCV throughout making; -1), Extra Time (6 Hours to make; -3½), Gestures (throughout making; -½), Incantations (throughout making; -½), Image Cannot Hide Candle Itself (-½), No Range (illusion always covers the 16m radius around candle; -½), Requires A Magic Roll (to make; -½), 1 Continuing Charge lasting 1 Hour (-¼). Total cost: 10 points.

Options:

- 1) *Strong Spell:* Increase to -8 to PER Rolls. 110 Active Points; total cost 12 points.
- 2) *Weak Spell:* Decrease to -4 to PER Rolls. 83 Active Points; total cost 9 points.
- 3) *Remove A +¼ Advantage:* 86 Active Points; total cost 9 points.
- 4) *Remove A +½ Advantage:* 75 Active Points; total cost 8 points.
- 5) *Remove A -¼ Limitation:* Total cost 11 points.
- 6) *Remove A -½ Limitation:* Total cost 11 points.
- 7) *Add A +¼ Advantage:* 107 Active Points; total cost 11 points.
- 8) *Add A +½ Advantage:* 118 Active Points; total cost 13 points.
- 9) *Add A -¼ Limitation:* Total cost 10 points.
- 10) *Add A -½ Limitation:* Total cost 10 points.



CANDLE OF LIFE

Effect: RKA 6d6, NND, Does BODY
Target: 1m Radius Accurate (covers the entire world)
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: No Range
Magic Roll Penalty: -10
Charges: 1 Charge

Description: Although its name suggests kindness and healing, in fact the Candle Of Life is so called because it holds a man's life within its enchanted wax — and as it burns, that man dies. The candle must include at least one of the items described for a Voodoo Doll (a bit of the target's body, see page 324) in the wax.

Once lit, the Candle Of Life burns for an hour, slowly killing the victim over that time. The witch must keep her concentration focused on the candle during this period. If the candle stops burning, the effect stops at that point. The victim suffers the damage up to that point, but the candle cannot be relit to hurt him further (though the witch could perhaps use what's in it to make another candle...).

Game Information: RKA 1d6, NND (defense is Life Support [Longevity]; +1), Does BODY (+1), Area Of Effect (1m Radius Accurate; +½), Mega-Scale (area covers all of Earth; +2), Damage Over Time (6 increments, one every 10 minutes day for one hour, defense only applies once, cannot be used again on same victim until all increments accrue; +1), Delayed Effect (may have available a number of candles equal to character's INT; +½) (105 Active Points); OAF (-1), Concentration (0 DCV throughout making and using; -1), Extra Time (6 Hours to make; -3½), Extra Time (1 Hour to use; -3), Gestures (throughout making; -½), Incantations (throughout making; -½), No Range (-½), Only Works Against Specific Characters For Whom Witch Has Prepared Candle (-2) Requires A Magic Roll (to make; -½), 1 Charge (-2). Total cost: 7 points.

Options:

- 1) *Strong Spell:* Increase to RKA 2d6. 210 Active Points; total cost 13 points.
- 2) *Weak Spell:* Decrease to RKA ½d6. 70 Active Points; total cost 4 points.
- 3) *Remove A +¼ Advantage:* 101 Active Points; total cost 6 points.
- 4) *Remove A +½ Advantage:* 97 Active Points; total cost 6 points.
- 5) *Remove A -¼ Limitation:* Total cost 7 points.
- 6) *Remove A -½ Limitation:* Total cost 7 points.
- 7) *Add A +¼ Advantage:* 109 Active Points; total cost 7 points.
- 8) *Add A +½ Advantage:* 112 Active Points; total cost 7 points.
- 9) *Add A -¼ Limitation:* Total cost 7 points.
- 10) *Add A -½ Limitation:* Total cost 6 points.



★ CANDLE OF PROTECTION

Effect: Barrier 12 PD/12 ED, 12 BODY (up to 100m long, 4m high, and ½m thick), Affects Desolidified, Only Versus Spirits, Demons, And The Undead

Target: 16m Radius around candle

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: No Range

Magic Roll Penalty: -30

Charges: 1 Continuing Fuel Charge lasting 1 Hour

Description: This candle creates a field of mystic energy that prevents demons, the undead, and spirits from approaching too closely. Powerful enemies can break through, but most such beings have no way to get inside the candle's sphere... but the sphere only lasts for an hour. If the candle goes out before then for any reason, its remaining effect is lost; if relit it only provides illumination.

Game Information: Barrier 12 PD/12 ED, 12 BODY (up to 100m long, 4m high, and ½m thick), Affects Desolidified (+½), Delayed Effect (may have available a number of candles equal to character's INT; +½) (306 Active Points); OAF (-1), Concentration (0 DCV throughout making; -1), Extra Time (6 Hours to make; -3½), Gestures (throughout making; -½), Incantations (throughout making; -½), No Range (Barrier always covers the 16m radius around candle; -½), Only Versus Spirits, Demons, And The Undead (-1), Requires A Magic Roll (to make; -½), Restricted Shape (16m radius sphere around candle; -¼), 1 Continuing Charge lasting 1 Hour (-¼). Total cost: 31 points.

★ CANDLE OF TRUTH

Effect: Mind Control 15d6, Set Effect (only to make people tell the truth)

Target: 20m Radius around candle

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: No Range

Magic Roll Penalty: -13

Charges: 1 Continuing Fuel Charge lasting 1 Hour

Description: This candle, the bane of many a merchant and diplomat, compels everyone within 20m to tell the truth as long as it burns. It lasts for up to one hour. If the candle goes out before then for any reason, its remaining effect is lost; if relit it only provides illumination.

Game Information: Mind Control 15d6, Area Of Effect (20m Radius; +1), Constant (+½), Delayed Effect (may have available a number of candles equal to character's INT; +½) (225 Active Points); OAF (-1), Concentration (0 DCV throughout making; -1), Extra Time (6 Hours to make; -3½), Gestures (throughout making; -½), Incantations (throughout making; -½), No Range (Area Of Effect always covers the 20m radius around candle; -½), Requires A Magic Roll (to make, -1 per 20 Active Points; -¼), Set Effect (only to make people tell the truth; -1), 1 Continuing Charge lasting 1 Hour (-¼). Total cost: 24 points.

Options:

- 1) *Strong Spell*: Increase to Mind Control 18d6. 270 Active Points; total cost 28 points.
- 2) *Weak Spell*: Decrease to Mind Control 12d6. 180 Active Points; total cost 19 points.
- 3) *Remove A -¼ Limitation*: Total cost 25 points.
- 4) *Remove A -½ Limitation*: Total cost 25 points.
- 5) *Add A +¼ Advantage*: 244 Active Points; total cost 26 points.
- 6) *Add A +½ Advantage*: 262 Active Points; total cost 27 points.
- 7) *Add A -¼ Limitation*: Total cost 23 points.
- 8) *Add A -½ Limitation*: Total cost 22 points.

MISCELLANEOUS SPELLS



BEAUTIFY

Effect:	Aid Striking Appearance 3d6
Target:	Self
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	Self
Magic Roll Penalty:	-5
END Cost:	0

Description: Many a witch has used this glamour, which renders her much more beautiful for the space of a few hours.

At the GM's option, this spell can grant the caster Striking Appearance even if she hasn't bought that Talent already.

Game Information: Aid Striking Appearance 3d6, Delayed Return Rate (points fade at the rate of 5 per Hour; +1¼) (49 Active Points); OAF Expendable (a rose, Easy to obtain; -1), Gestures (-¼), Incantations (-¼), Only Aid Self (-1), Requires A Magic Roll (-½). Total cost: 12 points.

Options:

- 1) *Strong Spell*: Increase to Aid Striking Appearance 4d6. 66 Active Points; total cost 16 points.
- 2) *Weak Spell*: Decrease to Aid Striking Appearance 2d6. 33 Active Points; total cost 8 points.
- 3) *Free Spell*: Total cost: 16 points.
- 4) *Remove A +¼ Advantage*: 45 Active Points; total cost 11 points.
- 5) *Remove A +½ Advantage*: 40 Active Points; total cost 10 points.
- 6) *Remove A -¼ Limitation*: Total cost 13 points.
- 7) *Remove A -½ Limitation*: Total cost 14 points.
- 8) *Add A +¼ Advantage*: 54 Active Points; total cost 13 points.
- 9) *Add A +½ Advantage*: 58 Active Points; total cost 14 points.
- 10) *Add A -¼ Limitation*: Total cost 11 points.
- 11) *Add A -½ Limitation*: Total cost 11 points.



CLEANING-SPELL

Effect:	Change Environment (clean and do related chores)
Target:	32m Radius (one building)
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	No Range
Magic Roll Penalty:	-5
END Cost:	0

Description: This most famous of hedge magic spells allows a witch to clean her house and perform similar chores without exerting herself. Instead, brooms, mops, dishrags, and brushes come to life to do the work themselves!

Game Information: Change Environment (clean and do related chores), Long-Lasting (lasts until dirtied again), Area Of Effect (32m Radius; +1), Reduced Endurance (0 END; +½) (52 Active Points); OAF Expendable (broomstraw wrapped around a bit of soap, Easy to obtain; -1), Gestures (-¼), Incantations (-¼), No Range (-½), Only Cleans One Building (-¼), Requires A Magic Roll (-½). Total cost: 14 points.

Options:

- 1) *Free Spell*: Total cost: 19 points.
- 2) *Remove A +¼ Advantage*: 47 Active Points; total cost 12 points.
- 3) *Remove A +½ Advantage*: 42 Active Points; total cost 11 points.
- 4) *Remove A -¼ Limitation*: Total cost 15 points.
- 5) *Remove A -½ Limitation*: Total cost 16 points.
- 6) *Add A +¼ Advantage*: 58 Active Points; total cost 15 points.
- 7) *Add A +½ Advantage*: 63 Active Points; total cost 17 points.
- 8) *Add A -¼ Limitation*: Total cost 13 points.
- 9) *Add A -½ Limitation*: Total cost 12 points.

MOON GODDESS'S BLESSING

Effect:	Aid Witchcraft 3d6, any one Witchcraft spell at a time
Target:	Self
Casting Time:	5 Minutes
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	Self
Magic Roll Penalty:	-6
END Cost:	6

Description: This spell calls on the Moon Goddess whom so many witches serve for an increase of power. It can only be cast at night.

Game Information: Aid Witchcraft 3d6, Variable Effect (any one Witchcraft spell at a time; +½), Delayed Return Rate (points fade at the rate of 5 per Hour; +1¼) (58 Active Points); OAF Expendable (five types of flowers, Difficult to obtain; -1¼), Concentration (0 DCV throughout casting; -1), Extra Time (5 Minutes; -2), Gestures (throughout; -½), Incantations (throughout; -½), Only Aid Self (-1), Only At Night (-½), Requires A Magic Roll (-½). Total cost: 7 points.

Options:

- 1) *Strong Spell:* Increase to Aid 4d6. 78 Active Points; total cost 9 points.
- 2) *Weak Spell:* Decrease to Aid 2d6. 39 Active Points; total cost 5 points.
- 3) *Free Spell:* Total cost: 8 points.
- 4) *Remove A +¼ Advantage:* 54 Active Points; total cost 6 points.
- 5) *Remove A +½ Advantage:* 49 Active Points; total cost 6 points.
- 6) *Remove A -¼ Limitation:* Total cost 7 points.
- 7) *Remove A -½ Limitation:* Total cost 7 points.
- 8) *Add A +¼ Advantage:* 63 Active Points; total cost 8 points.
- 9) *Add A +½ Advantage:* 67 Active Points; total cost 8 points.
- 10) *Add A -¼ Limitation:* Total cost 7 points.
- 11) *Add A -½ Limitation:* Total cost 7 points.
- 12) *Place Of Power:* The witch can only cast this spell at a specific sacred place. Increase to OAF Expendable Immobile (-2¼). Total cost: 6 points.
- 13) *Full Moon's Blessing:* Add Can Only Be Cast During The Full Moon (-2). Total cost: 6 points.

WITCH'S HERDSMAN

Effect:	Summon up to 64 domesticated herd animals built on up to 140 Total Points each
Target:	Special
Casting Time:	Half Phase
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-7
END Cost:	7

Description: With this spell, a witch can call her (or another person's) lost or straying cattle, sheep, goats, or the like to her. The witch must identify which person's animals she's calling with the spell; only that person's animals respond (all other nearby domesticated herd animals ignore the spell). Good witches use this to help their neighbors find lost cows; evil witches use it to steal animals.

Game Information: Summon up to 64 domesticated herd animals built on up to 140 points each, Expanded Class (domesticated herd animals; +¼) (72 Active Points); OAF Expendable (bit of food the animals like, Easy to obtain; -1), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Summoned Beings Must Inhabit Locate (-½), Arrive Under Own Power (-½). Total cost: 18 points.

Options:

- 1) *Strong Spell:* Increase to 125 domesticated herd animals. 79 Active Points; total cost 20 points.
- 2) *Weak Spell:* Decrease to 16 domesticated herd animals. 60 Active Points; total cost 15 points.
- 3) *Free Spell:* Total cost: 24 points.
- 4) *Remove A +¼ Advantage:* 58 Active Points; total cost 14 points.
- 5) *Remove A -¼ Limitation:* Total cost 19 points.
- 6) *Remove A -½ Limitation:* Total cost 20 points.
- 7) *Add A +¼ Advantage:* 87 Active Points; total cost 22 points.
- 8) *Add A +½ Advantage:* 101 Active Points; total cost 25 points.
- 9) *Add A -¼ Limitation:* Total cost 17 points.
- 10) *Add A -½ Limitation:* Total cost 16 points.



WIZARDRY

Wizardry is a catch-all term for magic and spellcasting in general; thus, terms like “mage” and “wizard” can refer to virtually any spellcaster, no matter what arcanæ he knows. However, in a more technical sense, Wizardry also refers to any spells or bodies of mystic lore not a part of any other category. These include spells relating to the nature of magic itself (such as Detect Magic and Dispel Magic), general utility spells, spells that manipulate sheer mystic power (like Mystic Dart or Wizard’s Shield), Words Of Power, and the like.

SPELLS OF GENERAL UTILITY

These spells deal with some of the simplest, most fundamental forces and uses of magic. As such, they belong to *all* categories; any mage can buy them as part of any category.



ARCANE TRICKERY

Effect: Images to Detect Magic, -6 to PER Rolls
Target: 8m Radius
Casting Time: 1 Turn (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Time Limit (duration of 1 Day, +1 Day per point by which the caster succeeds with his Magic roll)
Range: No Range
Magic Roll Penalty: -10
END Cost: 0

Description: This spell allows a wizard to trick other wizards into thinking that arcane energies do or do not exist in a particular place. He can make it seem as if a mundane object or place is magical, or that a magical person, place, or thing is mundane. He can also apply the spell to himself so that other spellcasters cannot detect that he is a spellcaster (in this case, the spell’s effects move with the caster).

Game Information: Images to Detect Magic, -6 to PER Rolls, Area Of Effect (8m Radius; +½), Reduced Endurance (0 END; +½), Time Limit (duration of 1 Day, +1 Day per point by which the caster succeeds with his Magic roll; +1¼) (105

Active Points); OAF Expendable (crystal of smoky quartz, Difficult to obtain; -1¼), Concentration (½ DCV throughout casting; -½), Extra Time (1 Turn to cast; -¾), Gestures (throughout casting; -½), Incantations (throughout casting; -½), No Range (-½), Requires A Magic Roll (-½), Spell (-½). Total cost: 17 points.

Options:

- 1) *Strong Spell:* Increase to -8 to PER Rolls. 127 Active Points; total cost 21 points.
- 2) *Weak Spell:* Decrease to -4 to PER Rolls. 82 Active Points; total cost 14 points.
- 3) *Free Spell:* Total cost: 22 points.
- 4) *Remove A +¼ Advantage:* 98 Active Points; total cost 16 points.
- 5) *Remove A +½ Advantage:* 91 Active Points; total cost 15 points.
- 6) *Remove A -¼ Limitation:* Total cost 18 points.
- 7) *Remove A -½ Limitation:* Total cost 19 points.
- 8) *Add A +¼ Advantage:* 112 Active Points; total cost 19 points.
- 9) *Add A +½ Advantage:* 119 Active Points; total cost 20 points.
- 10) *Add A -¼ Limitation:* Total cost 17 points.
- 11) *Add A -½ Limitation:* Total cost 16 points.



CONCEAL SCRIPT

Effect: Cryptography 20-, Cosmetic Transform 5d6 (change script)
Target: Self/1 document
Casting Time: Full Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant/Instant
Range: Self/No Range
Magic Roll Penalty: -2
END Cost: 2

Description: This spell allows a wizard to conceal the meaning of written script. To anyone besides the wizard, the script looks like meaningless gibberish. The wizard may, if he wishes, extend to others the ability to read the script without assistance.

If the wizard writes the script from the beginning, he must use a quill made of a griffin’s feather and write with mystic inks made of many unusual substances. If he wishes to magically conceal the meaning of existing script, he must dust it with powdered dragon’s scales while speaking the words of the spell.

Game Information:**Cost Power**

- 6 **Boadlane's Spell Of The Secret Script:** Multi-power, 25-point reserve; all OAF Expendable (griffin's-feather quill and mystic inks, or powdered dragon's scales, Very Difficult to obtain; -1½), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)
- 1f 1) **Writing Secret Script:** Cryptography 20-; common Limitations as listed above
- 1f 2) **Concealing Existing Script:** Cosmetic Transform 5d6 (change script into script only the caster can read, heals back through another application of this spell by the caster); common Limitations as listed above, plus No Range (-½)

Total cost: 8 points.

DETECT MAGIC

Effect:	Detect Magic (INT Roll) (no Sense Group), Discriminatory
Target:	Self
Casting Time:	Full Phase
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-1
END Cost:	1

Description: This spell allows the wizard to detect arcane energies, be they the lingering effects of a curse, the enchantment placed upon a sword (or other item), or the fact that another person can cast spells. He must be in the same area as the arcane energies to sense them, however. (See pages 149-50 of *Fantasy Hero* for more details on Detect Magic.)

Game Information: Detect Magic (INT Roll) (no Sense Group), Discriminatory (10 Active Points); OAF Expendable (tiny amethyst crystal, Difficult to obtain; -1¼), Costs Endurance (-½), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 2 points.

Options:

- 1) *Strong Spell:* Add Analyze. 15 Active Points; total cost 3 points.
- 2) *Weak Spell:* Remove Discriminatory. 5 Active Points; total cost 1 point.
- 3) *Free Spell:* Total cost: 3 points.
- 4) *Remove A -¼ Limitation:* Total cost 2 points.
- 5) *Remove A -½ Limitation:* Total cost 3 points.
- 6) *Add A +¼ Advantage:* 12 Active Points; total cost 3 points.
- 7) *Add A +½ Advantage:* 15 Active Points; total cost 3 points.
- 8) *Add A -¼ Limitation:* Total cost 2 points.
- 9) *Add A -½ Limitation:* Total cost 2 points.
- 10) *Ranged Spell:* The wizard can perceive arcane energies at a distance. Add Range. 15 Active Points; total cost 3 points.

DISPEL MAGIC

Effect:	Dispel Magic 14d6, any one Magic power or spell at a time
Target:	One character
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	420m
Magic Roll Penalty:	-6
END Cost:	6

Description: One of the most basic spells in any wizard's arsenal, Dispel Magic breaks apart and neutralizes mystic energies, causing spells to cease functioning. When casting it, a wizard hits the palm of one hand with a small silver hammer wielded in the other, thus signifying the "smashing" of the targeted magic; the hammer disintegrates into worthless powder as the target magic disperses (or if it fails to disperse).

One drawback to using this spell is that the release of eldritch energies it entails attracts the attention of any nearby spellcaster or magically-sensitive being.

Game Information: Dispel Magic 14d6, Variable Effect (any one Magic power or spell at a time; +½) (63 Active Points); OAF Expendable (intricately-worked silver hammer, Very Difficult to obtain; -1½), Gestures (-¼), Incantations (-¼), Noisy (-¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 15 points.

Options:

- 1) *Strong Spell:* Increase to Dispel 20d6. 90 Active Points; total cost 21 points.
- 2) *Weak Spell:* Decrease to Dispel 12d6. 54 Active Points; total cost 13 points.
- 3) *Free Spell:* Total cost: 23 points.
- 4) *Remove A -¼ Limitation:* Total cost 16 points.
- 5) *Remove A -½ Limitation:* Total cost 17 points.
- 6) *Add A +¼ Advantage:* 73 Active Points; total cost 17 points.
- 7) *Add A +½ Advantage:* 84 Active Points; total cost 20 points.
- 8) *Add A -¼ Limitation:* Total cost 14 points.
- 9) *Add A -½ Limitation:* Total cost 13 points.
- 10) *Category-Specific Dispel:* This form of Dispel Magic is easiest to use against one specific category of spells (which the caster chooses when he buys the spell); against other types of spells it's more tiring to use. Add Increased Endurance Cost (x5 END when used against any spell not from the specified category, Very Common; -¾). Total cost: 13 points.



READ SCRIPT

Effect:	Universal Translator (INT Roll +10), Cryptography 25-Self
Target:	Self
Casting Time:	Full Phase
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-3
END Cost:	3

Description: This spell, one of the first learned by most wizards, allows a spellcaster to read unfamiliar scripts, whether they're concealed by magic, written in code, or simply in a language he does not understand.

In game terms, this spell has two modes: Universal Translator and Cryptography. The former is used in most circumstances; unless there's some dramatic reason to require a roll, the GM should usually let it work automatically. However, it won't work against two types of scripts: codes and ciphers; and words hidden by Conceal Script. For these types of script, you must use the Cryptography function in a Skill Versus Skill Contest against the spell or the person writing the code. In most cases, this spell should win.

Game Information:

Cost Power

- 9 **Boadlane's Lens Of Enlightenment:** Multipower, 35-point reserve; all OAF Fragile (large glass lens bound in brass with mystic runes etched into the brass; -1¼), Costs Endurance (-½), Extra Time (Full Phase to cast; -¼), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)
- 1f 1) **Reading Strange Scripts:** Universal Translator (INT Roll +10); common Limitations as listed above plus Only Works On Writing (-1)
- 1f 2) **Reading Hidden Scripts:** Cryptography 25-; common Limitations as listed above

Total cost: 11 points.



WIZARD'S SCRIBE

Effect:	Minor Transform 3d6 (blank book or scroll to copy of other book or scroll)
Target:	One blank book or scroll
Casting Time:	1 Turn
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-1
END Cost:	1

Description: This spell, learned early in the careers of most wizards, allows the caster to copy an entire book or scroll (or the like) into another, blank, book or scroll. It works on both magical and mundane writings.

Game Information: Minor Transform 3d6 (blank book or scroll to copy of other book or scroll, heals back through another application of this

spell) (15 Active Points); OAF Expendable (eagle's feather quill, Difficult to obtain; -1¼), Concentration (0 DCV throughout casting; -1), Extra Time (1 Turn; -1¼), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Limited Target (blank books or scrolls; -1), No Range (-½), Requires A Magic Roll (-½). Total cost: 2 points.

Options:

- 1) **Strong Spell:** Increase to Minor Transform 5d6. 25 Active Points; total cost 3 points.
- 2) **Weak Spell:** Decrease to Minor Transform 2d6. 10 Active Points; total cost 1 point.
- 3) **Free Spell:** Total cost: 2 points.
- 4) **Remove A -¼ Limitation:** Total cost 2 points.
- 5) **Remove A -½ Limitation:** Total cost 2 points.
- 6) **Add A +¼ Advantage:** 19 Active Points; total cost 2 points.
- 7) **Add A +½ Advantage:** 22 Active Points; total cost 3 points.
- 8) **Add A -¼ Limitation:** Total cost 2 points.
- 9) **Add A -½ Limitation:** Total cost 2 points.

OFFENSIVE SPELLS



ARCANE ENERVATION

Effect:	Drain END 6d6, Only Works Against Mystic Endurance Reserves
Target:	One character
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	100m
Magic Roll Penalty:	-6
END Cost:	6

Description: Many wizards rely on items infused with arcane energies to provide the mystic power needed to keep their spells functioning. Usually designed as a staff, piece of jewelry, or similar object, these items greatly expand a wizard's power. This spell diminishes the "fuel" in such items, thus weakening the wizard who possesses them.

In game terms, this spell's Drain END only works on the END in Endurance Reserves. It has no effect on characters' normal END.

Game Information: Drain END 6d6 (60 Active Points); OAF Expendable (copper amulet graven with runes of weakness, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Limited Range (100m; -¼), Only Works Against Mystic Endurance Reserves (-1), Requires A Magic Roll (-½), Spell (-½). Total cost: 12 points.

Options:

- 1) **Strong Spell:** Increase to Drain END 8d6. 80 Active Points; total cost 16 points.
- 2) **Weak Spell:** Decrease to Drain END 4d6. 40 Active Points; total cost 8 points.
- 3) **Free Spell:** Total cost: 16 points.
- 4) **Remove A -¼ Limitation:** Total cost 13 points.
- 5) **Remove A -½ Limitation:** Total cost 13 points.

- 6) *Add A +¼ Advantage*: 75 Active Points; total cost 15 points.
- 7) *Add A +½ Advantage*: 90 Active Points; total cost 18 points.
- 8) *Add A -¼ Limitation*: Total cost 11 points.
- 9) *Add A -½ Limitation*: Total cost 11 points.

★ MYSTIC BOLT

Effect:	RKA 3d6, Only Affects Living Beings
Target:	32m Line
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-7
END Cost:	7

Description: This spell harnesses sheer arcane energy to create a powerful bolt of mystic force 1m wide and 32m long.

The caster may choose the appearance he wants his Mystic Bolt to have when he buys the spell. It could be a beam of blue-white energy, a blast of fist-sized prismatic spheres, a bolt of pure darkness, or just about anything else he can think of. With the GM's permission, he could even change the special effect, making it a Firebolt, Winterbolt, Acid Bolt, or the like.

Game Information: RKA 3d6, Area Of Effect (32m Line; +½) (67 Active Points); OAF Expendable (tiny gold or crystal bar, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), No Range (-½), Only Affects Living Beings (-½), Requires A Magic Roll (-½), Spell (-½). Total cost: 14 points.

Options:

- 1) *Strong Spell*: Increase to RKA 4d6. 90 Active Points; total cost 19 points.
- 2) *Weak Spell*: Decrease to RKA 2d6. 45 Active Points; total cost 9 points.
- 3) *Free Spell*: Total cost: 19 points.
- 4) *Remove A +¼ Advantage*: 56 Active Points; total cost 12 points.
- 5) *Remove A +½ Advantage*: 45 Active Points; total cost 9 points.
- 6) *Remove A -¼ Limitation*: Total cost 15 points.
- 7) *Remove A -½ Limitation*: Total cost 16 points.
- 8) *Add A +¼ Advantage*: 79 Active Points; total cost 17 points.
- 9) *Add A +½ Advantage*: 90 Active Points; total cost 19 points.
- 10) *Add A -¼ Limitation*: Total cost 13 points.
- 11) *Add A -½ Limitation*: Total cost 13 points.
- 12) *Variant Mystic Bolt*: This form of the spell affects anyone it hits who's not protected by a Wizard's Shield or Wizard's Bulwark. Decrease to RKA 1½d6 and add NND (defense is Wizard's Shield or Wizard's Bulwark; +1), Does BODY (+1). 87 Active Points; total cost 18 points.

★ MYSTIC DART

Effect:	RKA 2d6, Only Affects Living Beings
Target:	1m Radius Accurate
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	LOS
Magic Roll Penalty:	-6
END Cost:	6

Description: This spell creates a "dart" of pure mystic energy that strikes targets with deadly force equal to that of a heavy longbow. It strikes with great accuracy, rarely missing its target, but can only affect living beings.

The caster may choose the appearance he wants his Mystic Darts to have when he buys the spell. For one caster, the Dart might look like an arrowhead-shaped bolt of energy; for another, it looks like a glowing arrow; for a third, it's a jet-black starburst. With the GM's permission, he could even change the special effect, making it a Firedart, Icedart, Lightning Dart, or the like.

Game Information: RKA 2d6, Area Of Effect (1m Radius Accurate; +½), Line Of Sight (+½) (60 Active Points); OAF Expendable (tiny gold or crystal dart, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Only Affects Living Beings (-½), Requires A Magic Roll (-½), Spell (-½). Total cost: 14 points.

Options:

- 1) *Strong Spell*: Increase to RKA 3d6. 90 Active Points; total cost 21 points.
- 2) *Weak Spell*: Decrease to RKA 1d6. 30 Active Points; total cost 7 points.
- 3) *Free Spell*: Total cost: 20 points.
- 4) *Remove A +¼ Advantage*: 52 Active Points; total cost 12 points.
- 5) *Remove A +½ Advantage*: 45 Active Points; total cost 10 points.
- 6) *Remove A -¼ Limitation*: Total cost 14 points.
- 7) *Remove A -½ Limitation*: Total cost 16 points.
- 8) *Add A +¼ Advantage*: 67 Active Points; total cost 16 points.
- 9) *Add A +½ Advantage*: 75 Active Points; total cost 18 points.
- 10) *Add A -¼ Limitation*: Total cost 13 points.
- 11) *Add A -½ Limitation*: Total cost 13 points.
- 12) *Variant Mystic Dart I*: The Mystic Dart is such a popular attack spell that many wizards have developed variations on it that have since passed into the arcane canon. This version "follows" the target if he tries to dodge it, making it almost impossible for him to Dive For Cover successfully. Change to Area Of Effect (16m Radius Accurate; +1). 75 Active Points; total cost 18 points.
- 13) *Variant Mystic Dart II*: Add NND (defense is Wizard's Shield or Wizard's Bulwark; +1) and Does BODY (+1). 120 Active Points; total cost 28 points.
- 14) *Variant Mystic Dart III*: Add Constant (caster can change targets every Phase, but must make a separate Attack Roll for each Dart; +¾). 82 Active Points; total cost 19 points.



SILENCE-SPELL

Effect: Darkness to Hearing Group, Usable As Attack
Target: 1m Radius
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: 100m
Magic Roll Penalty: -1
END Cost: 1

Description: With this spell, a wizard can inflict silence upon a person. The victim cannot speak (and thus cannot cast spells that require Incantations), and when he moves he makes no noise.

Game Information: Darkness to Hearing Group 1m radius, Usable As Attack (defense is Power Defense; +1¼), Ranged (+½) (8 Active Points); OAF Expendable (a wad of cotton wrapped in scrap of black velvet, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 2 points.

Options:

- 1) *Free Spell:* Total cost: 3 points.
- 2) *Remove A -¼ Limitation:* Total cost 2 points.
- 3) *Remove A -½ Limitation:* Total cost 2 points.
- 4) *Add A +¼ Advantage:* 15 Active Points; total cost 2 points.
- 5) *Add A +½ Advantage:* 16 Active Points; total cost 3 points.
- 6) *Add A -¼ Limitation:* Total cost 2 points.
- 7) *Add A -½ Limitation:* Total cost 2 points.



WIZARD'S POWER

Effect: +30 PRE, Only For Impressiveness-/Fear-Based Presence Attacks
Target: Self
Casting Time: Half Phase (Attack Action)
Casting Procedures: None
Duration: Constant
Range: Self
Magic Roll Penalty: -3
END Cost: 3

Description: This spell surrounds the caster's body with a display of arcane power that impresses and cowers those who witness it. He need not gesture or incant to invoke this ability, nor use a Wizard's Staff or material components; he simply calls upon his innate mystic powers. However, this does tend to attract the attention of any nearby spellcasters.

Game Information: +30 PRE (30 Active Points); Costs Endurance (-½), Only For Impressiveness-/Fear-Based Presence Attacks (-1½), Noisy (-¼), Requires A Magic Roll (-½), Spell (-½). Total cost: 7 points.

Options:

- 1) *Strong Spell:* Increase to +40 PRE. 40 Active Points; total cost 9 points.
- 2) *Weak Spell:* Decrease to +20 PRE. 20 Active Points; total cost 5 points.
- 3) *Focused Spell:* Add OAF (-1). Total cost: 6 points.

- 4) *Remove A -¼ Limitation:* Total cost 7 points.
- 5) *Remove A -½ Limitation:* Total cost 8 points.
- 6) *Add A +¼ Advantage:* 37 Active Points; total cost 9 points.
- 7) *Add A +½ Advantage:* 45 Active Points; total cost 10 points.
- 8) *Add A -¼ Limitation:* Total cost 7 points.
- 9) *Add A -½ Limitation:* Total cost 6 points.



WIZARD'S TRAP

Effect: RKA 4d6, Trigger
Target: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: No Range
Magic Roll Penalty: -9
END Cost: 9

Description: Wizards are a notoriously secretive and cautious lot; some might even be described as paranoid. They often use this spell (and others like it) to protect their possessions. It creates a deadly blast of mystic force whenever someone goes somewhere the wizard doesn't want him to or opens something the wizard would prefer to keep closed.

Possible types of Wizard Traps include:

—a glyph, sigil, or rune placed on a wall, door, or page that blasts anyone who looks at it without permission

—a mystic blast confined within a chest of treasure that hits anyone who opens the chest

—a mystic blast placed on a lock that hits anyone who tries to open the lock without the proper key

A Wizard Trap affects only the target. It does not damage the object or area it protects.

Game Information: RKA 4d6, Trigger (defined by caster when spell is cast; +½) (90 Active Points); OAF Expendable (coil of copper wire tied in a complex knot, Difficult to obtain; -1¼), Concentration (0 DCV throughout casting; -1), Extra Time (5 Minutes to cast; -2), Gestures (throughout; -½), Incantations (throughout; -½), No Range (-½), Requires A Magic Roll (-½). Total cost: 12 points.

Options:

- 1) *Strong Spell:* Increase to RKA 6d6. 135 Active Points; total cost 19 points.
- 2) *Weak Spell:* Decrease to RKA 3d6. 67 Active Points; total cost 9 points.
- 3) *Free Spell:* Total cost: 15 points.
- 4) *Remove A -¼ Limitation:* Total cost 13 points.
- 5) *Remove A -½ Limitation:* Total cost 13 points.
- 6) *Add A +¼ Advantage:* 105 Active Points; total cost 14 points.
- 7) *Add A +½ Advantage:* 120 Active Points; total cost 16 points.
- 8) *Add A -¼ Limitation:* Total cost 12 points.
- 9) *Add A -½ Limitation:* Total cost 12 points.
- 10) *Substitute Traps:* Some wizards prefer less lethal Traps. They substitute other powers — Blast 12d6, Entangle 6d6, 6 PD/6 ED, or the like — while keeping the rest of the spell the same.



DEFENSIVE SPELLS

★ MYSTIC WALL

Effect: Barrier 8 PD/8 ED, 8 BODY (up to 12m long, 4m tall, and 1m thick), Dismissable

Target: Area

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: 100m

Magic Roll Penalty: -5

END Cost: 5

Description: This spell creates a wall of solid mystical force up to 12m long. The caster must “anchor” the wall to the ground or some similar surface. He can control the texture of the wall, making it as smooth as polished marble or as rough as stone wall.

Game Information: Barrier 8 PD/8 ED, 8 BODY (up to 12m long, 4m tall, and 1m thick), Dismissable (55 Active Points); OAF Expendable (small cube of amber with a rune etched in each side, Difficult to obtain; -1¼), Cannot Englobe (-¼), Costs Endurance (to maintain; -½), Gestures (-¼), Incantations (-¼), Limited Range (100m; -¼), Requires A Magic Roll (-½). Total cost: 13 points.

Options:

- 1) *Strong Spell:* Increase to Barrier 10 PD/10 ED, 10 BODY. 63 Active Points; total cost 15 points.
- 2) *Weak Spell:* Decrease to Barrier 6 PD/6 ED, 6 BODY. 47 Active Points; total cost 11 points.
- 3) *Longer Wall:* Increase to up to 25m long. 68 Active Points; total cost 16 points.
- 4) *Free Spell:* Total cost: 18 points.
- 5) *Remove A -¼ Limitation:* Total cost 14 points.
- 6) *Remove A -½ Limitation:* Total cost 15 points.
- 7) *Add A +¼ Advantage:* 69 Active Points; total cost 16 points.
- 8) *Add A +½ Advantage:* 82 Active Points; total cost 19 points.
- 9) *Add A -¼ Limitation:* Total cost 12 points.
- 10) *Add A -½ Limitation:* Total cost 11 points.

★ WIZARD'S BULWARK

Effect: Barrier 6 PD/6 ED, 6 BODY (1m long, 2m tall, ½m thick), Non-Anchored

Target: Area

Casting Time: Half Phase

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: No Range

Magic Roll Penalty: -3

END Cost: 3

Description: This spell creates a vertical plane of mystic force directly in front of the wizard. It offers protection from all forms of attack, including even the deadliest forms of spells like Mystic Dart. However, once an attack breaches the Bulwark, it collapses; the wizard has to cast the spell again to re-create it.

The Wizard's Bulwark moves with the caster as he moves. It doesn't interfere with his ability to move, but technically prevents him from casting most types of spells through it. In the interest of dramatic sense, the GM can simply ignore that rule.

Game Information: Barrier 6 PD/6 ED, 6 BODY (1m long, 2m tall, ½m thick), Non-Anchored (38 Active Points); OAF Expendable (tiny shield made of fine enamelled metal, Difficult to obtain; -1¼), Costs Endurance (to maintain; -½), Gestures (-¼), Incantations (-¼), No Range (-½), Requires A Magic Roll (-½), Restricted Shape (flat plane in front of caster; -¼), Self Only (-½). Total cost: 8 points.

Options:

- 1) *Strong Spell:* Increase to Barrier 8 PD/8 ED, 8 BODY. 46 Active Points; total cost 9 points.
- 2) *Weak Spell:* Decrease to Barrier 4 PD/4 ED, 4 BODY. 30 Active Points; total cost 6 points.
- 3) *Free Spell:* Total cost: 10 points.
- 4) *Remove A -¼ Limitation:* Total cost 8 points.
- 5) *Remove A -½ Limitation:* Total cost 8 points.
- 6) *Add A +¼ Advantage:* 47 Active Points; total cost 9 points.
- 7) *Add A +½ Advantage:* 57 Active Points; total cost 11 points.
- 8) *Add A -¼ Limitation:* Total cost 7 points.
- 9) *Add A -½ Limitation:* Total cost 7 points.
- 10) *Variant Wizard's Bulwark:* Change to Damage Negation (-4 DCs Physical and Energy) (40 Active Points); OAF Expendable (tiny shield made of fine enamelled metal, Difficult to obtain; -1¼), Costs Endurance (to maintain; -½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 11 points.



WIZARD'S SHIELD

Effect: Resistant Protection (8 PD/8 ED)
Target: Self
Casting Time: Half Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: Self
Magic Roll Penalty: -2
END Cost: 2

Description: Also known as *Wizard's Armor* because it makes the caster look like he's wearing plate armor made of planes of mystic force, this basic defensive spell provides protection against most forms of attack. It does not shield the caster against exotic forms of attack created by some spells.

Game Information: Resistant Protection (8 PD/8 ED) (24 Active Points); OAF (Wizard's Staff or other such Focus of the wizard's choice; -1), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 7 points.

Options:

- 1) *Strong Spell:* Increase to Resistant Protection (10 PD/10 ED). 30 Active Points; total cost 8 points.
- 2) *Weak Spell:* Decrease to Resistant Protection (6 PD/6 ED). 18 Active Points; total cost 5 points.
- 3) *Free Spell:* Total cost: 10 points.
- 4) *Remove A -¼ Limitation:* Total cost 7 points.
- 5) *Remove A -½ Limitation:* Total cost 8 points.
- 6) *Add A +¼ Advantage:* 30 Active Points; total cost 8 points.
- 7) *Add A +½ Advantage:* 36 Active Points; total cost 10 points.
- 8) *Add A -¼ Limitation:* Total cost 6 points.
- 9) *Add A -½ Limitation:* Total cost 6 points.
- 10) *Defined Duration:* This form of the spell only lasts for a defined period of time. Remove Costs Endurance (-½) and add Time Limit (duration of 20 minutes, +5 minutes per point by which the caster succeeds with his Magic roll; -1). 24 Active Points; total cost 6 points.

MOVEMENT SPELLS



FLIGHT-SPELL

Effect: Flight 12m
Target: Self
Casting Time: Half Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: Self
Magic Roll Penalty: -1
END Cost: 1

Description: This spell grants the caster the power to fly as fast as he can walk.

Game Information: Flight 12m (12 Active Points); OAF (Wizard's Staff or the like; -1), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 4 points.

Options:

- 1) *Strong Spell:* Increase to Flight 15m. 15 Active Points; total cost 5 points.
- 2) *Weak Spell:* Decrease to Flight 10m. 10 Active Points; total cost 3 points.
- 3) *Free Spell:* Total cost: 6 points.
- 4) *Remove A -¼ Limitation:* Total cost 4 points.
- 5) *Remove A -½ Limitation:* Total cost 5 points.
- 6) *Add A +¼ Advantage:* 15 Active Points; total cost 5 points.
- 7) *Add A +½ Advantage:* 18 Active Points; total cost 6 points.
- 8) *Add A -¼ Limitation:* Total cost 4 points.
- 9) *Add A -½ Limitation:* Total cost 3 points.

★ LEVITATION

Effect: Flight 20m, Levitation
Target: Self
Casting Time: Half Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: Self
Magic Roll Penalty: -2
END Cost: 2

Description: This spell uses mystic force to levitate the caster in the air. He can move straight up or straight down, and can hover in place, but cannot move forwards, backwards, or to the side. The spell usually holds the caster in place against the wind, but at the GM's option a really strong wind might blow him head over heels through the air.

Game Information: Flight 20m (20 Active Points); OAF Expendable (crow's feather, Easy to obtain; -1), Gestures (-¼), Incantations (-¼), Levitation (-½), Requires A Magic Roll (-½). Total cost: 6 points.

Options:

- 1) *Strong Spell:* Increase to Flight 30m. 30 Active Points; total cost 8 points.
- 2) *Weak Spell:* Decrease to Flight 10m. 10 Active Points; total cost 3 points.
- 3) *Free Spell:* Total cost: 8 points.
- 4) *Remove A -¼ Limitation:* Total cost 6 points.
- 5) *Remove A -½ Limitation:* Total cost 7 points.
- 6) *Add A +¼ Advantage:* 25 Active Points; total cost 7 points.
- 7) *Add A +½ Advantage:* 30 Active Points; total cost 9 points.
- 8) *Add A -¼ Limitation:* Total cost 5 points.
- 9) *Add A -½ Limitation:* Total cost 5 points.

★ TELEPORTATION

Effect: Teleportation 40m, MegaScale
Target: Self
Casting Time: Extra Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: Self
Magic Roll Penalty: -10
END Cost: 10

Description: This spell allows the caster to travel instantaneously between two points up to 4,000 km apart.

Game Information: Teleportation 40m, MegaScale (1m = 100 km; +1½) (100 Active Points); OAF (talisman made of ebony and garnets; -1), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 33 points.

Options:

- 1) *Strong Spell:* Increase to Teleportation 60m. 150 Active Points; total cost 50 points.
- 2) *Weak Spell:* Decrease to Teleportation 30m. 75 Active Points; total cost 25 points.
- 3) *Free Spell:* Total cost: 50 points.

- 4) *Remove A +¼ Advantage:* 90 Active Points; total cost 30 points.
- 5) *Remove A +½ Advantage:* 80 Active Points; total cost 27 points.
- 6) *Remove A -¼ Limitation:* Total cost 36 points.
- 7) *Remove A -½ Limitation:* Total cost 40 points.
- 8) *Add A +¼ Advantage:* 110 Active Points; total cost 37 points.
- 9) *Add A +½ Advantage:* 120 Active Points; total cost 40 points.
- 10) *Add A -¼ Limitation:* Total cost 31 points.
- 11) *Add A -½ Limitation:* Total cost 28 points.
- 12) *Mass Teleportation:* Add x8 Increased Mass. 137 Active Points; total cost 46 points.

★ WIZARD'S STEED

Effect: Flight 30m, Only In Contact With A Surface
Target: Self
Casting Time: Half Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: Self
Magic Roll Penalty: -4
END Cost: 0

Description: This spell creates a ghostly riding horse made of mystic energy. The caster can ride this steed as it gallops effortlessly at 30m per Phase. It can gallop across any ground, no matter how rough, swampy, or inclined, without faltering — and can even run on the surface of calm waters!

Game Information: Flight 30m, Reduced Endurance (0 END; +½) (45 Active Points); OAF Expendable (tiny marble figurine of a horse, Very Difficult to obtain; -1½), Gestures (-¼), Incantations (-¼), Only In Contact With A Surface (-¼), Requires A Magic Roll (-½). Total cost: 12 points.

Options:

- 1) *Strong Spell:* Increase to Flight 40m. 60 Active Points; total cost 16 points.
- 2) *Weak Spell:* Decrease to Flight 20m. 30 Active Points; total cost 8 points.
- 3) *Free Spell:* Total cost: 20 points.
- 4) *Remove A +¼ Advantage:* 37 Active Points; total cost 10 points.
- 5) *Remove A +½ Advantage:* 30 Active Points; total cost 8 points.
- 6) *Remove A -¼ Limitation:* Total cost 13 points.
- 7) *Remove A -½ Limitation:* Total cost 14 points.
- 8) *Add A +¼ Advantage:* 52 Active Points; total cost 14 points.
- 9) *Add A +½ Advantage:* 60 Active Points; total cost 16 points.
- 10) *Add A -¼ Limitation:* Total cost 11 points.
- 11) *Add A -½ Limitation:* Total cost 10 points.
- 12) *Wizard's Cart:* This form of the spell creates a self-propelled cart that can carry several people besides the caster. Add Usable By Nearby (anyone within 2m of caster; +1). 75 Active Points; total cost 20 points.

SENSORY SPELLS



WIZARD'S EYE

Effect:	Fully Penetrative for Sight Group
Target:	Self
Casting Time:	Half Phase
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-1
END Cost:	1

Description: This spell allows a wizard to see through solid objects, such as walls.

Game Information: Fully Penetrative for Sight Group (blocked by Mystic Wall, Wizard's Bastion, or other Barrier-based wards specifically designed to defeat this spell) (15 Active Points); OAF (eye-shaped amulet carved from a topaz; -1), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 4 points.

Options:

- 1) *Free Spell:* Total cost: 6 points.
- 2) *Remove A -¼ Limitation:* Total cost 5 points.
- 3) *Remove A -½ Limitation:* Total cost 5 points.
- 4) *Add A +¼ Advantage:* 19 Active Points; total cost 5 points.
- 5) *Add A +½ Advantage:* 22 Active Points; total cost 6 points.
- 6) *Add A -¼ Limitation:* Total cost 4 points.
- 7) *Add A -½ Limitation:* Total cost 4 points.

WORDS OF POWER

Ancient magics whose origin is lost to time, Words Of Power are mystical words and phrases of enormous power. A wizard need merely speak a Word to unleash its power; he uses no mystic gestures, talismans, or other appurtenances.



WORD OF BLINDNESS

Effect:	Major Transform 12d6 (sighted being into blind being)
Target:	One character
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Incantations
Duration:	Instant
Range:	50m
Magic Roll Penalty:	N/A
END Cost:	12

Description: This Word Of Power strikes blind one sighted being.

Game Information: Major Transform 12d6 (sighted being into blind being) (120 Active Points); Incantations (-¼), Limited Range (50m; -¼), Limited Target (sighted beings; -¼), Spell (-½). Total cost: 53 points.

Options:

- 1) *Strong Spell:* Increase to Major Transform 14d6. 140 Active Points; total cost 62 points.
- 2) *Weak Spell:* Decrease to Major Transform 10d6. 100 Active Points; total cost 44 points.
- 3) *Remove A -¼ Limitation:* Total cost 60 points.
- 4) *Remove A -½ Limitation:* Total cost 68 points.
- 5) *Add A +¼ Advantage:* 150 Active Points; total cost 67 points.
- 6) *Add A +½ Advantage:* 180 Active Points; total cost 80 points.
- 7) *Add A -¼ Limitation:* Total cost 48 points.
- 8) *Add A -½ Limitation:* Total cost 44 points.



WORD OF COMMAND

Effect:	Mind Control 30d6
Target:	One character
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Incantations
Duration:	Instant
Range:	50m
Magic Roll Penalty:	N/A
END Cost:	15

Description: This Word Of Power compels the obedience of one person. However, the wizard can only issue a single command, which must consist of no more than a single, simple sentence; thereafter he cannot change or reinforce the command unless he invokes the Word again.

Game Information: Mind Control 30d6 (150 Active Points); Incantations (-¼), Limited Normal Range (50m; -¼), Single Command Only (see text; -¼), Spell (-½). Total cost: 67 points.

Options:

- 1) *Strong Spell:* Increase to Mind Control 45d6. 225 Active Points; total cost 100 points.
- 2) *Weak Spell:* Decrease to Mind Control 24d6. 120 Active Points; total cost 53 points.
- 3) *Remove A -¼ Limitation:* Total cost 75 points.
- 4) *Remove A -½ Limitation:* Total cost 86 points.
- 5) *Add A +¼ Advantage:* 187 Active Points; total cost 83 points.
- 6) *Add A +½ Advantage:* 225 Active Points; total cost 100 points.
- 7) *Add A -¼ Limitation:* Total cost 60 points.
- 8) *Add A -½ Limitation:* Total cost 54 points.



WORD OF DEVASTATION

Effect:	RKA 6d6
Target:	30m Radius Explosion
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Incantations
Duration:	Instant
Range:	900m
Magic Roll Penalty:	N/A
END Cost:	13

Description: This Word Of Power invokes what amounts to a small, mystical earthquake that devastates objects on or attached to the ground — buildings, trees, vehicles, and the like. It does not affect living beings, even ones standing on the ground (though its secondary effects, such as collapsing buildings, may).

Game Information: RKA 6d6, Area Of Effect (30m Radius Explosion; +½) (135 Active Points); Incantations (-¼), Only Affects Nonliving Objects On The Ground (see text; -½), Spell (-½). Total cost: 60 points.

Options:

- 1) *Strong Spell:* Increase to RKA 8d6. 120 Active Points; total cost 53 points.
- 2) *Weak Spell:* Decrease to RKA 4d6. 90 Active Points; total cost 40 points.
- 3) *Remove A -¼ Limitation:* Total cost 67 points.
- 4) *Remove A -½ Limitation:* Total cost 77 points.
- 5) *Add A +¼ Advantage:* 157 Active Points; total cost 70 points.
- 6) *Add A +½ Advantage:* 180 Active Points; total cost 80 points.
- 7) *Add A -¼ Limitation:* Total cost 54 points.
- 8) *Add A -½ Limitation:* Total cost 49 points.

★ WORD OF SLAYING

Effect: RKA 10d6, NND, Does BODY
Target: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Incantations
Duration: Instant
Range: 50m
Magic Roll Penalty: N/A
END Cost: 45

Description: This Word Of Power instantly slays one living being. Only the gods, and those under their direct protection, can resist its effects.

Game Information: RKA 10d6, NND (defense is being a god or having divine protection; +1), Does BODY (+1) (450 Active Points); Incantations (-¼), Limited Range (50m; -¼), Only Affects Living Beings (-½), Spell (-½). Total cost: 180 points.

Options:

- 1) *Strong Spell:* Increase to RKA 12d6. 540 Active Points; total cost 216 points.
- 2) *Weak Spell:* Decrease to RKA 8d6. 360 Active Points; total cost 144 points.
- 3) *Remove A -¼ Limitation:* Total cost 200 points.
- 4) *Remove A -½ Limitation:* Total cost 225 points.
- 5) *Add A +¼ Advantage:* 487 Active Points; total cost 195 points.
- 6) *Add A +½ Advantage:* 525 Active Points; total cost 210 points.
- 7) *Add A -¼ Limitation:* Total cost 164 points.
- 8) *Add A -½ Limitation:* Total cost 150 points.
- 9) *Word Of Decimation:* This even more powerful Word slays every living thing within a 32m Radius of the caster; only the wizard himself is immune. Add Area Of Effect (32m Radius; +1), Personal Immunity (+¼), and change Limited Range (50m; -¼) to No Range (-½). 637 Active Points; total cost 232 points.

MISCELLANEOUS SPELLS

★ ASTRAL FORM

Effect: Desolidification, Projection
Target: Self
Casting Time: 20 Minutes
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: Self
Magic Roll Penalty: -6
END Cost: 0

Description: With this spell, a wizard can create an “astral form,” a second self composed of pure mystic energy that leaves his body and can act on its own. While the astral form exists, the wizard’s physical body remains helpless, incapacitated, and unable to act, with 0 DCV (comatose, essentially). However, because the two are both just aspects of the same being, any damage inflicted upon one is inflicted on the other as well (thus, killing either form kills both). Additionally, the two can only remain separate for up to 24 hours; if they do not recombine within that time, they both die.

See APG 92 for rules about Projection.

Game Information: Desolidification, Projection (+0), Reduced Endurance (0 END; +½) (60 Active Points); OAF Expendable (doll in the shape of the caster made of wax and a drop of his blood, Difficult to obtain; -1¼), Concentration (0 DCV throughout casting; -1), Extra Time (20 Minutes to cast; -1¼), Feedback (-1), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Physical Body Left Behind (-½), Must Return To Physical Body (24 Hours; -½), Requires A Magic Roll (-½). Total cost: 7 points.

Options:

- 1) *Free Spell:* Total cost: 9 points.
- 2) *Remove A -¼ Limitation:* Total cost 8 points.
- 3) *Remove A -½ Limitation:* Total cost 8 points.
- 4) *Add A -¼ Limitation:* Total cost 7 points.
- 5) *Add A -½ Limitation:* Total cost 7 points.
- 6) *Additional Powers:* See APG 92 for a list of powers commonly bought for Projected Forms, such as Flight, Invisibility, Life Support, and Detect State/Location Of Body.

★ GRANT WISH

Effect:	Extra-Dimensional Movement (subject “travels” to the “dimension” where things are as he wishes for them to be)
Target:	One character
Casting Time:	1 Minute
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Persistent
Range:	No Range
Magic Roll Penalty:	-8
END Cost:	0

Description: Generally considered the most powerful spell ever created, Grant Wish allows a wizard to do just that — give or do to a person anything he can think of (furthermore, the spell responds to intent, not the literal wording of the request). The spell can also automatically duplicate the effects of any other known spell at maximum power.

However, this power comes at a price. First; the spellcaster must *permanently* sacrifice Character/Experience Points equal to the cost of the spell. Second, the spell automatically ages the caster 3 years, and this aging cannot be overcome with longevity spells. Thus, wizards are extremely reluctant to cast Grant Wish. The GM may impose whatever other restrictions he considers necessary on this spell in the interest of common sense, dramatic sense, and game balance.

Game Information: Extra-Dimensional Movement (subject “travels” to the “dimension” where things are as he wishes for them to be), Usable By Other (+¼), Reduced Endurance (0 END; +½),

Persistent (+¼) (40 Active Points); OAF Expendable (large, expensive, and flawless diamond, Extremely Difficult to obtain; -2), Concentration (0 DCV throughout casting; -1), Extra Time (1 Minute; -1½), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Requires A Magic Roll (-1 per 5 Active Points; -1), Side Effect (character must *permanently* spend 4 Character/Experience Points to power the spell, automatically occurs; -1), Side Effect (age three years, this aging automatically occurs and cannot be overcome with longevity magic; -½). Total cost: 4 points.

Options:

- 1) *Free Spell:* Total cost: 6 points.
- 2) *Remove A -¼ Limitation:* Total cost 4 points.
- 3) *Remove A -½ Limitation:* Total cost 5 points.
- 4) *Add A +¼ Advantage:* 45 Active Points; total cost 5 points.
- 5) *Add A +½ Advantage:* 50 Active Points; total cost 5 points.
- 6) *Add A -¼ Limitation:* Total cost 4 points.
- 7) *Add A -½ Limitation:* Total cost 4 points.
- 8) *Variant Spell:* Another way to simulate “granting a wish” is for the spell to Transform the world in compliance with the caster’s desires. Change to: Severe Transform 20d6 (in compliance with stated wish, heals back through another application of this spell), Improved Results Group (anything into anything; +1), Reduced Endurance (0 END; +½), add All Or Nothing (-½), and change Requires A Magic Roll to (no Active Point penalty; -0). 750 Active Points; total cost 88 points.



LIFE EXTENSION

Effect:	Life Support (Longevity: +100 years of life)
Target:	Self
Casting Time:	1 Hour
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Persistent
Range:	Self
Magic Roll Penalty:	-1
END Cost:	0

Description: This spell extends the caster's lifespan for 100 years, during which he retains the general state of health and vigor he had at the time he cast it. He must cast it again at the end of that time to maintain his health and vigor and extend his life for another 100 years. Eventually, though, he'll fail a Magic roll and all the years he has cheated come back to him, almost certainly killing him at once.

In game terms, this spell uses the *Longevity* form of Life Support, but with a slight alteration. Each casting of the spell adds 100 years of life to the caster's lifespan. At the end of that time, the spell expires and the accumulated 100 years (and their effects) instantly beset the caster... unless he casts the spell again. Thus, once a wizard starts casting Extension Of Life on himself, he has to continue until he dies or fails.

Game Information: Life Support (Longevity: +100 years of life) (1 Active Point); OAF Expendable (large, flawless, expensive emerald, Extremely Difficult to obtain; -2), Concentration (0 DCV throughout casting; -1), Extra Time (1 Hour to cast; -1½), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Requires A Magic Roll (-½), Side Effects (reverses all previous Longevity-granting spells, substances, and items; -¼). Total cost: 1 point.

LOCKING AND OPENING

Effect:	Telekinesis and Lockpicking
Target:	One lock/door
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Varies
Range:	Varies
Magic Roll Penalty:	Varies
END Cost:	Varies

Description: This spell allows a wizard to open or lock doors, gates, and similar structures. (It lists the Focus as "Wizard's Staff," but a wizard could easily choose any other OAF when he learns the spell.)

Game Information:

Cost Power

- 25 **Spell Of Locking And Opening:** Multipower, 76-point reserve; all slots OAF (Wizard's Staff; -1), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)
- 2f 1) **Locking:** Change Environment (-20 to Lockpicking rolls), Long-Lasting (permanent until door is opened or destroyed, or magic is dispelled); common Limitations
- 1f 2) **Opening:** Lockpicking 20-; common Limitations plus Costs Endurance (-½)

Total cost: 28 points.

MENDING

Effect:	Healing BODY 2d6, Inanimate Objects Only
Target:	One inanimate object
Casting Time:	1 Turn (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	Touch
Magic Roll Penalty:	-2
END Cost:	2

Description: This spell repairs small objects, such as goblets or daggers. It only works on complex objects (ones with moving parts or fancy decoration, for example) if the caster has a related skill.

Game Information: Healing BODY 2d6 (20 Active Points); OAF Expendable (piece of copper wire and piece of gold wire twisted together, Difficult to obtain; -1¼), Concentration (½ DCV throughout; -½), Extra Time (1 Turn; -1¼), Gestures (throughout; -½), Inanimate Objects Only (-1), Incantations (throughout; -½), Requires A Magic Roll (-½). Total cost: 3 points.

Options:

- 1) *Strong Spell:* Increase to Healing BODY 3d6. 30 Active Points; total cost 5 points.
- 2) *Weak Spell:* Decrease to Healing BODY 1d6. 10 Active Points; total cost 2 points.
- 3) *Free Spell:* Total cost: 4 points.
- 4) *Remove A -¼ Limitation:* Total cost 3 points.
- 5) *Remove A -½ Limitation:* Total cost 3 points.
- 6) *Add A +¼ Advantage:* 25 Active Points; total cost 4 points.
- 7) *Add A +½ Advantage:* 30 Active Points; total cost 5 points.
- 8) *Add A -¼ Limitation:* Total cost 3 points.
- 9) *Add A -½ Limitation:* Total cost 3 points.



ROPEWORKING

Effect:	Telekinesis (10 STR), Fine Manipulation, Only On Ropes, Strings, And Cords
Target:	One rope/string/cord
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	200m
Magic Roll Penalty:	-2
END Cost:	2

Description: This spell allows a wizard to manipulate ropes, strings, and the like at a distance (this does not include chains). He can send a rope up the side of a wall to tie itself to something on the roof so his friends can climb up it, untie the knots holding a ship's sails in place, and so forth.

Game Information: Telekinesis (10 STR), Fine Manipulation (25 Active Points); OAF Expendable (short piece of rope, Easy to obtain; -1), Gestures (-¼), Incantations (-¼), Only On Ropes, Strings, And Cords (-1), Requires A Magic Roll (-½), Spell (-½). Total cost: 5 points.

Options:

- 1) *Strong Spell:* Increase to Telekinesis (14 STR). 31 Active Points; total cost 7 points.
- 2) *Weak Spell:* Decrease to Telekinesis (6 STR). 19 Active Points; total cost 4 points.
- 3) *Free Spell:* Total cost: 7 points.
- 4) *Remove A -¼ Limitation:* Total cost 6 points.
- 5) *Remove A -½ Limitation:* Total cost 6 points.
- 6) *Add A +¼ Advantage:* 31 Active Points; total cost 7 points.
- 7) *Add A +½ Advantage:* 37 Active Points; total cost 8 points.
- 8) *Add A -¼ Limitation:* Total cost 5 points.
- 9) *Add A -½ Limitation:* Total cost 5 points.



WARNING-SPELL

Effect:	Hearing Group Images, +4 to PER Rolls, Trigger
Target:	8m Radius
Casting Time:	1 Turn
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	No Range
Magic Roll Penalty:	-3
END Cost:	0

Description: This spell allows a wizard to set up an alarm that sounds whenever a specified condition occurs. Typically the condition involves people unknown to the caster approaching within a certain distance, but many other triggering conditions are possible. After being Triggered, the Claxon sounds for 1 Minute or until the caster voluntarily turns it off.

Game Information: Hearing Group Images, +4 to PER Rolls, Trigger (defined by wizard during casting; +½), Reduced Endurance (0 END; +½) (34 Active Points); OAF Expendable (tiny gold gong or horn, Difficult to obtain; -1¼), Extra Time (1 Turn to cast; -¾), Gestures (throughout casting; -½), Incantations (throughout casting; -½), No Range (-½), Requires A Magic Roll (-½). Total cost: 7 points.

Options:

- 1) *Strong Spell:* Increase to +6 to PER Rolls. 46 Active Points; total cost 9 points.
- 2) *Weak Spell:* Decrease to +2 to PER Rolls. 22 Active Points; total cost 4 points.
- 3) *Free Spell:* Total cost: 9 points.
- 4) *Remove A +¼ Advantage:* 30 Active Points; total cost 6 points.
- 5) *Remove A +½ Advantage:* 25 Active Points; total cost 5 points.
- 6) *Remove A -¼ Limitation:* Total cost 7 points.
- 7) *Remove A -½ Limitation:* Total cost 7 points.
- 8) *Add A +¼ Advantage:* 38 Active Points; total cost 8 points.
- 9) *Add A +½ Advantage:* 42 Active Points; total cost 9 points.
- 10) *Add A -¼ Limitation:* Total cost 7 points.
- 11) *Add A -½ Limitation:* Total cost 6 points.

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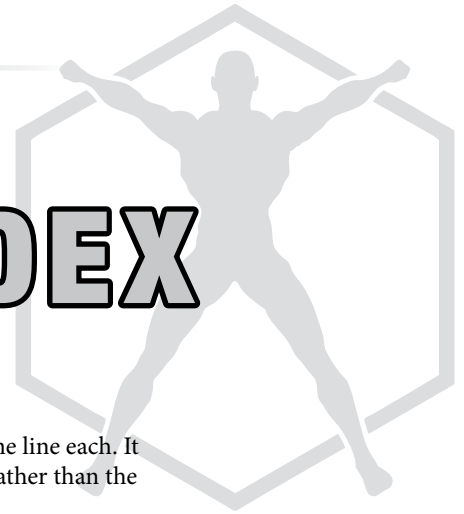
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SUMMARY INDEX



This table summarizes most of the spells from *The HERO System Grimoire* in one line each. It excludes Superheroic Thaumaturgy, which is used in Champions campaigns rather than the Heroic campaigns for which this Summary Index is primarily intended.

NOTES

Target: 1C (one character [or obj[ect], eng[ine], mach[ine], anim[al], weap[on], and so on); Self; Area (an Area-affecting ability); Accu (1m Radius Accurate, possibly MegaScaled to cover the entire world); or the spell's Area Of Effect (Rad[ius], Co[ne], Li[ne], or Exp (Radius Explosion)).

Casting Time: 0 (Zero Phase Action or an Action that takes no time, possibly via Trigger), ½ (Half Phase); 1 (Full Phase); +1P (Extra Phase); 1T (one Turn); M (Minute, the accompanying number indicates how many minutes, such as 1M for 1 Minute); H (Hour, the accompanying number indicates how many hours, such as 1H for 1 Hour).

Casting Procedures: F (Focus); G (Gestures); I (Incantations).

Duration: I (Instant); C (Constant); P (Persistent); TL (Time Limit; see spell's full writeup for information); U (Uncontrolled).

Range: Self; NR (No Range, which may mean Touch); LOS (Line Of Sight); RBS (Range Based On STR); or the spell's Range in meters.

MR: The spell's Magic Roll penalty (based on Active Points); -0 means no penalty.

END: The spell's END cost. "Ch" indicates a number of Charges.

Effect: A brief description of the spell.

Name	Target	Cast Time	Cast Proc	Dura	Range	MR	END	Effect
ALCHEMY								
Potions								
Potion Of Cloud Form	1C	½	F	C	Self	-6	4 Ch	Desolidification
Potion Of Elemental Resilience	1C	½	F	C	Self	-2	4 Ch	Resistant Protection (6 PD/6 ED) versus Fire/Heat and Ice/Cold damage
Potion Of Eloquence	1C	½	F	C	Self	-3	4 Ch	+4 with Interaction Skills
Potion Of Fire Breath	1m Rad	1	F	I	16m	-5	4 Ch	RKA 2d6
Potion Of Giant Form	1C	1	F	C	Self	-7	4 Ch	Growth (+30 STR, <i>et al.</i>)
Potion Of Giant's Strength	1C	½	F	C	Self	-6	4 Ch	+40 STR
Potion Of Healing	1C	½	F	C	Self	-6	4 Ch	Simplified Healing4d6
Incendiary Oil	8m Rad	½	F	I	RBS	-6	4 Ch	RKA 2d6
Potion Of Invisibility	1C	½	F	C	Self	-4	4 Ch	Invisibility to Sight Group
Potion Of Longevity	1C	½	F	P	Self	-1	4 Ch	Life Support (Longevity — +100 years lifespan)
Potion Of Love	1C	½	F	I	Self	-10	1 Ch	Major Transform 7d6 (person to person in love)
Potion Of The Owl's Eyes	1C	½	F	C	Self	-1	4 Ch	Nightvision
Potion Of Stamina	1C	½	F	Spec	Self	-1	1 Ch	+40 END, lasts until used or character goes to sleep
Potion Of Swifttness	1C	½	F	C	Self	-4	4 Ch	+3 SPD
Potion Of Sylphen Agility	1C	½	F	C	Self	-3	4 Ch	+10 DEX
Potion Of Tiny Form	1C	1	F	C	Self	-4	4 Ch	Shrinking (0.125m tall, -8 to PER Rolls to perceive, +8 DCV, +24m KB)

Name	Target	Cast Time	Cast Proc	Dura	Range	MR	END	Effect
Potion Of Transmutation	1C	1	F	C	Self	-7	4 Ch	Multiform (to defined type of animal built on up to 250 Total Points)
Potion Of Underwater Comfort	1C	½	F	C	Self	-1	4 Ch	Life Support (Expanded Breathing: Breathe Underwater)
Potion Of Wizard's Sight	1C	½	F	C	Self	-2	4 Ch	Fully Penetrative for Sight Group
Ointments, Unguents, And Salves								
Ointment Of Armor Enhancement	1C	1M	F	C	Self	-1	4 Ch	Resistant Protection (+3 PD/+3 ED) that adds to worn armors
Stonyskin Salve	1C	1M	F	C	Self	-2	4 Ch	Resistant Protection (5 PD/3 ED)
Salve Of Wound-Knitting	1C	1M	F	I	Self	-9	4 Ch	Simplified Healing 6d6
Dusts								
Dust Of Illusion	8m Rad	½	F	C	RBS	-4	4 Ch	Sight Group Images, -3 to PER Rolls
Dust Of Imprisonment	1C	½	F	I	RBS	-10	4 Ch	Entangle 4d6, 4 PD/4 ED, Takes No Damage From Attacks
Dust Of Obscurement	8m Rad	½	F	C	RBS	-2	4 Ch	Change Environment (-4 to Sight Group PER Rolls)
Dust Of Revelation	8m Rad	½	F	C	RBS	-4	4 Ch	Detect Invisibility And Illusions (INT Roll +6)
Morphean Dust	1C	½	F	I	RBS	-10	4 Ch	Blast 8d6, NND (defense is Life Support [Self-Contained Breathing])
Constructs								
Create Metal Golem	Spec	1 Mo	FGI	I	NR	-18	18	Creates one metal golem built on 451 Total Points
Create Homonculus	Spec	1 Wk	FGI	I	NR	-4	4	Creates one homonculus built on 100 Total Points
ARCANOMANCY								
Offensive Arcanomancy Spells								
Anti-Magic Field	8m Rad	½	FGI	C	100m	-10	20	Suppress Magic 10d6
Arcane Theft	1C	½	FGI	I	300m	-9	9	Drain Magic 3d6 <i>plus</i> Aid Magic 3d6, Trigger, Only Aid Self
Dampen Magic	1C	½	FGI	I	100m	-7	15	Suppress Magic 10d6, any one Magic spell/power at a time
Magomorphosis	1 Spell	1	FGI	I	100m	-10	10	Major Transform 6d6 (one spell into another spell), Partial Transform
Spell Absorption	Self	½	FGI	C	Self	-7	7	Absorption 50 BODY (magical) to any one Magic spell or power at a time
Spell Augmentation	1C	½	FGI	I	NR	-5	5	Aid Magic 6d6, any one Magic spell/power at a time
Spell Disruption	1C	½	FGI	I	100m	-9	9	Dispel Magic 20d6, any one Magic spell/power at a time
Spell Negation	Var	Var	FGI	Var	Var	Var	Var	Magic Negation Pool (VPP, 30 Pool + 30 Control Cost)
Spell Reflection	1C	0	F	I	Self	-8	8	Reflection (60 Active Points' worth), Any Target, Only Works Against Spells
Weaken Magic	1C	½	FGI	I	100m	-6	6	Drain Magic 4d6, any one Magic spell/power at a time
Defensive Arcanomancy Spells								
Arcanomantic Dismissal	Self	½	GI	TL	Self	-3	3	Deflection, Only Works Against Spells
Arcanomantic Shield	Self	½	FGI	C	Self	-4	4	Damage Negation (-8 DCs Magic)
Sensory Arcanomancy Spells								
Arcanomantic Perception	Self	1	FGI	C	Self	-1	1	Detect Magic (no Sense Group), Discriminatory, Analyze

Name	Target	Cast Time	Cast Proc	Dura	Range	MR	END	Effect
AREOMANCY								
Offensive Areomancy Spells								
Army Of The Blind	125m Rad	1	FGI	I	400m	-10	10	Sight Group Flash 8d6
Arrows Aplenty	Spec	1T	FGI	I	NR	-4	4	Major Transform 3d6 (create arrows out of thin air)
Augmented Accuracy	Spec	1	FGI	C	NR	-4	4/2	Grant +2 with All Combat to up to 250 persons
Battlefield Countermagic	125m Rad	1	FGI	I	600m	-18	18	Dispel Magic 20d6
Battlefield Plague	320m Rad	1T	FGI	I	3200m	-12	12	Drain STR and END 2d6
Crumbling Walls	1 obj	1	FGI	I	200m	-4	4	Drain BODY, PD, and ED 2d6 from a nonliving object
Enhance Siege Engine	1 eng	1T	FGI	I	NR	-5	5	Grant Increased Maximum Range (x4 range) to one siege engine
Field Of Fire	32m Rad	1	FGI	C	400m	-13	6	RKA 2½d6, Mobile
Fog Of War	1000m Rad	1T	FGI	C	5760m	-4	4	Change Environment (create fog), -3 to Sight Group PER Rolls
Hindering Brambles	125m Rad	1	FGI	I	400m	-10	10	Entangle 4d6, 4 PD/4 ED
Legion Of Arrows	1C	1T	FGI	I	NR	-13	13	Grant Area Of Effect (64m Radius) to an archer's arrow
Lightning Storm	125m Rad	1	FGI	I	400m	-10	10	RKA 2½d6
Resilient Form	Spec	1	FGI	I	NR	-4	4/0	Grant Aid BODY 3d6 (points fade at 5 per 5 Minutes) to up to 250 persons
Sharpblade	Spec	1	FGI	I	NR	-4	4/0	Grant Aid HKA 3d6 (points fade at 5 per 5 Minutes) to up to 250 persons
Strength Of Ten Men	Spec	1	FGI	I	NR	-4	4/0	Grant Aid STR 3d6 (points fade at 5 per 5 Minutes) to up to 250 persons
Swift Charge	Spec	1	FGI	I	NR	-4	4/0	Grant Aid Running 3d6 (points fade at 5 per 5 Minutes) to up to 250 persons
Swift Squads	Spec	1	FGI	I	NR	-4	4/0	Grant Aid SPD 3d6 (points fade at 5 per 5 Minutes) to up to 250 persons
Tactical Awareness	Spec	1	FGI	I	NR	-3	3/0	Grant Tactics (INT +5) to up to 250 persons
Tactics Of Deception	125m Rad	1	FGI	C	340m	-9	4	Sight, Hearing, Smell/Taste, and Touch Group Images, -3 to PER Rolls
Unseen Regiment	Spec	1T	FGI	C	NR	-5	5/3	Grant Invisibility to Sight Group to up to 25 people
Wall-Breaching Spell	1 wall	1	FGI	I	NR/900m	-3/-9	3/9	Tunneling 10m through PD 10 materials; RKA 6d6; both only vs walls
War Hurricane	64m Co	1	FGI	C	300m	-10	5	Blast 6d6, Double Knockback
Warrior's Agility	Spec	1	FGI	I	NR	-4	4/0	Grant Aid DEX 3d6 (points fade at 5 per 5 Minutes) to up to 250 persons
Defensive Areomancy Spells								
Army Of Stone	Spec	1	FGI	I	NR	-2	2/2	Grant Resistant Protection (6 PD/6 ED) to up to 250 persons
Battle Barrier	A	1	FGI	C	200m	-10	5	Barrier 12 PD/8 ED, 12 BODY (up to 40m long, 3m tall, ½m thick)
Defense Of The Defenders	A	1	FGI	C	NR	-0	0	Barrier 12 PD/8 ED, 12 BODY (up to 800m long, 40m tall, ½m thick) for castle
Ghost Soldiers	Spec	1	FGI	C	NR	-6	6/4	Grant Desolidification to up to 250 persons
Impassable Walls	1 wall	1T	FGI	TL	NR	-4	0	Grant Affects Desolidified (+½) to exterior walls of up to 10 PD

Name	Target	Cast Time	Cast Proc	Dura	Range	MR	END	Effect
Knitwound	Spec	1T	FGI	TL	NR	-6	6/0	Grant Regeneration (2 BODY/Turn) to up to 250 persons
Mass Chirurgy	125m Rad	1	FGI	I	NR	-10	10	Simplified Healing 4d6
Teleportation Barrier	Spec	1T	FGI	TL	NR	-1	0	Grant Cannot Be Escaped With Teleportation (+¼) to a structure

Movement Areomancy Spells

Army Aportation	32m Rad	½	FGI	I	400m	-9	9	Teleportation 1m-20km, Usable As Attack
Eagle Soldiers	Spec	1	FGI	C	NR	-6	6/4	Grant Flight 40m to up to 250 persons
Magewalking Army	Spec	1	FGI	I	NR	-6	6/4	Grant Teleportation 40m to up to 250 persons
Scaling like Spiders	Spec	1	FGI	TL	NR	-5	2/0	Grant Clinging (normal STR) to up to 250 persons

Sensory Areomancy Spells

Nightfighter's Eyes	Spec	1	FGI	TL	NR	-1	1/0	Grant Nightvision to up to 250 persons
Perceptiveness	Spec	1	FGI	TL	NR	-6	6/0	Grant +4 to PER Rolls with all Sense Groups to up to 250 persons

BLACK MAGIC**Offensive Black Magic Spells**

Agony	1C	½	FGI	I	LOS	-6	6	Mental Blast 3d6, Does BODY
Blood Sacrifice	Self	5M	FGI	I	Self	-8	8	Aid Magic 4d6, requires animal sacrifice, can only be cast at night
Blood Vengeance	1C	1	GI	I	50m	-7	15	Drain CON 3d6 (points return at 5 per Century), costs caster 2 BODY
Coffin Nails	Accu	1M	FGI	I	NR	-0	16	RKA 4d6, NND, Does BODY, MegaScaled to cover entire world
Corruption	1C	½	FGI	I	100m	-7	7	Major Transform 6d6 (person into person with corrupted soul)
Curse Of Blindness	Accu	1H	FGI	I	NR	-0	28	Major Transform 8d6 (sighted person to blind person), MegaScaled
Curse Of Burning	Accu	1H	FGI	I	NR	-0	13	Drain ED 4d6, MegaScaled to cover entire world
Curse Of Confusion	Accu	1H	FGI	I	NR	-0	13	Drain EGO 4d6, MegaScaled to cover entire world
Curse Of Cowardice	Accu	1H	FGI	I	NR	-0	13	Drain PRE 4d6, MegaScaled to cover entire world
Curse Of Enervation	Accu	1H	FGI	I	NR	-0	13	Drain CON 4d6, MegaScaled to cover entire world
Curse Of Feeble-mindedness	Accu	1H	FGI	I	NR	-0	13	Drain INT 4d6, MegaScaled to cover entire world
Curse Of Frailty	Accu	1H	FGI	I	NR	-0	13	Drain PD 4d6, MegaScaled to cover entire world
Curse Of Inaccuracy	Accu	1H	FGI	I	NR	-0	13	Drain OCV 4d6, MegaScaled to cover entire world
Curse Of Mental Inaccuracy	Accu	1H	FGI	I	NR	-0	13	Drain OMCV 4d6, MegaScaled to cover entire world
Curse Of Mental Vulnerability	Accu	1H	FGI	I	NR	-0	13	Drain DMCV 4d6, MegaScaled to cover entire world
Curse Of Pain	Accu	1H	FGI	I	NR	-0	13	Drain STUN 4d6, MegaScaled to cover entire world
Curse Of Palsy	Accu	1H	FGI	I	NR	-0	13	Drain DEX 4d6, MegaScaled to cover entire world
Curse Of Sickness	Accu	1H	FGI	I	NR	-0	13	Drain BODY 4d6, MegaScaled to cover entire world

Name	Target	Cast Time	Cast Proc	Dura	Range	MR	END	Effect
Curse Of Slow Healing	Accu	1H	FGI	I	NR	-0	13	Drain REC 4d6, MegaScaled to cover entire world
Curse Of Slowness	Accu	1H	FGI	I	NR	-0	13	Drain SPD 4d6, MegaScaled to cover entire world
Curse Of Vulnerability	Accu	1H	FGI	I	NR	-0	13	Drain DCV 4d6, MegaScaled to cover entire world
Curse Of Weakness	Accu	1H	FGI	I	NR	-0	13	Drain STR 4d6, MegaScaled to cover entire world
Curse Of Weariness	Accu	1H	FGI	I	NR	-0	13	Drain END 4d6, MegaScaled to cover entire world
Death Curse	Accu	1H	FGI	I	NR	-0	33	RKA 8d6, NND, Does BODY, MegaScaled to cover entire world
Evil Eye, The	1C	½	FGI	I	10m	-4	4	Drain two Characteristics 1d6, DoT (1 increment per Hour for 6 Hours)
Hellfire	1C	½	FGI	I	60m	-6	6	RKA 2d6, Penetrating (x2)
Hex	1C	1	FGI	I	40m	-8	8	Major Transform 8d6 (person into person with Unluck 4d6)
Pestilence	8 km Rad	5M	FGI	I	NR	-5	5	Drain BODY 1d6, DoT (1 increment per Day for 2 Days)
Puppeteer	1C	½	FGI	C	40m	-4	4	Telekinesis (30 STR), Only To Puppeteer
Putrify	Food	½	FGI	I	50m	-1	1	Minor Transform 3d6 (edible food and drink to spoiled food and drink)
Seduction	1C	½	FGI	I	NR	-7	7	Mind Control 14d6, Only To Seduce
Spook	Varies	½	FGI	C	Self	-4	4	+40 PRE, Only To Make Fear-Based Presence Attacks Against Animals
Steal The Will	1C	½	FGI	I	LOS	-7	7	Mind Control 12d6, Telepathic
Stormcalling	4 km Rad	5M	FGI	C	NR	-11	11	Change Environment (create storms), +/-10 Temperature Levels
Defensive Black Magic Spells								
Congress With Devils	Self	½	FGI	TL	Self	-3	0	Power Defense (35 points), Only Versus Succubi
Dark Mantle	Self	½	FGI	C	Self	-3	2	Resistant Prot (4 PD/4 ED) plus Resistant Prot (+5 PD/+5 ED) versus Good magics
Iron Amulet	Self	½	FGI	C	Self	-5	5	Resistant Prot (8 PD/8 ED/8 Mental Defense/8 Power Defense) vs Demons
Paths Of The Unseen	Self	½	FGI	C	Self	-3	3	Invisibility to Sight Group, No Fringe
Movement Black Magic Spells								
Dark Road	Self	½	FGI	I	Self	-6	6	Teleportation 40m, x32 Noncombat
Invocation Of The Gates Of Hell	Self	5M	FGI	I	Self	-2	2	Extra-Dimensional Movement (to one location in Hell)
Sensory Black Magic Spells								
Eyes Of The Night	Self	½	FGI	C	Self	-1	1	Nightvision
Scrying	Area	1M	FGI	C	Spec	-8	8	Clairentience (Sight and Hearing Groups), 35,000 km range
Miscellaneous Black Magic Spells								
Deceptive Form	Self	½	FGI	C	Self	-3	3	Shape Shift (Sight, Hearing, and Touch Groups, any humanoid form), Imitation
Hand Of Glory	Spec	½	F	C	Self/NR	-6	1 Ch	Invisibility to Hearing Group + Sight Group Images (create light only user can see)
Vile Summoning	Spec	½	FGI	I	NR	-6	6	Summon up to 16 bats, rats, or wolves that inhabit locale

Name	Target	Cast Time	Cast Proc	Dura	Range	MR	END	Effect
CHAOS MAGIC								
Offensive Chaos Magic Spells								
Chaos Blast	1C	½	FGI	I	100m	-12	6	Blast 12d6
Chaos Infusion	1C	½	FGI	I	NR	-7	4	Aid STR 6d6, Side Effect (target automatically becomes Berserk in combat)
Chaos Wave	32m Li	½	FGI	C	40m	-11	5	Blast 8d6, Mobile
Chaotic Mind	1C	1	FGI	I	100m	-9	9	Major Transform 6d6 (sane person to insane person), ACV (OCV vs. DMCV)
Chaotic Shape	1C	1	FGI	I	40m	-12	12	Severe Transform 4d6 (anything into anything)
Sow Discord	8m Rad	1	FGI	I	LOS	-11	11	Mind Control 15d6, Set Effect (only to cause bickering and quarreling)
Touch Of Chaos	1C	½	FGI	I	400m	-12	12	Drain DEX and Striking Appearance 4d6
Unmaking	1C	½	FGI	C	600m	-12	6	RKA 1d6, NND (defense is Chaos Shield or equivalent), Does BODY
Unweaving	1C	½	FGI	I	100m	-7	7	Dispel Magic 16d6, any one Magic spell/power at a time
Defensive Chaos Magic Spells								
Chaos Shield	Self	½	FGI	C	Self	-5	2	Power Defense (25 points), only versus Chaos/Order magic
CONJURATION								
Basic Conjunction Spells								
Beast Summoning	Spec	1	FGI	I	NR	-3	3	Summon one animal built on up to 100 Total Points
Elemental Summoning	Spec	1	FGI	I	NR	-14	14	Summon one elemental built on up to 550 Total Points
Infernal Summoning	Spec	1T	FGI	I	NR	-18	18	Summon one demon built on up to 600 Total Points
Master Conjunction	Spec	1	FGI	I	NR	-16	16	Summon one being built on up to 400 Total Points
Monster Summoning	Spec	1	FGI	I	NR	-12	12	Summon one monster built on up to 400 Total Points
Offensive Conjunction Spells								
Banishment	1C	½	FGI	I	600m	-6	6	Dispel Summon 20d6
Control Summoned Being	1C	½	FGI	I	LOS	-6	6	Mind Control 12d6 (Summoned Beings class of minds)
Enhance Conjuror's Willpower	1C	½	FGI	I	Self	-2	2	Aid EGO 4d6, only for EGO Roll Contests with Summoned beings
Defensive Conjunction Spells								
Summoning Circle	2m Rad	30M	FGI	C	NR	-1	1	Change Environment (create area summoned being cannot leave or enter)
Miscellaneous Conjunction Spells								
Conjuror's Ease	8m Rad	½	FGI	C	NR	-4	0	Change Environment (clean an area)
To My Hand	1 obj	½	FGI	I	Spec	-4	4	Teleport designated object to caster's hand from up to 10,000 km away

Name	Target	Cast Time	Cast Proc	Dura	Range	MR	END	Effect
CYBERMANCY								
Offensive Cybermancy Spells								
Alter Electronic Data	1 mach	½	FGI	I	NR	-5	5	Severe Transform 2d6 (add, alter, or remove computer software)
Control Technology	1 mach	½	FGI	I	LOS	-4	4	Mind Control 8d6 (Machine class of minds)
Control Weapons	1 weap	½	FGI	I	LOS	-6	6	Mind Control 10d6 (Machine class of minds), only versus weapons
Deactivate Machine	1 mach	1	FGI	I	100m	-12	12	Dispel Electronic/Mechanical Devices 16d6, all powers simultaneously
Drain Power	1 mach	½	FGI	I	100m	-9	9	Dispel END 30d6, Only Versus Electronic Endurance Reserves
Enhance Power	1 mach	1	FGI	I	NR	-4	4	Aid END 3d6, Only Works On Electronic Devices
Interference	1 mach	½	FGI	I	40m	-6	6	Drain Electronic Devices 4d6, any one Electronic Device power at a time
Machine Phantasms I	1 mach	½	FGI	I	LOS	-4	4	Mental Illusions 8d6 (Machine class of minds)
Machine Phantasms II	16m Rad	½	FGI	C	150m	-3	3	Sight and Radio Group Images, Only Versus Machines (see text)
Machine-Sculpting	Spec	1T	FGI	I	NR	-4	4	Severe Transform 3d6 (machines into other machines, or spare parts into machines)
Manipulate Machine	1 mach	½	FGI	C	250m	-1	2	Telekinesis (10 STR), Fine Manipulation, only versus machines
Movement Cybermancy Spells								
Summon Vehicle	Spec	½	FGI	I	NR	-15	15	Summon one Vehicle built on up to 300 Total Points
Sensory Cybermancy Spells								
Machine Scanning	1 mach	½	FGI	I	LOS	-4	4	Mind Scan 8d6 (Machine class of minds)
Machine Speech	1 mach	½	FGI	I	LOS	-4	4	Telepathy 8d6 (Machine class of minds)
Perceive The Spectrum	Self	½	FGI	C	Self	-1	1	HRRP (Radio Group)
Read Data	Self	½	FGI	C	Self	-3	3	Detect Data In Computer (Radio Group), Discriminatory, Analyze, Rapid
Senses Of The City	Area	1	FGI	C	Spec	-4	4	Clairentence (Sight Group), up to 20 km, only through fixed-location cameras
Miscellaneous Cybermancy Spells								
Activate Device	1 mach	1	GI	I	10m	Spec	1	Succeed with a Magic roll to activate a device
Assemble Machine	Spec	½	FGI	I	20m	-2	2	Minor Transform 4d6 (spare parts into a working machine)
Assemble Robot	Spec	1M	FGI	I	NR	-9	7	Summon one robot built on up to 600 Total Points
Repair	1 mach	½	FGI	I	NR	-4	4	Healing BODY 4d6, only works on machines
Summon City Elemental	Spec	1	FGI	I	NR	-14	14	Summon one city elemental built on up to 550 Total Points

Name	Target	Cast Time	Cast Proc	Dura	Range	MR	END	Effect
DIVINATION								
Defensive Divination Spells								
Premonition	Spec	1T	FGI	C	Self	-4	4	Danger Sense (any danger, general area) (INT +5)
Sensory Divination Spells								
Detect Scrying	Self	½	FGI	I	Self	-1	1	Detect Scrying (INT +3)
Detect Secret Doors	Self	½	FGI	I	Self	-1	1	Detect Secret Doors
Detect Treasure	Self	½	FGI	I	Self	-1	1	Detect Treasure
Far Sight	Area	1	FGI	C	Spec	-4	4	Clairsentience (Sight Group) over up to 200 km
View The Future	Area	1T	FGI	C	NR	-4	4	Clairsentience (Sight Group), Precognition
View The Past	Area	1T	FGI	C	NR	-4	4	Clairsentience (Sight Group), Retrocognition
DIVINE MAGIC								
Healing And Curing Divine Magic Spells								
Cure Blindness	1C	½	FGI	I	NR	-8	8	Major Transform 8d6 (blind being into sighted being)
Cure Illness	1C	5M	FGI	I	NR	-4	4	Major Transform 4d6 (sick person into well person)
Cure Poison	1C	1	FGI	I	NR	-4	4	Major Transform 4d6 (poisoned person into non-poisoned person)
Healing Spell	1C	1T	FGI	I	NR	-6	6	Simplified Healing 6d6
Resurrection	1C	1H	FGI	I	NR	-16	8	Healing BODY 6d6, Resurrection
Offensive Divine Magic Spells								
Divine Command	1C	½	FGI	I	LOS	-10	10	Mind Control 10d6
Divine Hindrance	1C	½	FGI	I	200m	-3	3	Drain Characteristics 2d6, any one Characteristic at a time
Holy Light	1C	½	FGI	I	600m	-6	6	RKA 4d6, only works against infernal and undead beings
Instill Calm	1C	½	FGI	I	LOS	-7	7	Mind Control 15d6, Set Effect (calmness)
Protection Against Evil	8m Rad	½	FGI	C	NR	-6	6	Drain DEX, SPD, BODY, and STUN 2d6, only affects evil beings
Repel The Undead	Spec	1	FGI	C	Self	-5	5	+50 PRE, Only For Turning Undead
Sacred Fire	1C	½	FGI	I	450m	-7	7	RKA 3d6, Penetrating
Sanctify Weapon	1 weap	1	FGI	TL	NR	-1	0	Change Environment (make a weapon sacred)
Defensive Divine Magic Spells								
Safe Journey	1 body	5M	FGI	U	NR	-1	0	Change Environment (make body/ soul immune to necromancy)
Shield Against Evil	Spec	½	FGI	C	NR	-9	4	Barrier 10 PD/10 ED, 10 BODY (up to 50m long, 4m high, ½m thick), only versus evil beings
Shield Of Faith	Self	½	FGI	C	Self	-1	1	Resistant Protection (6 PD/6 ED)
Shield Of The Soul	Spec	½	FGI	C	NR	-3	3	Power Defense (15 points) versus evil magics for up to 8 people
Warmth	Spec	½	FGI	TL	NR	-4	0	LS (Safe Environment: Intense Cold) + Resistant Prot (12 ED versus cold)

Name	Target	Cast Time	Cast Proc	Dura	Range	MR	END	Effect
<i>Movement Divine Magic Spells</i>								
Heavenly Gate	Self	1M	FGI	I	Self	-2	20	Extra-Dimensional Movement (to heaven/the land of the gods)
Summon Divine Steed	Spec	½	FGI	I	NR	-10	10	Summon one divine pegasus built on 315 Total Points
<i>Sensory Divine Magic Spells</i>								
Sense The Unholy	Self	½	FGI	C	Self	-2	2	Detect Infernal And Undead Beings, Discriminatory, Range
<i>Miscellaneous Divine Magic Spells</i>								
Bless Baby	1 baby	½	FGI	TL	NR	-1	0	+3 to CON Rolls for baby to resist illness for 10 years
Blessing	Spec	½	FGI	TL	NR	-2	0	+1 Overall for up to 8 people
Create Feast	Spec	½	FGI	Spec	NR	-1	1 Ch	Create enough food to feed 16 people for one day
Eloquence	Self	½	FGI	TL	Self	-1	0	+5 to Conversation, Oratory, and Persuasion
Favor Of The Gods	1C	½	FGI	I	NR	-4	4	Aid Characteristics 4d6, any one Characteristic at a time
Parting The Waters	Spec	1T	FGI	C	1300m	-16	6	Telekinesis (80 STR), Affects Porous, Only To Part Waters
Sanctify Area	16m Rad	1H	FGI	Spec	NR	-4	0	Change Environment (sanctify area), lasts until area is defiled
Sanctify Water	Spec	1	FGI	TL	NR	-1	1	Minor Transform 2d6 (ordinary water into holy water), lasts until defiled
Speak In Tongues	Self	½	FGI	C	Self	-2	0	Universal Translator, Only To Allow Others To Understand Priest's Words
DRUIDRY								
<i>Offensive Druidry Spells</i>								
Animal Companion	1 anim	½	FGI	I	80m	-7	7	Severe Transform 3d6 (wild animal into animal friend), ACV (OCV vs. DMCV)
Animal Diminution	1 anim	½	FGI	I	NR	-9	0	Major Transform (animal into smaller version of itself)
Animal Growth	1 anim	½	FGI	TL	NR	-10	0	Growth (+30 STR, <i>et al.</i>), Usable As Attack to make an animal larger
Beast's Weapons	1C	½	FGI	TL	NR	-3	3	HKA 1d6 (plus STR), Usable By Other, lasts for 1 Minute
Call Animals	Spec	1	FGI	I	NR	-7	7	Summon up to four animals built on up to 250 Total Points from the local area
Calm Animal	1 anim	½	FGI	I	60m	-6	6	Mind Control 12d6 (Animal class of minds), Set Effect (calm animal)
Control Animal	1 anim	½	FGI	I	LOS	-5	5	Mind Control 8d6 (Animal class of minds)
Create Carnivorous Plant	Spec	1	FGI	I	NR	-5	5	Summon one Giant Carnivorous Plant (see HSB 189)
Create Fog	16m Rad	½	FGI	TL	90m	-2	0	Change Environment (create fog), -3 to Sight Group PER Rolls
Create Treeman	Spec	1H	FGI	I	NR	-6	18	Summon one Treeman (see HSB 192)
Destroy Wood	1 obj	½	FGI	I	450m	-4	4	RKA 3d6, Only Versus Wooden Objects
Entangling Vines	1C	½	FGI	I	500m	-5	5	Entangle 5d6, 5 PD/5 ED, Requires Sufficient Plants
Impassable Terrain	500m Rad	1H	FGI	TL	NR	-6	0	Change Environment, -10m Running, lasts for a week or more

Name	Target	Cast Time	Cast Proc	Dura	Range	MR	END	Effect
Lightning Strike	1C	½	FGI	I	450m	-6	6	RKA 3d6, Indirect (always from the sky above the target)
Paralyze Animal	1 anim	½	FGI	I	100m	-8	8	Entangle 4d6, 4 PD/4 ED, Takes No Damage From Attacks
Stinging Swarm	1C	½	FGI	C	80m	-2	6	RKA 1 point, NND (defense is airtight rPD around body), Does BODY
Warp Wood	1 obj	½	FGI	I	400m	-4	4	Minor Transform 4d6 (wooden object into uselessly warped wooden object)
Webs	Spec	½	FGI	TL	60m	-8	0	Barrier 6 PD/6 ED, 8 BODY (up to 8m long, 8m high, ½m thick) + Entangle

Defensive Druidry Spells

Barkskin	Self	½	FGI	C	Self	-1	1	Resistant Protection (5 PD/5 ED)
Thorn Wall	Area	1	FGI	TL	60m	-9	4	Barrier 6 PD/6 ED, 6 BODY + RKA 1d6, Armor Piercing, Damage Shield
Wilderness Comfort	Self	½	FGI	TL	Self	-1	0	Life Support (Safe Environments: Intense Cold, Intense Heat)
Wilderness Skills	Self	½	FGI	C	Self	-1	1	+5 with Concealment, Stealth, and Tracking in natural environments

Movement Druidry Spells

Easy Passage	Self	½	FGI	C	Self	-3	3	Tunneling 12m through PD 6 materials, Fill In, Only Versus Thickets
Leave No Tracks	Self	1	FGI	TL	Self	-1	3	Fligh 12m, Only In Contact With A Horizontal Surface
Spider Climbing	Self	½	FGI	TL	Self	-2	0	Clinging (normal STR)
Swifter Steed	1 anim	½	FGI	I	NR	-2	2	Aid Running 3d6, only works on animals

Sensory Druidry Spells

Animal Eyes	Area	1	FGI	C	1000m	-3	3	Clairsentience (Sight Group), Only Through The Eyes Of Others (animals)
Know Direction	Self	½	FGI	C	Self	-1	1	Bump Of Direction
Speak with Animals	1 anim	½	FGI	I	NR	-2	2	Telepathy 5d6 (Animal class of minds)
Speak with Stones	Spec	1T	FGI	C	NR	-4	4	Clairsentience (Sight and Hearing Groups), Retrocognition, requires stones
Terrain Sense	Self	1T	FGI	I	Self	-1	1	Detect Terrain (INT +3) (no Sense Group)
Tracker's Eye	Self	½	FGI	C	Self	-2	2	Tracking (INT +8)

Miscellaneous Druidry Spells

Control Weather	4 km Rad	5M	FGI	C	NR	-7	30/hr	Change Environment (alter weather), +/- 10 Temperature Levels
Enhance Plant Growth	16m Rad	½	FGI	I	100m	-2	2	Minor Transform 2d6 (young/small plants into older/larger plants)
Heal Animals	1 anim	½	FGI	I	NR	-4	4	Simplified Healing 4d6, Only Works On Animals
Tree Form	Self	20m	FGI	C	Self	-5	0	Multiform (16 tree forms built on up to 150 Total Points each)

ELEMENTAL MAGIC — AIR**Offensive Air Magic Spells**

Calm The Winds	1C	½	FGI	C	400m	-10	10	Suppress Air Powers 4d6, all Air powers/spells simultaneously
Deadly Cloud	8m Rad	½	FGI	C	60m	-6	6	RKA 1d6, NND, Does BODY
Dispel Fog	1C	½	FGI	I	100m	-7	7	Dispel Mist Powers 15d6, any one mist/smoke/fog power/spell at a time
Lightning Bolt	1C	½	FGI	I	600m	-6	6	RKA 4d6

Name	Target	Cast Time	Cast Proc	Dura	Range	MR	END	Effect
Mage's Wind	1C	½	FGI	C	300m	-3	3	Telekinesis (20 STR), Affects Whole Object
Mistshaping	16m Rad	½	FGI	C	10	-3	3	Images to Sight Group, +2 to PER Rolls, Requires Mist/Fog
Slumbrous Cloud	8m Rad	½	FGI	C	60m	-6	6	Blast 4d6, NND (defense is LS [any Immunity or Self-Contained Breathing])
Stench	16m Rad	½	FGI	C	60m	-3	3	Change Environment (create stench), -4 to CON Rolls
Suffocation	1C	½	FGI	C	60m	-7	7	Blast 4d6, NND (defense is LS [Self-Contained Breathing]), Does BODY
Whirlwind	4m Rad	½	FGI	C	60m	-8	8	Blast 5d6 + Telekinesis (20 STR), Only To Lift Upward
Defensive Air Magic Spells								
Air Sphere	8m Rad	½	FGI	C	Self	-2	2	Life Support (Self-Contained Breathing) in an 8m radius around caster
Wall Of Cloud	Area	½	FGI	I	60m	-5	5	Barrier 6 PD/4 ED, 8 BODY (up to 12m long, 4m tall, ½m thick), Opaque
Movement Air Magic Spells								
Sailing Wind	1 ship	1	FGI	C	NR	-6	6	Boost Swimming 6d6/ Suppress Swimming 6d6, Only Works On Sailed Vessels
Wings Of The Wind	Self	½	FGI	C	Self	-2	2	Flight 20m
Miscellaneous Air Magic Spells								
Air Form	Self	1	FGI	C	Self	-7	7	Desolidification, Cannot Pass Through Solid Objects + Invisibility
Freshen Air	16m Rad	½	FGI	C	40m	-1	1	Change Environment (freshen the air)
ELEMENTAL MAGIC — EARTH								
Offensive Earth Magic Spells								
Earthquake	10/7 km Rad	½	FGI	I	NR	-12/-13	12/13	Telekinesis (40 STR) to cause/restrain earthquakes
Hands Of Stone	1C	½	FGI	I	600m	-5	5	Entangle 4d6, 6 PD/6 ED
Lava Blast	1m Rad	½	FGI	I	20m	-6	6	RKA 1d6, NND, Does BODY, +1 Increased STUN Multiplier, Indirect
Stone Into Mud	Spec	½	FGI	I	100m	-6	6	Minor Transform 12d6 (stone into mud)
Subterranean Prison	1C	5M	FGI	I	40m	-5	20	Extra-Dimensional Movement, Usable As Attack
Wizard's Catapult	1C	1T	FGI	I	450m	-7	7	RKA 3d6, +1 Increased STUN Multiplier, Indirect (arcs over obstacles)
Defensive Earth Magic Spells								
Stonyskin	Self	½	FGI	C	Self	-1	1	Resistant Protection (5 PD/5 ED)
Wall Of Earth	Area	½	FGI	I	20m	-5	5	Barrier 4 PD/5 ED, 8 BODY (up to 12m long, 4m tall, 1m thick), Opaque
Wall Of Stone	Area	½	FGI	I	20m	-6	6	Barrier 6 PD/10 ED, 11 BODY (up to 12m long, 4m tall, 1m thick), Opaque
Movement Earth Magic Spells								
Dig Tunnel	Self	½	FGI	C	Self	-2	2	Tunneling 12m through 6 PD materials
Miscellaneous Earth Magic Spells								
Create Tower	Spec	1H	FGI	I	NR	-13	13	Summon one tower (a Base) built on up to 300 Total Points
Stoneshaping	1 obj	1T	FGI	I	NR	-5	5	Minor Transform 10d6 (reshape stone objects)

Name	Target	Cast Time	Cast Proc	Dura	Range	MR	END	Effect
Crystal Spells								
Crystal Arrow	1C	½	FGI	I	LOS	-4	4	RKA 1d6+1, Armor Piercing, Autofire (3 shots)
Strongglass	1 obj	20M	FGI	I	NR	-10	20	Aid PD and ED 4d6, Only Works On Glass, DRR (points fade at 5 per Week)
Metal Spells								
Bladestorm	1m Rad	½	FGI	C	Self	-6	0	RKA 1d6, Armor Piercing, Damage Shield
Dancing Blade	1 weap	½	FGI	C	60m	-3	3	Telekinesis (20 STR), Only To Manipulate Bladed Weapons
Rust	1 obj	½	FGI	I	60m	-6	6	RKA 4d6, Only Versus Metal
Sharpen Blade	1C	1T	FGI	TL	NR	-4	0	Armor Piercing (+¼) for up to HKA 3d6
Wall Of Iron	Area	½	FGI	I	20m	-8	8	Barrier 12 PD/12 ED, 15 BODY (up to 12m long, 4m tall, 1m thick), Opaque

ELEMENTAL MAGIC — FIRE

Basic Fire Magic Spells

Ignite	16m Rad	½	GI	TL	60m	-2	0	RKA 1 point, Penetrating, Selective

Offensive Fire Magic Spells

Boil Liquid	Spec	½	FGI	C	NR	-5	5	Change Environment (boil liquid), +14 Temperature Levels
Fiery Blade	1C	1T	FGI	TL	NR	-7	0	Penetrating (+½) for up to HKA 3d6
Fire Arrow	1C	½	FGI	I	LOS	-6	6	RKA 2d6, +2 Increased STUN Multiplier
Fire Aura	Self	½	FGI	C	NR	-3	3	RKA 1d6, Armor Piercing, Damage Shield
Fireball	16m Rad	½	FGI	I	300m	-5	5	RKA 2d6
Firebolt	32m Li	½	FGI	I	NR	-4	4	RKA 2d6
Fire Orbs	1C	½	FGI	C	RBS	-4	4	RKA 1d6+1, Armor Piercing, Variable Targets
Fireshaping	Spec	½	FGI	C	450m	-4	4	Telekinesis (30 "STR"), Only Works On Fire
Firestorm	16m Rad	½	FGI	C	250m	-7	0	RKA 1½d6, Armor Piercing
Flame Sword	1C	½	FGI	TL	NR	-7	2	HKA 2d6, No STR Bonus
Leaping Flame	1C	½	GI	I	60m	-6	6	RKA 2d6, Indirect, damage depends on fire source used
Magefire	1C	½	FGI	C	150m	-5	5	RKA 1d6, NND (defense is Power Defense or Protection From Fire), Does BODY
Quench Flame	1 fire	½	FGI	I	100m	-5	5	Dispel Fire 12d6, any one Fire power/spell at a time
Rain Of Fire	16m Rad	½	FGI	C	60m	-6	6	RKA 1½d6, Indirect (always from above)

Defensive Fire Magic Spells

Protection From Fire	1C	½	FGI	TL	NR	-3	3	Resistant Protection (14 ED), Only Works Against Fire/Heat Damage
Wall Of Fire	Area	½	FGI	C	60m	-6	6	RKA 1½d6 in a 25m long, 4m tall, 2m wide Line

Movement Fire Magic Spells

Pathway Of Fire	Self	½	FGI	I	Self	-4	4	Teleportation 20m, MegaScale (1m = 1 km), Only Through Fire

Sensory Fire Magic Spells

Perceive Fire	Self	½	GI	C	Self	-3	3	Detect Fire (INT Roll) (no Sense Group), MegaScale (1m = 10 km)
See Through Fire	Area	1T	FGI	C	3200m	-6	0	Clairsentience (Sight Group), Only Through Fire

Name	Target	Cast Time	Cast Proc	Dura	Range	MR	END	Effect
Miscellaneous Fire Magic Spells								
Everburning Flame	4m Rad	½	FGI	TL	NR	-5	0	Sight Group Images (create light), +4 to PER Rolls, lasts until dispelled
Obscuring Smoke	16m Rad	½	FGI	TL	90m	-2	0	Change Environment, -3 to Sight Group PER Rolls, requires fire
ELEMENTAL MAGIC — WATER								
Offensive Water Magic Spells								
Control The Waters	4 km Rad	1H	FGI	C	240m	-10	0	Change Environment (cause flooding), -24m Running
Fist Of The Waters	1C	½	FGI	I	100m	-6	6	Blast 6d6, Indirect, Requires Nearby Water
Harnessed Waves	Spec	½	FGI	C	200m	-2	2	Suppress Swimming 3d6, Boost Swimming 5d6, for person or ship
Tidal Wave	160 km Li	1H	FGI	I	600m	-15	15	Blast 12d6 (create tidal wave)
Waterspout	32m Rad	½	FGI	C	400m	-18	0	Blast 12d6, Only Versus Targets In The Water
Defensive Water Magic Spells								
Breathe Underwater	Spec	½	FGI	TL	NR	-1	0	Life Support (Expanded Breathing: Breathe Underwater) for up to 8 persons
Wave-Wall	Area	½	FGI	C	80m	-4	4	Barrier 4 PD/4 ED, 10 BODY (up to 10m long, 4m tall, ½m thick)
Movement Water Magic Spells								
Enhance Swimming	Self	½	FGI	C	Self	-1	1	Swimming +6m
Water-Walking	Self	½	FGI	C	Self	-1	1	Flight 12m, Only Along The Surface Of Water
Sensory Water Magic Spells								
Dowsing	Self	½	FGI	C	Self	-2	2	Detect Water (INT Roll) (no Sense Group), +20 versus Range Modifier
Miscellaneous Water Magic Spells								
Wash	1m Rad	½	FGI	I	10m	-2	2	Change Environment (clean persons/objects)
ELEMENTAL MAGIC — ICE								
Ice Magic Spells								
Blizzard	32m Rad	½	FGI	C	180m	-4	4	Change Environment (create blizzard), -3 Temperature Levels, -3 Sight Group PER
Freeze Liquids	500m Rad	½	FGI	I	420m	-10	10	Change Environment (freeze liquids), -11 Temperature Levels
Hailstorm	16m Rad	½	FGI	I	100m	-6	6	Blast 6d6, Indirect (always from above)
Icy Bolt	1C	½	FGI	I	60m	-7	7	RKA 2d6, Penetrating
Icy Ground	Area	½	FGI	C	120m	-2	2	Change Environment, -4 to DEX rolls to move over a 16m radius Surface
Protection From Ice	1C	½	FGI	TL	NR	-3	3	Resistant Protection (14 ED), Only Works Against Ice/Cold Damage
Wall Of Ice	Area	½	FGI	I	20m	-5	5	Barrier 8 PD/6 ED, 10 BODY (up to 10m long, 0m tall, 1m thick)
ELEMENTAL MAGIC — LIGHT AND SHADOW								
Light Spells								
Blinding Flash	1C	½	FGI	I	60m	-4	4	Sight Group Flash 8d6
Create Light	8m Rad	½	FGI	C	220m	-3	3	Sight Group Images (create light), +4 to PER Rolls

Name	Target	Cast Time	Cast Proc	Dura	Range	MR	END	Effect
Shadow Spells								
Create Shadow	8m Rad	½	FGI	C	400m	-4	4	Darkness to Sight Group
Dark Leeching	1C	½	FGI	I	300m	-4	4	Drain BODY 4d6
Fear Of The Dark	1C	½	FGI	I	400m	-4	4	Drain PRE 4d6
Shadow Eyes	Self	½	FGI	C	Self	-1	1	Nightvision
Shadow Form	Self	+1P	FGI	C	Self	-4	4	Desolidification (affected by any attack spell)
Shadow-Walking	Self	½	FGI	I	Self	-4	4	Teleportation 20m, MegaScale (1m = 1 km), Only Throuhg Shadows/Darkness

ENCHANTMENT**Armor**

Dragonskin Armor	Self	N/A	F	P	Self	N/A	0	Resistant Protection (6 PD/6 ED, +12 ED only versus Fire/Heat damage)
Starbright Armor	Self/1C	N/A	F	P/I	Self/NR	N/A	0/12 Ch	Resistant Protection (3 PD/3 ED) + Sight Group Flash 8d6
Wizard's Mail	Self	N/A	F	P	Self	N/A	0	Resistant Protection (9 PD/9 ED) + Mental Defense (10) + Power Defense (15)

Clothing

Belt Of Stamina	Self	N/A	F	P	Self	N/A	0	+10 CON, +20 END, +20 STUN
Belt Of Strength	Self	N/A	F	P	Self	N/A	2	+20 STR
Boots Of The Cricket	Self	N/A	F	C/P	Self	N/A	0	Leaping +12m; Clinging (normal STR)
Boots Of Stealthy Treading	Self	N/A	F	C	Self	N/A	0	Flight 12m, Invisible to Hearing Group, Only Along Horizontal Surfaces
Bracers Of Spell Storage	Varies	N/A	F	Varies	Varies	N/A	Varies	Spell Storage VPP (60 Pool + 60 Control Cost), Trigger
Bracers Of Teleportation	Self	N/A	F	I	Self	N/A	16 Ch	Teleportation 40m
Cloak Of Feathers	Self	N/A	F	C	Self	N/A	0	Flight 30m
Cloak Of Invisibility	Self	N/A	F	C	Self	N/A	0	Invisibility to Sight Group, No Fringe
Phantom's Cloak	Self	N/A	F	C	Self	N/A	0	Desolidification (affected by Necromancy spells)
Magerobes	Self	N/A	F	P	Self	N/A	0	Resistant Protection (6 PD/6 ED)
Robe Of Storage	Self	N/A	F	P	Self	N/A	0	+20 STR, Only To Carry Objects Small Enough To Fit Into Robe's Pockets
Vest Of Dexterity	Self	N/A	F	P	Self	N/A	0	+5 DEX; +2 with Agility Skills

Jewelry

Brooch Of The Arcane Eye	Self	N/A	F	C	Self	N/A	0	Fully Penetrative for Sight Group (cannot see through by magical wards)
Fireball Earrings	3m Rad	N/A	F	I	RBS	N/A	2 Ch	RKA 2d6, Personal Immunity
Glittergem	16m Exp	N/A	F	I	RBS	N/A	1 Ch	Sight Group Flash 8d6
Necklace Of Eloquence	Self	N/A	F	P	Self	N/A	0	+6 with Interaction Skills

Rings

Ring Of The Deadly Touch	1C	N/A	F	I	NR	N/A	8 Ch	RKA 2½d6, AP; Drain STUN 6d6; Entangle 4d6, 4 PD/4 ED; Drain STR 6d6
Ring Of Fire Command	Varies	N/A	F	Varies	Varies	N/A	8 Ch	Leaping Fire; Ignite; +3 with Fire Magic
Ring Of Illumination	8m Rad/1C	N/A	F	C/I	NR/300m	N/A	2 Ch	Sight Group Images, +4 to PER Rolls; Sight Group Flash 6d6
Ring Of Power	Self	N/A	F	I/P/P	Self	N/A	3 Ch/0/0	Aid Magic 4d6; Endurance Reserve (60 END, 6 REC) for spells; +3 to Magic rolls
Ring Of The Traveler's Confidence	Self	N/A	F	P	Self	N/A	0	Bump Of Direction; Detect Exit

Name	Target	Cast Time	Cast Proc	Dura	Range	MR	END	Effect
Staffs								
Demon's-Head Staff	Varies	N/A	F	Varies	Varies	N/A	60 Ch	Various demon-related powers
Mage's Staff	Self	N/A	F	I/C/C	Self	N/A	0/1/5	Endurance Reserve for spells; enhanced Detect Magic; Resistant Prot (8 PD/8 ED/8 Mental Defense/8 Power Defense), Requires A DEX Roll
Staff Of Command	1C/Self	N/A	F	I/C	LOS/Var	N/A	0	Mind Control 14d6; +50 PRE
Staff Of The Firelord	Varies	N/A	F	Varies	Varies	N/A	Varies	Various fire attacks
Staff Of Repulsion	Self	N/A	F	C	Self	N/A	0	Resistant Protection (10 PD/10 ED/10 Power Defense); KBR -10m
Wands								
Iron Serpent Wand	1C	N/A	FI	I	RBS	N/A	1 Ch	Entangle 8d6, 8 PD/8 ED
Wand Of Healing	1C	N/A	FI	I	NR	N/A	30 Ch	Simplified Healing 4d6
Wand Of Lightning	1C	N/A	FI	I	100m	N/A	60 Ch	RKA 3d6
Wand Of Mystic Darts	Accu	N/A	FI	I	LOS	N/A	60	RKA 1½d6
Wand Of The Wilds	Spec	N/A	FI	I	NR	N/A	1	Summon one animal built on up to 250 Total Points
Weapons								
Runeblade	Varies	N/A	F	I	NR/Self	N/A	0/12	HKA 2d6 (STR Min 10) plus various rune powers
Spellblade Dagger	Varies	N/A	F	Varies	Varies	N/A	0	HKA 1d6 (STR Min 8); +10 INT; +2 OCV with spells; Spellmaster
Sword Of The Double Strike	1C	N/A	F	I	NR	N/A	0	HKA 1½d6 (STR Min 11), Autofire (2 shots)
Sword Of Swift Cutting	1C/Self	N/A	F	I/P	NR/Self	N/A	0	HKA 1d6 +1 (STR Min 10), AP; Lightning Reflexes (+10 DEX with sword)
Wizard's Brand	1C/Self	N/A	F	I	NR/Self	N/A	0/12	HKA 2d6 (STR Min 10), Penetrating; Aid Magic 4d6, all spells simultaneously
Miscellaneous Enchanted Items								
Amulet Of The Clear Mind	Self	N/A	F	P	Self	N/A	0	INT +10 plus Mental Defense (10 points)
Mask Of A Thousand Visages	Self	N/A	F	C	Self	N/A	0	Shape Shift (Sight, Hearing, Touch Groups, any humanoid shape), Imitation
Miniature Magnificent Mansion	Spec	N/A	FI	I	NR	N/A	1 Ch	Summon one Base built on 200 Total Points
Talisman Of Infernal Command	Self	N/A	F	P	Self	N/A	0	+30 PRE, Only Versus Demons And The Undead
MONSTER MAGIC								
Dragon Magic								
Assume Human Form	Self	1T	I	C	Self	-3	3	Shape Shift (Sight, Hearing, Touch Groups, any humanoid form) + Shrinking to human size
Breath Weapon Alteration	Self	½	I	I	Self	-7	7	Variable Special Effects (+½) for breath weapon of up to 135 Active Points
Enhance Draconic Flight	Self	½	I	I	Self	-2	2	Aid Flight 3d6
Hide Hoard	16m Rad	5M	I	TL	NR	-14	0	Sight and Touch Group Images, -6 to PER Rolls, Only To Hide Hoard
Hoardsense	Self	½	I	I	Self	-1	1	Detect Hoard, Discriminatory, Analyze
Hypnotic Gaze	1C	½	None	I	6m	-6	6	Mind Control 12d6, Eye Contact Required
Wyrms's Breath	32m Li	½	I	TL	NR	-10	10	RKA 3d6

Name	Target	Cast Time	Cast Proc	Dura	Range	MR	END	Effect
Giant Magic								
Enlarge Object	1 obj	½	FGI	I	NR	-2	2	Minor Transform 4d6 (object sized to humans to one sized for giants)
Giant's Hurl	Self	½	FGI	C	Self	-3	3	+30 STR, Only To Increase Throwing Distance
Gigantic Illusion	500m Rad	½	FGI	C	100m	-10	10	Sight, Touch, and Hearing Group Images, -4 to PER Rolls
Hurled Hail	8m Rad	½	FGI	I	RBS	-9	9	Blast 9d6, Indirect (always from above)
Jotunish Blizzard	125m Rad	½	FGI	C	180m	-4	4	Change Environment (create blizzard), -3 Temperature Levels, -3 Sight Group PER
Walk Among Men	Self	½	FGI	C	Self	-1	1	Shrinking to human size
Troll Magic								
Sunwalking	Self	1T	FGI	TL	Self	-7	0	Multiform into self without Susceptibility to sunlight
Troll Knot	1 obj	1M	FGI	TL	NR	-0	0	Telekinesis (60 STR), Only To Hold Knot Closed
Troll Splinters	1C	½	FGI	I	40m	-8	8	Major Transform 8d6 (to give target a Physical Complication affecting sight)
Troll Touch	1C	½	FGI	I	NR	-12	12	Severe Transform 8d6 (living being into stone)
NAMING								
Basic Naming Spells								
True Name	Self	0	I	I	Self	N/A	7	Aid Magic 5d6, Must Know Target's True Name, Points Fade After Use
Offensive Naming Spells								
Collapse Wall	1 wall	1T	GI	I	900m	-7	7	RKA 5d6, Only Versus Walls
Control-Spell	1C	½	I	I	40m	-7	7	Mind Control 14d6
Fogweaving	16m Rad or 1 mist	½	GI	TL/I	90m	-2/-7	2/7	Change Environment, -2 to Sight Group PER Rolls; Dispel Mist Powers 14d6
Name Of The Thunderbolt	1C	½	GI	I	450m	-7	7	RKA 3d6, Armor Piercing, Indirect (always from the sky above the target)
Slay	1C	½	I	I	20m	-0	36	RKA 8d6, AVAD (defense is Power Defense), Does BODY
Defensive Naming Spells								
Name Of The Arrow	Self	½	GI	I	Self	-2	2	Deflection, Only Works Against Non-Gunpowder Projectiles
Name Of The Blade	Self	½	GI	I	Self	-2	2	+5 DCV, Only Versus Melee Weapons
Movement Naming Spells								
Windcalling	1 ship	1	GI	C	NR	-6	6	Boost Swimming 6d6, Suppress Swimming 6d6, only for/versus sailed vehicles
Miscellaneous Naming Spells								
Animal-Calling	Spec	½	I	I	NR	-7	7	Summon one animal built on up to 275 Total Points
Weathercalling	4 km Rad	5M	I	C	NR	-7	30/hr	Change Environment (alter the weather), +/-10 Temperature Levels, Varying Combat Effects

Name	Target	Cast Time	Cast Proc	Dura	Range	MR	END	Effect
NECROMANCY SPELLS								
<i>Undead Creation And Summoning Spells</i>								
Call Ghoul	Spec	20M	FGI	I	NR	-4	4	Summon up to four ghouls built on 157 Total Points
Create Ghost	Spec	1H	FGI	I	NR	-19	19	Summon one ghost built on 463 Total Points
Create Mummy	Spec	1 Day	FGI	I	NR	-16	16	Summon one mummy built on 402 Total Points
Create Skeleton	Spec	5M	FGI	I	NR	-7	7	Summon one skeleton built on 185 Total Points
Create Specter	Spec	1H	FGI	I	NR	-15	30	Summon one specter built on 758 Total Points
Create Vampire	Spec	1 Day	FGI	I	NR	-17	17	Summon one lesser vampire built on 435 Total Points
Create Wight	Spec	1 Day	FGI	I	NR	-14	14	Summon one wight built on 340 Total Points
Create Wraith	Spec	1H	FGI	I	NR	-11	22	Summon one wraith built on 548 Total Points
Create Zombie	Spec	5M	FGI	I	NR	-7	7	Summon one zombie built on 176 Total Points
Universal Create Undead Spell	Spec	1H	FGI	I	NR	-42	42	Summon one undead being built on up to 758 Total Points
<i>Offensive Necromancy Spells</i>								
Bone Warping	1C	½	FGI	C	60m	-5	5	RKA 1d6, NND (Power Defense), Does BODY, +2 Increased STUN Multiplier
Control Undead	1C	½	FGI	I	LOS	-6	6	Mind Control 12d6, Only Versus Undead
Death Touch	1C	1	FGI	I	NR	-13	27	RKA 6d6, NND (defense is Life-Shielding spell), Does BODY
Destroy Undead	1C	½	FGI	I	600m	-7	7	RKA 4d6, Affects Desolidified Only Works Against Undead Beings
Eternal Death	1	½	FGI	U	NR	-10	0	Suppress Healing 10d6, Only Versus Resurrection Healing, lasts 10 years
Fear Of Death	1C	1	FGI	I	60m	-5	5	Drain PRE 5d6, NND (defense is Life Support [Longevity])
History Of Blood	1C	1	FGI	C	40m	-11	5	RKA 2d6, NND, (defense is never having been injured or Life-Shielding spell), Does BODY
Necromancer's Power	1C	½	FGI	C	Self	-6	6	+60 PRE, Only Versus Undead Beings
Soulrip	1C	½	FGI	C	60m	-5	5	RKA 1d6, NND (defense is not having a soul), Does BODY
Torment	1C	½	FGI	I	60m	-4	4	Drain DEX and STUN 3d6
Vampiric Touch	1C/Self	½	FGI	I	NR/Self	-6	6	Drain BODY and STUN 2d6 + Aid BODY and STUN 2d6, Only Aid Self
Withering	1C	1	FGI	C	60m	-12	12	RKA 1d6, NND, Does BODY + Drain STR, DEX, CON, and BODY 1d6, NND
Wraithtouch	1C	½	FGI	I	NR	-4	4	Drain BODY and STUN 3d6
<i>Defensive Necromancy Spells</i>								
Bone Armor	Self	½	FGI	C	Self	-2	2	Resistant Protection (8 PD/8 ED)
Hidden Heart	Self	N/A	N/A	P	Self	N/A	0	Regeneration (3 BODY per Turn), Resurrection

Name	Target	Cast Time	Cast Proc	Dura	Range	MR	END	Effect
Life-Shielding	Self	1	FGI	TL	Self	-2	0	Power Defense (20 points), UBO, Only Versus Necromancy/Undead Powers
Slumber Of The Tomb	Self	1T	FGI	Spec	Self	-1	0	Simulate Death (EGO Roll +7) + Life Support (Diminished Eating)
Undead Form	Self	1	FGI	TL	Self	-6	0	Physical and Energy Damage Reduction, Resistant, 50%
Wall Of Bones	Area	½	FGI	I	20m	-4	4	Barrier 4 PD/4 ED, 5 BODY (up to 12m long, 4m tall, 1m thick), Opaque
Wraithform	Self	½	FGI	C	Self	-4	4	Desolidification (affected by Necromancy spells)

Movement Necromancy Spells

Opening The Grey Portal	Self	1M	FGI	I	Self	-2	20	Extra-Dimensional Movement (to the Land of the Dead)

Sensory Necromancy Spells

Detect Life	Self	½	FGI	C	Self	-2	2	Detect Life (INT +3) (no Sense Group), Discriminatory, Range
True Necromancy	Area	5M	FGI	C	400m	-4	4	Clairement (Sight Group), Precognition, Requires Dead Body

Miscellaneous Necromancy Spells

Embalming-Spell	1 body	+1P	FGI	TL	NR	-1	0	Change Environment (preserve corpse)
Necromantic Healing	1C	1	FGI	I	NR	-4	4	Simplified Healing 4d6
Second Self	Self	1T	FGI	P	Self	-7	0	Duplication (create one Duplicate built on up to 350 Total Points)
Soul Feeding	Self	1M	FGI	TL	Self	-7	7	Aid END and STUN 2d6, Trigger (when someone dies near caster)

ORIENTAL SORCERY**Offensive Oriental Sorcery Spells**

Beans Into Men	Spec	1M	FGI	I	NR	-8	8	Summon up to 500 warriors built on up to 200 Total Points each
Breath Of Cheng Lun, The	1C	½	FGI	I	20m	-5	5	RKA 2d6 plus Hearing Group Flash 6d6
Breath Of Ch'en Chi, The	2m Rad	½	FGI	I	NR	-12	12	RKA 2d6, NND (LS [Immunity or Self-Contained Breathing]), Does BODY
Breath Of Fêng-lin, The	8m Rad	½	FGI	C	NR	-6	6	Darkness to Sight and Smell/Taste Groups
Call To The Ancestors	1C	½	FGI	I	30m	-6	6	Drain PRE 3d6
Draining The Sea	1C	½	FGI	I	600m	-9	9	Drain Water Powers 20d6, any one Water power/spell at a time
Finger Of Destruction	1C	½	FGI	I	75m	-1	2	RKA 1d6
Ghost Arrow	1C	½	FGI	I	450m	-7	7	RKA 3d6, Penetrating
Hair Into Monkeys	Spec	½	FGI	I	NR	-5	5	Summon up to 125 monkeys built on up to 60 Total Points each
Invocation Of The Peach-Blossom Star	1C	½	FGI	I	NR	-9	9	Major Transform 8d6 (sane person into insane person)
Ju Shui	4 km Rad	½	FGI	C	200m	-5	0	Change Environment (make water into <i>ju shui</i>), -20m Swimming
Pillars Of Fire	1m Rad	½	FGI	C	50m	-7	0	RKA 2d6 pillars of fire around target Area
Soul-Separating Word Of Power	1C	1	FGI	I	30m	-13	13	RKA 3d6, NND (defense is Power Defense), Does BODY
Thousand-Weapons Cloud, The	8m Rad	1	FGI	I	400m	-7	7	RKA 2½d6, Indirect (always from above target area)

Name	Target	Cast Time	Cast Proc	Dura	Range	MR	END	Effect
Defensive Oriental Sorcery Spells								
Celestial Lotus Of Invulnerability	Self	½	FGI	I	NR	-6	6	Barrier 10 PD/10 ED, 10 BODY (2m long, 2m tall, ½m thick), Opaque
Excellent Tranquility	Self	½	GI	C	Self	-6	6	Damage Negation (-6 DCs Physical and Energy)
Merciful Spells Of Kuan Yin	Varies	½	GI	Varies	Varies	Varies	Varies	Dispel Summon 20d6; Healing Characteristics 4d6; Resistant Protection (6 PD/6 ED)
Sublime Liberty	Self	½	I	I	Self	-4	4	Desolidification, Only To Escape From Bindings
Unfelt Fire	Self	½	GI	C	Self	-6	6	Resistant Protection (30 ED), Only Works Against Fire/Heat
Movement Oriental Sorcery Spells								
Bridge Of Magpies	Area	1T	FGI	I	NR	-11	0	Barrier 6 PD/2 ED, 6 BODY (up to 40m long, 4m wide, ½m thick), horizontal
Drill Of Thunder And Lightning	Self	½	GI	C	Self	-3	3	Tunneling 10m through PD 10 materials
Easy Travel	Self	½	GI	I	Self	-3	3	Teleportation 30m
Walking Among The Clouds	Self	½	FGI	C	Self	-4	0	Flight 25m
Sensory Oriental Sorcery Spells								
Chinese Divination	Area	1M	FGI	C	NR	-4	4	Clairsentience (Sight Group), Precognition
Ears Of Chang Tao-Ling, The	Area	½	FGI	C	800m	-3	3	Clairsentience (Hearing Group)
Miscellaneous Oriental Sorcery Spells								
Arms Of Chang Tao-Ling, The	Self	½	FGI	C	Self	-1	0	Stretching 4m, Arms Only
Divine Form	Self	½	GI	C	Self	-3	3	Shape Shift (Sight, Hearing, Touch Groups, any humanoid shape) + Extra Limbs
Hills To Plains	4 km Rad	5M	FGI	C	NR	-1	1	Change Environment (smooth and flatten rough terrain)
Mantle Of Chang Kuo, The	Self	½	FGI	C	Self	-3	3	Invisibility to Sight Group, No Fringe
Spirit Of Chang Tao-Ling, The	Self	1H	FGI	C	Self	-6	0	Desolidification (affected by magic), Projection
Useless Walls	Self	½	GI	C	Self	-4	4	Desolidification (affected by magic)
PROFESSIONAL MAGIC								
Craftsman And Merchant Spells								
Appraising-Spell	Self	½	FGI	I	NR	-1	1	Detect Monetary Value (INT Roll) (no Sense Group), Discriminatory, Analyze
Clean Shop	8m Rad	½	FGI	C	NR	-3	0	Change Environment (clean and do related chores)
Evaluate Goods	Self	½	FGI	I	NR	-1	1	Detect Weight And Measurements (INT Roll) (no Sense Group), Discriminatory, Analyze
Guild's Skills	Self	½	FGI	C	Self	-1	1	+4 with three related Skills
Ice For Sale	1m Rad	5M	FGI	C	NR	-1	1	Change Environment, -5 Temperature Levels, Only To Freeze Liquids
Light For Sale	4m Rad	5M	FGI	TL	NR	-5	0	Sight Group Images to create light, +2 to PER Rolls, lasts 1 month
Song Of The Marketplace	Self	½	FGI	C	Self	-1	1	+4 with Conversation, Persuasion, and Trading

Name	Target	Cast Time	Cast Proc	Dura	Range	MR	END	Effect
Rogue Spells								
Acrobat's Grace	Self	½	FGI	C	Self	-1	1	+4 with Acrobatics, Breakfall, and Contortionist
Burglar's Boon	Self	½	FGI	C	Self	-1	1	+4 with Climbing, Lockpicking, and Security Systems
Deft Fingers	Self	½	FGI	C	Self	-1	1	+4 with Sleight Of Hand, Lockpicking, and Fast Draw
Impersonation	Self	½	FGI	C	Self	-1	1	+4 with Acting, Disguise, and Mimicry
Roguish Footfall	Self	½	FGI	C	Self	-1	1	Invisibility to Hearing Group (+½) for up to Running 12m
Silver Tongue	Self	½	FGI	C	Self	-1	1	+4 with Charm, Conversation, and Persuasion
Thief's Blessing	Self	½	FGI	C	Self	-1	1	+4 with Shadowing, Stealth, and Tracking
Thief's Eye	Self	½	FGI	C	Self	-1	1	Nightvision
Trickster's Hand	1C	½	FGI	C	90m	-2	2	Telekinesis (6 STR), Fine Manipulation
True Aim	Self	½	FGI	C	Self	-4	4	+4 OCV, Only With Next Attack
Warrior Spells								
Banish Fatigue	Self	½	FGI	I	Self	-5	0	Aid END 3d6, points fade at the rate of 5 per Hour
Dig Trench	Self	1	FGI	I	Self	-1	1	Tunneling 1m through PD 2 material
Polish Armor	1 obj	½	FGI	I	NR	-1	1	Cosmetic Transform 4d6 (shabby/dirty armor into clean armor)
Repair Armor	1 obj	5M	FGI	I	NR	-4	12	Healing BODY 4d6, Only Works On Armor
Sentinel's Eye	Self	1T	FGI	TL	Self	-1	0	Nightvision + +2 to Sight Group PER Rolls + Life Support (Diminished Sleep)
RUNE MAGIC								
Offensive Rune Magic								
Brotnala, The Rune Of Shattering	1 obj	2T	F	I	NR	-9	9	RKA 4d6, Only Works Against Stationary Objects
Lodsognir, The Rune Of The Dead	Spec	5M	FI	I	NR	-7	7	Summon one zombie built on 176 Total Points
Naakor, The Rune Of Mastery	1C	1T	F	I	NR	-7	7	Mind Control 14d6
Selgari, The Rune Of Blood's-Power	Self	+1P	F	I	NR	-4	4	Aid Rune Magic 5d6, any one Rune Magic spell at a time
Skelvaldi, The Rune Of Lightning-Calling	1C	2T	F	I	NR	-6	6	RKA 3d6, Indirect (always from above the target)
Sigrunal, The Rune Of Victory	1C	1T	F	C	NR	-5	5	+4 with All Combat, UBO
Spila, The Rune Of Ruin	1 obj	1T	F	I	NR	-12	0	Drain PD 6d6
Svandral, The Rune Of Strength	1C	½	F	I	NR	-5	5	Aid STR 4d6, points fade at the rate of 5 per 5 Minutes
Tavthrudnir, The Rune Of Truth	1C	1T	F	I	NR	-8	8	Mind Control 16d6, Only To Compel Victim To Tell The Truth
Thurswalr, The Rune Of Madness	1C	5M	F	I	NR	-16	0	Major Transform 8d6 (sane person to insane person), ACV, AVAD
Veldr, The Rune Of Weapon Enhancement	1 weap	1T	F	I	NR	-8	8	Aid HKA 5d6, points fade at the rate of 5 per Hour
Defensive Rune Magic								
Brelga, The Rune Of Protection From Fire	1 obj	20M	F	P	NR	-15	0	Resistant Protection (16 ED), Only Works Against Fire/Heat
Kalthir, The Rune Of Protection	1C	1	F	C	NR	-4	4	Resistant Protection (10 PD/10 ED), UBO

Name	Target	Cast Time	Cast Proc	Dura	Range	MR	END	Effect
<i>Movement Rune Magic</i>								
Vathrennr, The Rune Of Swift Running	1C	1	F	TL	NR	-3	0	Running +12m, UBO
Sensory Rune Magic								
Athrek, The Rune Of The Owl's Eye	1C	1	F	TL	NR	-1	0	Nightvision, UBO
Eitnskjaldr, The Rune Of Protection From Poison	1 drink	1	F	I	NR	-3	0/2	Detect Poisoned Drink + RKA 1d6 versus drink's container
Rune-Reading	Area	1T	F	I	Self	-4	4	Clairentence (Sight Group), Precognition
Seidrauga, The Rune Of Awareness	Self	1	F	I	Self	-1	0	Detect Magic (INT +5) (no Sense Group), Discriminatory
<i>Miscellaneous Rune Magic</i>								
Gullintala, The Rune Of The Golden Tongue	1C	1	F	TL	NR	-2	0	+4 with Interaction Skills, UBO
Hamingjarla, The Rune Of Luck	1C	1	F	TL	NR	-2	0	Luck 4d6, UBO
Lyfjavrathr, The Rune Of Swift Healing	1C	1T	F	I	NR	-10	10	Aid REC 4d6, all points fade after 1 Month, UBO
Sjukvor, The Rune Of Fever-Breaking	1C	5M	F	I	NR	-3	3	Major Transform 3d6 (sick person into well person)
Vundilfari, The Rune Of Stealth	1C	1	F	C	NR	-2	2	Invisibility to Sight Group
SHAMANISM								
<i>Spirit-Summoning Spells</i>								
Calling Upon The Spirits Of The City	Spec	1T	FGI	I	NR	-9	9	Summon one city spirit built on up to 441 Total Points
Calling Upon The Spirits Of The Fields	Spec	1T	FGI	I	NR	-9	9	Summon one field spirit built on up to 446 Total Points
Calling Upon The Spirits Of The Flames	Spec	1T	FGI	I	NR	-10	10	Summon one fire spirit built on up to 484 Total Points
Calling Upon The Spirits Of The Forest	Spec	1T	FGI	I	NR	-10	10	Summon one forest spirit built on up to 495 Total Points
Calling Upon The Spirits Of The House	Spec	1T	FGI	I	NR	-8	8	Summon one house spirit built on up to 416 Total Points
Calling Upon The Spirits Of The Stones	Spec	1T	FGI	I	NR	-9	9	Summon one stone spirit built on up to 492 Total Points
Calling Upon The Spirits Of The Waters	Spec	1T	FGI	I	NR	-9	9	Summon one water spirit built on up to 484 Total Points
Summon Spirit Animal	Spec	1T	FGI	I	NR	-9	9	Summon one spirit animal built on up to 400 Total Points
<i>Offensive Shamanism Spells</i>								
Command Spirits	Self	1	FGI	C	Self	-4	4	+40 PRE, Only To Make Presence Attacks Against Spirits
Spirit Destruction	1C	½	FGI	I	750m	-7	7	RKA 4d6, Affects Desolidified, Only Versus Spirits
Spirit Horde	1C	½	FGI	I	600m	-6	6	Drain PRE 6d6
Speaking To The Sword-Spirit	1C	½	GI	TL	NR	-4	4	+4 HTH with one weapon, UBO
<i>Defensive Shamanism Spells</i>								
Lesser Spirit Ward	Self	½	FGI	C	Self	-6	6	Resistant Prot (10 PD/10 ED/10 Mental Defense/10 Power Defense) versus spirits
Greater Spirit Ward	Area	½	FGI	C	470m	-5	5	Barrier 8 PD/8 ED, 8 BODY (up to 12m long, 3m tall, ½m thick) versus spirits

Name	Target	Cast Time	Cast Proc	Dura	Range	MR	END	Effect
<i>Movement Shamanism Spells</i>								
Journey To The Spirit Realm	Self	1M	FGI	I	Self	-2	2	Extra-Dimensional Movement (to the Spirit Realm)
Spirit-Walking	Self	½	FGI	I	Self	-4	4	Teleportation 40m
<i>Sensory Shamanism Spells</i>								
Death Vigil	Self	1T	FGI	I	Self	-1	1	Detect Time Of Dying (INT Roll) (no Sense Group)
Perceive Spirits	Self	½	FGI	C	Self	-2	2	Detect Spirits (INT Roll) (no Sense Group)
Speak with The Dead	Spec	1T	FGI	I	NR	-10	21	Summon one ghost built on 463 Total Points
Speaking With The Spirits	Area	½	FGI	C	NR	-5	5	Clairsentience (Sight and Hearing Groups), Retrocognition
<i>Miscellaneous Shamanism Spells</i>								
Banish Disease Spirit	1C	1H	FGI	I	NR	-4	4	Major Transform 3d6 (sick person into well person)
Invigorating Dream	1C	6H	F	C	NR	-1	0	+30 END (cannot be Recovered), UBO
Releasing The Spirit	Self	1H	F	C	Self	-11	0	Desolidification (affected by magic), Projection
Retrieving The Spirit	1C	1H	FGI	I	NR	-12	30	Healing BODY 4d6, Resurrection
Shamanic Healing	1C	1H	FGI	I	NR	-6	12	Healing BODY 6d6
<i>Totem Spells</i>								
Deftness Of The Raccoon	Self	½	FGI	I	Self	-4	4	Aid DEX 3d6 (points fade at the rate of 5 per Minute), Only Aid Self
Fierceness Of The Wolf	Self	½	FGI	C	Self	-2	4	+3 HTH
Loyalty Of The Dog	Self	½	FGI	C	Self	-1	1	Mental Defense (15 points), Only Versus Mind Control
Majesty Of The Eagle	Self	½	FGI	I	Self	-4	4	Aid PRE 3d6 (points fade at the rate of 5 per Minute), Only Aid Self
Patience Of The Spider	Self	½	FGI	I	Self	-4	4	Aid INT 3d6 (points fade at the rate of 5 per Minute), Only Aid Self
Sight Of The Owl	Self	½	FGI	C	Self	-1	1	Nightvision
Silence Of The Cat	Self	½	FGI	C	Self	-1	1	Invisibility to Hearing Group (+½) for up to Running 12m
Sneakiness Of The Rat	Self	½	FGI	C	Self	-1	3	+3 with "Sneakiness Skills"
Steadfastness Of The Oak	Self	½	FGI	I	Self	-4	4	Aid PD 3d6 (points fade at the rate of 5 per Minute), Only Aid Self
Stealth Of The Mouse	Self	½	FGI	C	Self	-2	2	Shrinking (.125m tall, -8 to PER Rolls to perceive, +8 DCV, +24m KB)
Strength Of The Bear	Self	½	FGI	I	Self	-4	4	Aid STR 3d6 (points fade at the rate of 5 per Minute), Only Aid Self
Terror Of The Shark	Self	½	FGI	I	Self	-4	4	Aid PRE 3d6, Only To Make Fear-Based Presence Attacks, Only Aid Self
Totem Claws	Self	½	FGI	TL	Self	-2	2	HKA 1d6 (plus STR)
Totem Form	Self	½	FGI	P	Self	-5	5	Multiform (assume totem animal form built on up to 250 Total Points)
Trickery Of The Raven	Self	½	FGI	C	Self	-1	3	+3 with "Trickery Skills"
Wisdom Of The Snake	Self	½	FGI	I	Self	-4	4	Aid EGO 3d6 (points fade at the rate of 5 per Minute), Only Aid Self

Name	Target	Cast Time	Cast Proc	Dura	Range	MR	END	Effect
SONG MAGIC								
<i>Offensive Song Magic</i>								
Fatal Jest	1C	1	I	C	NR	-2	2	RKA 1 point, NND, Does BODY
Overpowering Song	8m Rad	½	I	C	NR	-2	2	Darkness to Hearing Group
Satire	Accu	5M	I	I	NR	-0	36	Drain PRE 6d6, points return at the rate of 5 per Week
Song Of Calming	1C	½	I	I	40m	-5	5	Mind Control 12d6, Set Effect (only to calm target down)
Song Of Control	1C	½	I	I	40m	-5	5	Mind Control 10d6
Song Of Destruction	1 obj	1M	I	I	30m	-7	7	RKA 3d6, Penetrating, Only Works On Objects
Song Of Disharmony	1C	½	I	I	450m	-7	7	Dispel Song Magic 15d6, any one Song Magic spell/power at a time
Song Of Illusion	8m Rad	½	I	C	NR	-2	2	Sight Group Images, +2 to PER Rolls, Images are obviously illusory
Song Of Laughter	1C	½	I	I	40m	-8	8	Entangle 4d6, 4 PD/4 ED, Takes No Damage From Attacks
Song Of Madness	1C	5M	I	I	40m	-9	9	Major Transform 8d6 (sane person to insane person)
Song Of Slumber	1C	½	I	I	40m	-6	6	Mental Blast 6d6
Song Of Transformation	1C	1	I	C	40m	-4	4	Severe Transform 2d6 (person into designated type of animal)
<i>Defensive Song Magic</i>								
Song Of Negation	Self	½	I	C	Self	-2	2	Deflection, Only Versus Song Magic
<i>Miscellaneous Song Magic</i>								
Song Of Beast-Calling	Spec	½	I	I	NR	-15	15	Summon up to 250 animals built on up to 300 Total Points each
Song Of Creation	Spec	1	I	I	NR	-2	2	Major Transform 2d6 (create objects out of thin air)
Song Of Springtime	64m Rad	½	I	C	NR	-3	3	Change Environment (create springtime), +5 Temperature Levels
SORCERY								
<i>Offensive Sorcery Spells — Mind Spells</i>								
Confusion-Spell	1C	½	FGI	C	180m	-5	5	Change Environment (create confusion),; -4 to o INT and EGO Rolls
Emotion Control	1C	½	FGI	I	LOS	-6	6	Mind Control 12d6, Only To Alter/ Inflict Emotional States
Enhance Courage	1C	½	FGI	I	240m	-4	4	Aid PRE 4d6, Only To Resist Harmful Presence Attacks And Instill Courage
Fear-Spell	1C	½	FGI	I	50m	-6	6	Drain PRE 6d6
Forgetting-Spell	1C	½	FGI	I	LOS	-6	6	Major Transform 6d6 (remove memories), ACV, AVAD
Memory Alteration	1C	1	FGI	I	LOS	-9	9	Major Transform 6d6 (alter or change memories), ACV, AVAD
Mental Domination	1C	½	FGI	I	LOS	-5	5	Mind Control 10d6
Mindreading	1C	½	FGI	I	LOS	-6	6	Telepathy 12d6
Mind Torment	1C	½	FGI	I	LOS	-6	6	Mental Blast 6d6
Mindtrap	1C	½	FGI	I	400m	-9	9	Entangle 4d6, 4 PD/4 ED, Mental Paralysis

Name	Target	Cast Time	Cast Proc	Dura	Range	MR	END	Effect
Offensive Sorcery Spells — Illusion Spells								
Double Deception	500m Rad	½	FGI	C	170m	-4	4	Images to Detect Illusion, -4 to PER Rolls
Entertaining Illusions	4m Rad	½	FGI	C	40m	-2	2	Sight and Hearing Group Images, +1 to PER Rolls
Illusions Of The Eye	4m Rad	½	FGI	C	200m	-2	2	Sight, Touch, and Hearing Group Images
Illusions Of The Mind	1C	½	FGI	I	LOS	-6	6	Mental Illusions 12d6
Impassable Terrain Illusion	500m Rad	½	FGI	TL	2000m	-13	0	Sight, Hearing, Smell/Taste, and Tough Group Images, -8 PER Rolls
Prismatic Blast	1C	½	FGI	I	8m	-5	5	Blast 5d6, AVAD (Sight Group Flash Defense)
Terrifying Phantasm	8m Rad	½	FGI	I	400m	-6	6	Drain PRE 4d6
Offensive Sorcery Spells — Wizard's Hand Spells								
Wizard's Hand	1C	½	FGI	C	150m	-1	1	Telekinesis (10 STR)
Offensive Sorcery Spells — Oneiromantic Spells								
Dream Manipulation	1C	½	FGI	I	NR	-6	6	Mental Illusions 12d6, Only To Alter Dreams
Sleep-Spell	1C	½	FGI	I	80m	-8	8	Mental Blast 8d6
Defensive Sorcery Spells								
Many Selves	8m Rad	½	FGI	C	NR	-4	4	Sight and Hearing Group Images (create 5 copies of caster), -5 to PER Rolls
Mindshield	Self	½	FGI	TL	Self/NR	-2	0	Mental Defense (16 points), UBO
Sensory Sorcery Spells								
Detect Illusion	Self	½	FGI	C	Self	-2	2	Detect Illusion (INT +2) (no Sense Group), Discriminatory, Range
Detect Invisibility	Self	½	FGI	C	Self	-1	1	Detect Invisibility (INT +2) (no Sense Group), Range
Mindseeking	1C	½	FGI	C	Spec	-5	5	Mind Scan 10d6
Oneiromancy	Area	6H	FGI	I	400m	-4	4	Clairsentience (Sight Group), Precognition
Miscellaneous Sorcery Spells								
Clear Mind	Self	1	FGI	I	Self	-4	4	Aid INT and EGO 3d6, Only Aid Self
Empathic Healing	1C	1T	FGI	I	NR	-5	5	Simplified Healing 5d6, Side Effect (caster takes all damage healed)
Invisibility	Self	½	FGI	C	Self	-2	2	Invisibility to Sight Group
Masquerade Illusion	Self	½	FGI	C	Self	-3	3	Shape Shift (Sight, Hearing, and Touch Groups, any humanoid), Imitation
THAUMATURGY								
Self-Changing Spells								
Animal Shapes	Self	1T	FGI	C	Self	-6	18	Multiform (16 animals built on up to 250 Total Points each), Personality Loss
Monster Shapes	Self	1T	FGI	C	Self	-8	16	Multiform (16 monsters built on up to 300 Total Points each), Personality Loss
Protected Shape	Self	½	FGI	TL	Self	-2	0	Power Defense (20 points), Only Versus Transforms And Thaumaturgic Attacks
Shapechanging	Self	½	FGI	C	Self	-3	3	Shape Shift (Sight, Hearing, and Touch Groups, any humanoid), Imitation
Stone Shapes	Self	½	FGI	C	Self	-2	2	Shape Shift (Sight and Touch Groups, any inanimate object)
Other-Changing Spells								
Animal's Senses	1C	½	FGI	TL	NR	-2	0	+5 PER with all Sense Groups, UBO
Enhance Strength	1C	½	FGI	I	NR	-3	3	Aid STR 3d6

Name	Target	Cast Time	Cast Proc	Dura	Range	MR	END	Effect
Flesh Sculpting	1C	1	FGI	C	NR	-3	3	Major Transform 2d6 (grant physical form-based powers)
Petrification	1C	½	FGI	I	1200m	-12	12	Severe Transform 8d6 (living being into stone)
Transform Person To Animal	1C	1	FGI	I	10m	-13	13	Severe Transform 7d6 (humanoid beings into animals)
Creation Spells								
Create Feast	Spec	1T	FGI	I	NR	-2	2	Minor Transform 4d6 (raw/uncooked foodstuffs into sumptuous feast)
Create Vehicle	Spec	5M	FGI	I	NR	-9	9	Summon one Vehicle built on up to 200 Total Points
Create Weapons	Spec	1T	FGI	I	NR	-6	6	Major Transform 5d6 (raw metal into finished weapons)
Redirection Spells								
Archer's Bane	Self	0	FGI	I	Self	-4	4	Deflection, Trigger, Only Works Against Physical Projectiles
Harness Natural Power	Self	½	FGI	I	Self	-4	4	Aid Magic 4d6, Requires Appropriate Natural Phenomenon
Wizard's Bane	Self	½	FGI	I	Self	-3	0	Deflection, any Ranged magical attack
THEURGY								
Offensive Thurgy Spells								
Battle God's Strength	Self	½	FGI	I	Self	-5	5	Aid STR 4d6, points fade at the rate of 5 points per 5 Minutes, Only Aid Self
Black God's Cloud, The	8m Rad	½	FGI	C	100m	-5	5	Darkness to Sight Group
Black God's Touch, The	1C	1	FGI	I	NR	-11	11	RKA 3d6, NND (defense is Power Defense), Does BODY
Celestial Dragon's Glory	Self	½	FGI	I	Self	-3	3	Aid PRE 5d6, Only Aid Self
Celestial Hammer's Power	Self	½	FGI	I	Self	-3	3	Aid EGO 5d6, Only Aid Self
Celestial Staff's Power	Self	½	FGI	I	Self	-3	3	Aid INT 5d6, Only Aid Self
Chaos God's Touch	1C	1	FGI	I	60m	-6	6	Major Transform 6d6 (sane person to insane person)
Pentacles Of Jupiter	Varies	Varies	FGI	Varies	Varies	Varies	Varies	Blast 6d6, Double KB; Drain Flight 4d6; CE (control weather); Mind Control 12d6
Pentacles Of Mars	Varies	Varies	FGI	Varies	Varies	Varies	Varies	RKA 2d6, +2 STUN; Aid EGO 5d6; Aid PRE 5d6; 4 with All Combat
Pentacles Of Mercury	Varies	Varies	FGI	Varies	Varies	Varies	Varies	Aid SPD 8d6; Aid Running 5d6; Telepathy 10d6; Clairsentience (Sight Group)
Pentacles Of The Moon	Varies	Varies	FGI	Varies	Varies	Varies	Varies	Mental Illusions; 12d6; Sight and Hearing Group Images; Shape Shift; Aid Magic 5d6
Pentacles Of Saturn	Varies	Varies	FGI	Varies	Varies	Varies	Varies	Drain Movement Powers 4d6; Entangle 3d6, 3 PD/3 ED; RKA 1d6, NND, Does BODY
Pentacles Of The Sun	Varies	Varies	FGI	Varies	Varies	Varies	Varies	Sight Group Images, +4 PER; Sight Group Flash 12d6; Healing BODY 4d6; RKA 4d6
Pentacles Of Venus	Varies	Varies	FGI	Varies	Varies	Varies	Varies	Mind Control 12d6 to create love; Cosmetic Transform 10d6; Blast 6d6, NND; Growth
Starfire	32m Li	½	FGI	I	300m	-6	6	RKA 2d6, Armor Piercing, +1 Increased STUN Multiplier
Storm God's Arrow	1C	½	FGI	I	100m	-7	7	RKA 3d6, Armor Piercing, +1 Increased STUN Multiplier

Name	Target	Cast Time	Cast Proc	Dura	Range	MR	END	Effect
Sun God's Brilliance	8m Rad	1	FGI	C	60m	-6	6	Sight Group Flash 6d6
Defensive Theurgy Spells								
Earth God's Body	Self	½	FGI	P	Self	-2	2	Resistant Protection (8 PD/8 ED)
Sky God's Shield	Self	½	FGI	C	Self	-5	5	Resistant Protection (8 PD/8 ED/8 Mental Defense/8 Power Defense)
Movement Theurgy Spells								
Air God's Pathway	Self	½	FGI	C	Self	-2	2	Flight 24m
Earth God's Pathway	Self	½	FGI	C	Self	-3	3	Tunneling 12m through PD 6 materials, Only Through Earth/Stone
Water God's Pathway	Self	½	FGI	C	Self	-1	1	Swimming +16m
Sensory Theurgy Spells								
Black God's Eye, The	Self	½	FGI	C	Self	-1	1	Nightvision
Eye Of The Crown, The	Self	½	FGI	C	Self	-1	1	Detect Rightful King (INT +5) (Sight Group)
Sky God's Perception	Self	½	FGI	C	Self	-1	1	Detect Spoken Falsehood (INT +3)
Astrology	Area	½	FGI	C	NR	-4	4	Clairsentience (Sight Group), Precognition
Miscellaneous Theurgy Spells								
Celestial Centaur's Luck	Self	1T	FGI	P	Self	-3	0	Luck 6d6, Only Lasts Until A Luck Roll Succeeds
Moon God's Light	8m Rad	1	FGI	C	160m	-2	2	Sight Group Images (create moonlight), +2 to PER Rolls
Healing God's Touch	1C	1M	FGI	I	NR	-3	3	Simplified Healing 3d6
Water God's Breath	Self	½	FGI	TL	Self	-1	0	Life Support (Expanded Breathing: Breathe Underwater)
VOODOO								
Offensive Voodoo Spells								
Badè's Breath	1C	1	FGI	C	300m	-3	3	Telekinesis (20 STR), Affects Whole Object
Crossroads Blessing	Self	1T	FGI	I	NR	-7	7	Aid Voodoo 4d6, any one Voodoo spell/power at a time, Only Aid Self
Baron Samedi's Change	Self	1T	FGI	C	Self	-6	18	Multiform (16 animals built on up to 200 Total Points each)
Bosou's Brawn	1C	½	FGI	I	NR	-2	2	Aid STR 3d6
Ghede's Command	Self	1	FGI	C	Self	-3	3	+30 PRE, Only To Make Presence Attacks Against The Undead
Loa Possession	Self	1M	FGI	C	Self	-4	4	Boost two defined Characteristics 3d6, Side Effect (take on loa's personality)
Ogou's Hand Of Fire	Spec	1	FGI	C	450m	-4	4	Telekinesis (30 "STR"), Only Works On Fire
Ogou's Machine Hand	1 mach	1	FGI	C	50m	-2	2	Telekinesis (10 STR), Fine Manipulation, Only To Control Machines
Ogou's Mighty Hand	1C	1T	FGI	I	NR	-8	8	Aid STR, DEX, CON, and PD 4d6
Ogou Shango's Axe	1C	1	FGI	I	450m	-6	6	RKA 3d6, Indirect (always from above), Only During Storms/Cloudy Skies
Ogou Tonnerre's Laughter	8m Rad	1	FGI	I	NR	-4	4	Hearing Group Flash 8d6, Personal Immunity
Simbi's Aid	1C	+1P	FGI	I	NR	-4	4	Aid Magic 3d6, any one Magic spell/power at a time
Simbi Chains The Lightning	1 mach	+1P	FGI	C	40m	-6	6	Suppress Electrical Device Powers 4d6, any one Device power at a time
Storm Conjunction	4 km Rad	5M	FGI	C	NR	-5	5	Change Environment (create/banish storms), -1 Sight Group PER Rolls

Name	Target	Cast Time	Cast Proc	Dura	Range	MR	END	Effect
Defensive Voodoo Spells								
Charm Against Rising	1 body	1H	FGI	I	NR	-3	3	Minor Transform 7d6 (corpse into corpse that can't be turned into a zombi)
Fear Not The Fire	Self	½	GI	C	Self	-1	1	Resistant Protection (12 ED), Only Works Against Fire/Heat
Ghede's Shield	1C	20M	FGI	I	NR	-6	6	Major Transform 6d6 (person into person with Power Defense (15 points))
Ogou's Shield From Fire	1C	½	FGI	TL	NR	-3	3	Resistant Protection (16 ED), Only Works Against Fire/Heat, UBO
Protection Against Illness	C	20M	FGI	TL	NR	-3	0	Power Defense (20 points), Only Versus Disease, Usable Simultaneously (8)
Protection From Torture	1C	1T	I	P	Self	-4	0	Resistance (10 points)
Sensory Voodoo Spells								
Ghede-Double's Gift	Area	1M	FGI	C	500m	-5	5	Clairsentience (Sight and Hearing Groups), Precognition
Perceive Thief	Self	5M	FGI	I	Self	-1	1	Detect Thief (INT Roll)
Reading The Seven Shells	Area	1M	FGI	I	400m	-4	4	Clairsentience (Sight Group), Precognition
Healing And Curative Voodoo Spells								
Cure Voye Lamò	1C	1H	FGI	I	NR	-9	9	Major Transform 6d6 (person afflicted with <i>voye lamò</i> to well person)
Fortunate One	1C	1M	FGI	I	NR	-6	6	Major Transform 6d6 (grant Luck), Only To Counteract Unluck
Lifting The Curse	1C	1H	FGI	I	NR	-6	6	Major Transform 6d6 (cursed person to person without a curse)
Maman Brijit's Cure	1C	5M	FGI	I	NR	-4	4	Major Transform 4d6 (black magic-afflicted person to well person)
Medsin Fèy	1C	1M	FGI	I	NR	-3	1	Healing Characteristics 1d6, any one Characteristic at a time
Ogou Batala's Hand	Self	1T	FGI	C	Self	-1	1	+3 with Medical Skills
Voodoo Black Magic								
Accuracy Grease	1 weap	1H	FGI	I	NR	-6	Spec	Aid Killing Attack 6d6, points fade at the rate of 5 per Day
Agau's Hand	10 km Rad	1T	FGI	I	NR	-15	15	Telekinesis (40 STR) to cause earthquakes
Agau's Mantle	4 km Rad	5M	FGI	C	NR	-7	7/hr	Change Environment (create storms), +/-5 Temperature Levels
Bosou's Black Hand	Self	1H	FGI	I	Self	-7	7	Aid Petro Voodoo 5d6, any one Voodoo Black Magic spell at a time
Capture Soul	Spec	1H	FGI	I	NR	-9	9	Summon one <i>zombi astral</i> built on 463 Total Points
Create Zombi Cadavre	Spec	1H	FGI	I	NR	-14	14	Summon up to 16 <i>zombis cadavre</i> built on 176 Total Points, Extra Tasks
Deadly Curse	Accu	1H	FGI	I	NR	-0	33	RKA 8d6, NND (defense is Life Support [Longevity]), Does BODY
Dispel The Dead	1C	1	FGI	I	20m	-9	9	Dispel 20d6, any one spirits of the dead spell at once
Enemy's Heart	1C	1T	FGI	I	NR	-4	4	Aid PRE or INT 2d6, Must Consume Heart/Liver Of Slain Enemy
Inflict Illness	Accu	1H	FGI	I	NR	-6	6	Drain CON and BODY 1d6, DoT (one increment per day for 3 days)
Kalfou's Mischance	Accu	1H	FGI	I	NR	-9	9	Blast 6d6, Trigger (takes effect sometime within a week)

Name	Target	Cast Time	Cast Proc	Dura	Range	MR	END	Effect
Kou Le	Accu	1H	FGI	I	NR	-6/-10	6/10	Drain CON and BODY 1d6, DoT; Major Transform 3d6 (inflict Unluck 1d6)
Koun Nanm	Accu	1H	FGI	I	NR	-9	9	RKA 1d6, AVAD (Power Defense), Does BODY, DoT
Kou Poud (Misfortune)	1C	½	FGI	I	RBS	-12	1	Major Transform 8d6 (inflict Unluck 3d6)
Kou Poud (Illness)	1C	½	FGI	I	RBS	-2	1	Drain CON and BODY 1d6, Delayed Effect, DoT (1/day for a Week)
Lougarou	Self	1T	FGI	P	Self	-4	4	Multiform (into wolf and various other animal forms)
Money Curse	1C	1H	FGI	I	NR	-6	6	RKA 1d6, AVAD (Power Defense), Does BODY, DoT (1/day for a Week)
Ouanga Of Calamity	1C	1H	FGI	I	NR	-10	10	Major Transform 8d6 (inflict Unluck 3d6), Trigger (touch ouanga)
Ouanga Of Pestilence	1C	1H	FGI	I	NR	-2	2	Drain CON and BODY 1d6, DoT (1/day for a Week), Trigger (touch ouanga)
To Learn A Woman's Secrets	1C	1M	FGI	I	NR	-6	6	Mind Control 12d6, Set Effect (go to sleep and tell me your secrets)
Voodoo Doll	Varies	1	FGI	I	Varies	Varies	Varies	Various attack spells
Voye Lamò	1C	1H	FGI	I	NR	-0	0	RKA 7d6, AVAD (Power Defense), Does BODY; Major Transform (sane person into insane person)

Miscellaneous Voodoo Spells

Charm Of Release	1 obj	1	I	I	NR	-8/-2	8/2	CE (-20 to Lockpicking rolls); Lockpicking 20-
Contact The Dead	Spec	20M	FGI	I	NR	Varies	Varies	VPP (40 Pool + 40 Control Cost), Only For Summoning Specific Beings
Easy Birth	1m Rad	1T	FGI	C	NR	-2	0	Images to Touch Group, +3 to PER Rolls
Find Treasure	Self	1T	FGI	C	Self	-2	2	Detect Treasure (INT +3) (no Sense Group), Discriminatory, Range, Sense
Ghede-Janmensou's Gift	1C	1T	FGI	I	NR	-4	4	Aid CON 6d6, Only To Prevent Drunkenness
Loko's Wisdom	Self	1T	FGI	C	Self	-1	1	+3 with Interaction Skills, Only When Dealing With Loa
Maman Brijit's Gift	Spec	1M	FGI	I	NR	-1	1	Major Transform 1d6 (air into money)
Ogou's Crafty Hand	Self	1T	FGI	TL	NR	-1	0	+3 with Tool-Using Skills
Papa Legba's Blessing	Self	1T	FGI	TL	Self	-1	1	+2 to Voodoo rolls
Voodoo Love Charm	Accu	20M	FGI	I	NR	-0	21	Mind Control 12d6, Set Effect (make victim fall in love)

WARRIOR-MAGERY**Offensive Warrior-Magic Spells**

Arcane Archery	1C	1	FGI	I	450m	-4	8	RKA 3d6
Blade Enhancement	1C	1	FGI	I	NR	-7	7	Aid HKA 5d6, Only Applies To Bladed Weapons
Blinding Flare	1C	0	GI	I	NR	-6	6	Sight Group Flash 6d6
Enhance Melee Accuracy	Self	½	FGI	C	Self	-2	2	+4 OCV with HTH Combat
Enhance Ranged Accuracy	Self	½	FGI	C	Self	-2	2	+4 OCV with Ranged Combat
Enhance Strength	Self	½	FGI	I	Self	-2	2	Aid STR 4d6, Only Aid Self
Far-Flung Stroke, The	Self	½	FGI	TL	Self	-7	3	Apply <i>Ranged</i> (+½) to HKA built on up to 75 Active Points
Frighten Horses	1 horse	1	FGI	I	50m	-4	4	Drain PRE 4d6, Only Versus Horses

Name	Target	Cast Time	Cast Proc	Dura	Range	MR	END	Effect
My Blade To Me	1 weap	1	GI	I	10m	-2	2	Teleportation 10m, UAA, Only Works On Caster's Weapons/Shield
Shatter Armor	1C	1	FGI	I	50m	-3	6	Dispel Armor 10d6, Only Versus Metal Armors
Shatter Weapon	1C	1	FGI	I	50m	-4	8	Dispel HKA 15d6, Only Versus Weapons
Warrior's Swiftess	Self	½	None	C	Self	-1	1	Lightning Reflexes (+5 DEX to act first with All Actions)
Defensive Warrior-Magic Spells								
Enhance Protection	Self	1	FGI	C	Self	-2	2	Resistant Protection (6 PD/6 ED), Only Applies In Personal Combat
Protection From Missiles	Self	0	FGI	I	Self	-4	4	Deflection, Only Works Against Physical Projectiles, Trigger
Movement Warrior-Magic Spells								
Swiftess Spell	Self	½	FGI	I	Self	-3	3	Boost Running 3d6, Only Aid Self
Sensory Warrior-Magic Spells								
Night's Eyes	Self	1	FGI	C	Self	-1	1	Nightvision
WITCHCRAFT								
Offensive Witchcraft Spells								
Bewitchment	1C	1	FGI	C	40m	-6	6	Severe Transform 2d6 (free-willed male into witch's slave)
Blight	640m Rad	1M	FGI	I	450m	-1	1	RKA 1 point, DoT (1/hr for 6 Hours), Only Versus Plants
Charm Of The Three Knots, The	1 ship	1T	FGI	C	450m	-6	6	Boost Swimming 6d6, Suppress Swimming 6d6, Only For Sailed Vehicles
Love Charm	1C	1	FGI	I	LOS	-7	7	Mind Control 15d6, Set Effect (make victim fall in love)
Man Into Frog	1C	½	FGI	I	50m	-10	10	Severe Transform 7d6 (person into frog)
Plague Of Serpents	Spec	½	FGI	I	NR	-6	6	Summon one small, venomous animal built on up to 80 Total Points
Sending	Accu	5M	FGI	I	NR	-14	14	Drain END 1d6, DoT (1 increment per day for 1 Week)
Movement Witchcraft Spells								
Flying Broomstick	Self	1	FGI	C	Self	-3	3	Flight 30m
Sensory Witchcraft Spells								
Cards Of Fate	Area	5M	FGI	I	400m	-4	4	Clairentence (Sight Group), Precognition
Potion-Brewing								
Love Potion	1C	½	F	I	NR	-8	4	Mind Control 20d6, Based On CON, Set Effect (make drinker fall in love)
Potion Of Transformation	1C	½	F	I	NR	-15	4	Severe Transform 7d6 (drinker into designated type of animal)
Candle Magic								
Candle Of Beguilement	16m Rad	½	F	C	NR	-10	1 Ch	Sight, Hearing, Smell/Taste, and Touch Group Images, -6 PER Rolls
Candle Of Life	Accu	½	F	I	NR	-10	1 Ch	RKA 6d6, NND (defense is Life Support [Longevity]), Does BODY
Candle Of Protection	16m Rad	½	F	C	NR	-30	1 Ch	Barrier 12 PD/12 ED, 12 BODY, Affects Desolidified, only versus demons/spirits/undead
Candle Of Truth	20m Rad	½	F	C	NR	-13	1 Ch	Mind Control 15d6, Set Effect (only to make people tell the truth)

Name	Target	Cast Time	Cast Proc	Dura	Range	MR	END	Effect
Miscellaneous Witchcraft Spells								
Beautify	Self	½	FGI	I	Self	-5	0	Aid Striking Appearance 3d6
Cleaning-Spell	32m Rad	½	FGI	C	NR	-5	0	Change Environment (clean and do related chores)
Moon Goddess's Blessing	Self	5M	FGI	I	Self	-6	6	Aid Witchcraft 3d6, any one Witchcraft spell/power at a time, Only At Night
Witch's Herdsman	Spec	½	FGI	I	NR	-7	7	Summon up to 64 domesticated herd animals built on up to 140 Total Points
WIZARDRY								
General Utility Spells								
Arcane Trickery	8m Rad	1T	FGI	TL	NR	-10	0	Images to Detect Magic, -6 to PER Rolls
Conceal Script	Self/1 obj	1	FGI	C/I	Self/NR	-2	2	Cryptography 20-; Cosmetic Transform 5d6 (change script)
Detect Magic	Self	1	FGI	C	Self	-1	1	Detect Magic (INT Roll) (no Sense Group), Discriminatory
Dispel Magic	1C	½	FGI	I	420m	-6	6	Dispel Magic 14d6, any one Magic spell/power at a time
Read Script	Self	1	FGI	C	Self	-3	3	Universal Translator (INT +10), Cryptography 25-
Wizard's Scribe	1 obj	1T	FGI	I	NR	-1	1	Minor Transform 3d6 (blank book or scroll to copy of another book/scroll)
Offensive Wizardry Spells								
Arcane Enervation	1C	½	FGI	I	100m	-6	6	Drain END 6d6, Only Works Against Mystic Endurance Reserves
Mystic Bolt	32m Li	½	FGI	I	NR	-7	7	RKA 3d6, Only Affects Living Beings
Mystic Dart	Accu	½	FGI	I	LOS	-6	6	RKA 2d6, Only Affects Living Beings
Silence-Spell	1m Rad	½	FGI	C	100m	-1	1	Darkness to Hearing Group, Usable As Attack
Wizard's Power	Self	½	None	C	Self	-3	3	+30 PRE, Only For Impressiveness-/Fear-Based Presence Attacks
Wizard's Trap	1C	½	FGI	I	NR	-9	9	RKA 4d6, Trigger (can be changed with each casting)
Defensive Wizardry Spells								
Mystic Wall	Area	½	FGI	I	100m	-5	5	Barrier 8PD/8 ED, 8 BODY (up to 12m long, 4m tall, 1m thick)
Wizard's Bulwark	Area	½	FGI	C	NR	-3	3	Barrier 6PD/6 ED, 6 BODY (1m long, 2m tall, ½m thick), Self Only
Wizard's Shield	Self	½	FGI	C	Self	-2	2	Resistant Protection (8 PD/8 ED)
Movement Wizardry Spells								
Flight-Spell	Self	½	FGI	C	Self	-1	1	Flight 12m
Levitation	Self	½	FGI	C	Self	-2	2	Flight 20m, Levitation
Teleportation	Self	½	FGI	I	Self	-10	10	Teleportation 40m, MegaScale (1m = 100 km)
Wizard's Steed	Self	½	FGI	C	Self	-4	0	Flight 30m, Only In Contact With A Surface
Sensory Wizardry Spells								
Wizard's Eye	Self	½	FGI	C	Self	-1	1	Fully Penetrative for Sight Group

Name	Target	Cast Time	Cast Proc	Dura	Range	MR	END	Effect
Words Of Power								
Word Of Blindness	1C	½	I	I	50m	N/A	12	Major Transform 12d6 (sighted being into blind being)
Word Of Command	1C	½	I	I	50m	N/A	15	Mind Control 30d6
Word Of Devastation	30m Exp	½	I	I	900m	N/A	13	RKA 6d6
Word Of Slaying	1C	½	I	I	50m	N/A	45	RKA 10d6, NND (being a god or having divine protection), Does BODY
Miscellaneous Wizardry Spells								
Astral Form	Self	20M	FGI	C	Self	-6	0	Desolidification, Projection
Grant Wish	1C	1M	FGI	P	NR	-8	0	Extra-Dimensional Movement (to "realm" where wish is fulfilled)
Life Extension	Self	1H	FGI	P	Self	-1	0	Life Support (Longevity: +100 years of life)
Locking And Opening	1 obj	½	FGI	C/P	NR	-8/-2	8/2	Change Environment (-20 to Lockpicking); Lockpicking 20-
Mending	1 obj	1T	FGI	I	NR	-2	2	Healing BODY 2d6, Inanimate Objects Only
Ropeworking	1 obj	½	FGI	C	200m	-2	2	Telekinesis (10 STR), Fine Manipulation, Only On Ropes/Cords/String
Warning-Spell	8m Rad	1T	FGI	C	NR	-3	0	Images to Hearing Group, +4 to PER Rolls, Trigger

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