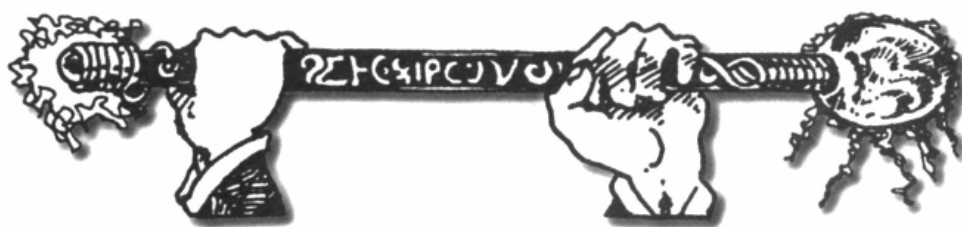


G U R P S[®]

MAGIC



A Tome of Mystic Secrets for Fantasy Roleplaying SECOND EDITION

By Steve Jackson

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STEVE JACKSON GAMES



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INTRODUCTION

THE very first roleplaying was fantasy roleplaying. No game system is complete without a good treatment of magic. That's why *GURPS Fantasy* was our very first *GURPS* worldbook. That book presented both the magic system and a brief look at the world of Yrth, a magical game background.

However, feedback from *GURPS* players indicated that they wanted an entire book devoted to magic, with the Yrth material moved and expanded to a book of its own. There were also a lot of requests that the *Basic Set* cover magic.

Your wish is our command. The third edition of the *GURPS Basic Set* includes a chapter on magic, and over 100 spells... but there's room for much more. And here it is. This is the book for GMs and players who are ready for a campaign with high-powered magic.

GURPS Magic contains nothing but magical source material; all the worldspecific background has been removed. (The world of Yrth has its own book: the second edition of *GURPS Fantasy*.)

This book repeats the magic rules from the *Basic Set*, for two reasons. First, some buyers of this book will be using earlier *GURPS* editions, which did not include magic. And second, it seemed worthwhile to keep all the material together, to minimize page-flipping and make reference easier for both GMs and players. So this book includes all the rules and spells already presented . . . and many, many more.

That extra space has allowed us to add more than 100 new spells to the list from *Fantasy*, for a total of about 420. It's also given room for several additions, all leading to a more creative and "generic" approach to magic. These include:

More detail on alchemy, and over twice as many alchemical elixirs.

A new college of spells: Plant Magic.

Some optional elaborations, such as mana "type," clerical magic, and one-spell mages.

Advice for the creative GM of a magical campaign - and a Campaign Record to make it easy to start a new campaign or game-world. All too often, fantasy campaigns seem trite and predictable, trapped by their sources in Tolkien and Arthurian England. But magic and magical worlds can have infinite variety.

And, best of all, we have a whole new system of spellcasting, designed by Steffan O'Sullivan and Brett Slocum. This "improvisational" magic allows mages to improvise any spell . . . if they know the right Words! It can be used to augment the *Spell List*. The 25 magical Runes can be used to create magical items, or to replace the spell list entirely, making all magic and enchantment improvisational.

Finally, if this book isn't enough, we've got a brand new book of completely new spells. The book is called *GURPS Grimoire*, and it's available now. It includes new spells for every college in this book, and also introduces two new colleges: Tech Magic and Gate Magic.

The real purpose of *GURPS Magic* is to let the GM create exactly the type of magical campaign he prefers, within the framework of a detailed spell list and other rules.

Enjoy the book; may your triumphs be many and your backfires few.

- Steve Jackson

About GURPS

Steve Jackson Games is committed to full support of the *GURPS* system. Our address is SJ Games, Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) am time you write us! Resources now available include:

Pyramid. Our bimonthly magazine includes new rules and articles for *GURPS*, as well as information on our other lines: *Car Wars*, *Toon*, *Ogre Miniatures* and more. It also covers top releases from other companies *Traveller*, *Call of Cthulhu*, *Shadowrun*, and many more.

New supplements and adventures. We're always working on new material, and we'll be happy to let you know what's available. A current catalog is available for an SASE.

Errata. Everyone makes mistake, including us - but we do our best to fix our errors. Up-to-date errata sheets for all *GURPS* releases, including this book, are always available from SJ Games; be sure to include an SASE with your request.

Q&A. We do our best to answer and game question accompanied by an SASE.

Gamer input. We value your comments. We will consider them, not only for new products, but also when we update this book on later printings!

Illuminati Online. For those who have home computers, SJ Games has an online service with discussion areas for many games, including *GURPS*. Here's where we do a lot of our playtesting! It's up 24 hours per day at 512-448-8950, at up to 14.4K baud - or telnet to io.com. Give us a call! We also have conference, on Compuserve, GEnie, and America Online.

Page References

Rules and statistics in this book are specifically for the *GURPS Basic Set* (Third Edition). Any page reference that begins with a B refers to a page in the *Basic Set* - e.g., p. B102 means p. 102 of the *Basic Set*, Third Edition. A "BY" page reference means a page in the *GURPS Bestiary*, Second Edition.

Because some of the material in this book repeats rules in the *Basic Set*, some page references are given to *both* books (for instance, p. 92/B12). This is to make it easier to reference between the two books.

Since this book was released after the *Third Edition*, it corrects a few errata, and makes a few changes (in particular, stats for missile spells are slightly different, since this book adds the Spell Throwing skill). Where the two books differ, follow this one.

1

PRINCIPLES OF MAGIC

Magical Terms

abort: To stop the casting of a spell before its completion.

backfire: A critical miss when a spell is cast. Same as “fumble.”

base skill: The level of spell skill given by spending one point (the minimum) for an ordinary (Mental/Hard) spell, or two points for a M/VH spell.

basic spell: A spell with no other spells as prerequisites.

blocking spell: A spell which can be cast as an instant defense - i.e., a block to some sort of attack.

cancel: To end your own spell before it would normally be over.

caster: The person casting a spell.

effective skill: Your true skill, plus or minus any bonuses or penalties (usually penalties) you have for range, circumstances, etc. A caster rolls against effective skill.

energy: The “cost” to cast a spell. Energy cost may be paid in either ST points (fatigue) or HT points (hits). Lost energy of either kind is recovered as usual: resting for fatigue, healing for hits.

grimoire: A book of spells. Specifically, the list of spells available to a particular character, and their cost.

mage: Anyone with the advantage of Magical Aptitude.

magery or magical aptitude: Two words for the same thing. Magery is the advantage of being “in tune” with the powers of magic; see p. 103/B21.

maintain: To continue a spell after it would normally end. Costs more energy, unless the caster has high skill.

mana: The energy of magic. Different areas (or worlds) have different levels of mana. See sidebar, p. 6/B147. Different types of mana are possible as well - see p. 94.

mastered spell: A spell that is known at a high enough skill to eliminate the need to concentrate to cast it.

missile spell: A spell which is first cast, and then “thrown” at the subject. Requires two rolls: a skill roll to cast, a DX or Spell Throwing roll to hit.

prerequisite: A requirement for learning a spell.

resisted: Any spell that must overcome the “power of its subject before it works.

subject: The person, place, or thing on which a spell is cast.

wizard: Any user of magic, whether he is a mage or not.

MAGIC is a powerful and fickle force, controlled through procedures called spells. Magic draws upon an energy called *mana* - but, though we have a name for it, we do not know what it is. Even the most powerful wizards do not fully understand magic... or, if they do, they haven’t told us about it.

There are hundreds of different magic spells, each with a different purpose. Skilled wizards can modify old spells or even invent new ones... but experimental magic is dangerous, and not for the beginner.

Certain people have an inborn ability to learn and use magic. This advantage is called Magical Aptitude (see p. 103/B21). Anyone with any degree of Magical Aptitude is called a *mage*. In many game worlds, only mages can use magic. In all game worlds, they are *better* with magic than are non-mages.

Some religions teach that magic is inherently evil, and that any magic-user is endangering his immortal soul. Certainly, badly-cast spells seem to attract the attention of *something* powerful and malicious - and occasionally a clumsy spellcaster is devoured by a genuine demon!

But it is also true that many good men know and use magic - and the saintliest of these seem to be immune to the worst magical “fumbles.”

No one really knows. The consensus is that magic, of itself, is neither good nor evil. It is the way a spell is used - the intent behind it - that determines whether magic is “white” or “black.” But there is no doubt that certain forms of magic - human sacrifices, for example - are inherently evil and are despised by all honest mages.

Learning Magic

Most spells can be learned by anyone (though remember: in some worlds they can only be *used* by mages). Some spells can only be learned by mages being a mage is a *prerequisite* for the spell.

Each magic spell is considered a skill, and is learned the same way that any other skill is learned. But, as the saying goes, “one spell doth not a wizard make.” Many rogues and adventurers can command a few useful spells, but a true wizard will be the master of dozens.

Spells have no default level; you *must* be trained in a spell to use it. Spells are Mental/Hard skills (except for a few, specified in the Spell List, which are Mental/Very Hard). However, your level of Magical Aptitude *adds to your IQ* for the purpose of learning spells. Thus, if you have an IQ of 12 and 3 levels of Magical Aptitude, you learn spells as though you had an IQ of 15. No one may have a Magical Aptitude of more than 3.

Important note: To learn a spell, you must put a *minimum* of one point in it - even if you are brilliant and blessed with magical aptitude. Any less study, and the spell simply doesn’t “take.” Also, note that Eidetic Memory is not too useful for spells; it gives you rote memory, but not true understanding. First-level Eidetic Memory gives a +1 to IQ for learning spells; second-level gives a +2. It gives no other bonuses.

Finding a Teacher

In a world in which magic is common, it will probably be taught just like any other trade. You may apprentice yourself to a wizard to learn his whole craft... or hire a magic instructor to teach you a few spells. Of course, there is always the possibility that magic will be a closely-guarded secret in your world. This can lead to interesting complications!

In a world where magic is rare (or in which few believe in it), finding an instructor will be much harder. Most wizards will shroud themselves in secrecy - or belong to mysterious, far-off cults - or prove to be fakes!

Like any other intellectual skill, magic can be learned without a teacher. You must be Literate and have access to good textbooks. Even with the *best* textbooks, an unsupervised student learns at half speed (each spell costs twice as many character points). And most spell-books - *especially* those found in non-magical worlds - are complex and deliberately obscure!

In campaigns set in “normal” fantasy worlds, where magic is common, it is suggested that the GM ignore the question of supervision *unless and until* players create characters with skill levels which seem unreasonably high for the campaign. At that point, the GM can require that characters either pay double points for further improvement, or find someone of superior skill to teach them. Such skilled teachers may be hard to find and costly to hire!

Prerequisites

All spells except the most basic have *prerequisites* - *requirements* that must be met before the spell can be learned.

If the prerequisite is another spell, it must be known at skill level 12 or better before the higher spell may be studied. Thus, a magic-user must learn simple spells first, and proceed to advanced ones as his knowledge increases.

“Magery” is a prerequisite for most of the stronger spells. This means that no one but a mage - a person with Magical Aptitude - can learn them. “Magery 2” means that *two* levels of Magical Aptitude are required to learn the spell, and so on. Some spells also require a minimum basic DX or IQ, or a particular advantage.

Grimoires

When you play a character who knows a number of spells, you may wish to make a “grimoire” for that character. A grimoire is a book of spells. Your character’s grimoire is a list of the spells he knows, his skill with each, the energy each costs to cast, and other important details about them. This will save a lot of reference time in play - because, with over 420 spells, not even the most dedicated player will know the details for every one!

A “grimoire form” is located on p. 128. You may wish to copy it onto the back of each mage’s Character Sheet. This is for the *players’* convenience. A *character* has his spells memorized, and can leave his spellbooks at home.

Casting Spells

In order to cast a spell, you must *know* that spell, or possess an item that lets you use the spell (see p. 19/B153). Then you must spend one or more turns in *concentration*. At the beginning of the turn *after* your last turn of concentration, you must make your skill roll for that spell. You may then do something else on that turn (use a weapon, start concentrating again, etc.).

Casting a spell works just like any other use of a skill. The caster rolls three dice and compares the result with his “skill level” in that spell. If his roll is less than or equal to his skill level, the spell works. If his roll is greater than his skill, the spell fails.



Hiring a Wizard

PCs may want to hire a wizard for a teacher. Or a group of adventurers may need a mercenary magician! Use the same procedure and pay rules as for any other hiring (see p. B194). The more common magic is in your world, the easier it will be to find any sort of wizard and the less you will have to pay him. See p. 106 for some basic job information.

However, it will be harder to find a wizard hiring if you want to specify the exact spells he must know, especially if you choose complex ones. To find a wizard with Create Fire, for instance, you would need to roll at only a -1, since this is a common spell. But to find a wizard who knew both Lesser Geas and Summon Spirit (two complex, unrelated spells) you would have to roll at a -8!

Specifying a high level of skill will also make a hiring harder to find: in general, -1 to the search roll for each skill level above 15 which you require.

Setting these penalties is up to the GM

Any mage gets a +1 when searching for another mage as hiring; connections with the local wizardly guilds or power structure could be good for a further +1 to +3 bonus.



Mana

Mana is the energy behind magic. Magic will work only if the mana of the game world (or the specific area) allows it. Mana is rated as follows:

Very high mana: Anyone can cast spells, if he knows them. Energy spent by a mage is fully renewed every turn! However, any slip is likely to be disastrous. Even an ordinary failure is treated as a "critical failure" - and critical failures produce spectacular disasters. Very high mana is extremely rare.

High mana: Anyone can cast spells, if he knows them. This condition is rare in most worlds, but some game worlds have High Mana throughout them.

Normal mana: Only mages can cast spells. These spells work normally, according to all rules given in this section. This is the "default" condition for fantasy game worlds . . . mages use magic, others don't.

Low mana: Only mages can cast spells, and all magic use is at -5; this also affects energy cost, time, and ritual required to cast a spell. Power of magical items is also at -5 - so items with Power below 20 *will not work at all*. However, critical spell failures have very mild effects or no effect at all. Our Earth is a low-mana world. (The GM may, if he wishes, add gradations of mana between low and normal - e.g., areas on the boundary might shade from -1 to -4.)

No mana: No one can use magic at all. Magic items do not function (but regain their powers when taken to an area with mana). No-mana conditions occur in isolated spots in magical worlds. Some entire game worlds may have no mana, making magic use impossible.

Certain very powerful spells can change the level of mana in an area - see p. 63.

Sensing Mana

A mage does not automatically know the mana level of an area, but whenever he crosses a boundary between mana types, he may roll to detect the change, and whether it was up or down. This roll is based on Magery only: Magery 1 gives a roll of 8 or less, Magery 2 gives a roll of 11 or less, Magery 3 gives a roll of 13 or less. The mage rolls at +3 if he was specifically trying to "feel" the boundary. Critical success will tell everything about the local mana!

A little experimentation, or an Analyze Magic spell cast for the purpose, will easily determine exact mana level.

Types of Mana

It is also possible to have localized areas where the mana is especially favorable (or unfavorable) to certain types of magic. See p. 94.

Various modifiers will add to or subtract from the caster's basic skill with the spell. The modifiers depend on the *class* of spell - see p. 10/B149.

A successful roll means the spell was cast, and the spell's energy cost (see below) is marked off your ST (as fatigue) or your HT (as injury).

A critical success (a 3 or 4; a 5 if your effective skill was 15+; a 6 if your effective skill was 16+) means the spell worked especially well. The *nature* of this great success is left to the GM, who should be both generous and creative. There is *never* an energy cost if you get a critical success when you cast a spell.

A failed roll means the spell was not cast. If a successful use of the spell would have cost energy, the caster loses one energy point. If the spell would not have required energy, the caster loses nothing.

A critical miss (any roll of 18; a 17 if your skill is under 16; or any roll 10 over your effective skill) means that the energy cost of the spell was spent, but the spell failed *badly*. A table of "backfire" results is provided below. However, the GM may improvise *any* "backfire" that he finds appropriate and amusing, as long as he does not actually kill the caster.

If this seems arbitrary or unfair . . . it is! Again, magic is *fickle*. Any time you cast a spell, you are using powers you do not fully understand, and exposing yourself to the whim of the fates - as represented by the GM.



Critical Spell Failure Table

Roll 3 dice. The GM does not have to use this table; he is free to improvise (though improvisations should be appropriate to the spell and the situation). If a result on this table is inappropriate, or if it happens to be the result that the caster actually *intended*, roll again.

- 3 - Spell fails entirely; caster takes 1 die of damage.
- 4 - Spell is cast on spellcaster.
- 5 - Spell is cast on one of the caster's companions (roll randomly).
- 6 - Spell is cast on a nearby foe - roll randomly.
- 7 - Spell produces only a whining noise and an awful odor of brimstone.
- 8 - Spell goes at someone or something other than its intended target - friend, foe, or random item. Roll randomly, or GM makes an interesting choice.
- 9 - Spell fails entirely; caster takes 1 hit of damage.
- 10 - Spell fails entirely; caster is stunned (IQ roll to recover).
- 11 - Spell produces nothing but a loud noise and a flash of colored light.
- 12 - Spell produces a weak and useless shadow of its intended effect.
- 13 - Spell produces the reverse of the intended effect.
- 14 - Spell produces the reverse of the intended effect, on the wrong target (roll randomly).
- 15 - Nothing happens except caster temporarily forgets spell - make an IQ roll after a week, and again each following week, until he remembers. Caster can study spell during this time, but it is a waste of his time.
- 16 - Spell seems to work, but it is only a useless illusion.
- 17 - Spell fails entirely; caster's right arm is crippled - 1 week to recover.
- 18 - Spell fails entirely. A demon (see p. 113/B154) appears and attacks the caster. This will not happen if, *in the GM's opinion*, the caster and spell were both lily-white, pure good in intent. Instead, roll again.

GMs are encouraged to make up their own lists of amusing special effects, dooms, and backfires, with which to chastise clumsy mages.

Caster and Subject

The “caster” of a spell is the person who is attempting to cast it.

The “subject” of a spell is the person, place, or thing upon which the spell is cast. If the caster is casting the spell on himself, he is both caster and subject. The subject can also be another person; another being; an inanimate object; or even an area on the game map. If the subject is a place, the caster can “touch” that area by extending a hand into it or touching the ground, as appropriate for the spell.

Time Required to Cast Spells

Most spells take one turn to cast. The caster uses the “Concentrate” maneuver for one second. At the *beginning* of his next turn, he attempts his skill roll. If the roll succeeds, the spell takes effect instantly. The caster is then free to make another maneuver, or to concentrate again.

Example: Wat the Wizard wants to cast *Create Fire*. No special “Time to Cast” is shown on the Spell List, so it is a one-second spell. On Turn 1, Wat says “I’m concentrating.” (He must tell the GM what spell he is casting.) He can do nothing else that turn. At the *beginning* of his second turn, Wat rolls. He makes his roll; fire is created. Now Wat may move, ready a weapon, or take any other maneuver... or announce another spell and Concentrate again.

Some complex spells take more than one turn to cast. All this time must be spent in the “Concentrate” maneuver. *Example:* If a spell takes 3 seconds to cast, the wizard must spend three turns doing nothing but concentrating. The spell is cast at the beginning of the caster’s fourth turn. The caster may “abort” the unfinished spell before then, at no penalty.

With high enough skill (see below) a spell can be cast instantly. Such a spell may take effect at any time during the caster’s turn, but only one such spell may be cast per turn!

A few special *blocking* spells can be cast in effectively *no* time, during a foe’s turn, to defend against an attack. See *Blocking Spells*, p. 12.

Magic Rituals

The higher your basic skill with a spell, the easier it is to cast. This applies both to the energy cost (see p. 8) and the “ritual” required. If you can’t perform the ritual, you can’t cast the spell! For instance, if the ritual requires speech, you can’t cast the spell while gagged or under a spell of silence. If you do not know a spell at all, you cannot cast it unless you have a magical item.

Skill 11 or below: The wizard must have both hands and both feet free for elaborate ritual movements, and speak certain words of power in a firm voice. The spell takes *twice* the listed time to cast, because it is not yet fully known.

Skill 12-14: The wizard must speak a few quiet words and make a gesture to activate the spell. At this level (and above) spells take the listed time to complete.

Magic and Psionics

Magic is not the same thing as psionics (powers of the mind) - see p. B165. However, many magical effects can also be achieved by psionics. If your foe stares at you balefully, and your clothes burst into flame, you may be facing a pyrokinetic - or a mage using the Ignite Fire spell.

For the most part, it makes little difference. But an anti-magic spell will not stop psionics - nor will a psionic screen stop magic. However, physical countermeasures are usually effective against either. Neither a mage nor a psi is immune to honest steel.



Alternate Magic Ritual Rule

Here is another way to treat magic rituals. This rule makes magic slightly more powerful, because it gives wizards more flexibility in the way they can cast their spells.

The standard method of casting a spell is to gesture with both hands, make certain ritual foot motions (like dance steps) and speak the appropriate incantation in a firm, clear voice. Wizards may choose to omit parts of this ritual, at a penalty to their effective skill:

- 2 for soft speech, or -4 for no speech.
- 2 if gestures are made with only one hand, or -4 if no gestures are used.
- 2 if no foot movements are made.

Wizards who have extra time may *enhance* the ritual. If the caster doubles the time usually required to cast the spell, speaks very loudly, and gestures emphatically, he gets +1 to effective skill.

The Mage's Touch

Touching a subject negates any distance penalty; a wand or staff may be used. And some attack spells *require* that the caster touch the subject. This is "the mage's touch." First the mage casts the spell. As his next action (assuming the spell roll was successful), the mage tries to strike his foe with his hand, wand or staff. In combat, roll this just like any other attack. If a touch is scored (the mage hits, and the foe's defense fails) then the spell succeeds. If the mage misses, or if the foe defends successfully, the spell is lost. Note that PD from armor and shield will not normally help against the "mage's touch," and a parry with an arm won't save the subject.

A bare-handed or staff attack does its normal physical damage (if the mage wishes), in addition to whatever damage the spell does. A wand touch does no damage. Note that a wand is very light, and has a 1/3 chance of breaking if parried by anything heavier than a knife!

The Mage's Touch in Close Combat

A wizard who steps into close combat with a foe and attempts a touch on the same turn must roll it as a normal attack; the foe may use any active defense.

A wizard who is already in close combat at the beginning of the turn may "touch" automatically, unless both his hands are grappled or otherwise immobilized. In that case, he must Break Free, and then touch on a subsequent turn. However, since it is impossible to concentrate while in close combat, no spells can be used this way except those the mage knows so well that he can cast them in zero time!



Skill 15-17: The wizard must speak a word or two and gesture - a couple of fingers are enough. He is allowed to move one hex per turn while taking the Concentrate maneuver. *At level 15, the spell's energy cost is reduced by 1.*

Skill 18-20: The wizard must speak a word or two *or* make a small gesture, but not necessarily both. *At level 20, the spell's energy cost is reduced by 2.*

Skill 21-24: No ritual is needed. The wizard simply seems to stare into space as he concentrates. Casting time is halved (round up), and if this would reduce casting time to less than a second, it takes effectively *no* time. The wizard can cast it while taking another maneuver - fighting, talking, etc. You still may not cast two spells during the same turn, unless one is a blocking spell!

Skill 25 or over: As above, but casting time is halved again (round up, as above). *At level 25, the spell's energy cost is reduced by 3.* Each further 5 levels of skill will halve casting time again and reduce energy cost by 1 more.

Some spells always require a certain ritual or item; this is noted in the spell lists, and overrides the general rules given above. Note that time to cast *missile* spells is not reduced by skill.

Distraction and Injury

If the caster is hurt, knocked down, forced to use an active defense or otherwise distracted while concentrating, he must make a Will-3 roll to maintain his casting. A failed roll means he must start over. If the caster is *injured* while concentrating, his effective skill for that spell is lowered by the total number of hits he suffered.

Example: While concentrating on a spell, Wat the Wizard is hit by an arrow for 2 hits of damage. He must make a Will-3 roll to maintain concentration. Even if he succeeds, he will be at -2 when he casts the spell.

Energy Cost to Cast Spells

Each spell has an energy cost. When you cast a spell, it costs you energy - either HT or ST. The better you know a spell, the less energy is required to cast it. If you know it well enough, you can cast it at *no* cost.

The mana level of the area (see sidebar, p. 6/B147) affects a wizard's effective skill. Low mana will also prevent his use of the Recover Strength spell (p. 49/B162) and therefore the *frequency* with which he can attempt spells.

If your *basic skill* with a spell (modified by mana level) is 15 or more, the cost to cast that spell is reduced by 1. If your skill is 20 or more, the cost to cast it is reduced by 2 - and so on. *The energy is still going into the spell - but your skill lets you draw it from the surrounding mana rather than supplying it yourself.* Thus (for instance) at Skill 20 you can cast a 2-die fireball (requiring 2 energy points) at *no* energy cost. To build it into a 3-die fireball, you would have to add 1 point of your own energy.

Note that the entire cost for a spell is calculated before any subtraction for high skill. A mage who can create many small fires, one after the other, at no cost, might still be exhausted by creating a single multi-hex fire.

High skill also lowers the cost to *maintain* a spell - see below.

Fatigue and Rest

Normally, the energy cost from a spell is considered "fatigue." Fatigue is marked off against ST on your Character Sheet, just as injuries are marked off against HT. When ST reaches 3, you are stumbling with fatigue, and your Move and Dodge scores are halved. When ST reaches 0, you fall unconscious. Your ST score *cannot* go negative.

Lost fatigue can be recovered by rest - see p. B134. A *mage* who knows the Recover Strength spell (see p. 49/B162) regains lost ST faster than normal.

Spending HT instead of ST

A caster may take energy from his body's vital force instead of just *his* Strength. He marks off some or all of the spell's cost against HT rather than ST. In other words, the spell is doing actual harm to the caster! This is dangerous, but may be necessary if the caster is badly fatigued and *has* to throw another spell. HT lost this way is treated just like any other injury.

A wizard's skill is at -1 for every point of HT he used to cast that spell.

A wizard may "burn" HT until he falls unconscious. Should a failed HT roll indicate he has died, the HT for that particular casting wasn't actually spent, and he falls unconscious instead of dying, ending the HT drain.

Duration of Spells and Maintaining Spells

Some spells take effect instantly and cannot be maintained - for instance, Flash, Thunderclap, Sleep. Other spells last for a certain time (given in the Spell List) and then wear off - unless they are *maintained*.

If a spell can be maintained, it will continue for a time equal to its original duration. A spell may be maintained as often as the caster wants, as long as he keeps paying the energy cost. However, the caster cannot renew a spell while he is sleeping, even if there is no energy cost to maintain it!!

Only the caster can maintain a spell. No *new skill roll* is required.

However, further energy must be spent to maintain the spell. If a spell can be maintained, the cost will be given in the Spell List. *Example:* Light has a (minute duration, and a maintenance cost of 1. So the spell lasts for only a minute - unless, at the end of that minute, the caster spends one more energy point to renew it.

If the caster is conscious, he will know when one of his spells needs to be renewed. *Distance* is not a factor in maintaining a spell.

Concentration. Most spells can be maintained without "concentration" on the part of the caster. But any spell that requires constant manipulation and change - e.g., control of a living being or moving illusion - naturally requires constant concentration by the caster. This requires the caster to take only the "Concentrate" maneuver. If something happens to distract the caster, a Will-3 roll is required each turn. A failed roll will not end the spell, but the spell's subject will do nothing until the caster can once again concentrate on it. A critical failure will break the spell.

Note that casting another spell will *not* break concentration - but the caster suffers a skill penalty for doing two things at once. See below.

Reduced Cost. If you know a spell so well that its energy cost is reduced (see above), then its cost to maintain is reduced by the same amount. If you know a spell at level 15 or better, it costs one less point of energy to *maintain* it. This can be very important! For instance, if a spell's "cost to maintain" is only 1, and you know that spell at level 15, you can maintain it indefinitely at *no energy cost*!

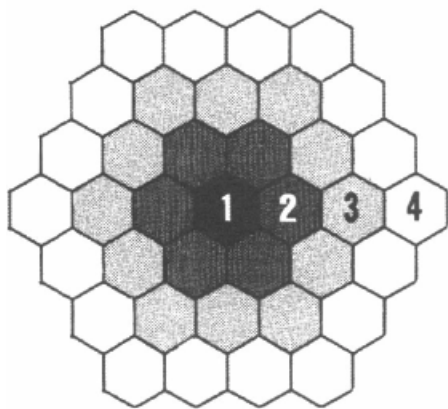
Magic Ingredients

Traditionally, every wizard has a bag (or a box, or a dump-truck) full of lizard tails, virgin's blood, mandrake root, Nixon buttons...

That's fine. That's the way it works. But for game purposes, we have not provided a long list of substances required for spells. This is left to the GM as a specific, powerful tool with which to balance his campaign!

As long as your campaign goes well, assume that your wizards can get everything they need. But if any spell, or group of mages, gets out of hand . . . hit them with a critical shortage of some needed ingredient. They will either have to give up the spell with which they're abusing your world, or go on a really difficult quest to replenish their stocks.





Areas of Effect

The area of effect of an area spell is a circle. The size of the circle depends on the energy put into the spell. (1) above is a single "ring" of hexes (i.e., 1 hex). Cost to cast the spell in this area is equal to base cost. (2) is an area equal to two rings of hexes - the center, and the ring around it. Cost to cast here is double base cost. (3) is three rings of hexes - triple base cost. (4) is four rings of hexes - four times base cost. And so on . . .

Some Area spells have a minimum cost to cast - e.g., Sense Foes has a base cost of 1 but a minimum cost to cast of 2 points. This means it will cost 2 to cast, even if you choose to restrict it to one hex.

Long-Distance Modifiers

Use these skill modifiers for "Seek" spells, and for other specified spells which work over a long distance.

Less than 100 yards: 0

Up to a half-mile: -1

Up to a mile: -2

Up to 3 miles: -3

Up to 10 miles: -4

Up to 50 miles: -5

Up to 100 miles: -6

Up to 300 miles: -7

Up to 1,000 miles: -8

Another -1 for each additional 1,000 miles.

Also, subtract 1 from effective skill for each "known" item you choose to ignore in your search. For instance, you would need to ignore the water in your canteen when you cast Seek Water in the desert!

Canceling Spells. A caster may wish to have a spell end *sooner* than it normally would. For instance, he might want a created fire (normally good for one minute) to end after only 30 seconds. If he specifies this at the time the spell is cast, it will last exactly as long as specified - there is no extra difficulty.

However, if a caster suddenly decides to "cancel" a spell before its time is up, he may - but there is an energy cost of 1, regardless of the spell.

Casting Spells While Maintaining Other Spells

A character may only cast one new spell at a time. However, many spells last a long time - especially if maintained. A caster *may* cast a new spell before older ones end. This is relatively easy if the existing spells do not require *concentration* - that is, active control. If the existing spells require control, it becomes much harder to cast a new spell! These modifiers affect effective skill at all times:

-3 for each other spell you are *concentrating* on at the moment. The Spell List specifies which spells require concentration.

-1 for each other spell you have "on" at the moment. A spell which lasts permanently (e.g., Create Earth, Zombie) does not carry a penalty.

Different Kinds of Magic

There are many different types of magic. Spells are divided into "colleges" according to subject matter, and "classes" according to the way they work. Many spells have unique features, as described in the Spell List.

Colleges of Magic

Spells that are related by subject matter are said to belong to the same "college." There are 21 different colleges. Basic spells of a college will be "prerequisites" for the harder spells. Most mages choose to specialize in only a few colleges (thus making it possible to learn some advanced magic), but it is possible to learn spells from every college if you desire.

Some spells fit in more than one college. For instance, *Earth Vision* is both an Earth spell and a Knowledge spell. This only becomes important when counting up prerequisites.

Mages who specialize in a given college of magic often band together to form a society, often called a "mage's guild" - see p. 119.

In general, anyone is free to learn any type of magic he desires - for instance, there is no reason you cannot study both Fire spells and Water spells, even though the two elements are opposed. (GMs may put special restrictions on this for their own campaigns - see Chapters 5 and 9.)

Spell Classes

Spells are divided into eight *classes*: Regular, Area, Missile, Blocking, Information, Resisted, Enchantment, and Special. Each type follows its own rules for casting. All Resisted spells also belong to another class.

Regular Spells

Most spells fall into this category. Follow the general rules given above. A regular spell only affects one subject at a time. For a subject larger than 1 hex (e.g., a 3-hex chunk of earth, or an elephant) multiply energy cost by the subject's size in hexes.

If the caster cannot *touch* the subject, apply a skill penalty equal to the distance in hexes between caster and subject. If the spell takes time to cast, figure distance at the moment the spell is finished and cast.

If the caster cannot touch or see the subject, there is a further -5 penalty. The caster does not have to see through his own eyes; any spell that lets him see by magical means, or see through another's eyes, will do. There are two ways to direct such a spell.

"The hex on the other side of this door." You'll get whoever is in that hex. If there is nobody there, you wasted the spell.

"The closest person in the next room." Or, "George, who I know is around here somewhere." The GM figures the actual range to the subject. (This is risky. The caster is inviting failure, or even critical failure. If the subject is farther away than he thinks, or not there at all, he may get a backfire!)

Aside from this, no physical barrier affects a regular spell. Unless the spell backfires, a regular spell never hits the wrong target.

Area Spells

These are spells that can be cast over an area of several hexes. If the spell affects living beings (e.g., Terror), all those within the area will be affected even after they leave the area. However, the area of effect cannot move! Otherwise, they are just like regular spells.

The size of the area governs the energy cost, but not the difficulty of the roll. The cost for these spells is given as *Base Cost*. This is the cost to affect *just one hex*. To affect a circle with a 2-hex radius (e.g., a hex, and all adjacent hexes), double the base cost. To affect a circle with a 3-hex radius, triple the cost - and so on. Some spells have a very low base cost - e.g., /to of a point for Rain. You must spend a minimum of one energy point to cast one of these spells. You may choose to affect only a part of the area, rather than the whole circle, but the cost is still the same. If the caster cannot touch some part of the affected area, the skill penalty is equal to the distance from the caster to the *edge* of the area. Assume that area spells extend 4 yards up from the ground, with two general exceptions. Spells with "Dome" in their names form spheres, with only the top half extending above ground.

The second exception is weather spells: Clouds, Rain, and so on. These spells produce their effects at the normal height for weather. (But the Fog spell is essentially a defensive combat spell, and only extends 4 yards up!)

Missile Spells

Certain long-distance attacks (Fireball, Lightning, etc.) are "missile spells." These spells require two skill rolls. The first is the regular skill roll to determine whether the spell succeeds; this is made after one second of concentration, with no modifier for distance. The second is a roll on the caster's Spell Throwing skill for that spell (see p. 105), made when the missile is *released*, to see whether it hits its target! This skill defaults to Throwing skill or DX-3. Determine whether the missile hits as for any other ranged attack, taking into account the size of the target and its speed/range (see p. B201). A missile spell flies in a straight line. If it hits a physical barrier and breaks that barrier, its remaining power continues through. (*Exception:* A Curse Missile is stopped by a barrier.)

An accurately-thrown missile spell may be blocked or dodged, but not parried. If the defender fails his defense roll, the spell takes effect. Armor *does* protect against damage from missile spells, except for Curse Missile. Neither passive defense nor damage resistance helps against this spell!



Ranged Attack Modifiers

Missile spell attacks are treated as "ranged weapons" (pp. B100, B114-119) for all purposes. Range stats for these spells are:

Curse Missile: SS 13, Acc +2, ½D 30, Max 80.

Explosive Fireball: SS 13, Acc +1, ½D 25, Max 50.

Fireball: SS 13, Acc +1, ½D 25, Max 50.

Ice Dagger: SS 13, Acc +3, ½D 30, Max 60.

Ice Sphere: SS 13, Acc +2, ½D 40, Max 80.

Lightning: SS 13, Acc +3, ½D 50, Max 100.

Poltergeist: SS 13, Acc +1, ½D 20, Max 60.

Stone Missile: SS 13, Acc +2, ½D 40, Max 80.

Winged Knife: SS 13, Acc +1, ½D 20, Max 40.

Limits on Protection

Several spells (Hide, for instance) offer variable levels of protection. In all such cases, the most protection anyone can get from these spells is 5 points - that is, a +5 bonus for the caster or a -5 penalty to whomever the caster is gaining protection from.

If the same protective spell is thrown more than once on the same subject, only the strongest one takes effect; they do not add together. The same is true for hostile spells like Foolishness, Fatigue and Clumsiness.

Magic in the Basic Combat System

These rules give very precise descriptions of range and area-of-affect, on the assumption that most campaigns will use some or all of the advanced combat rules.

But if you are playing without a map, use these guidelines for "range modifiers" to skill:

Missile spells are always thrown at the caster's basic Spell Throwing skill or the DX-3 default. Other combat-type spells are cast at basic skill if the GM rules the subject is in "striking range" of the caster. Otherwise, subtract 3 from the caster's effective skill.

For other spells: On the rare occasion when a "mapless" GM needs a precise range or distance, use those given. Otherwise, just make it fun!

Special Combat Rules: Invisibility and Darkness

In a combat situation where some fighters can't see their foes, there will be certain effects on attack and defense abilities:

Attacker cannot see *anything*: Attacker must make a Hearing-2 roll (or use some other method) to discover his foe's location. If the Hearing roll is failed, he may swing at a randomly chosen hex. His attack roll will be at -10 (-6 if he is accustomed to being blind), and cannot be aimed at any particular body part.

Attacker cannot see his foe, but can see his other surroundings: As above, except the attack penalty is only -6.

Attacker cannot see his foe, but knows his location for sure (e.g., defender is in a lone Darkness hex): As above, but no Hearing roll is required and the attack penalty is only -4.

Defender cannot see attacker: If the defender is aware he is being attacked and makes a Hearing-2 roll, he defends at -4. Otherwise he gets no active defense at all! If the attacker is in a hex of Darkness (see p. 58), but the defender is not, he defends normally since he can see the *weapon* coming.

Example: Mordecai is invisible, and fighting a bandit in daylight. The bandit must make a Hearing-2 roll to locate Mordecai before each attack - if he succeeds he attacks at -6. Mordecai attacks normally and defends normally. Any defense roll the bandit makes against an attack by Mordecai is at -4, and if he misses his Hearing roll he gets no active defense at all.

Note also that an unseen fighter can safely try things (stand on a table, lie down, etc.) that a normal fighter could never do. He may also just wait in a corner until his foe is exhausted!

The strength of a missile spell depends on the energy put into it. For instance, a fireball does 1 die of damage for each point of energy used in creating it.

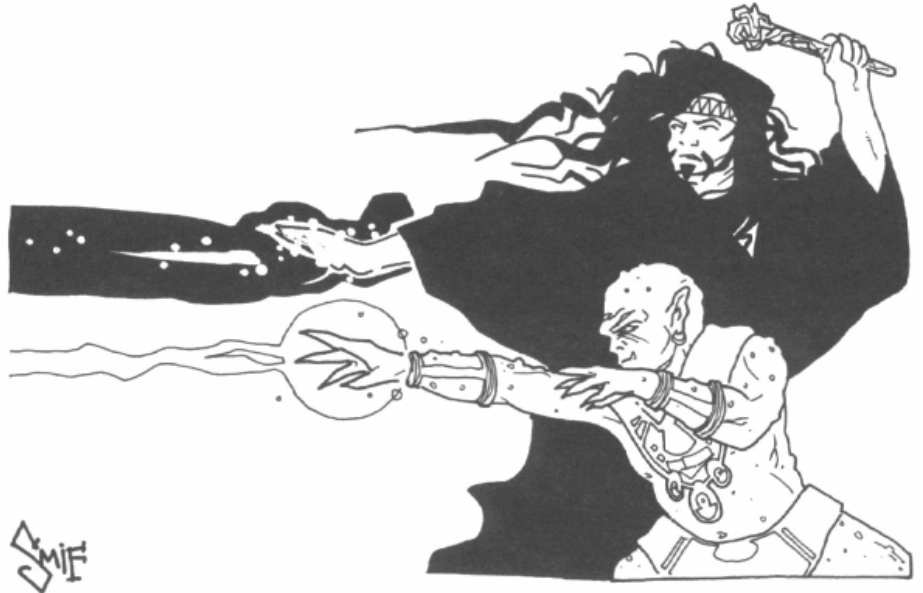
Time to prepare a missile spell depends on the energy put into it; each turn gives it 1 point of energy. After completing one turn of concentration, the caster tries his spell roll at the beginning of his new turn. If he succeeds, the missile has 1 point of energy and can be released on that turn; releasing it is a free action, and the caster can immediately start another spell. Thus, he can cast a 1-point missile spell every turn.

Or he can hold it and *enlarge* it! Another second of concentration (no additional roll required) gives it another point of energy. A third second of concentration makes it a 3-point missile. This is as big as most missiles can get.

Thus, a wizard could create and release a 1-point missile every turn - or a 2-point missile every other turn - or a 3-point missile every third turn. He may not aim while he is creating the missile; if he is going to aim, he must take another turn to do so *after* the missile is created.

A wizard may keep a missile spell "in hand" after it is ready to throw. He may move while holding it, or use the Aim maneuver to increase his chances of hitting. He does not have to release the spell until he wants to. This is the only sort of spell that can be "held until ready." A wizard cannot cast another spell (except a Blocking spell) while holding a missile spell. Blocking spells are at -2 while a missile is in hand, and a critical failure on the Blocking spell causes the missile to go off prematurely and affect its creator...

If a wizard is injured while he has a missile "in hand," he must roll vs. Will. If he fails the roll, he loses control of the missile. A solid missile will simply fall to the floor, but fireballs, lightning and curses will immediately affect the unlucky caster!



Blocking Spells

A "blocking" spell is a spell that can be cast instantly as a defense - either against a physical attack or against another spell. This is the magical equivalent of a block, parry, or dodge. You may only use one blocking spell each turn. A critical success on an attack makes a blocking spell impossible.

If you try a Blocking spell, it automatically interrupts your own concentration. Any spell you were preparing is lost. However, you may concentrate again when your own turn comes. And if you have an already-prepared missile spell in hand, it is unaffected. You cannot cast or enlarge it that turn, but you may retain it for later use.

Information Spells

An “information” spell is cast to gain knowledge. Some information spells require that the subject be touched by the caster. Modifiers for each information spell are given in the Spell List.

When an information spell is cast, *the player doesn’t make the roll*. The GM rolls, *in secret*. If the spell succeeds, the GM gives the caster the desired information - the better the roll, the more information. If the spell fails, the caster gets no information - “You sense nothing.” On a critical failure, the GM *lies* to the player.

Therefore, the caster always pays the full energy cost for each information spell -because he does not know whether it succeeded or not. Most information spells can only be tried once per day by each caster (or group, for a ceremonial casting); if they fail, too bad! “Seek” spells are an exception to this.

Resisted Spells

Certain spells may be *resisted*. These are noted on the Spell List. When one of these spells is attempted, it works automatically only on a critical success. Otherwise, use a “quick contest” procedure to see whether the spell overcomes the subject’s resistance. (*The subject is always aware that something is happening, and has a chance to resist. But he does not have to resist if he doesn’t want to, even if he has Magic Resistance!*) Use resistance rules only when specified; for instance, a campfire, even a magic one, does not “resist” magically-created water. It just goes out!

In a “resisted” situation, the caster first tries his skill roll. If he fails, he fails, and the subject notices nothing. If he succeeds, note *how much* he succeeded by. For example, a roll of 6, when a 13 was needed, succeeds by 7 points. If the subject is a living creature, the caster rolls against a 16 if his effective skill is over 16; thus, “automatic victory over resistance” is impossible. If the subject is a *spell*, there is no limit on the caster’s effective skill.

The subject then tries a *resistance roll*. A living subject may resist with IQ, ST, DX or HT, depending on the attacking spell. Strong Will always adds to resistance; Weak Will always subtracts. The subject’s Magic Resistance, if any, adds to his resistance. It counts *double* against *area spells only*. Thus, Magic Resistance 1 adds 1 to resistance of Sleep, or 2 to Mass Sleep.

Resistance by Spells: If the subject is another spell, it resists using the skill by which it was cast. Likewise, if the subject is *protected* by a spell like Scryguard, that spell will resist *information* spells cast on the subject. Therefore, the skill of the caster of any such protective spells should be recorded when they are cast. See examples below.

If the subject makes the resistance roll by *as much or more* than the amount by which the caster’s skill roll succeeded, the spell has no effect - but the energy cost is spent! If the subject is human and conscious, he will feel a slight mental or physical wrench (depending on whether he resisted by IQ, ST, DX or HT) but no other effects. The caster knows if his spell was resisted.

If the new spell wins against an older (“defending”) spell, the effect on the defending spell may vary. If the counterspell’s object was to *destroy* the defending spell (e.g., Dispel Illusion) - that’s what happens. If the defending spell was a general defense, like Utter Dome or Scryguard, then the new spell penetrates the defense and the defense spell, while remaining in place, is *weakened*. Should another attempt be made to penetrate it, it is at -1 on the Contest of Skills. This is cumulative with repeated penetrations.

Note that sometimes the GM must make the rolls secretly - for instance, if the players are not sure whether the illusion they’re trying to dispel really is an illusion. Likewise, a player who casts a protective spell should not know that an attempt has been made to penetrate it. However, if he specifically asks about it,

Magic Resistance

Magic Resistance (p. 104/B21-22) is the advantage of being so “out of tune” with magic that it affects you less strongly. Its effects are summarized below. Note that the Magic Resistance *spell* (p. 61) merely increases its subject’s resistance where spells are concerned. It does not affect his ability to use elixirs or magical items.

Casting Spells: You cannot have magic resistance *and* cast spells at all.

Magical Weapons: Magic weapons - e.g., flaming weapons or those enchanted for extra damage - work normally both for you and on you.

Other Magical Devices: Devices that cast a spell *on* the user will be resisted, as described below; use the item’s Power in place of “effective skill.” This holds true for all devices; if you wear a Flight ring, you must roll for resistance each time you *try* to activate it! No device that lets the user cast a spell, whether it is a friendly or a hostile one, will work for you. In questionable cases, the GM’s ruling is final.

Against Spells: Your level of MR subtracts directly from the caster’s effective skill (or from a level of 16, whichever is less) if you are the subject of a spell other than an area spell. MR does not subtract from the caster’s skill with area spell, because the subject is an area, not the person with MR. It also does not affect the caster’s skill with other spells where the “target” is not actually the subject of the spell - e.g., missile and Jet spells.

Resisted Spells: If you are the subject of a spell which can be resisted, and you choose to resist, your MR adds to your resistance. For instance, if the spell is resisted by IQ, you resist with IQ+MR. *Note that you do not have to resist!*

Area Spells: If you are in an area that is subjected to an area spell, and the spell is one which can be resisted, your MR adds *double* to your resistance roll if you choose to resist. If the spell cannot be resisted, your MR does not aid you. For instance, MR wouldn’t make it harder for a mage to detect you with Sense Life.

Missile Spells: Your MR does not aid you in any way against missile spells. However, if you are hit by a Curse Missile, your MR will help you resist the spell carried by the missile; see above.

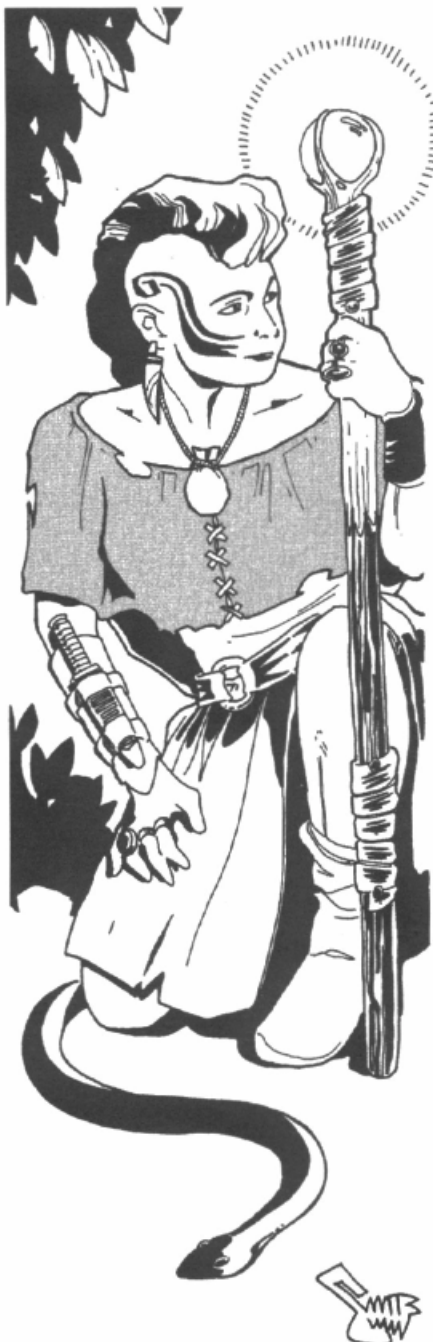
Alchemical Elixirs: These are less likely to work on you. You roll vs. HT+MR when dosed with any elixir - even a beneficial one. If you roll HT+MR exactly, the potion takes half effect (the GM determines the details). If you roll less than HT+MR, the potion has no effect!

Dealing with Magical Creatures: Foes that attack by spell-casting will find you a harder target, as described above. Your MR does not aid against physical attacks, even those made by magical creatures.

Wand and Staff

Wands and staffs are magic items, made by the Staff spell (p. 47/B161). Many wands are enchanted so that only their owner may use them; some contain other powerful spells as well. Only once-living materials (wood, bone, ivory, etc.) can be used to make a wand.

Touching an item with a wand is as good as touching it with a finger, for casting purposes. Likewise, a “jet” spell can be fired from a wand or staff instead of a finger. Thus, the basic use of a wand or staff is to increase the mage’s “touching” reach. Pointing with the staff also reduces range to the target by 1 hex. A wand or staff can’t extend range on a missile spell unless it is specifically enchanted to contain that spell.



he must be told if it has been penetrated; a wizard can sense the weakening of his spell if he thinks about it!

Resistance by or against Area Spells: If an old area spell can resist the spell being cast, or a new area spell can be resisted by people or things in the area, roll normally to see if the new spell is cast. If it is, each subject in the area rolls separately to see whether he (or it) succumbs to the new spell.

Example: A Divination spell is cast with an adjusted skill of 17. The target is in an area protected by a Scrywall (an area spell) which was cast with a skill of 20. The caster rolls an 8 (succeeding by 9). The GM rolls for the Scrywall, getting a 14 (succeeding by 6). The Divination did better than the Scrywall, so the caster can “see” his subject. The Scrywall is now weakened by 1, and thus has an effective skill of 19 if it has to resist another spell.

Another example: Joshua throws Mass Sleep on a section of tunnel containing six Orcs. Mass Sleep is resisted by Health. Joshua’s effective skill is 15. He rolls a 12, succeeding by 3.

Orc 1 has HT 9. He rolls a 10. He fails automatically and sleeps.

Orc 2 has HT 9. He rolls a 7. He succeeded, but only by 2. He sleeps.

Orc 3 has HT 9. He rolls a 6. He succeeded by 3 - a tie. He resists.

Orc 4 has HT 9 and Magic Resistance 3 - an effective 15, because MR counts double to resist an area spell. He rolls an 11, succeeding by 4. He resists.

Orc 5 has HT 9 and 3 points of Strong Will - an effective 12. But he rolls a 13, and fails. He sleeps.

Orc 6 rolls an 18 - a critical failure! The GM rules that Orc 6 falls into a coma.

Enchantment Spells

These are the spells of the College of Enchantments. They are used to make or unmake magical items. See Chapter 2 and p. 42 for more details.

Special Spells

These are spells that don’t fit into any of the other categories; follow the rules given in the spell description.

Ceremonial and Group Magic

Ordinary magic is cast by a single wizard, and is relatively quick. Ceremonial magic is much slower (since it involves complex ritual), but it allows other mages to help the caster. Thus, more powerful spells can be cast, and they can be maintained longer. Spells like Resurrection are almost never cast except by ceremonial methods. Blocking spells *cannot* be cast by a ceremony.

Time required: When ceremonial magic is used, casting time is ten times as long as shown on the Spell List.

Energy cost: Same as normal. All the energy required is spent at the *end* of the casting, when the caster rolls to see if the spell succeeded. Whether it succeeds or fails, all the energy is spent at this time.

There are two ways to cooperate in ceremonial magic:

Circle. Any number of mages can “link” to cast a spell, if they *all* know it at level 15 or better. They must be physically joined in some way - e.g., holding hands, touching a common center, etc. Any one of them can act as the caster and make all die-rolls.

The energy cost may be shared among the linked mages in any way they agree on. If there is a backfire, the GM may either assess one huge result, or roll separately for each person in the Circle. A backfire involving a dozen mages can be a chaotic event indeed!

If the physical link is broken during the casting of the spell, the caster must start over. If any one of the linked mages is wounded, the effect is as if the caster himself had been wounded (see p. 8). If any linked mage is knocked out or killed, all mages in the Circle are *automatically* stunned, and must roll vs. IQ to recover!

Mages who know the spell, but not at level 15, or non-mages who *do* know it at level 15, can aid in a lesser way. They may join the Circle, as described above, and suffer the same ill effects if the Circle is broken. But each may contribute only 3 energy points to each spell.

Spectators. Unskilled observers can aid a ceremonial casting; they usually chant, hold candles, etc. Each spectator contributes one and only one energy point to each spell cast, up to a maximum of 100 "spectator" energy points per spell. Sincere belief and desire to help is required; you cannot collect a crowd off the street, pay them a fee, and use them for spectators.

If anyone present is *opposed* to the spell, each one *subtracts* 5 from the energy (maximum 100) contributed by the mass of spectators! If this means that there is insufficient energy to cast the spell, then the caster (and/or the Circle) will have to contribute more energy - possibly from their HT - or abort the spell, losing all the energy put into it. This is one reason that covens and temples don't hold their ceremonies in public.

Tradeoff: Energy for Skill

If a great deal of energy is available for ceremonial magic, the caster gets a bonus on his skill roll. This can insure the success of an ordinary spell (except for automatic failures). It can also make a defensive spell able to resist almost any attack, except one mounted by an equal or larger circle of mages.

Extra energy gives a skill bonus as follows: +1 for 20% of extra energy, +2 for 40%, +3 for 60%, +4 for 100%, and an additional +1 for each additional 100% of the required energy. This method can also be used to make magical items (see Chapter 2) of increased Power.

Notes on Ceremonial Magic

A group aids concentration. If a caster of ceremonial magic is distracted but not injured, he rolls at Will, not Will-3, to continue.

A ceremonial casting is harder to "coordinate" than a regular spell. It fails automatically on a roll of 16. 17 and 18 are always backfires, even if the caster's effective skill is 16+. If a magical ceremony fails, *all the energy is still spent*.

A Circle may be maintained for a long time, with wizards entering and leaving. They may not do this during an actual casting, but if the Circle is merely maintaining its spells, its composition may change. Thus, a Circle (since it never sleeps) can maintain a spell indefinitely.

Since the spell is cast by a prescribed ritual which cannot be hurried, neither the caster's skill, nor anyone else's, reduces the time or cost.

Wishes, Luck, and the Bless spell can *not* be used to improve a caster's chances with ceremonial magic.

Inventing New Spells

The GM may create and add new spells at his pleasure. The only requirement is that they be "balanced" in terms of the existing spells.

New spells may be designated as "common knowledge" spells that any PC can learn, or as "secret" spells known by only a few NPCs... or contained only in a hidden book somewhere. Thus, the search for a new spell can be a quest scenario. Depending on its utility, a new spell may also bring many ounces of gold from a powerful mage or guild of mages.



Alternate Systems of Magic

The system presented here is the "official" **GURPS** magic system. However, magic is not amenable to reality checks. Therefore, every fantasy author treats magic a little differently. This system is designed to encompass, in a playable manner, the most common literary concepts of magic.

This system treats magic in a somewhat mechanistic fashion. A given spell usually produces a given effect, and these effects are carefully defined in game terms, for playability. However, the effects of many spells are complex and individualized - and spell failure can produce unpredictable, and disastrous, results. Anyone can learn a little bit of magic, but some are born to it and gain power quickly and easily. Inborn talent, intelligence and long study are the most important requirements for a magic-user: strength and dexterity are useful but not vital. Spells fall into logical groupings, but mages are not limited to a single grouping in their studies.

This system will work as is, or with very minor changes, for campaigns in most fantasy "game worlds." However, it is designed to allow modification at need.

Alternate Magic Systems

If you want to base a campaign on the works of an author whose view of magic diverges *widely* from that presented here, you can modify the system.

To do so, start by just changing or reversing some of the features listed above! Then you can add new features "colors" of magic, astrological influence, or whatever you like. This book includes several suggestions, in varying amounts of detail, for alternative magic systems.

Chapter 4 gives an entire optional system for improvising spells to add to those in the Spell List. Chapter 5 discusses several different "theories" of magic and optional rules, including clerical magic. Chapter 9 gives suggestions for system changes to limit the power of magic.

GMinig Magic

Creativity and imagination are required for the Game Master of a magical game world. It is impossible for any book to define every possible interaction of every spell, or even every possible use of every spell. The better your players are, the more often they will come up with something unexpected!

The general rule: Preserve game balance, but make it fun. You can't allow any spell use that short-circuits the whole adventure. But, as much as possible, you should reward creative use of spells.

The spell list provided here is lengthy and (in the designer's opinion) "realistic." Some spells are very useful; some are comparatively worthless (though totally trivial ones have been omitted). And there are many ways to do the same job with different spells. How many ways can your mages find to put out a campfire with magic? We counted over a dozen. Extinguish Fire, Create Water, Summon Water Elemental, Shape Earth to bury the fire, Destroy Air to smother it, Summon an elephant to step on it, Charm someone to put it out, Apportation to smother it in sand, Create a Brute to deal with it... Yes, that's only nine. Can you find more?

Secret Spells

There will be many occasions when other characters won't know what spell a wizard is using - especially if he knows it well enough to cast it silently! See Magic Rituals, p. 7.

In general, when a spell has no obvious, visible effect, it can be kept a secret. Players can tell the GM privately, if necessary, what spells are being used. But magical battles will be much more interesting if only the GM knows exactly what protective spells have been cast, etc.

Also, non-wizards have no way of telling what spell a wizard is casting, even if they can hear - unless it's something obvious like a fireball. So Alfonso can say he's casting a Shield spell on his buddy Bonzo, when he's really putting a Charm on the poor fellow...

Player-Created Spells

PC mages may research and "invent" new spells. Only a mage can invent new spells. These may be brand new, or variations on existing spells; in general, variations should be easier to invent! The procedure is as follows:

- (1) The player tells the GM what sort of spell, in general, he wants.
- (2) The GM decides whether that spell is possible. He does *not* reveal this to the player!
- (3) If the GM decides the spell is possible, he determines what its exact powers, prerequisites, etc., will be. This is also not revealed to the player.
- (4) The mage must now spend time in research - a number of weeks determined by the GM. Each week of research requires the mage's full attention and the expenditure of 2dx \$100 worth of magical ingredients. At the end of each week, the GM makes a "research roll" against the mage's (IQ + Magery), *minus* a penalty set by the GM. This depends on the difficulty of the spell. A very simple spell might be researched at only -5 for 8 to 10 weeks. A very complex spell like Force Dome would be researched at -10 or worse, for *years*!!

If the mage already has all the (unknown-to-him) prerequisites for the spell, and makes the weekly rolls for the required number of weeks (they don't have to be consecutive), he learns the spell. If he does not have all the prerequisites, a successful series of rolls reveals which prerequisites he has, and *one* of the missing prerequisites. Research may then resume only after the mage satisfies that prerequisite, or gives his notes to someone who has that prerequisite.

Critical failure on a research roll can give false information, summon a demon, require research to start over, and/or do 3d damage to the researcher. This is also up to the GM, depending on the nature of the research, and should be determined in advance. Note that if the spell being researched is actually impossible, no roll can ever succeed, and an eventual critical failure is inevitable.

Spell Variations: Instead of a brand-new spell, a mage may try to find a variation on an existing one. He must know the spell he is trying to vary! GMs should note that variations in cost, effectiveness, or casting time are likely to unbalance the game; a variation that is clearly better than the original spell must also cost more in some way.

The research roll for a variation is easier than for a brand-new spell: reduce the IQ penalty by a number from 1 (for a great variation, such as from Restoration to Instant Restoration) to 3 (for a very trivial variation, e.g., from Madness to a hypothetical spell to cause a *certain type* of madness). Time is still at least 8 weeks. The basic roll is against the mage's skill in the spell being varied.

If a mage creates a new spell, he may then pay character points to study it normally. He may teach it to others, or just keep it his own secret (possibly writing it down; if not, it will be lost when he dies). Any other mage who sees it used will have a +2 (or more, if he sees many uses) to research it himself.



2 MAGICAL ITEMS

OBJECTS may be given magic powers by use of the Enchantment spells. Possession of an appropriate magical item is the only way to cast a spell you don't know. Most enchanted items can be used by anyone. Some can be used only by mages. If an item has any mage-only spells in it, the entire item can be used only by a mage.

Magic items last indefinitely. Enchantments may be removed by the Remove or Suspend Enchantment spells (see p. 43/B160). Enchantment is also removed if an item is broken, worn out, etc. Thus, a magic ring may last a very long time, but a magic sword will remain magic only until it is broken, and a magic T-shirt would only last for a hundred wearings or so. Repair of a broken formerly-magical item does not renew the spell.

Magic items have Power reduced by 5 in low-mana areas, and don't work at all in no-mana areas.

Enchanting: Creating a Magic Item

Magic items must be created by ceremonial magic - usually, but not always, in a group. An enchantment can be "quick and dirty" or "slow and sure" - see p. 18. Wishes, Luck, and the Bless spell can not be used to affect the creation of magic items. Likewise, Divination cannot be used to predict the eventual success or failure of the process. The outcome of an enchantment can be neither predicted nor influenced by magic.

Some items require a particular item or material to start with - e.g., a gem. Others require a certain cash expenditure for "generic" magic supplies. Still others require no special ingredients - just time and energy. Note that the GM should feel free to alter the listed requirements for the form of an object if he wishes; these are included for "color," rather than game balance!

In order to create a magical item, the caster (and any assistants) must know the Enchant spell and the spell to be put into the item - both at level 15 or better (20 in a low-mana area). For instance, to create a Stone Missile staff, the Enchant spell and the Stone Missile spell must both be known.

Power of a Magic Item

Each magic item has a "power," determined when it is created. Normally, an item's Power equals the caster's skill with (a) the Enchant spell or (b) the spell contained in the item - whichever is lower. This should be recorded for each magic item found or created (skill of found items will be known only to the GM until Analyze Magic is used on the item).

An item may have several spells on it . . . each the result of a separate enchantment (see p. 21). In this case, each spell's Power is recorded separately.

An item's Power must be 15 or above, or it will not work. Power of any item brought into a low-mana area is temporarily reduced by 5. This means that items with a Power less than 20 will not work at all in a low-mana area! Items with a higher power will work, but they will be easier to resist. So (for instance) magic armor will work just as well, because it is not resisted - but a Staff of Paralysis would be less likely to work.

In a no-mana area, magical items will not work at all.

Making Magical Items in a Campaign

Players will often want magic items which aren't available in the marketplace. One way to get these is to have them made by PC mages.

"Quick and dirty" enchantments will be possible for less powerful items. But for most important items, the "slow and sure" method will be needed. This requires 8-hour days of work from all participating mages. But that does not take the character out of play. He may do other things while he's not working... or foes may interrupt him while he works.

The following rules apply to any mage who is involved in making a magic item by the "slow and sure" method:

(1) If interrupted while at work, he will be somewhat fatigued; roll 1 die to determine the amount of lost fatigue.

(2) If interrupted while at work, he must keep concentrating on his enchantment. Therefore, any other spell use will be at -3. Or he may stop concentrating but then he loses the day's work.

(3) Time spent in making a magical item counts 50% as study of the Enchantment spell, and 50% as study of the spell being placed on the item.

(4) A wizard who is molested while not actively working on his enchantment is under no disadvantage, unless he has just quit work and is fatigued (the GM may decide this).

(5) A mage may work on only one enchantment at a time. He may not "work two shifts," either on the same or different items.

GMs do *not* have to permit the creation of PC mages who do nothing but build magic items for the actively-played characters. On the other hand, if a character has been actively played for many game-years, it might be reasonable to let him retire to a life of contemplation, building magic widgets to pay the bills...

Controlling Magical Items

GMs may wish to limit the number of magic items in circulation, especially if a generally “rare magic” campaign is desired (see p. 119). The “quick and dirty” way to limit magical items is to prohibit Quick and Dirty Enchantment! Or the time required for a Q&D enchantment can be changed to a *day* per 100 energy points, instead of an hour; this effectively makes such items 8 times rarer and multiplies all costs by 8.

If this is too extreme, here are some reasons a GM can use to justify making significant magical items rare, even when magic itself is common:

Disorganization. The “quick and dirty” method of enchantment usually requires a group of mages that know the spell, as well as a stockpile of Powerstones. If the area isn’t very civilized - or if mages who can cast Enchant are rare enough then the groups may never get organized, even though the demand is there.

Fragility. Valuable items are often fought over (or deliberately used in battles) - and a broken item loses its powers.

Limiting spells. Nobody wants their magic weapons turned against them. Magical items often have limiting spells, and won’t work for PCs who capture them.

Harassment. It is fairly easy to disrupt a Circle of mages who are trying to create a magic item by the “slow and sure” method - if necessary, by eliminating one of the mages. So rival groups of wizards can often prevent each other from finishing large projects. Circles using the “quick and dirty” method are vulnerable to theft of their Powerstone stockpiles. This will raise the cost of magical items, to pay for their makers’ guards...

Success Rolls When Creating Magic Items

The GM makes the success roll when PCs try to create a magic item. A *success* means the spell works and the item becomes enchanted.

Results of a *failed* roll depend on the method being used to enchant the item - see below. A roll of 16 always fails; a 17 or 18 is a critical failure.

On a *critical success*, the enchantment succeeds greatly. The Power of the item created is higher; roll 2 dice for the amount of increase. A roll of 3 may also enhance the object in some further way - GM’s discretion. The caster will know that his spell went well, but he will have to use Analyze Magic to know how well.

A critical failure will destroy the item and all materials used.

Quick and Dirty Enchantment

This method is used when a magic item is needed *now*. It takes one hour for each 100 points of energy required (round up). At the end of that time, all the energy is spent, and the roll is made. Thus, a lone caster is limited to the energy provided by his own HT and ST, and *one* Powerstone.

The caster may have assistants. Each of these may also use a single Powerstone - so assistants can dramatically multiply the available energy. The drawback is this: His effective skill is at -1 for each assistant! The number of permissible assistants is limited to the number that will reduce the caster’s effective skill to 15. With more assistants, the enchantment won’t work.

If the caster uses HT to cast the spell, his effective skill is at -1 for each HT used. The same is true for assistants, but their skill levels do not affect the item’s final Power. However, they may not reduce their effective skill below 15.

If anyone but the caster and assistants is present (within 10 yards, or able to see the caster) the spell is at a further -1. Thus, keeping guards to protect against a possible backfire adds to the danger of a backfire.

A *failed* roll means that the enchantment on the item is perverted in some way, or is an entirely different spell - GM’s choice. The caster will not know his spell went wrong unless he uses Analyze Magic or tries the item!

Since most Powerstones require multiple castings of the Powerstone spell (cost 20), they are usually made by this method.

Example: The mages Tubbs and Hawthorne decide to make some new Powerstones. They already have a dozen 1-point Powerstones as “working tools.” They purchase three 10-carat gems from a local jeweler. Hawthorne has a skill of 16 with Powerstone and Enchant, and Tubbs has 15 in both, so Hawthorne does the actual casting. Each takes a charged 1-point Powerstone, and they begin. After 1 hour (the minimum), Hawthorne rolls a 12 against his effective skill of 15, succeeding. He spends 8 fatigue and 1 point from his stone, and Tubbs spends 10 fatigue and his 1-point stone. Hawthorne sets the 10-carat gem (now a 1-point Powerstone) aside, and they lean back in their easy chairs to recover. Since they both have Recover Strength at 15, they are fully recovered after 50 minutes. After a 10-minute break



to have some tea and exchange the working stones for “full” ones from the charging rack in the basement, they are ready for another casting. Each casting takes a total time (including recovery) of two hours, so they do four per day, for 8 hours of work. A week later they have two 10-point stones (the third was unfortunately destroyed by a critical failure).

Later, while the party is in the wilderness, Hawthorne’s Staff is broken. They decide to enchant a replacement immediately. Hawthorne’s skill with the Staff spell is 17. His effective skill is 15 (1 for Tubbs as assistant, -1 for the other adventurers, who are unwilling to get out of sight of the mages in dangerous territory). He rolls a 9, succeeding. He spends 8 from his ST, 8 from his 10-point Powerstone, and Tubbs spends 9 and 5 from his strength and Powerstone - totaling the required 30 energy.

Slow and Sure Enchantment

This method is used when the “quick and dirty” method can’t generate enough power, or when a mage wants to be sure it’s done right.

The process takes one mage-day for each point of energy required. Thus, if an item has an energy cost of 100, it may be created by one mage in 100 days, two in 50 days, three in 34 days, and so on. Again, full eight-hour days of work are required. As for other types of ceremonial magic, all the caster’s assistants must be present every day. Spectators may not help.

Example: Four mages are making a Stone Missile staff (see p. 32/B156). This requires 400 points of energy. So the casting takes 400/4, or 100, days.

Each mage in the Circle has to be present for each day of work. If a day’s work is skipped or interrupted, two days of work will be required to make up for each day skipped. Loss of a mage simply ends the project! The final skill roll is made on the last day. No energy expenditure is required; the energy has been put in gradually as the spell progressed.

A *failed* roll means the enchantment simply didn’t work. The time and energy are lost, as are the materials used in the spell. (*Exception:* If the item was already magical, it is unharmed, though *extra* materials are lost.) Note that, as with other ceremonial magic, a roll of 16 fails automatically.

This method can be combined with “energy for skill” (p. 15/B151), to let a mage take a very long time and increase his effective skill.

Using a Magic Item

Magical items follow the rules given for the spell(s) they contain - see the *Spell List*. Most items *let the user cast that spell*. Some let the wearer cast the spell only on himself; others let the wearer cast it on any subject.

If a spell can be put into a magic item, this will be detailed at the end of that spell’s description. Unless specified otherwise:

Casting time is as described for the spell; high Power does not affect this.

No ritual is required unless something is specified for a particular item. In general, the user just wills it to work.

Energy cost is the same as for a normal casting of the spell, and is *not* affected by the item’s Power (though an item may be “self-powered” to reduce the energy required to use it - see p. 43).



Controlling PC Enchantment

Restricting available items may cause players to decide to make their own. If the GM feels that a particular item is too easy to make, here are some ways to make it more difficult:

Rare materials: The item could require rare ingredients in addition to the energy and time. Attempting to get the needed materials could become an adventure in itself...

Side effects: After making an item, the PCs might find that strange things happen when they try to use it. The GM could rule that further obscure precautions or rituals are needed to make the item safe.

Additional expenses: The GM can rule that additional common but expensive materials (such as gems or rare metals) are needed to make the item, raising the cost to whatever level is necessary.

Cost to Make Magic Items

The economics of magic can be as basic or as detailed as you like. The GM is perfectly welcome to ignore everything that follows, and set magic prices to suit himself. For those who enjoy economic realism, though, here are some “hard” numbers. The *value* of an item is what it will bring, as discussed on the next page. But the actual cost to *make* an item can be calculated. The calculations below assume that:

(1) Enchanter mages normally spend an average of 10 energy (ST only) on each Quick & Dirty casting.

(2) When Powerstones are used, the return to the stone’s owner is 36% per year, so the cost of one point of energy from a stone is 1/1,000 of the stone’s cost.

(3) Most enchanter mages make around \$25 per day. Very few enchanters have a skill over 20, so the largest circle will be 6.

(4) Most items are made at Power 15.

As a consequence of (1) and (3), energy from mages’ own ST costs about \$1.00 per point used. As a consequence of (2), energy from Powerstones smaller than 5 points is cheaper than using a mage. But if a Powerstone is larger than 35 points, its energy costs more than \$25 per point, which makes Slow and Sure enchantment cheaper than using such a stone.

This means that: An item whose total energy cost is 100 or less, made in a single casting, will cost an average of only \$1.00 per point to produce, because small, cheap Powerstones can provide all the needed energy. For items requiring more energy, prices rise quickly, as larger, less economical stones must be used.

Energy Cost	Cost to Make
105	\$190
110	\$205
120	\$235
130	\$320
140	\$435
150	\$505
160	\$685
170	\$915
180	\$1,055
190	\$1,385
200	\$1,790
210	\$2,065
220	\$2,615
230	\$3,275
240	\$3,650
250	\$4,510
260	\$5,520
270	\$6,090

Any item with an energy cost over 270 should be made by the Slow and Sure method. This will cost a flat \$25 per energy point, plus costs for any materials required and the actual item to be enchanted.

For intermediate values, use a weighted average of the values above and below.

Success is determined normally, using the item’s Power as the caster’s *basic* skill and applying normal modifiers. Power is at -5 in low-mana areas.

The item can be used indefinitely - it does not “wear out.”

All other effects are as described for normal use of the spell.

Only one person at a time can control a magic item. If two people are touching a magic item (struggling for control of a staff, for instance) only the first to touch it can use it. But if a person *cannot* use an item (because it is only for mages, for instance) his touching it doesn’t count.

Resistance and Power: If a spell can be resisted when cast normally, it can be resisted when cast from a magic item. Roll a contest: the item’s Power (see p. 17/B152) vs. the subject’s HT, IQ, etc., as specified for the particular spell. If the subject has Magic Resistance, it works normally. Therefore, items of high Power are harder to resist. All magic items are easier to resist in low-mana areas, where their Power is reduced by 5.



Identifying Magical Items

The new owner of a magic item may not immediately learn its powers. “Always on” items (see below) , or items with Link spells, are the easiest to figure out. Other items will not work until they are willed to do so, and the user must will the correct effect. Just thinking “Do something!” at a magical item will not activate it.

Some effects (e.g., increased ST or DX) will be obvious immediately, once the item is activated. Others (e.g., water-breathing, or an increase in a particular skill) will not be noticed until a situation occurs where they can take effect. In such a case, the GM should try not to drop inadvertent clues to the item’s true nature!

The Analyze Magic spell (p. 55) will reveal the enchantments on an item.

“Always On” Items

Certain magical items are described as “always on.” They must be worn or carried in order to work. These items do not let the wearer cast the spell; instead, they automatically cast it *on the wearer* at no energy cost. Often, these are items with a bad effect; in that case, a resistance roll may be made.

Picking an item up momentarily, to examine it, is not “wearing” it. But carrying it in your hand, or putting it on, is. As a rule, a beneficial item must be worn or touched in order to work, but a harmful one will affect you even if carried in your pocket.

If an arrow or dart is enchanted with hostile magic, it may be carried without harm. It only affects the person it sticks in! That person is “wearing” it until it is removed by a successful Physician or First Aid roll (requires one minute) or by brute force (does the same damage the arrow initially did)!

For all “always on” items, unless specified otherwise:

Casting time is irrelevant. The item does not let the wearer cast the spell: it puts the spell on *him*. Most items work instantly. Some are designed to take effect over a period of about five minutes, so it is not immediately obvious that they are doing something (the enchanter may specify this at the time any such item is made; it does not affect cost or difficulty). This is often done with “hostile” items intended as traps.

Energy cost is zero.

The subject may make a resistance roll, if the spell can normally be resisted.

The item can be used indefinitely; the effect lasts as long as the item is worn.

All other effects are as usual for that spell.

Multiply-Enchanted Items

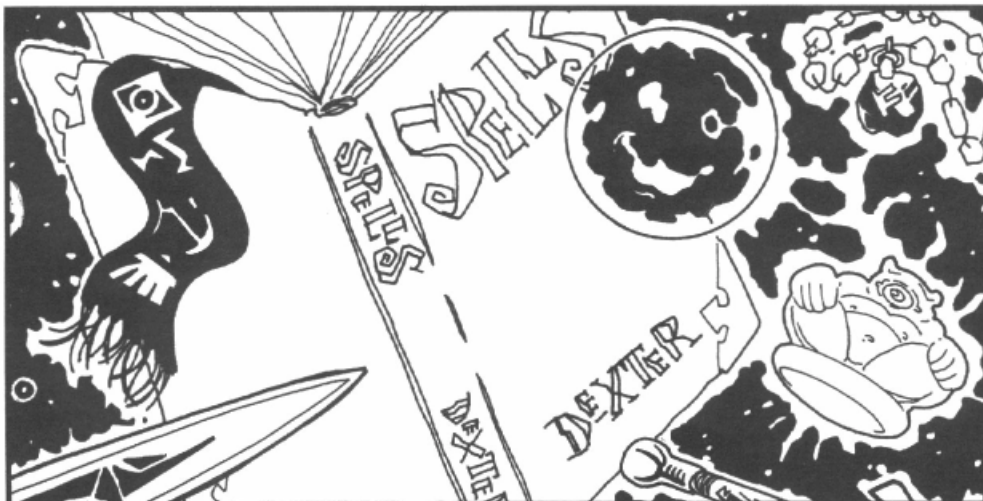
An item may carry any number of spells; each one requires a separate enchantment. The presence of a spell on an item does not affect further enchantments. (*Exception*: The Bane spell (p. 45) limits an item’s use, but makes it *easier* to cast further spells on it!)

The advantage of putting several spells on an item is that it’s easy to carry and use. For instance, few wizards would want to bother with carrying several staffs around! And if you want to guard your magical property with protective or limiting spells, it’s easier to cast each one only once. Furthermore, dedicated Powerstones (see p. 47) can be used by all the spells.

The disadvantage is that, with one item, you’re putting all your enchanted eggs in one basket. If a multiply-enchanted item breaks, *all* its spells are lost! [See the special rules for breaking armor and shields under Fortify (p. 46) and Deflect (p. 46).] And every time a new enchantment is added, there’s that chance of the critical failure that will destroy the whole thing . . .

Value of Magical Items

The market price of magical items varies with supply and demand (which can be freely manipulated by GMs or scenario writers). If the campaign has one or more rich cities in normal or high mana areas (such as Megalos on Yrth), then they will probably have many small groups of mages specializing in the “quick and dirty” enchantment of high-demand items. Individual mages can often be found to make the higher-cost or rarer items by the “slow and sure” method. The cost of an item will depend on how much the mages charge for their work, materials required, distance from the place of creation, and “markup” by merchants. Items of general use, like Wishes and Powerstones, will always be in more demand and will be marked up more than unusual or specialized items.



Sample Cost Chart

Here are purchase prices for some cat the less powerful enchantments, using the assumptions on the previous page. Some items can be made at more than one strength, by repeated enchantments; cost are given for each level of strength.

These prices include the cost of any necessary materials, but do not include the cost of the item to be enchanted. This cost must be added to get the final value.

Accuracy or Puissance on a weapon: +1 \$4,510, +2 \$25,000
 Accuracy or Puissance on a missile: +1, +2, +3: \$25/\$100/\$12,500
 Air-Golem: \$10,500
 Bless: 1 pt. \$100, 2 pts. \$12,500
 Blur: 1 pt. \$100, 2 pts. \$1,790, 3 pts. \$7,500
 Deflect: PD+1 \$100, PD +2 \$12,500
 Fortify: DR +1 \$50, +2 \$1,790, +3 \$20,000
 Haste: +1 \$4,510, +2 \$12,500
 Hex: \$1,790
 Iron Arm: \$15,000
 Lesser Wish: \$1,055
 Lighten: 25% \$100, 50% \$12,500
 Link: \$1,790
 Missile Shield: \$10,000
 Name, Password: \$1,790 with name, \$10,000 without
 Power or Speed: 1 pt. \$12,500, 2 pts. \$25,000
 Shatterproof: \$10,000
 Staff: \$30
 Walk on Air: \$13,500
 Wish: \$4,510

It should be noted that even if the campaign is using total economic realism, it is easy to justify changes in the prices of some (or all) items. The price of a particular item can easily be *halved* if a local Circle has a lead enchanter of extraordinary skill. Or it could *double* if no local enchanter can make it without trading time and energy for skill.

If the *basic* economic assumptions are changed, the price of all magic items can change drastically. For instance, if enchanters often have skill over 20, more mages can be used in a circle, and prices drop dramatically. Or if healing magic is common, enchanters can spend their HT energy freely, which almost doubles the “size” of the item that can be made at the \$1.00/point rate. The calculations are left for the GM “ho tends them interesting!

Powerstone Costs

Powerstones (see p. 47) are a special case, because a Powerstone is built up by a number of small castings, each requiring 20 energy. The size of a gem, in carats, gives the maximum strength it can have as a Powerstone - a 20-carat gem can become a ST 20 Powerstone, but no more. We make the following assumptions:

Cost for each casting of the spell Powerstone: \$20. Cost for a gem that is suitable for making a strength P Powerstone: $10 \times P^2 + 40 \times P$. Daily pay for an average enchanter mage: \$25. Expected rate of return for money invested in Powerstones: 0.1% per day (36% per year).

The average cost of Powerstones, especially large ones, is increased by a cumulative factor which represents the chance that one of the castings will result in a critical failure, destroying the stone. For a powerstone of ST 60, the chances are over 2 in 3 that the stone will be destroyed before it reaches the desired size! Thus, the *expected* cost to make a ST 60 Powerstone is more than three times that which would be given simply by adding the cost of the gem to the cost of casting the spell 60 times.

There is always a demand for good Powerstones without peculiar quirks (see p. 47), so retail magic-sellers always mark the price up. Typical retail prices are shown in the second column.

Size	Cost to make	Typical retail
1	80	150
2	175	300
3	300	500
4	450	900
5	620	1,200
6	850	1,600
7	1,050	2,000
8	1,350	2,500
9	1,650	3,100
10	2,000	4,000
12	2,750	5,500
15	4,250	8,200
20	7,700	15,000
25	12,500	24,000
30	19,000	40,000
35	28,000	58,000
40	39,000	80,000
45	54,000	110,000
50	72,000	150,000
60	120,000	250,000
70	195,000	500,000
80	305,000	850,000
90	460,000	1,200,000
100	680,000	2,000,000

The tables in the sidebars give typical costs for mages to *create* magical items in “common magic” campaigns (see p. 119), based on the energy required. Add to this the value of any materials required by the spell, and the intrinsic value (if any) of the enchanted object. For items with multiple enchantments, just total the value of all spells.

The formulas assume that magical items are made with a Power of 15. Items made with a higher Power are better and more valuable, because they can work at a greater distance, are harder to resist, and so on. Sellers of such items will base their price on the energy that would be required to create them for a mage of skill 15 - e.g., 20% extra for Power of 16, and so on - see p. 15/B151.

An item of Power 20, which will work in low-mana areas, will require three times “base” energy. This can increase the cost drastically. *Example:* Latro wants a suit of armor with a +1 DR Fortify that will work in low-mana areas. The base energy for a +1 Fortify is 50, which is tripled to 150. Checking the chart for an item of energy 150 gives a cost of \$505 - while a plain +1 Fortify cast at Power 15 would cost only \$50 to cast.

If someone *orders* a custom-made magical item, the maker may quote a price based on the above costs. Or he may offer to perform the work for a flat \$25 (or so) per mage per day, for all time spent, using the “slow and sure” method. The *buyer* assumes the risk that enchantments may fail and have to be redone. Finding a wizard who is willing to custom-make magical items, and who is not “booked up,” is the same as finding a hireling. Likewise, finding a wizard to participate in a Circle to make magical items is the same as finding a wizard hireling for any other purpose. Normally, it would be difficult or impossible to order an item custom-made by the “quick and dirty” method unless you already know a circle of mages specializing in that particular spell.



Selling Magical Items

PCs who make or capture a magical item will often want to sell it. This can lead to an interesting adventure in its own right! In general, large cities will be the most profitable places to sell magic items (especially odd ones). On secondhand items, limiting spells do not usually add to the value of an item, and may subtract from it - this is a matter for haggling.

PCs who specialize in creating a certain item, in order to make it cheaply, may be able to make a killing at first. The GM should allow them *some* profit for their cleverness. If they get greedy, he may bring in rival mages, tax-collectors, or other balancing factors.

3 SPELL LIST

Each spell description includes the following information:

Name of Spell and Class(es) it belongs to. A (VH) indicates that the spell is Very Hard; otherwise, it is a Hard skill.

Description of Effect and special rules.

Duration: The time the spell's effect lasts. If the spell is *maintained*, it lasts for a time equal to the original duration. Some spells have an instantaneous effect, and therefore no duration is given.

Cost: The energy (ST or HT) expended when the spell is cast. See p. 8. Note that some spells also have a cost to *maintain*. Others (Thunderclap and Flash, for instance) have an instantaneous effect, and cannot be

maintained. If cost is given as "Base Cost," it indicates the cost for each one-hex radius of an "area" spell - see p. 11.

Time to Cast: This is the time required to *cast* the spell. If no time is given, the spell requires *one second* of Concentration and takes place at the beginning of the caster's next turn.

Prerequisites: Magery or IQ requirements, and other spells that must be known at a skill level of 12 or better before this spell may be studied.

Item: Type of permanent magical item that can be made with the spell, and special rules (if any) for that item. Energy cost to create it, and costs for required materials (if any). See Chapter 2 for detail, on creating magical items. If there is no Item' listing, no magic item can be made with that spell.

ANIMAL SPELLS

These are the spells related to animal control and communication. None of these spells give their subjects any special powers; animals controlled will not be able to do anything they would normally be unable to do, but they will follow the caster's mental commands to the best of their abilities. Likewise, the ability to talk to an animal only lets you learn what the animal knows and understands.

These spells will not work on creatures of races which normally have IQ 8 or greater.

All magical items of this college must depict the appropriate type of animal, or contain an inset tooth from that creature.

Beast-Soother

Regular

Lets the caster calm a single animal. The beast's reaction roll to the caster is improved by twice the energy put into the spell.

Duration: Permanent, until something disturbs animal.

Cost: 1 to 3.

Prerequisite: Persuasion or the Animal Empathy advantage.

Item: Staff, wand or jewelry. Energy cost to create: 600.

Master

Regular or Blocking; Resisted by IQ

Will hold any beast motionless and quiet as long as the caster maintains eye contact and concentration. Note that darkness breaks eye contact! May be cast as a Blocking spell if the animal is entering the caster's hex - e.g., to attack.

Duration: Indefinite.

Cost: 2.

Prerequisite: Beast-Soother.

Item: Staff, wand or jewelry. Energy cost to create: 800.

Beast Summoning

Regular

Lets caster call one creature of a named type (anything under IQ 8). Range does not matter for this spell. If the spell is successfully cast, the caster will know the location of the closest creature of the type, and how long it will take for that creature to come to him. It will move toward the caster as fast as it can, until the spell ends or the animal can see the caster. It will stay nearby, without attacking, until the spell ends. The summoned animal will then have a +1 on its reaction to the caster (only). Note that if

the creature is attacked by the caster or someone near the caster, the spell will be broken.

Duration: 1 minute.

Cost: 3 to cast; 2 to maintain. To call *many* animals, double the cost of the spell. All creatures within a certain area (usually about a 10-mile radius; more for a very successful casting) will be drawn. Of course, the time they take to arrive will depend on the speed at which they can travel, and if the spell ends before they arrive, they will turn and go about their business.

Prerequisite: Beast-Soother.

Item: Staff, wand or jewelry. Energy cost to create: 400 for an item that summons one particular species, or 800 for an item that can summon any beast.

Beast Seeker

Information

As for Seeker (p. 54), but works only with animal,. May be cast for any species of animal, or individual, or simply *any* animal.

Cost: 3. One try per week per species.

Prerequisite: Beast Summoning and at least two other Seek spells, or Seeker.

Beast Link

Regular

Establishes a mental link with an animal. The animal will not stray far from the caster after that (generally not more than a half-hour's travel). It will then come, once, whenever the caster wishes. at a fast but not killing pace. If it is a wild beast, any reactions must be re-determined when the creature arrives; previous good reactions from Beast-Soother, for instance, no longer hold! This spell is similar to Beast-Summoning, but is cast in advance and on a specific creature.

Duration: Until the beast is next called. This counts as a spell "on."

Cost: 3.

Time to cast: 5 seconds.

Prerequisite: Beast-Summoning.

Item: Matched amulets. The gold one is worn by a human, the silver one by an animal; this gives the human the power to cast the Beast Link, or (if self-powered) creates the link automatically. Energy cost to create: 500 for the pair.

Insect Control

Regular; Resisted by IQ

Lets the caster control the actions of one large insect (any size) or a swarm of up to a thousand ordinary-sized “bugs.” Concentration is required. This spell will not work on an intelligent being (IQ 8 or more).

Duration: 1 minute.

Cost: 3 to cast; 2 to maintain.

Prerequisite: Beast-Soother.

Item: Staff, wand or jewelry. Energy cost to create: 300 for an item that controls one particular species, or 600 for an item that can control any type of insect.

Fish Control

Regular; Resisted by IQ

Lets the caster control the actions of one large fish (any size) or a school of an aggregate weight of about 100 lbs. Concentration is required. This spell will not work on an intelligent being (IQ 8 or more).

Duration: 1 minute.

Cost: 3 to cast; 2 to maintain.

Prerequisite: Beast-Soother.

Item: Staff, wand or jewelry. Energy cost to create: 400 for an item that controls one particular species, or 800 for an item that can control any type of fish.

Mollusk Control

Regular; Resisted by IQ

Lets the caster control the actions of one large mollusk (any size), such as a squid or octopus, or a school of an aggregate weight of about 100 lbs. Concentration is required. This spell will not work on an intelligent being (IQ 8 or more).

Duration: 1 minute.

Cost: 3 to cast; 2 to maintain.

Prerequisite: Beast-Soother.

Item: Staff, wand or jewelry. Energy cost to create: 400 for an item that controls one particular species, or 700 for an item that can control any type of mollusk.

Reptile Control

Regular; Resisted by IQ

Lets the caster control the actions of one large reptile (any size) or a group of small ones, up to about 100 lbs. total. Concentration is required. This spell will not work on an intelligent being (IQ 8 or more).

Duration: 1 minute.

Cost: 4 to cast; 2 to maintain.

Prerequisite: Beast-Soother.

Item: Staff, wand or jewelry. Energy cost to create: 400 for an item that controls one particular species, or 800 for an item that can control any type of reptile.

Bird Control

Regular; Resisted by IQ

Lets the caster control the actions of one large bird (any size) or a flock of small ones, up to about 100 lbs. total. Concentration is required. This spell will not work on an intelligent being (IQ 8 or more).

Duration: 1 minute.

Cost: 4 to cast; 2 to maintain.

Prerequisite: Beast-Soother.

Item: Staff, wand or jewelry. Energy cost to create: 400 for an item that controls one particular species, or 800 for an item that can control any type of bird.

Mammal Control

Regular; Resisted by IQ

Lets the caster control the actions of one large mammal (any size) or a group of small ones, up to about 100 lbs. total. Concentration is required. This spell will not work on an intelligent being (IQ 8 or more).

Duration: 1 minute.

Cost: 5 to cast; 3 to maintain.

Prerequisite: Beast-Soother or Charm.

Item: Staff, wand and/or jewelry. Energy cost to create: 600 for an item that controls one particular species, or 1,200 for an item that can control any type of mammal.

Rider

Regular

Lets the caster mount and ride the subject creature as though it were a trained, loyal riding animal. The creature must be capable of carrying the caster, and the caster must still make a Riding roll whenever it would normally be required. No concentration is required on the caster’s part.

Duration: 5 minutes.

Cost: 2 to cast, 1 to maintain

Prerequisite: At least one of the above “control” spells. You cannot use the Rider spell on a beast unless you know the appropriate Control spell and cast it first.

Item: Staff, wand or jewelry. The spell does not affect the creature until the would-be rider actually mounts it. If the rider dismounts, the creature will remain docile for about a minute before fleeing or attacking (whichever is its nature). Energy cost to create: 800 for an item that controls one particular species, or 3,000 for an item that can control any creature.

Rider Within

Regular

Works on any type of animal (but not intelligent beings). This is the animal version of the Soul Rider spell. Caster becomes able to see through subject’s eyes, hear through its ears, etc, as long as he concentrates. (Caster also remains aware of his own body and may act normally.) Caster exerts no control whatsoever over subject, and subject is unaware caster is “watching.”

Duration: 1 minute.

Cost: 4 to cast, 1 to maintain.

Time to cast: 3 seconds.

Prerequisite: At least two different Animal Control spells. The caster must also know the Animal Control spell for the type of animal being “ridden” before he can use this spell on that type of animal.

Item: A pair of identical pieces of jewelry - one gold, one silver. The gold one must be worn by the caster, the silver one by the subject (e.g., on a collar). The spell can then be cast at any time, regardless of distance. Usable only by a mage. If a Powerstone is included in the item, it is in the gold one. If either item is broken, the other loses its enchantment. Energy cost to create: 1,000 (for the pair). Each of the pair must contain an opal worth \$100.

Beast Possession

Regular; Resisted by IQ

Like Rider Within - except caster is in full control of the subject, “from the inside,” and has full access to the beast’s memories and abilities. While in the subject’s body, the caster may use all its skills and abilities as though they were his own. He may use his own mental abilities, but not his physical ones (so spells cannot be cast unless they are so well known they require no speech or gesture). The caster’s own body lies unconscious during the spell, and must be safeguarded.

Duration: 1 minute.

Cost: 6 to cast; 2 to maintain.

Time to cast: 5 seconds.

Prerequisite: Rider Within or Possession.

Item: As for Rider Within, but more costly. Energy cost to create: 1,500 (for the pair). Each of the pair must include an opal worth \$200.

Beast Speech

Regular

Lets the caster communicate with any animal, in the creature's own "language." The amount of information exchanged depends on the animal's intelligence; no creature below the level of a bird will be likely to know much of interest. An ant may crawl over gold, but it knows only that the material is hard and inedible . . . Each minute of the spell allows one question and answer.

Duration: 1 minute.

Cost: 4 to cast; 2 to maintain.

Prerequisite: Beast-Summoning.

Item: Staff, wand or jewelry. Energy cost to create: 1,000 for an item that talks to one particular species, or 4,000 for an item that can talk to any creature.

Shapeshifting (VH)

Special

Lets the caster change to the form of an animal. Each animal form is a different spell, to be learned separately. The caster may only learn the form of an animal with which he is familiar. The following spells are known: wolf, bear, boar, giant eagle, tiger, giant snake. (Others may be known in some game-worlds.) The caster becomes a large member of the species, as per description on p. 110. Clothing, jewelry and armor vanish when the beast-form is taken, and reappear when the human form is resumed (magical jewelry cannot be detected while "vanished"). Backpacks, carried items, etc., simply fall to the ground.

The caster retains his own intelligence, but gains all the physical attributes of the new form. This means that no spells may be cast unless the wearer knows them so well that they can be performed without gestures! Note that Fatigue is *not* increased for spellcasting purposes.

However, each hour that the spell continues, a roll against IQ must be made; a failed roll means that the caster loses a point of IQ, continuing until the normal IQ of that beast is reached! Should the caster's IQ drop to

7, he is trapped in beast form forever unless the spell is removed by Remove Curse (other spells won't counter it). Lost IQ is regained when human form is reassumed.

Duration: 1 hour.

Cost: 6 to cast, 2 to maintain.

Time to cast: 3 seconds.

Prerequisite: Magery, and at least 6 other spells of any type.

Item: (a) Jewelry. Must bear the likeness of the shape to be taken: usable only by a mage, or by someone descended from a natural were! Remains with caster when spell is cast - therefore, it is most convenient if it is a collar or necklace. There is *no* cost to maintain the spell, but the caster cannot change back unless he still has the item; otherwise, a Remove Curse spell must be used if he is to regain normal form. Energy cost to create: 1,500. (b) Skin of the shape to be taken. As above, but merges into the subject and so cannot be lost! Energy cost to create: 3,000.

Shapeshift Others (VH)

Special; Resisted by IQ

As above, but usable on others. The subject can *not* end the spell: only the caster, or a Remove Curse spell, can do that. Note that if the spell continues until the subject's IQ drops to 7, he is trapped in the beast form! Rumor has it that a variant of this spell will permit a human to be turned into a frog - but it is not found in current grimoires.

Duration: 1 hour.

Cost: 6 to cast, 2 to maintain.

Time to cast: 30 seconds.

Prerequisite: Magery 2, Shapeshifting for that form.

Item: (a) Staff or wand. Usable only by a mage; must touch the subject. Energy cost to create: 3,000. (b) Skin of the shape to be taken Always on. Placed on the subject, it puts the spell on him *permanently* (soon causing IQ loss as above) until it is taken off by Remove Curse; the item may then be reused. Energy cost to create: 3,000.

BODY CONTROL SPELLS

These are the spells that directly affect your body - or a foe's. Many can be used to injure or attack a foe quickly. See p. 8 for more about using these spells with the "mage's touch."

Itch

Regular; Resisted by HT

Causes the subject to itch fiercely in a spot of the caster's choice. The subject will be at -2 DX until he takes one full turn to scratch (more, if armor, etc., is in the way!). Only one Itch spell can affect any subject at a time.

Duration: Until subject takes a turn to scratch.

Cost: 2.

Item: (a) Staff or wand; usable by mages only. Must touch victim. Energy cost to create: 100. (b) Any item: always on. Wearer itches constantly, and remains at -2 DX while item is worn. Energy cost to create: 60.

Spasm

Regular; Resisted by HT

Can be directed against any of the subject's muscles. Directed against a hand, it causes the subject to drop whatever he is holding (usually a weapon). If the subject is in the middle of a lengthy spell requiring gestures, he must roll vs. DX or start over.

Ingenious casters will find other uses...

Duration: A moment.

Cost: 2.

Prerequisite: Itch.

Item: (a) Staff or wand; usable by mages only. Must touch victim. Energy cost to create: 300. (b) Any item: always on. Wearer must roll vs. HT each time he does something delicate (e.g., pick a lock, cast a spell) or suffer a spasm as above. Energy cost to create: 100.



Pain

Regular; Resisted by HT

The subject feels a stab of agonizing pain. He must make an IQ roll to avoid crying out (if it matters). If he is in a precarious position (climbing, for instance) he must make a DX roll to avoid catastrophe! His DX and all DX-related skills are at -3 for the next turn only. If the subject is in the middle of a spell requiring gestures, he must roll vs. IQ or start over. The subject's Toughness and Strong Will both add to any of the above rolls. High Pain Threshold gives +3.

Duration: 1 second.

Cost: 2.

Time to cast: 2 seconds.

Prerequisite: Spasm.

Item: (a) Staff or wand; usable by mages only. Must touch victim. Energy cost to create: 400. (b) Any item: always on. Wearer feels stabbing pain, as above, but *continuing* until he makes a HT roll. Wearer can do *nothing* until the roll is made! Energy cost to create: 300.

Stun

Regular; Resisted by HT

The subject is physically stunned (p. B127) and must roll vs. HT each turn to recover.

Cost: 2.

Prerequisite: Pain.

Clumsiness

Regular; Resisted by IQ

Reduces the subject's DX temporarily. Ability with all DX-based skills is also reduced.

Duration: 1 minute.

Cost: 1 for every point of DX reduction to a maximum of 5; half that amount per minute (round up) to maintain.

Prerequisite: Spasm.

Item: (a) Any item. Always on; reduces wearer's DX. Energy cost to create: 100 for each point of DX reduction. (b) Staff or wand. Usable by mage only; must touch subject. Energy cost to create: 800.

Dexterity

Regular

Raises the subject's DX temporarily. Speed and ability with all DX-based skills are also raised. A caster *can* raise his own dexterity to increase his chances of hitting with missile spells, etc.

Duration: 1 minute.

Cost: 2 for every point of DX increase (maximum of 5); the same cost to maintain.

Prerequisite: Clumsiness.

Item: (a) Any item. Always on; wearer's DX is raised while item is worn! A very rare item. Energy cost to create: 2,000 per point of increase (maximum 5). (b) Staff or wand. Usable by mage only; must touch subject. Energy cost to create: 2,000.



Might

Regular

Raises the subject's ST temporarily. This will affect damage, encumbrance, fatigue, and possibly readying times for weapons. A caster *can* raise his own strength, but note that if the subject's fatigue is higher than his ST when the spell wears off he will immediately lose consciousness. High skill does not reduce cost to cast this spell.

Duration: 1 minute.

Cost: 2 for every point of ST increase (maximum of 5); the same cost to maintain.

Prerequisite: Lend Strength.

Item: (a) Any item. Always on; wearer's ST is raised while item is worn. Energy cost to create: 1,500 per point of increase (maximum 5). (b) Staff or wand. Usable by mage only; must touch subject. Energy cost to create: 1,000.

Vigor

Regular

Raises the subject's HT temporarily. This will affect basic speed and damage sustainable, but will not heal wounds or restore the use of already-crippled limbs. If the subject's wounds when the spell wears off put him below -HT, he will have to make a HT roll to live if he has not already done so. High skill does not reduce cost of this spell.

Duration: 1 minute.

Cost: 2 for every point of HT increase (maximum of 5); the same cost to maintain.

Prerequisite: Lend Health.

Item: (a) Any item. Always on; wearer's HT is raised while item is worn. Energy cost to create: 1,500 per point of increase (maximum 5). (b) Staff or wand. Usable by mage only; must touch subject. Energy cost to create: 1,000.

Climbing

Regular

Gives the subject a strong, sure grip to increase his Climbing ability.

Duration: 1 minute.

Cost: 1 to 3 to cast; the same amount to maintain. The increase in the subject's Climbing ability is equal to twice the energy put into the spell.

Item: Shoes, gloves, clothing, or jewelry. Affects wearer only. Energy cost to create: 250 times the maximum Climbing bonus (no more than 5) the item can give.

Strike Blind

Regular; Resisted by HT

The subject is temporarily blinded. See p. 12 for a description of the effects: the most important is that he is at -10 to attack anyone physically, and cannot see targets to cast spells at.

Duration: 10 seconds.

Cost: 4 to cast; 2 to maintain.

Prerequisite: At least 2 Light spells and Spasm.

Items: (a) Any item. Always on; wearer is blinded. Energy cost to create: 500. (b) Staff or wand. Usable by mage only; must touch subject. Energy cost to create: 2,000.

Strike Deaf

Regular; Resisted by HT

The subject is temporarily deafened.

Duration: 10 seconds.

Cost: 3 to cast; 1 to maintain.

Prerequisite: At least 2 Sound spells and Spasm.

Items: (a) Any item. Always on; wearer is deafened. Energy cost to create: 400. (b) Staff or wand. Usable by mage only; must touch subject. Energy cost to create: 1,000.

Strike Dumb

Regular; Resisted by HT

The subject cannot speak. This may make it difficult to cast spells, if they are not well known (see p. 7).

Duration: 10 seconds.

Cost: 3 to cast; 1 to maintain.

Prerequisite: Spasm.

Items: (a) Any item. Always on; wearer cannot speak. Energy cost to create: 500. (b) Staff or wand. Usable by mage only; must touch subject. Energy cost to create: 2,500.

Curse-Missile

Missile

This spell lets the wizard take an Itch, Spasm, Pain, Clumsiness, Curse, or Strike Blind/Deaf/Dumb spell and throw it, as a missile. It takes three rolls to make the spell work: one on Curse-Missile spell to throw it, one to hit the target, and one roll (on the underlying spell) when the target resists.

This spell appears as a globe of greenish light, building in the caster's hands. A mage who sees a curse-missile can tell what it will do, if he knows the spell within the missile. This spell has SS 13, Acc +2, ½D 30, Max 80.

Cost: 2. If the spell succeeds, the mage pays the cost of the underlying spell (Pain, etc.) as well. If the spell is one that can be maintained, the mage may maintain it normally.

Time to cast: 1 second, plus time for underlying spell.

Prerequisite: Magery 2. The mage must also know the spell being used in the missile.

Item: Staff or wand - missile is fired from end of item. Can be used only by a mage. May fire only one particular type of spell, as set by creator of item. Energy cost 600, plus cost for underlying spell.

Paralyze Limb

Regular; Resisted by HT

The caster must touch the *subject* on a limb (using appropriate DX modifiers for that aimed attack). That limb is paralyzed; it is considered crippled for one minute. In most combat situations, the limb may simply be treated as crippled until that battle is over. Does not affect the head.

Duration: 1 minute.

Cost: 3. Cannot be maintained; must be recast.

Prerequisite: Magery and five Body Control spells including Pain.

Item: Staff or wand. Usable by mage only; must touch subject. Energy cost to create: 1,000.

Total Paralysis

Regular; Resisted by HT

The caster must touch the subject on the head (-5 to caster's attack roll). The subject is totally paralyzed, and cannot move at all for one minute (or, in the average game, until that battle is over).

Duration: 1 minute.

Cost: 5. Cannot be maintained; must be recast.

Prerequisite: Paralyze Limb.

Item: Staff or wand. Usable by mage only; must touch subject. Energy cost to create: 2,000.

Wither Limb

Regular; Resisted by HT

Caster *must* touch one of the subject's limbs. That limb withers immediately; it is "crippled" for all purposes. The subject also takes 1 die of damage. Does not affect the head.

Duration: Permanent unless healed magically.

Cost: 5.

Prerequisite: Magery 2, Paralyze Limb.

Item: Staff or wand. Usable by Mage only; must touch subject. Energy cost to create: 2,000.

Deathtouch

Regular

Caster *must* touch the subject. The *subject* takes 1 die of damage for every point of energy the caster uses in the spell. Neither passive defense nor damage resistance protects against this injury! This spell *does* affect the undead.

Cost: 1 to 3.

Prerequisite: Wither Limb.

Item: Staff or wand; must be colored jet black. Usable by mage only; must touch subject. Energy cost to create: 2,500.

Sickness

As under Mind Control (see p. 66).

Regular; Resisted by HT

Fatigue

Regular; Resisted by HT

Reduces the subject's ST temporarily. Note that this will affect the subject's basic damage with weapons. It also affects encumbrance, but GMs are free to ignore this picky detail in the interest of playability.

Duration: 1 minute.

Cost: 1 for every point of ST reduction (maximum 5); half that amount per minute (round up) to maintain.

Item: (a) Staff or wand. Usable by mage only; must be pointed at (but not necessarily touch) subject. Energy cost to create: 900. (b) Any item. Always on; reduces wearer's ST. Energy cost to create: 100 for every point of ST by which wearer's ST is reduced.



Hinder

Regular; Resisted by HT

The subject's Move score (and Dodge) is reduced by 1 for every point of energy put into the spell.

Duration: 1 minute.

Cost: 1 to 4 points to cast; the same amount to maintain.

Prerequisite: Haste (p. 69) or Clumsiness.

Item: (a) Staff or wand. Usable by mage only; must be pointed at (but not necessarily touch) subject. Energy cost to create: 600. (b) Any item. Always on; reduces wearer's Move score. Energy cost to create: 200 for every 1-hex reduction in wearer's Move.

Rooted Feet

Regular; Resisted by ST

Works on a living subject only. The subject's feet are glued in place! The subject gets another resistance roll *every turn*, rolling his (ST-5) against the original spell skill roll, to break free. Skill with any weapon except a ranged weapon is reduced by 2 while the spell continues, and the subject's Dodge score is cut in half (round down).

Duration: 1 minute, or until subject breaks free.

Cost: 3.

Prerequisite: Hinder.

Items: (a) Staff or wand. Usable by mage only; must touch subject. Energy cost to create: 400. (b) Any item. Always on; wearer must make a (ST-5) roll *every turn* in order to move. A failed roll means he cannot move. Energy cost to create: 600.

Tanglefoot

Regular; Resisted by DX

The subject trips and falls down.

Duration: Instantaneous.

Cost: 2.

Prerequisite: Clumsiness.

Item: Staff or wand. Usable by mage only; must be pointed at (but not necessarily touching) subject. Energy cost to create: 600.

Roundabout

Regular; Resisted by HT

Allows the mage to change the facing of the subject to any direction desired. This is not a teleport-in-place, but a physical spin. On the subject's next turn, a Body Sense roll is needed to take any action. If the subject moved 2 or more hexes the previous turn, he must make an IQ roll to avoid continuing in the new direction.

Duration: Instantaneous.

Cost: 3.

Prerequisite: Tanglefoot.

Resist Pain

The subject becomes temporarily impervious to pain. He may ignore Spasm and other pain-causing spells. He cannot be stunned in combat, and does not lose DX when wounded, or slow down when his HT is reduced to 3. However, he does not gain any actual resistance to injury - only to the pain it causes.

Duration: 1 minute.

Cost: 4 to cast; 2 to maintain.

Prerequisite: Pain, Magery 2.

Item: Any item. Affects wearer only. Energy cost to create: 800.

Regular

does not have the model (or a good picture) available; if he is not too familiar with the model, -2 or worse.

This spell cannot be used to *injure* the subject. Mages do not get an automatic IQ + Magery roll to realize someone is under this spell.

If this spell or Alter Body (below) is used to permanently improve a PC's looks, the GM should require them to pay the appropriate character points for the improvement!

Duration: 1 hour unless made permanent. May be removed by Alter Visage, Alter Body or Remove Curse.

Cost: 4 to cast, 3 to maintain. May be made permanent, as an enchantment, for an energy cost of 40.

Time to cast: 1 minute.

Prerequisite: 8 Body Control spells, and either Shapeshifting or Perfect Illusion.

Item: Any, but usually clothing or jewelry. Gives wearer a new face, pre-set by the caster. Energy cost to create: 1,000.



Alter Visage

Changes the subject's face as the caster wills. Any new organs added (e.g., extra eyes) will not really function. Other than that, any change is possible. If the caster is trying to duplicate an existing face, he is at -1 if he

Regular; Resisted by HT

Alter Body

As for Alter Visage, except that the subject's entire body (e.g., skin, hair, limbs) may be altered. The subject's general form cannot change: humanoids stay humanoid. No extra limbs, wings, etc., may be added. Simpler additions are possible (non-prehensile tails, horns, hooves), but the subject will be unfamiliar with them, and may suffer penalties to DX until a suitable adjustment period (GM's decision) has passed. The subject's mass must remain the same; basic stats do not change.

Duration: 1 hour unless made permanent. May be removed by Alter Body or Remove Curse.

Cost: 8 to cast, 6 to maintain. May be made permanent, as an enchantment, for an energy cost of 200.

Time to cast: 2 minutes.

Prerequisite: Alter Visage.

Item: Any, but usually clothing or jewelry. Gives wearer a new appearance. pre-set by the caster. Energy cost to create: 4,000.

Regular; Resisted by HT

COMMUNICATION AND EMPATHY SPELLS

Sense Life

Tells the caster if there is any life in the subject area, and gives a general impression (on a good roll) of what kind. Caster can also specify he is looking for a specific sort of life; plants, elves, redheaded girls, or a named person who the caster knows.

Base Cost: ½ (minimum 1).

Item: Staff, wand or jewelry. Energy cost to create: 80.

Information; Area

Sense Foes

Tells the caster if the subject has hostile intent, and what the degree of hostility is. Can be cast on one person, or a whole area. If cast over an area, it will only detect that *someone* is hostile, without telling who.

Base Cost: 1 (minimum 2).

Item: Staff, wand or jewelry. Energy cost to create: 200.

Information; Area

Sense Emotion

Lets the caster know what emotions the subject is feeling at the moment. Works on any living being, but not much use except on intelligent creatures! Will also tell how *loyal* the subject is to the caster (see Loyalty, p. B195).

Cost: 2.

Prerequisite: Sense Foes.

Item: Staff, wand or jewelry. Energy cost 300.

Regular

Truthsayer

Tells whether the subject is lying or not. May be cast in two ways: (a) to tell whether the subject has told *any* lies in the last five minutes; (b) to tell whether the *last* thing the subject said was a lie. May also give an

Information; Resisted by IQ

indication of how great the lie is. If caster is not touching subject, calculate range as for a regular spell.

Cost: 2.

Prerequisite: Sense Emotion.

Item: Crown, helmet or other headgear. Energy cost 500.

Compel Truth

The subject becomes unable to lie, though he may keep silent, or tell partial truths (this must be roleplayed). The spell does not force him to volunteer information; he merely cannot make any statement he believes to be untrue.

Duration: 5 minutes.

Cost: 4 to cast, 2 to maintain.

Prerequisite: Magery 2, Truthsayer.

Item: Torc or heavy necklace; wearer cannot lie. Energy cost 600.

Information; Resisted by IQ

Mind-Reading

Lets the caster read the subject's mind. Works on any living thing, but is most useful on intelligent creatures. Detects only *surface thoughts* (what the subject is thinking at that moment). The subject is not aware his mind is being read, except in case of a critical failure. Modifiers: -2 to skill if caster does not know the subject's *native* language; -2 if subject is of a different race; -4 or more if subject is totally alien!

Duration: 1 minute.

Cost: 4 to cast; 2 to maintain.

Time to cast: 10 seconds.

Prerequisite: Truthsayer.

Item: Crown, helmet or other headgear. Usable only by a mage. Energy cost 1,000.

Regular; Resisted by IQ

Hide Thoughts *Regular; Resists mental attacks*

This spell will Resist any sort of mind-reading or thought-control spell used on the subject. The “attacking” spell must first overcome the Resistance of this spell, and then (in a separate roll) the subject’s IQ. This spell will not affect mental control that has already been established.

Duration: 10 minutes.

Cost: 3 to cast; 1 to maintain.

Prerequisite: Truthsayer.

Item: Crown, helmet or other headgear. Energy cost 400.

Soul Rider *Regular; Resisted by IQ*

Caster becomes able to see through subject’s eyes, hear through his ears, etc., whenever he concentrates. (Caster also remains aware of his own body and may act normally). Caster exerts no control whatsoever over subject, and does not know subject’s thoughts. Subject must be intelligent (IQ 7 or above). Skill is at -2 if subject is of a different race; if subject is totally alien, -4 or more!

Duration: 1 minute.

Cost: 5 to cast; 2 to maintain.

Time to cast: 3 seconds.

Prerequisite: Mind-Reading.

Item: A pair of identical pieces of jewelry - one gold, one silver. The gold one must be worn by the caster, the silver one by the subject. The spell can then be cast at any time, regardless of distance. Usable only by a mage. If a powerstone is included in the item, it is in the gold one. If either item is broken, the other loses its enchantment. Energy cost 1,000 (for the pair). Each of the pair must contain an opal worth \$100.

Mind-Search (VH) *Regular; Resisted by IQ*

Lets the caster search through the subject’s mind to find deep thoughts and knowledge of things the subject is not thinking about at the moment. In effect, the caster may ask one simple question (answered by not more than ten words) per minute, and get the most truthful answer the subject can give. The subject is not aware of the intrusion, except in case of a critical failure.

Language is no barrier for this spell, and the subject may even be asleep. Subjects of different races will be harder to mind-search, at the GM’s discretion.

Modifiers: Same as Mind-Reading, above. If the subject has magically been caused to forget something, this spell will not recover it.

Duration: 1 minute.

Cost: 6 to cast; 3 to maintain.

Time to cast: 1 minute.

Prerequisite: Mind-Reading.

Item: Cap, crown, helmet or other headgear. Usable only by a mage. Energy cost to create: 1,500.

Mind-Sending *Regular*

One-way communication: lets the caster send his thoughts to the subject. This goes at only talking speed, though simple pictures may also be sent (time required is equal to the time it takes the subject to copy the picture on paper or parchment).

When figuring the distance penalty, use the “long-distance modifiers” given on p. 10. If caster and subject don’t know each other,

there is an additional -4 penalty.

Duration: 1 minute.

Cost: 4 to cast; 4 to maintain.

Time to cast: 4 seconds.

Prerequisite: Mind-Reading.

Item: Cap, crown, helmet or other headgear. Usable only by a mage. Energy cost to create: 1,500.

Telepathy (VH)

Regular

Full two-way communication, like Mind-Reading and Mind-Sending combined. Subject *must* be willing. Both caster and subject know the whole of each others’ thoughts *and* each knows what the other is experiencing; they communicate at the speed of thought. Other people can “enter the link” - a new casting of the spell (by anyone involved) is required for each new person to enter. To eavesdrop on an existing telepathic link without being noticed, there is a -4 skill penalty.

If caster and subject know each other and the subject expects the “call,” there is *no* distance penalty. Otherwise, as for Mind-Sending above. But the spell cannot work across time, dimension,, interplanetary space, etc.

Duration: 1 minute.

Cost: 4 to cast; 4 to maintain. for a 3-way link. Same for each additional person added.

Time to cast: 4 seconds.

Prerequisite: Mind-Sending.

Item: Cap, crown, helmet or other headgear. Usable only by a mage. Energy cost to create: 2,000.

Persuasion

Resisted by IQ

Used when a reaction roll is required, this spell makes the subject (one intelligent creature -IQ 7 or better) more likely to react favorably.

Duration: 1 minute.

Cost: Twice the bonus to be added w the roll.

Prerequisite: Sense Emotion.

Item: Cap, crown, helmet or other headgear. Must include a purple jewel (garnet or amethyst) worth at least \$200. Usable only by a mage. Energy cost to create: 1,000.

Control Person

Regular; Resisted by IQ

Lets caster use all the victim’s senses and control all victim’s physical actions (caster has no access to subject’s memories, skills, spells, etc.). The subject retains his memory and wits and is aware of what is happening - though not of the caster’s identity. The caster can only “animate” one body at a time, and must concentrate to control the subject’s body. When he concentrates, his own body falls limp; when he stops concentrating, the subject regains control of his own body. But the caster can move between the bodies freely while the spell lasts!

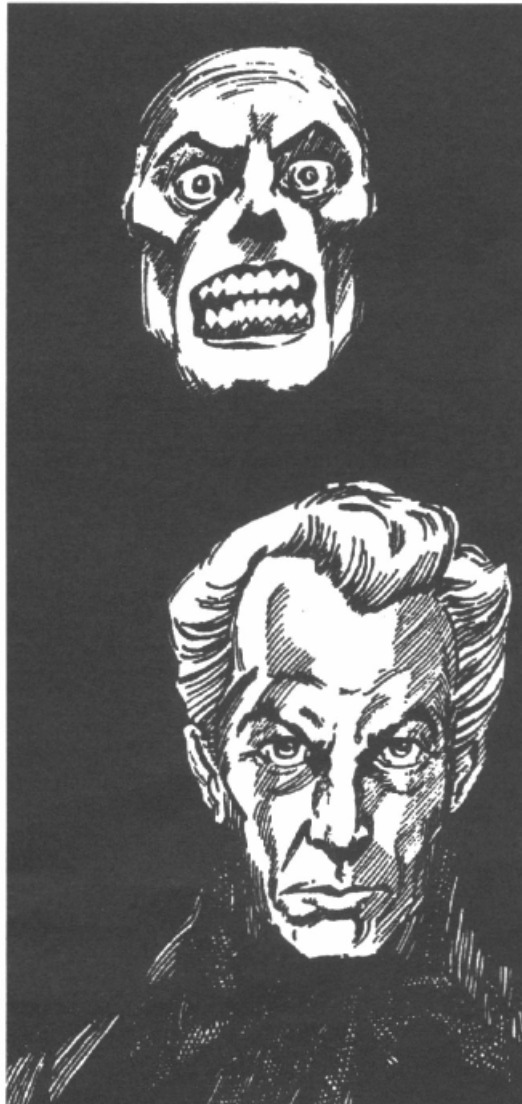
Duration: 1 minute.

Cost: 6 to cast; 3 to maintain.

Time to cast: 10 seconds.

Prerequisite: Soul Rider or Telepathy.

Item: Crown, helmet or other headgear. Usable only by a mage. Energy cost to create: 1,500.



Possession (VH)

Regular; Resisted by IQ

Like Control Person - except the victim is unconscious throughout the "possession," and the caster has full access to the subject's memories, skills, and spells. While in the subject's body, the caster has his own skills and spells, and may use all the subject's skills, spells, and memories as though they were his own (the subject's physical skills are at -1). The casters own body lies unconscious during the spell, and must be safeguarded.

Duration: 1 minute.

Cost: 10 to cast; 4 to maintain.

Time to cast: 1 minute.

Prerequisite: Magery and either Control Person or Beast Possession.

Item: Cap, crown, helmet or other headgear. Usable only by a mage. Energy cost to create: 2,500.

Permanent Possession (VH)

Regular; Resisted by IQ

Like Possession - but the caster remains in the body of the subject until he chooses to leave, or is "exorcised" by an appropriate spell (see below). The caster's own body is in Suspended Animation (see p. 50) while the spell continues. If the caster's body dies, the spell is broken. Whenever the subject body takes damage, the caster must roll on his own body's HT, or take the same damage. If the subject body dies, the caster must roll vs. HT or die himself!

Duration: Indefinite (could be permanent).

Cost: 30.

Time to cast: 5 minutes.

Prerequisite: Possession and Magery 3.

Item: Cap, crown, helmet or other headgear. Usable only by a mage. Energy cost to create: 3,000.

Exchange Bodies (VH)

Regular; Resisted by IQ

The caster permanently exchanges bodies with the subject. The subject may be any living creature. The only way this spell can be reversed, once it has been cast, is to cast it again; Exorcism or other anti-magic will not work. The attributes of ST, DX and HT, as well as all physical advantages and disadvantages, go with the body; IQ, memory, personality, and all skills and spells go with the mind.

Note: If (for instance) an old wizard switches into a strong young body, his "point value" as a character has increased, and the GM may require him to pay the same number of character points as if he had suddenly "upgraded" his original body that much! To help keep this under control, this spell is probably one that should require some rare spell materials (see p. 9).

Duration: Permanent.

Cost: 120.

Time to cast: 1 hour.

Prerequisite: Permanent Possession, Soul Jar (p. 73).



Exorcism

Regular; Resisted by spell on subject

Ends any Soul-Rider, Control, or Possession spell (or their animal equivalents) affecting the subject.

Cost: 10.

Time to cast: 10 seconds.

Prerequisite: Soul Rider or Possession or (GM's option) "holy" religious status.

Item: Staff or wand. Usable only by a mage. Item must touch subject of exorcism. Energy cost to create: 300.

Lend Language

Regular

Subject gains a language at caster's level or subject's IQ+4 whichever is less. The caster must know the language in question.

Duration: 1 minute.

Cost: 3 to cast; 1 to maintain.

Time to cast: 3 seconds.

Prerequisite: Mind-Sending.

Borrow Language

Regular

Caster gains a language at subject's level or at caster's IQ+4 whichever is less. The subject must know the language in question.

Duration: 1 minute.

Cost: 3 to cast; 1 to maintain.

Time to cast: 3 seconds.

Prerequisite: Lend Language.

Lend Skill

Regular

Subject gains a skill at (stat)+4 or increases his existing skill by 4 levels - whichever is more. Subject's skill cannot become higher than caster's skill. Caster must know the skill in question (either normally or by Borrow Skill, below). Will not work on languages or spells.

Duration: 1 minute.

Cost: 3 to cast; 2 to maintain.

Time to cast: 3 seconds.

Prerequisites: Mind-Sending, IQ 12+.

Borrow Skill

Regular

The caster gains a skill at (stat)+4 or increases his existing skill by 4 levels - whichever is more. Caster's skill cannot become higher than subject's skill. Subject must be willing, and know the skill in question. Will not work on languages or spells.

Duration: 1 minute.

Cost: 4 to cast; 3 to maintain.

Time to cast: 3 seconds.

Prerequisites: Lend Skill.

Gift of Tongues (VH)

Regular

Lets the subject (intelligent creatures only) speak and understand any language with a skill equal to his IQ. Will not provide speech or hearing to one who lacks these abilities.

Duration: 1 minute.

Cost: 4 to cast; 2 to maintain.

Prerequisites: Borrow Language; 3 languages at skill 10+.

Item: Headgear or jewelry. Works on wearer only, and only for certain languages. Energy cost to create: 300 per language included (must be known to creator).

Gift of Letters (VH)

Regular

As above, but for written words only. The subject must already be literate.

Duration: 1 minute.

Cost: 4 to cast; 2 to maintain.

Prerequisites: Borrow Language; 3 languages at skill 10+.

Item: Headgear or jewelry. Works on wearer only, and only for certain languages. Energy cost to create: 300 per language included (must be known to creator).

ELEMENTAL SPELLS

There are four different colleges of Elemental magic: Earth, Air, Fire and Water.



EARTH SPELLS

These spells concern themselves with the element Earth. Typically, they are very powerful, but also very fatiguing; Earth is the hardest and most obstinate of elements. In all these spells, one "hex" of earth, where it matters, is assumed to be six feet deep.

None of these spells will affect or transform stone or metal unless the description specifically says so.

Seek Earth

Information

This is the basic Earth spell. It tells the caster the *direction and approximate distance* of the nearest significant amount of any one type of earth, metal or stone. Use the long-distance modifiers (p. 10). Any known sources of that material may be excluded if the caster specifically mentions them before beginning.

Cost: 3.

Time to cast: 10 seconds.

Item: A forked stick with an ounce of the desired earth/stone/metal set in the tip; each stick will find only the one kind of earth. Cost to create: 50 energy, and cash to buy an ounce of the material sought.

Shape Earth

Regular

Lets the caster move earth about and shape it into any form. If the form is stable (e.g., a hill), it will remain permanently after shaping. An unstable form (e.g., a column or wall) will last only while the spell continues although no special concentration is required-and then collapse.

Earth *moved* with this spell travels at only 2 hexes per turn. It can harm no one except by flowing over an immobile person and burying him. If earth is moved into a person's hex - or *out* of their hex, to create a hole - that person may move normally on the next turn, to escape. Only if they fail to do so will they be buried.

Anyone buried by this spell may try to claw his way out of the loose earth. One roll, at ST-4, is allowed every turn. GMs may make this roll harder if a character is buried under more than a hex-worth of earth! A buried character can hold his breath for (HT x10) seconds, and then loses 1 Fatigue per turn (see p. B91). Any spell that produces air, or removes the need for it, will avert this fate.

Duration: 1 minute.

Cost: 2 per hex of earth shaped; 1 per hex to maintain.

Prerequisite: Seek Earth.

Item: Staff, wand, piece of jewelry or digging tool. Cost: 200 energy.

Sand Jet

Regular

Lets the caster shoot a thin jet of sand particles from one hand. Each turn, the caster rolls versus DX-4 or Magic Jet to hit. This counts as an attack; it may be dodged or blocked, but not parried. If the spell strikes, it causes no injury, but will temporarily blind the target unless he makes a HT roll.

If the HT roll is failed, each energy point in the spell blinds the target for one second. After the target can see again, he will be at -3 DX for watery eyes for a further 1d seconds. On a critical failure of the HT roll, the target is blinded for 1d seconds per point in the spell. On a successful HT roll, the victim covers his eyes for one second, and therefore is at -3 DX for one turn. On a critical success, the victim is unaffected.

Duration: 1 second.

Cost: 1 to 3 points. The jet's range in hexes is equal to the energy put into it. Cost to maintain is the same.

Prerequisite: Create Earth.

Shape Stone

Regular

Lets the caster move solid stone about and shape it into any form. If the form is stable, it will remain permanently after shaping. An unstable form will last only while the spell continues - though no special concentration is required - and then break or collapse. A successful Architecture roll may be required to create a stable arch or overhang.

Stone *moved* with this spell travels at only 1 hex per turn. It can harm no one except by flowing over an immobile person and burying him. If stone is moved into a person's hex - or out of his hex, to create a hole - that person may move normally on the next turn, to escape. Only if he fails to do so will he be buried. Anyone buried by this spell is in big trouble, as stone is much stronger than loose earth! Otherwise, results of burial are as for Shape Earth.

Duration: 1 minute.

Cost: 4 per hex of stone shaped; 2 per hex to maintain. Triple cost if the stone to be shaped has already been cut or worked; it is not easy to make your own door into the castle!

Prerequisites: Shape Earth, 3 other Earth spells.

Item: Staff, wand, piece of jewelry or digging tool (pick). Cost: 500 energy.



Walk Through Earth

Regular

This spell allows the subject to pass through earth as if it were air. With this spell, the subject could walk through a stone wall of a dungeon, or the earthen wall of a hut. This spell does not open a passage so that others can follow. It also doesn't reveal what is on the other side . . . If the caster also knows Earth to Air, he will automatically have breathing air during his journey, at no energy cost. Otherwise, he must hold his breath!

Should the spell end before the subject regains the open air, he will be buried in earth or stone, as the case may be. He will not automatically be harmed, but will suffocate (see p. B91) if he cannot escape.

Duration: 1 second.

Cost: 4 to cast; 3 to maintain. Double cost to pass through stone. Triple cost to pass through metal.

Prerequisite: Shape Stone.

Item: Gray-colored cloak or silver jewelry; works on wearer only. Energy cost to create: 1,200.

Earth to Stone

Regular

Turns an item made of earth or clay into hard stone (but not gemstone).

Duration: Permanent.

Cost: 3 for an item up to 20 lbs.; 5 for a larger item up to 1 hex, plus 5 more for each additional hex.

Prerequisites: Magery, Shape Earth.

Item: Staff, wand or jewelry. Energy cost to create: 300.

Stone to Earth

Regular

Turns any kind of stone (including gemstone) into simple earth. Must be cast on a whole stone or block, rather than a part of it.

Duration: Permanent.

Cost: Double that of Earth to Stone.

Prerequisite: Earth to Stone or any four Earth spells.

Item: Staff, wand or jewelry. Energy cost to create: 400.

Create Earth

Regular

Lets the caster create good, solid earth where none existed before. This earth must be created in contact with the Earth itself - not hanging in the air or floating in the sea!

Duration: Permanent.

Cost: 4 per hex to create earth from nothingness (to fill a pit, for instance), or 2 per hex to solidify mud into good earth.

Prerequisite: Earth to Stone.

Item: Staff or wand. Energy cost to create: 500.

Flesh to Stone

Regular; Resisted by HT

"Petrifies" a living subject (and all his gear!) into stone.

Duration: Instantaneous.

Cost: 10 for a one-hex creature, 20 for a 2-hex creature, and so on. Must affect the entire subject, not just a part of it!

Time to cast: 2 seconds.

Prerequisite: Earth to Stone.

Item: Staff or wand. Usable by mages only. Energy cost to create: 1,000. Victim must be touched by item for spell to work.

Stone to Flesh

Regular

The reverse of the above spell. Reverses the effects of Flesh to Stone and brings the victim back to life (stunned). Cannot be used to animate a statue that was never alive (but see the Animation and Golem spells.)

Duration: Permanent.

Cost: 10 for a one-hex creature; more in proportion to size.

Time to cast: 5 seconds.

Prerequisite: Magery 2, Stone to Earth, Flesh to Stone.

Item: Staff or wand. Usable by mages only. Energy cost to create: 1,000. Victim must be touched by item for spell to work.

Body of Stone (VH)

Regular; Resisted by HT

Subject becomes an animated stone statue; he acquires PD 2, DR 4, and takes only half damage from Fire and Water combat spells. Speed goes down to 3. Subject does not need to breathe while the spell lasts. Clothes also become of stone, but not carried equipment. He may still speak, cast spells, etc.



Duration: 1 minute.

Cost: 10 for a one-hex creature, more in proportion to size; half that to maintain.

Time to cast: 5 seconds.

Prerequisites: Stone to Flesh.

Item: Staff, wand or jewelry. Usable only by wearer. Energy cost to create: 1,500.

Stone Missile

Missile

Lets caster create a ball of stone and fire it from his hand. When it hits, it does crushing damage and vanishes. This spell has SS 13, Acc +2, 1/2D 40, Max 80.

Cost: From 1 to 3; the missile does 1d + 1 damage for each energy point.

Time to cast: 1 for each point of energy used.

Prerequisite: Create Earth.

Item: Staff or wand - missile is fired from end of item. Can be used only by a mage. Energy cost to create: 400.

Earth to Air

Regular

This spell turns earth or stone into air; it can therefore be very valuable to one trapped underground. It is also considered an Air spell.

Duration: Permanent.

Cost: 1 to transform a cubic foot of earth/stone to air, giving enough air for one person to breathe for one minute - this is the equivalent of about 1 1/2 six-foot-deep hexes of earth or stone per hour. To transform large quantities of earth or stone at once, the cost is 8 per hex.

Time to cast: 2 seconds.

Prerequisite: Create Air (p. 34), Shape Earth.

Item: Staff, wand or jewelry. Usable only by mages. Stone to be transformed must be touched by item. Cost: 750 energy, \$1,000 in jewels.

Earth Vision

Regular

This spell lets the subject see through the earth - to find caves, bodies of ore, buried treasure, entombed victims, etc. Earth and uncut stone (up to 50 yards deep) are transparent to the subject, wherever he looks. Metal is not transparent; cut stone, bricks, etc., are also not transparent. Thus, this spell won't let you look through castle walls.

Duration: 30 seconds.

Cost: 2 per 10 yards of depth to cast; the same to maintain.

Prerequisite: Shape Earth.

Item: Any. Energy cost to create: 400.

Entombment

Regular; Resisted by HT

The subject is instantly swallowed up by the earth. He remains in suspended animation (as per p. 50), in a tiny circular chamber 50 feet underground, until rescued by tunneling or the reverse of this spell. A mage who casts Entombment on himself may elect to stay awake, but this is unwise unless he also knows Earth to Air!

Cost: 10; 6 to reverse an entombment.

Time to cast: 3 seconds.

Prerequisites: Magery 2, 5 Earth spells.

Item: Wand or staff - must be colored jet black. Usable by mages only. Energy cost to create: 1,200. Victim must be touched by item for spell to work.

Earthquake

Area

Shakes the affected area. The caster probably won't want the area to include him. Divide the actual distance from caster to edge of affected area by 20 before figuring the skill penalty.

The spell must be cast over a fairly large area to be useful. Shaking one corner of a building will upset the occupants, but won't wreck the building. Cost depends on strength of the quake:

Tiny: Just a demonstration - a slight swaying. Pay base cost.

Mild: Slight damage to buildings. Multiply base cost by 2. DX roll required, every second, for those in affected area to keep their feet.

Severe: Stone walls crack; towers may fall. Multiply base cost by 4. DX-3 roll required, every second, for those in affected area to keep their feet.

Duration: One minute.

Base Cost: 2 to cast; 2 per minute to maintain.

Time to cast: 30 seconds.

Prerequisites: Magery 2; at least 6 Earth spells, including Earth Vision.

Volcano

Regular

Causes vapor and lava to spew from a chosen hex of ground. Not a quick spell, but very serious! The volcano will start out small - a small hole spitting stones and vapors - and increase its diameter by a couple of hexes per day. This spell will also reactivate a dormant volcano. When the spell is allowed to lapse, the volcano will cease to grow and will soon die (a formerly dormant volcano may stay active at the GM's discretion).

Duration: One day.

Cost: 15 to cast, and another 10 per day to maintain.

Time to cast: One hour until the first effects are visible. Continued concentration for 8 hours each day is necessary to keep the volcano growing.

Prerequisite: Earthquake and at least six Fire spells.

Elemental Spirit Spells

The following descriptions of Earth Elemental spells also hold true for the corresponding Air, Fire, and Water spells. For descriptions of the nature and abilities of the four types of elementals, see p. 114/B154.

Summon (Earth) Elemental

Special

This is a different spell for each of the four elements. It allows the caster to call a nearby elemental - if one exists. Air and Water elementals may travel several miles within their element to answer a summoning, but Earth elementals will come only a mile, and Fire elementals will travel only a hundred yards from a fiery place. In general, the GM should assume that an elemental is available if the location is appropriate, unless the scenario or situation requires that elementals are opportunely absent. The GM determines the elemental's attributes - by rolling 2 dice for each, if the "plot" of the adventure does not require some specific sort of elemental. A very successful summoning may call several elementals - on a "critical success," roll 1d+1 for number called, and roll 3 dice for ST and HT.

The summoned elemental is not under the caster's control, but must remain for one hour unless it is dismissed - or destroys the caster. Note that a dismissal does not guarantee the elemental will leave; if it is hostile, or simply curious, it may choose to stay!

The caster may question the summoned elemental, request a service, etc. A reaction roll is immediately made to see how the elemental(s) feel toward the wizard. Fire elementals always react at -2. On a good reaction, an elemental will cooperate for an hour - no longer - and then vanish. (When summoning elementals, remember that they can be bargained with - if you are wise enough to know what an elemental might desire.)

If the summoning spell is repeated, roll 1 die. On a 1-3, a new elemental appears. On a 4 or 5, the same elemental appears. On a 6, there

are now no elementals available. If the same elemental is summoned again within a week, it will react at a -4.

Duration: One hour. May not be maintained.

Cost: 4.

Time to cast: 30 seconds. GM rolls 2 dice to determine how many minutes before the elemental appears.

Prerequisite: Magery; at least 8 other spells of the appropriate element, or 4 other spells of the appropriate element and another Summon Elemental spell.

Item: Staff, wand or jewelry decorated with appropriate elemental images - a different enchantment is required for each of the four types. Cost: 800 energy, \$1,300 gold and platinum.



Control (Earth) Elemental

Regular;

Resisted by higher of ST or IQ

Lets the caster control all actions of a single elemental while the spell continues. For direct control, the elemental must remain within the caster's view. If the elemental is simply told to leave, it will do so. If the elemental is to be sent to do a task, rather than controlled directly, its IQ must be sufficient (GM's decision) to comprehend its instructions!

This spell can also be used as an information spell, to judge the four attributes of that type of elemental (within 15 feet). A successful roll is required, but there is no energy cost.

Duration: One minute.

Cost: ¼ the total of the elemental's four attributes (round up) to start; half that amount (round up) per minute thereafter.

Time to cast: 2 seconds.

Prerequisite: Summon Elemental for the appropriate element.

Item: Staff, wand or jewelry decorated with appropriate elemental images - a different enchantment is required for each of the four types. Does not let user cast spell, but gives a +2 on any attempt to use the spell. Noncumulative. Cost: 1,000 energy, \$1,300 gold and platinum.

Create (Earth) Elemental

Special

Lets the caster create a spirit of the appropriate element. Its maximum IQ and DX are 12 each; there is no limit to ST and HT. There is no minimum to any of the four attributes, though a very stupid elemental will not understand complex commands. A newly created elemental will serve the caster obediently for one hour. At the end of that time, roll a contest between the caster's skill with the spell, and the elemental's combined IQ and ST. If the caster wins, the elemental will serve for a further hour - and then another contest will be required, and so on. When the caster loses, the elemental escapes control and flees (or attacks, on a very bad reaction).

Cost: ¼ the total of the elemental's 4 attributes. *Double* this cost if cast in a place inappropriate to the element being invoked - e.g., creating a water elemental near a volcano.

Time to cast: Seconds equal to the total attributes of the elemental created.

Prerequisite: Magery 2, Control Elemental lot the appropriate element.

AIR SPELLS

These are the spells dealing with the Air element. Anywhere a “hex” of air is indicated, it may be assumed to be a volume of air 1 hex by 6 feet, composed of normal breathing air at 1 atmosphere of pressure.

Purify Air

Area

This is the basic Air spell. It removes all impurities from the air in the subject hex. This spell is often used to neutralize the effects of poisonous gas or vapors. Note that a room full of smoke may safely be purified one section at a time - but truly deadly vapors must all be removed at once, or some may escape. This spell will also turn old “stale” air into fresh breathable air. One hex of air, if not renewed from the outside, will last 45 minutes for one person at rest. This time will be less for multiple persons or someone violently exercising. (GM’s discretion.)

Duration: Works instantly. Purification is permanent.

Base Cost: 1. Cannot be maintained: must be recast.

Item: Staff, wand or jewelry. Energy cost to create: 50.

Create Air

Area

This spell manufactures air where none exists. Cast where there is already air, it will produce an outward breeze lasting for about five seconds. Cast in a vacuum, it will instantly create breathable air. Cast within earth, stone or other material, it will fill any empty spaces with air, but will not burst the stone. Cast underwater, it makes bubbles!

Duration: 5 seconds. Air created is permanent.

Base Cost: 1 (for 1 hex of air at normal air pressure).

Prerequisite: Purify Air.

Item: Staff, wand or jewelry. Energy cost to create: 200.

Shape Air

Regular

Lets caster create movements of air over a small area. The wind starts at the “subject” hex; it blows in a stream 1 hex wide, for a distance in hexes equal to 5 times the energy put into it, and then dissipates. This wind may cause “knockback” (see p. B106) on someone it hits; roll 1 die for every full 2 points of energy in the spell, each turn the wind hits them. 8 points of “knockback” will push someone back 1 hex.

Duration: 1 minute.



Cost: From 1 to 10. 1 produces a gentle breeze; 4 a wind; 6 a heavy wind; 8 or more a violent blast. Cost to maintain is the same as to cast.

Prerequisite: Create Air.

Item: Staff, wand or jewelry-. Energy cost to create: 200.

Air Jet

Regular

Lets spellcaster shoot a thin jet of air from one finger. The “damage” it does will only be knockback on most creatures, but will injure vaporous beings, and stun or kill members of a swarm of small creatures. Each turn, the caster rolls versus DX-4 or Magic let skill to hit (this counts as an attack); may be dodged or blocked, but not parried. It is also good for sweeping the floor.

Duration: 1 second.

Cost: 1 to 3; ½ the *amount of damage* (2 to 6 dice) done. The jet’s range in hexes is equal to the number of dice. Cost to maintain is the same.

Prerequisite: Shape Air.

Item: Staff, wand or jewelry. Usable only by mages: if item is a staff or wand, air jet comes from its tip. Energy cost to create: 200.

No-Smell

Regular

Removes the odor of subject and makes it (or him) totally undetectable by smell. Possessions are also affected. No other properties of the subject are changed by the spell.

Duration: 1 hour.

Cost: 2 for a man-sized or smaller subject; 1 more per added hex of size; same cost to maintain.

Prerequisite: Purify Air.

Item: Jewelry; affects wearer only. Cost: 150 energy and \$300.

Body of Air

Regular; Resisted by HT

The subject’s body becomes vaporous; it can change shape, seep through cracks, float in the air, etc. Clothes (up to 6 pounds) also become vaporous, but lose any magic powers they might have had while in vaporous form. The subject remains visible and able to speak. He can carry *nothing* while in this form.

A person in vaporous form has all his normal senses. He is at -3 when using spells, and may not make physical attacks except on other vaporous creatures. He is immune to normal physical harm, but can be affected by *mental* spells.

However, an Air Jet or similar effect can damage the vaporous body: Destroy Air does 2 dice of damage! A person in vaporous form is almost helpless against such attacks. A wind will move the vapor along without harming it. A *violent* wind will do harm (GM’s discretion, depending on type and source of wind). An *explosion* will affect vaporous bodies as though they were solid, but with concussion damage only.

Any vaporous person venturing into the open air is likely to be hit by some sort of wind. If he is blown into the air, and the spell wears off . . . trouble. But sneezes, hand-held fans, etc., have no effect.

An attack by an Air Elemental can also be damaging. Air Elementals attack vaporous creatures (and vice versa) like normal men, punching with fists. Example: An Air Elemental of ST 10 would do 1d-4 damage each turn.

Duration: 1 minute.

Cost: 4 to cast; 1 per minute to maintain.

Time to cast: 5 seconds.

Prerequisite: Shape Air.

Item: Staff, wand or jewelry. Usable only by wearer. A severe drawback is that, as soon as it is activated, the item falls through the user’s hand - thus, a spell cast with this item lasts only a minute. Energy cost to create: 800.

Predict Weather

Information

Lets the caster forecast the weather accurately for a given location over a given time. This forecast does *not* take magical meddling into account, or predict the actions of other spellcasters!

Cost: 2 times the length of the forecast, in days. Double the cost for a location outside the general area (say, over the horizon). Quadruple the cost for a place on another continent. Weather on other planets or planes cannot be predicted with this spell.

Time to cast: 5 seconds per day forecast.

Prerequisite: At least 4 Air spells.

Destroy Air

Area

This spell lets the caster destroy all air within the subject area. This can create a vacuum within a very strong vessel, but in open air it will just cause a momentary thunderclap as the surrounding air rushes in. This effect does 1d-2 damage to anyone in the subject area unless he makes his HT roll. In certain situations (e.g., in an airtight room) this spell can be much deadlier, leaving no air to breathe.

Duration: Lasts only an instant, but destroyed air stays gone.

Base Cost: 2.

Prerequisite: Create Air.

Breathe Water

Regular

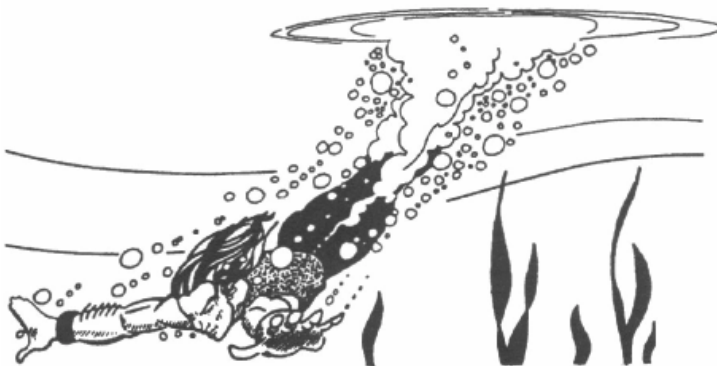
Lets the subject breathe water as though it were air. Subject does *not* lose the ability to breathe ordinary air!

Duration: 1 minute.

Cost: 4; 2 to maintain.

Prerequisite: Create Air; Destroy Water (p. 39).

Item: Clothing or jewelry. Energy cost to create: 400.



Walk on Air

Regular

Air behaves as though solid under the subject's feet; thus, he can walk (or run) across chasms, or walk up and down imaginary "stairs." If the subject falls for any reason (e.g., injury), the spell will be broken! If the spell is recast immediately, the subject will fall for only 1 second (about 5 yards) and will then "land" on the air (taking 1 die damage) - unless, of course, he hits ground before then. If you're 10 feet over a lava pit, too bad!

Duration: 1 minute.

Cost: 3 to cast, 2 to maintain.

Prerequisite: Shape Air.

Item: Staff, wand, jewelry, or shoes. Works for wearer only. Cost: 500 energy, \$1,000.

Clouds

Area

Creates or dispels normal outdoor cloud cover, as the caster chooses.

Duration: 10 minutes, after which normal clouds leave/return unless spell is maintained.

Base Cost: 1/20. Same cost to maintain.

Time to cast: 10 seconds.

Prerequisite: At least 4 Water spells and 4 Air spells.

Item: Staff, wand or jewelry. Energy cost to create: 300.

Rain

Area

Creates (or prevents) 1 inch of rain, in a normal outdoor setting.

Duration: 1 hour.

Base Cost: 1/10. Cost to maintain is the same per hour. Cost to make rain doubles in a desert or other area (GM's determination is where rain is unnatural. Cost to prevent rain doubles in a naturally rainy or swampy area.

Time to cast: 1 minute.

Prerequisite: Clouds.

Item: Staff or wand. Energy cost to create: 600. Can be used only by a mage. Must be kept in water when not in use; loses powers if it stays dry for more than an hour.

Earth to Air

Regular

As listed under Earth, p. 32.

Stench

Area

Produces a vile odor of sulfur and brimstone. Until it dissipates, it has the effect of a dose of choking gas (1d-1 damage per turn to anyone failing a HT roll). The gas is heavy and will "roll" downhill. The rate of dissipation will depend on the area and presence of wind: indoors, it will usually last until the spell expires, but outdoor on a windy day it may last only 10 seconds or so.

Duration: 5 minutes, except in windy area..

Base Cost: 1; cannot be maintained.

Prerequisite: Purify Air.

Item: Staff, wand or jewelry. Energy cost to create: 60.

Odor

Area

Produces any odor the caster is familiar with. The odor lingers for about an hour, gradually diminishing (outdoors it spreads out and quickly dissipates). Produces no other physical effects - for instance, the odor of a poison is not poisonous.

Duration: 1 hour; cannot be maintained.

Base Cost: 1.

Prerequisite: No-smell.

Item: Jewelry; constantly surrounds wearer with one scent (set at time of casting). Energy cost to create: 40.

Windstorm

Area

Lets the caster create a circular windstorm with an "eye" of calm inside (a good place for the caster to stand). The radius of the eye can be up to half that of the storm - or smaller, if the caster wishes. By concentrating, the caster can move the storm any distance up to its own diameter per turn; the eye moves with it. The caster may move up to 3 hexes per turn inside the eye while concentrating on this spell.

Anyone within a full-strength Windstorm must roll vs. ST each turn to avoid being knocked over by the wind. All DX-based skills are at -5, and ranged attacks will succeed only on a critical hit.

Duration: 1 minute after reaching full strength.

Base Cost: 2; half to maintain.

Time to cast: The storm starts immediately, but the caster must concentrate for a number of seconds equal to the storm's radius in hexes to bring the storm to full strength.

Prerequisite: Shape Air.

Whirlwind

Area

As above, but more powerful - like a tornado. A whirlwind has an "eye," just like a windstorm, and it can be moved in the same way. The caster can move the storm, and turn it off at will, but he has no other control over its behavior.

Expected effects of a whirlwind include: Loud noise; deflects missile weapons when they pass through or adjacent to it; lifts and throw, objects; blinds and disorients those it does not knock down. All strength rolls to remain standing are at -5, and anyone within the storm cannot see out of their own hex. A whirlwind can lift objects up to 30 lbs. per hex of radius. If something is lifted, it will fall from 1d-1 times the diameter in yards, up to a maximum of 50 yards.

Detailed GMing of the effect of a large whirlwind is difficult. In general, assume it causes massive disruption over everything in its path, and go from there.

Duration: 1 minute after reaching full strength.

Base Cost: 4; half to maintain.

Time to cast: Same as Windstorm.

Prerequisite: Windstorm.

Lightning

Lets spellcaster shoot a bolt of lightning from his fingertip. A good missile spell (see p. 11); not as destructive as Fireball, but accurate at longer ranges. It has SS 13, Acc +3, ½D 50, Max 100. Tends to short out electronic equipment when used in a high-tech environment. However, a lightning bolt *cannot* be fired through a metal grid, between bars, from within a car, etc. - it will jump to the metal and be lost. Metal armor will not protect well against this spell - treat any metal armor as PD 0, DR 1.

Missile

Lightning can have unpredictable effects. The GM may, for instance, allow a wizard to shoot a lightning bolt into a metal floor. This would not electrocute a whole group of people - but it could certainly shock them all, injuring concentration and doing slight (perhaps 1 hit?) damage. The GM may encourage creative uses of lightning until they become a nuisance . . .

Cost: Any amount from 1 to 3; the bolt does (1d-1 damage for each energy point spent in casting it.

Time to cast: 1 to 3 seconds (the caster's fingers will be seen to sparkle as the spell builds up).

Prerequisites: At least 6 other Air spells.

Item: Staff or wand - bolt is fired from end of item. Cost to create: 800 energy, \$1,200 for platinum decorations. Can be used only by a mage.

Summon Air Elemental, Control Air Elemental, Create Air Elemental - see p. 33.

FIRE SPELLS

These are spells for use and control of the element Fire. Any time a "hex" of fire is mentioned, it is assumed that the whole hex is filled with fire (see *Flame*, p. B129.). If the volume of an area of flame is important, assume a hex of flame shoots 6 feet high.

Burning Clothes: Clothes being worn are not easy to ignite. In general, 4 hits of fire injury at once, or "Ignite Fire" at its third level of effect, will set fire to part of the victim's clothing. This is very distracting (-2 to DX) and does 1d-4 damage each turn. Anyone may put out the fire by beating it with their hands (takes 1 turn if a DX roll is made).

10 hits of fire damage at once will ignite *all* the victim's clothes, producing a human torch and doing 1d-1 damage per turn. This can only be put out if the victim rolls on the ground for 3 seconds or jumps in the water. Victim can do nothing else until fire is out, unless he is protected (e.g., by Resist Fire). If a wooden shield takes 10 or more fire hits in one turn, the bearer is at -2 DX and 1d-5 damage per turn until he gets rid of it.

These guidelines assume ordinary clothing. Armor is good protection against fire attacks; clothes under armor are almost impossible to ignite and will not stay lit! Clothing worn over armor (e.g., a surcoat) could be ignited, but the armor would protect from the burning effects as per pp. B129-130.

On the other hand, fancy dresses or lace cuffs would ignite very easily.

Magic Items: All magical items involving Fire spells must include a ruby; the size of the ruby depends on the spell. If an item has several spells on it, it needs only one jewel, of a size sufficient for the most powerful

spell.

Ignite Fire

Regular

This is the basic Fire spell. It produces a single spot of heat, and is used to set fire to a *readily* flammable object. It works best on paper and cloth, and will not affect any item that would not bum in an ordinary fire. In particular, it will *not* set fire to a living being! Once ignited, the fire burns normally.

Duration: One second.

Cost: Depends on the amount of heat desired. Cost to maintain is the same as the original cost.

1 - for an effect as though a match had been held to the subject: will light a candle, pipe or tinder in one second.

2 - for an effect as though a torch had been held to the subject: will ignite paper or loose cloth in one second, ordinary clothes being worn in four seconds.

3 - for an effect as though a blowtorch had been held to the subject: will ignite dry firewood or clothes being worn in one second, leather in two seconds, heavy wood in six.

4 - for an effect as though burning magnesium or phosphorous had been held to the subject: will ignite coal in one second, heavy wood in two seconds.

Item: Staff, wand or jewelry. Energy cost to create: 100; item must include a small ruby worth 550.

Create Fire

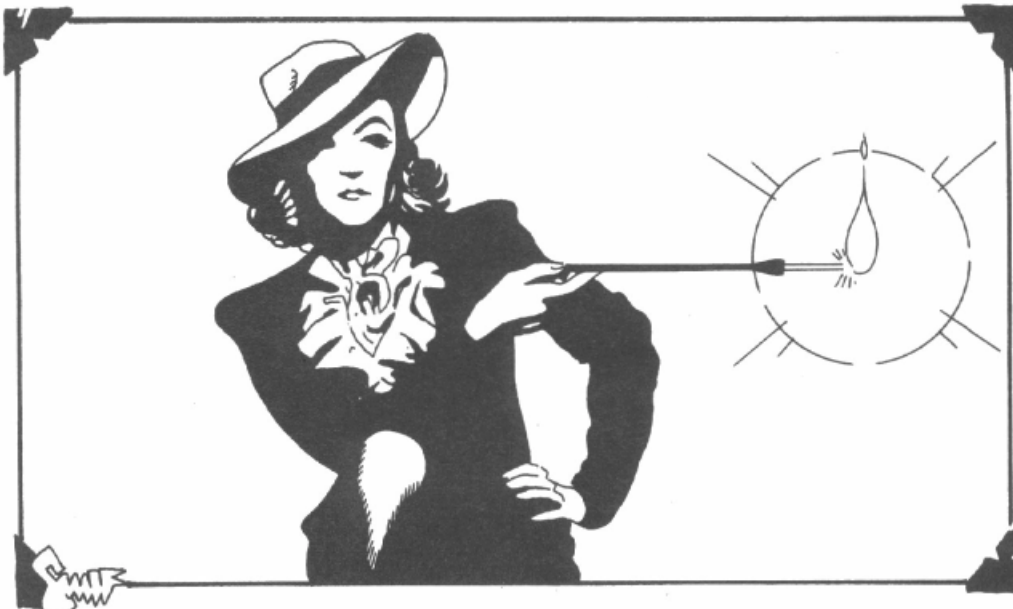
As for Ignite Fire, except that it lets you create fire without fuel. Produces a hex or more of flame (or, in midair, a sphere of flame which falls). This is real fire, which will eventually ignite any flammable objects it touches. Cannot be cast within rock, foes, etc.

Duration: 1 minute.

Base Cost: 2. Cost to maintain: Half the cost to create. No maintenance required if there is fuel for the fire to ignite..

Prerequisite: Ignite Fire.

Item: Staff, wand or jewelry. Energy cost to create: 300; item must include a ruby worth \$200.



Shape Fire

Area

Lets caster control the shape of any flame. A natural fire will not move to a place that it can't bum, but flame made with the Create Fire spell needs no fuel and can be moved about. The flame keeps its same volume. Each shape-change requires a second of concentration on the part of the caster, and *moving* a flame requires constant concentration while it moves-but once shaped. the flame will keep that shape until the spell expires, without concentration by the caster. Maximum speed is 5 yards per second, moving on the caster's turn. However, if the fire in one hex is "shaped" to spread out across two hexes, it will only do half damage to those who enter the hex. One hex spread into three hexes does only 1/2 damage, and so on.

Duration: 1 minute.

Base Cost: 2. Cost to maintain: Half the cost to cast.

Prerequisite: Ignite Fire.

Item: Staff, wand or jewelry. Energy cost to create: 400; item must include a ruby worth \$300.

Extinguish Fire

Regular

Puts out a hex of fire - or a smaller area, if necessary. A larger area can be affected at an increased cost in fatigue. Affects ordinary and magical fires, but not molten steel, lava, etc.

Duration: Once out, a fire stays out.

Cost: 3 per hex extinguished.

Prerequisite: Ignite Fire.

Item: Staff, wand or jewelry. Energy cost to create: 400; item must include a ruby worth \$300 and a black onyx worth \$100.

Fireproof

Area

Prevents ignition of fires within the affected area; matches won't light, flint won't make sparks, and so on. Will *not* extinguish a fire brought in from outside the spell's area, although such a fire would fail to ignite anything else. Useful anywhere fire is a hazard (as in a gunpowder factory, for example). Any *magical* attempt to light a fire is at -5 to skill. Won't resist really intense heat (as from lava or battle lasers), but will stop guns from working!

Duration: 1 day.

Base Cost: 3. Doubled cost gives a -10 to magical attempts to light fires, and resists all heat less than star-heat.

Time to cast: 5 minutes.

Prerequisite: Extinguish Fire.

Item: An area may be permanently Fireproofed; multiply the base cost by 100. A small quantity of powdered ruby must be used (about \$10 per energy point's worth).

Heat

Regular

This spell increases the heat of an object by any desired amount, up to the amount that could be achieved by a smith's forge. It does not necessarily produce fire, though most things will burn if heated enough. Very useful for cooking, etc. Note that the heat produced will be radiated away normally. (GMs, use this as a guideline for playable effects - don't try to turn the spell into a physics exercise.)

Any wizard planning to make extensive use of this spell should probably arm himself with a list of the melting points of various materials. Note also that the spell can have drawbacks. If you were in jail, you might melt your way through the bars... but the radiated heat would probably broil you first.

Duration: 1 minute.

Cost: 1 for an object up to the size of a fist, 2 for up to a cubic foot, 3 for a one-hex object, 3 more for each additional hex. Continuing the spell costs the same as the original casting, per minute.

Time to cast: 1 minute. Each minute raises the target's temperature by 20 degrees. Time can be halved by doubling the energy spent, and so on, but the caster cannot spend less energy per minute for a *slower* heating.

Prerequisite: Create Fire, Shape Fire.

Item: Staff, wand or jewelry. Energy cost to create: 400; item must include a ruby worth \$300.

Cold

Regular

The reverse of the above spell. Reduces the temperature of any object to absolute zero (if maintained long enough). Many materials will shatter if struck while sufficiently cold (details at GM's discretion).

Duration, cost and time to cast: As for Heat. Each minute lowers the target's temperature by 20 degrees.

Prerequisite: Heat.

Item: Staff, wand or jewelry. Energy cost to create: 400; items must include a \$300 ruby and a \$300 sapphire.

Resist Cold

Regular

The subject (person, creature, or object), and anything he carries, become immune to the effects of cold and frostbite, maintaining a "normal" temperature for the duration of the spell.

Duration: 1 minute.

Cost: 2 per person or 1-hex area of a larger subject; 1 per minute to maintain. Cost doubles if subject must resist cold of 40 degrees below zero or more; cost triples if subject must resist the cold of absolute zero.

Prerequisites: Create Fire, Heat.

Item: Staff, wand or jewelry. Affects wearer only. Cost to create: 800 energy, a \$500 emerald and a \$200 black onyx.



Resist Fire

Regular

The subject (person, creature, or object), and anything he carries, become immune to the effects of heat and fire (but not electricity).

Duration: 1 minute.

Cost: 2 per person or 1-hex area; 1 per minute to maintain. Cost doubles if subject must resist a blast furnace or volcano; cost triples if subject must resist the heat of a star, nuclear bomb, etc. Only the first level of protection is necessary against combat-type Fire spells.

Prerequisite: Extinguish Fire, Cold.

Item: Staff, wand or jewelry. Affects wearer only. Energy cost to create: 800; must include a ruby worth \$500 and a black onyx worth \$200.

Fireball

Missile

Lets caster throw a ball of fire from his hand. When it strikes something, it vanishes in a puff of flame which may ignite flammable objects. It has SS 13, Acc +1, 1/2D 25, Max 50.

Cost: Any amount from 1 to 3; the fireball does 1 die damage for each energy point spent in casting it.

Time to cast: 1 to 3 seconds.

Prerequisite: Magery, Create Fire, Shape Fire.

Item: Staff or wand - bolt is fired from end of item. Energy cost to create: 800; must include a ruby worth \$400. Usable only by a mage.

Explosive Fireball

A fireball that affects both its target and things nearby. Range stats as for Fireball. Can be thrown at a wall, spot of floor, etc. to catch foes in the blast.

Cost: Any amount from 2 to 6: the fireball does 1 die damage for each 2 energy points spent in casting it. It *also* damages things in nearby hexes; 1 die less damage in adjacent hexes (or on someone standing in the target hex but not hit by the fireball itself); 2 dice less in hexes 2 distant. (Yes, a 2-point explosive fireball is no more effective than a 1-point ordinary fireball. Build it up before you throw it.)

Time to cast: 1 to 3 seconds.

Prerequisite: Fireball.

Item: Staff or wand - bolt is fired from end of item. Energy cost to create: 1,200; must include a ruby worth \$500. Usable only by a mage.

Flame Jet

Regular

Lets caster shoot a jet of flame from one fist. Each turn, the caster rolls versus DX-4 or Magic Jet to hit, and rolls for damage if he hits. This attack may be dodged or blocked, but not parried. Treat it as a hand weapon - a flaming sword without the sword - but it cannot parry! Good for magic shows, melee combat, burning through ropes, etc. A mage can cast the spell twice and have two Flame Jets; the second is an off-hand weapon, at -4 to skill.

Duration: 1 second.

Cost: 1-3 points. Does 1d damage for each point put into it. The jet's range in hexes is equal to the number of dice. Cost to maintain is the same.

Prerequisite: Create Fire, Shape Fire.

Item: Jewelry. Energy cost to create: 800; must include \$500 worth of gold and a \$300 ruby. Usable only by a mage.

Breathe Fire (VH)

Regular

Similar to Flame Jet, except that each energy point buys 1d+1 damage, instead of 1 die, and the flame issues from the caster's *mouth* and cannot be maintained. Caster rolls to hit against DX-2 or Magic Breath skill (see p. 105). This counts as an action; the caster must be facing the target. No *hand* gestures are required to cast this spell; certain lip and tongue motions are made instead. Thus, a Breathe Fire can be cast "no hands" at any level of skill.

If the GM feels this spell is being abused, he may require the caster to *eat* certain rare spell materials (dragon blood and hot peppers?) within an hour before casting.

Duration: 1 second.

Cost: 1 to 4. Cannot be maintained.

Time to cast: 2 seconds.

Prerequisites: Magery, Flame Jet. Resist Fire.

Item: Jewelry. Energy cost to create: 1,000; must include \$500 worth of gold and a \$500 ruby. Usable only by a mage.

Phantom Flame

Area

Creates an area of imaginary flame. Those nearby will feel heat (and pain, if they touch it); items inside will appear to burn. But the flame will not spread, and will do no *real* damage. Even the pain it creates will subside to a tingling after the first shock. Shape Fire and

Extinguish Fire will both affect this phantom flame; water will not affect it.

Missile

Duration: 1 minute.

Base Cost: 1 to create; 1 to maintain.

Prerequisite: Either Shape Fire or Simple Illusion.

Item: Wand, staff or jewelry. Energy cost to create: 200; must include a \$100 ruby.

Flaming Weapon

Regular

Causes any weapon to burst into flame, which does not harm the user but lets the weapon do +2 damage to foes or flammable objects (after penetrating armor and figuring other bonuses). Metal weapons will not be damaged; wooden ones turn to ashes as soon as the spell ends. The weapon also gives off light as a torch.

Duration: 1 minute.

Cost: 4 to cast; 1 per minute to maintain.

Time to cast: 2 seconds.

Prerequisite: Magery 2, Heat.

Item: A weapon that flames whenever used. *al no* energy cost to the user. Energy cost to create: 750; a \$400 ruby must be set in the weapon.

Essential Flame

Area

As for Create Fire, except that the fire created is the magical *essence* of fire. Any mage can tell the difference by looking. It cannot be extinguished by ordinary water or ordinary magic, but only by a similar quantity of Essential Water or by a Dispel Magic spell. Essential Flame does +1 damage to anyone it burns, or +2 to watery creatures.

Duration: 1 minute.

Base Cost: 3; 2 per minute to maintain. This flame will ignite all flammable materials, and the entire blaze remains Essential as long as the spell is maintained. If the spell is not maintained, any materials that were ignited will continue to burn with ordinary flame.

Time to cast: 3 seconds.

Prerequisite: At least 6 other Fire spells.

Item: Wand, staff or jewelry. Usable only by mages. Energy cost to create: 800; must include a \$400 ruby.

Flaming Missiles

Regular

Like the Flaming Weapon, but cast on a missile weapon. The weapon itself acquires a shimmering, fiery appearance. Any missile it fires bursts into flame, doing +2 damage as above; it burns to ashes after it hits a target, or after 10 seconds, whichever comes first.

Duration: 1 minute.

Cost: 4 to cast; 2 to maintain. Cost *doubles* if the missiles to be fired are stone or metal.

Time to cast: 3 seconds.

Prerequisite: Flaming Weapon.

Item: A missile weapon that fires flaming missile, whenever used, at *no* energy cost to the user. Energy cost to create: 1,000; a \$500 ruby must be set in the weapon.

Summon Fire Elemental, Control Fire Elemental, Create Fire Elemental – see p. 33.



WATER SPELLS

These are the spells for use and control of the element Water. Note that, although the human body is almost entirely water, these spells *will not* affect the water in a human body (or any other living creature) unless specifically noted. One hex of water, one foot deep, is about 60 gallons, and can put out one hex of fire.

Seek Water

Information

This is the basic Water spell. It lets the caster determine the direction, distance, and general nature of the nearest significant source of water. Use long-distance modifiers - p. 10. Any known sources of water may be excluded if the caster specifically mentions them before beginning. Requires a forked stick; -3 to skill if this is not available.

Cost: 2.

Item: A forked stick (may also be carved of bone or ivory). *Cost:* 40 energy, \$300 spell materials.

Purify Water

Special

Lets the caster remove all impurities from water, by pouring it through any hoop or ring (or, in a pinch, his own fingers) into a container. Only one skill roll is required as long as the flow of water continues.

Duration: Purified water stays pure unless re-contaminated.

Cost: 1 per gallon purified.

Time to cast: Usually 5 to 10 seconds per gallon, unless a large container and ring are being used.

Prerequisite: Seek Water.

Item: A hoop of bone or ivory. *Energy cost to create:* 50.

Create Water

Regular

Lets the caster actually create pure water out of nothing. This water may appear in any of several forms. It may appear within a container, or as a globe in midair (it falls immediately). Or it may appear as a dense mist of droplets; in this form, one gallon of water will extinguish one hex of fire. Water cannot be created (for instance) inside a foe to drown him!

Duration: The created water is permanent.

Cost: 2 per gallon created.

Prerequisite: Purify Water.

Item: Staff, wand or jewelry. *Energy cost to create:* 200.

Destroy Water

Area

Causes water (in any form) to vanish, leaving a vacuum and/or specks of dry impurities. Good for drying things out, saving a drowning victim, etc. (If more water is all around, it will of course rush in to fill the hole.) *Cannot* be used as a "dehydrating" attack on a foe (but see the next spell).

Duration: Permanent.

Base Cost: 3. In deep water, a hex is only 2 yards deep.

Prerequisite: Create Water.

Item: Wand, staff or jewelry. *Energy cost to create:* 300.

Dehydrate

Regular; Resisted by HT

Removes the water from a subject's tissues, causing damage or death. Affects the whole victim if cast from a distance; if cast by Mage's Touch, damage is limited to the part touched. Armor does not protect!

Duration: Damage done is permanent until healed.

Cost: 1 per 1d-1 damage done, up to 3.

Time to cast: 2 seconds.

Prerequisite: At least 5 Water spells, including Destroy Water.

Item: Wand or staff. Usable only by a mage; must touch victim. *Cost:* 700 energy, 51,000 spell materials.

Breathe Air

Regular

Lets the subject breathe air as though it were water; also prevents water creatures from dehydrating in air. Primarily useful for keeping fish, mermaids, etc., alive out of water. Subject can also still breathe water normally.

Duration: 1 minute.

Cost: 4; 2 to maintain.

Prerequisite: Create Water, Destroy Air.

Item: Staff, wand, jewelry or clothing. Works only for wearer. *Energy cost to create:* 150.

Breathe Water

Regular

As listed under Air Spells, p. 34.

Shape Water

Regular

Lets the caster sculpt water (or ice or steam) into any form, and even move it about. Once given a shape, the water will hold it without further concentration, until the spell ends. Water moved with this spell will travel at 3 hexes per turn.

A useful shape is a Wall of Water to stop fiery attacks. 20 gallons will create a six-foot-high wall across 1 hex. This will stop fireballs and ordinary fire; it will do 2 dice of damage to any fire elemental that penetrates it. 20 gallons of water is about 2.5 cubic feet, or 160 lbs.

Duration: 1 minute.

Cost: 1 per 20 gallons of water shaped; 1 (for the whole shaping) to maintain.

Time to cast: 2 seconds.

Prerequisite: Create Water.

Item: Staff, wand or jewelry. *Energy cost to create:* 400.

Swim

Regular

As described under Movement, p. 69.

Essential Water

Regular

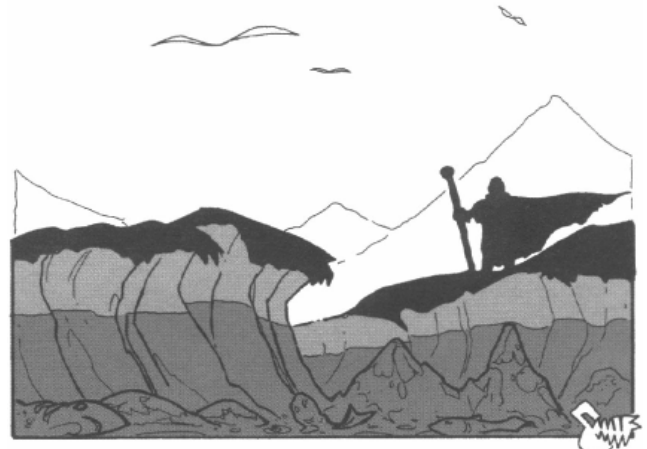
In general like Create Water, except that the water created is the magical *essence* of water. It will extinguish any type of fire whatsoever, in the same proportion that ordinary water will extinguish ordinary fire. It is also three times as thirst-quenching as ordinary water - in other words, drinking a glass of Essential Water is as good for the body as three glasses of ordinary water.

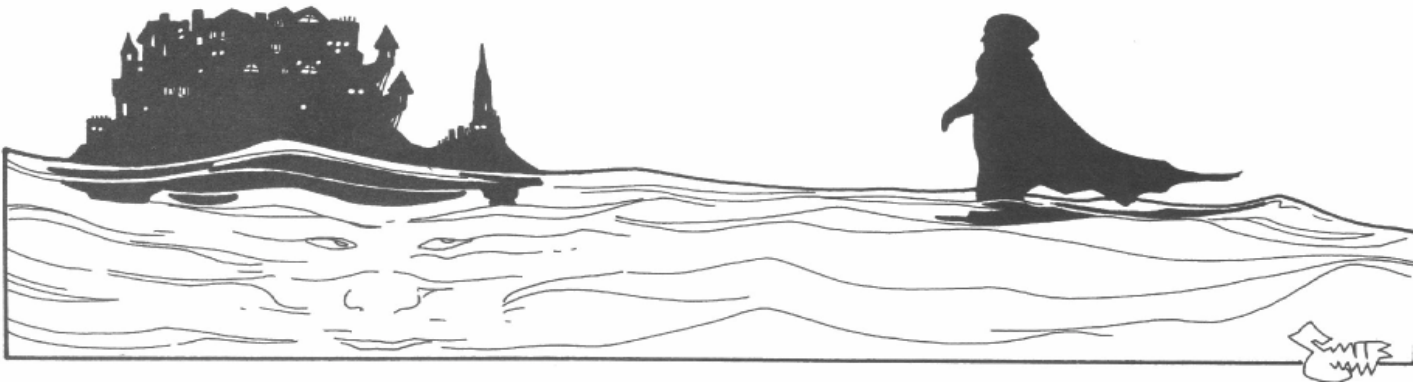
Duration: Permanent until used; if it is used to put out a fire, for instance, the steam created is ordinary water.

Cost: 3 per gallon created.

Prerequisite: At least 6 other Water spells.

Item: Staff, wand or jewelry. Usable only by a mage. *Energy cost to create:* 800.





Walk on Water

Lets the subject walk on water as though it were land. If the water is moving, the GM may assess a DX penalty for anything attempted while on the water. If the water is choppy or wildly moving, a DX roll (perhaps with a substantial penalty) is required each turn, or the subject will fall. Only a critical failure will break the spell.

Duration: 1 minute.

Cost: 3 to cast; 2 to maintain.

Time to cast: 4 seconds.

Prerequisite: Shape Water.

Item: Staff, wand, jewelry or clothing. Works only for wearer. Energy cost to create: 500.

Fog

Creates an area of dense fog. Even one hex of fog will block vision. Flaming weapons and missiles lose their extra power in fog. Entering *each* hex of fog does 1 point of damage to Fire Elementals, and subtracts 1 point from the damage a Fireball will do when it hits. However, no amount of fog will extinguish a fire.

Duration: 1 minute.

Base Cost: 2; half this to maintain.

Prerequisite: Shape Water.

Item: Staff, wand or jewelry. Energy cost to create: 300.

Water Vision

This spell lets the subject see through water - to see sunken treasure, lurking monsters, etc.

Duration: 30 seconds.

Cost: 1 per 20 yards of depth to cast (up to 200 yards); the same to maintain.

Prerequisite: Shape Water.

Item: Any. Cost to create: 200 energy.

Umbrella

Lets subject walk about under rain, snow, etc., without getting wet. An invisible "shield" is seen to deflect incoming raindrops. Would not work on intense (or magical) hail, rains of stones or frogs, etc.

Duration: 10 minutes.

Cost: 1 to cast, 1 to maintain.

Time to cast: 2 seconds.

Prerequisite: Shape Water or Shield.

Item: Jewelry. Always on. Works for wearer only. Cost to create: 100 energy.

Body of Water

The subject's body (and clothes) become liquid, able to seep through cracks, etc. The subject remains visible and able to speak (though with a gurgle). He can carry *nothing* while in this form.

A person in liquid form has all his normal senses. He is at -3 when using spells, and may not make physical attacks except on other liquid creatures. He is immune to normal physical harm (except for crushing blows, which do one point of damage each), but can be affected by *mental* spells.

Regular; Resisted by HT

Regular

Fire and water magic both affect him. Destroy Water does 2d damage, Freeze will immobilize him (if not resisted by HT), and combat type Fire spells do double damage.

He can merge with a lake, ocean, river, etc., to become a half-visible form, still moving at his full speed, and regaining 1 HT per minute while there (though strong currents may prove troublesome). He does not need to breathe. If the liquid subject should attempt gravity-defying feats (like flowing uphill), the GM should demand ST rolls at appropriate penalties. Should the subject's body be divided at the time the spell expires, he will reappear at the location of the largest part of his body, and take damage: 1 hit for every 5 lbs. of his body that is missing. Ignore water blown away by Fire spells, if the damage for those spells has been accounted for already.

Duration: 1 minute.

Cost: 5 for a 1-hex creature, more in proportion to size: 2 per hex to maintain.

Time to cast: 5 seconds.

Prerequisite: Shape Water.

Item: Staff, wand or jewelry. Usable only by wearer. A severe drawback is that, as soon as it is activated, the item falls through the user's hand - thus a spell cast with this item lasts only a minute. Cost to create: 1,200 energy.

Water Jet

Lets spellcaster shoot a thin jet of water from one finger. It does knockback to all targets, and damage to creatures of flame; it can kill or knock down flying swarm creatures. It will extinguish 1 hex of normal fire. Each turn, the caster rolls vs. DX-4 or Magic Jet to hit (this counts as an attack); it may be dodged or blocked, but not parried. Anyone hit in the face by a Water Jet is at -3 DX next turn for each point of ST put into the jet.

Duration: 1 second.

Cost: 1 to 3. Does 1d damage for each point put into it. Range is equal to the number of dice.

Prerequisite: Shape Water.

Item: Staff, wand or jewelry. Usable only by mages. If the item is a wand or staff, it must have a blue tip (or a blue-jeweled tip) and the jet comes from the tip. Energy cost to create: 600.

Icy Weapon

Causes any weapon to become freezing cold; this does not harm the user or the weapon, but does +2 damage to most foes if it *penetrates armor*, and +3 to creatures of flame. Add this bonus *after* all other damage is calculated - for instance, an "impaling" icy attack is still only good for +2 damage, not +4.

Duration: 1 minute.

Cost: 3 to cast; 1 to maintain.

Time to cast: 3 seconds.

Prerequisite: Create Water.

Item: A weapon that becomes freezing cold whenever wielded, at no energy cost to the user. Cost to create: 750 energy, \$2,000 spell materials.

Regular

Regular

Ice Sphere

Lets caster throw a ball of ice from his hand. When it strikes, it does crushing damage and vanishes in a gout of water. A 1-die Ice Sphere will also extinguish 1 hex of fire, if accurately aimed. It has SS 13, Acc +2, ½D 40, Max 80.

Cost: Any amount from 1 to 3; does 1 die damage for each energy point spent in casting it, or *double* damage to creatures of fire.

Time to cast: 1 to 3 seconds.

Prerequisite: Shape Water.

Item: Staff or wand - ball is fired from end of item. Energy cost to create: 400; must be tipped by a \$500 sapphire. Usable only by a mage.

Ice Dagger

Lets caster create and hurl a razor-sharp icicle. When it strikes, it does impaling damage and melts instantly. It has SS 13, Acc +3, ½D 30, Max 60.

Cost: 1 to 3. Does 1d-1 *impaling* damage for each point of energy put into it. No extra effect on creatures of fire.

Time to cast: 1 to 3 seconds.

Prerequisite: Ice Sphere or Water Jet.

Item: Jewelry; must have a dagger shape or design. Energy cost to create: 400. Usable only by a mage.

Rain

As listed under Air, p. 34.

Frost

Creates a coveting of frost on all surfaces in the area of effect. The frost is real, and will last indefinitely if the temperature is below freezing. In warmer conditions, the frost will quickly melt to a dew. Cast upon a real or magical fire, the frost will produce a cloud of steam and cause the flames to hiss for a few seconds. Only a tiny fire - a match or candle - would actually be extinguished by a Frost spell.

A Frost spell cast upon a fire elemental or other flaming creature will do one hit of damage to the creature, but is more likely to anger it than drive it away.

Duration: The frost lasts until it melts naturally.

Base Cost: 1.

Prerequisites: Create Water or Cold.

Item: Staff, wand or jewelry. Cost to create: 200 energy, \$350 blue gem.

Ice Slick

Area

Covers the floor or ground with a quarter-inch sheet of clear ice. Footing on this ice slick is very precarious. All close combat and melee attacks, *and* all active defenses, are at -3 on an ice slick. Other physical skills, including missile and thrown weapon attacks, are at -2. Even walking across an ice slick is usually difficult - in general, anyone attempting to walk or run across an ice slick must roll against DX-2 as he enters *each* hex. If he fails this roll, he falls to the ice. He may, with another DX2 roll, attempt to stand on his next turn. Spiked footwear will negate all penalties on ice.

Ice slicks are very difficult to see. Anyone not actively watching the ground for ice must make a roll against IQ-3 to notice an ice slick before stepping onto it.

A hex of ice will destroy a hex of

Missile

fire, and vice versa.

Duration: An ice slick lasts until it melts naturally.

Base Cost: 3.

Time to Cast: 2 seconds per 3 ST used to cast.

Prerequisite: Frost.

Items: (a) Rug or mat. Cost per hex: 100 energy, \$250 spell materials.
(b) Wand, staff or jewelry. Cost to create: 250 energy, \$500 blue gem.

Freeze

Regular

Turns water into solid ice. The ice will retain the shape of its container; in open water, the affected volume freezes as a sphere or cube, at the caster's option. A Shape Water spell may be cast to form the water before it is frozen, or to alter the shape of the ice after it is frozen.

Remember that water expands as it freezes. Cast upon water in a container, this spell may cause the container to burst from the pressure of the ice within.

Duration: The ice lasts until it melts naturally.

Cost: 2 for an object up to the size of a fist, 4 far- up to a cubic foot, 6 for a one-hex object, 3 more for each additional hex. If the temperature is above freezing, the caster may maintain the spell by expending as much ST as used in the original casting, once every 10 minute,.

Time to Cast: 10 seconds.

Prerequisite: Shape Water.

Item: Staff, wand or jewelry. Cost to create: 200 energy, \$100 blue gem.

Melt Ice

Area

Turns solid ice into water.

Duration: Permanent above freezing; 10 minutes below freezing.

Base Cost: 1 (minimum 2). Below freezing, the cost to maintain is the same.

Time to cast: 10 seconds.

Prerequisite: Heat or Freeze.

Item: Staff, wand or jewelry. Cost to create: 300 energy - \$100 shell materials.

Ice Vision

Regular

Enables the subject to see through solid ice or piled snow - to see caves, entombed victims, the ground or water beneath the ice, etc. Snow and uncut ice (up to 50 yards thick) are transparent to the subject, wherever he looks. No type of earth, mineral or metal is transparent, nor is cut ice.

Duration: 30 seconds.

Cost: 2 per 10 yards of depth to cast; the same to maintain.

Prerequisite: Shape Water.

Item: Any. Energy cost to create 400.

Snow Shoes

Regular

Allows the subject to cross ice or snow as though it were regular ground. Snow shoes eliminate ay movement, DX or skill penalties normally assessed for ice or snow. The subject is still subject to penalties caused by an *unstable* surface, such as a rocking ice floe or an avalanche.

Duration: 1 minute.

Cost: 2 to cast, 1 to maintain.

Time to cast: 2 seconds.

Prerequisite: Shape Water.

Item: Shoes, boots or sandal,. Works for wearer only. Energy cost to create: 350.



Snow

Creates (or prevents) 1 inch of snow, in a normal outdoor setting. To work properly, this spell must be cast when the temperature is 32° or lower. Cast under warmer conditions, this spell simply summons a thin drizzle, dampening the ground but not leaving any significant puddles.

Duration: 1 hour.

Base Cost: 1/15. Each additional 1/15 ST increases the amount of snow by 1 inch per hour. Cost to maintain is the same per hour.

Prerequisites: Clouds, Frost.

Item: Staff. Energy cost to create: 450. Must be kept cool when not in use; loses its powers if it is exposed to temperatures over 90° for more than two hours. Usable only by a mage.

Area

Hail

Makes hail fall. The temperature must be *above* freezing. The main effect is to provide intense distraction to whoever is being pelted with hail; wizards must make a Will roll each turn to keep their concentration. For 5 times the cost, the GM may allow *really big* hailstones, doing 1d-2 of crushing damage per turn.

Duration: 1 minute.

Base Cost: 1/5; same to maintain. For damaging hailstones, base cost is 1.

Prerequisite: Snow.

Item: Staff. Usable only by a mage. Energy cost to create: 500.

Area

Frostbite

Regular; Resisted by HT

Lowers the temperatures in the body tissues of the subject, causing damage or death. Affects the whole victim if cast from a distance; if cast by Mage's Touch, damage is limited to the part touched. Armor does *not* protect.

Duration: Damage is permanent until healed.

Cost: 1 per die of damage done, up to 3.

Time to cast: 3 seconds.

Prerequisites: Frost, Freeze.

Item: Wand or staff. Usable only by a mage; must touch victim. Cost to create: 700 energy. \$500 spell materials, \$500 blue gem.

Geyser (VH)

Area

This spell will cause a geyser of scalding-hot water to gush forth from the ground. It creates a hole equal to its radius, as set by the caster. All those within the geyser suffer 3 dice of damage. They are automatically pushed out of the area of effect, and must make a DX-5 roll to stay afoot!

Two seconds after the geyser starts, the water will begin to fall back as spray. Under normal conditions, it will affect an area double the radius of the original geyser. All those within this new spray area suffer 1 die of damage per second. *Example:* A geyser of 2-hex radius is created. All those in that area suffer 3 dice of damage. Two seconds later, all those within a 4-hex, but not a 2-hex area, suffer 1 die of damage.

If the caster is in the geyser area, he takes normal damage, but if he is in the spray area, he will be unharmed. Airtight armor will protect from the boiling water as if it were flame (pp. B129-130). Other armor protects imperfectly: a minimum of 2 hits per turn from the direct stream, or 1 hit per turn from spray, always gets through.

The geyser must always spring from the earth; it would not work on a rooftop. If cast under unusual circumstances, it can produce interesting effects, such as a continuing stream of scalding water flowing downhill at foes, but these must be controlled by the GM.

Duration: 1 second.

Base Cost: 5 to cast; 2 to maintain.

Time to cast: 5 seconds.

Prerequisites: 6 Water spells and either 4 Earth spells or -1 Fire spells.

Summon Water Elemental, Control Water Elemental, Create Water Elemental - see p. 33.

ENCHANTMENT SPELLS

These are the spells used to make and unmake permanently magical items. They cannot be cast except by ceremonial magic (see p. 14).

Enchant (VH)

Enchantment

This is the basic Enchantment spell. If any spell is to be placed on an item, the caster must *also* know the Enchant spell. This spell is also a *prerequisite* for all other spells of the College of Enchantment except Scroll.

When an item is enchanted, the caster's spell roll is determined by the *lower* of his skills with this spell and the specific spell being placed on the item. If the caster has assistants, their skills with both spells must be 15 or greater, but the roll is based on the *caster's* skill.

Duration: All magic items are permanent until destroyed or the enchantment is removed - see below.

Cost and Time: Determined by the specific spell - see p. 19.

Prerequisites: Magery 2, and at least one spell from each of 10 other colleges.

Scroll

Enchantment

Lets the caster write a magical scroll embodying any spell of the other Colleges. Read aloud by a mage who understands its language, this scroll will cast the spell *once*. Its power is then lost and the writing vanishes. Reading a scroll requires twice the normal casting time for the spell; the mage reading the scroll pays the normal energy cost. No skill roll is required when the spell is read, *unless* the spell is resisted. In that case, roll using the skill level of the mage who wrote the scroll.

A scroll can be read *silently*, to see what it says. Any mage who understands the language will know what spell it is supposed to be. This does not cast the spell!

Spells may be written on any material, but parchment is usual. Damage to a scroll does not affect its power as long as the scroll is legible.

Time to cast: The number of days needed to write a scroll is equal to the energy cost required to cast the spell originally (base cost for area spells), not counting any bonuses for skill. Multiply this by \$25 to get the normal market value of the scroll. *Example:* The Rear Vision spell normally costs 3 energy to cast. A Rear Vision scroll would take 3 full days to write, and would normally cost \$75. At the end of the writing time, the GM rolls against the writers skill with Scroll or the spell being written - whichever is lower. A successful roll means the spell is good. A failure means the scroll will not work. A critical failure means it will cast a flawed spell!

Duration: As long as the spell would normally last. The mage who read the scroll can maintain the spell, if it could normally be maintained.



Prerequisite: Magery, Literacy. A mage may not write a scroll for a spell he does not know.

Remove Enchantment

Takes one enchantment spell off the subject item. Does not affect other enchantments on that same item. Exception: A failed attempt to remove a "limiting" enchantment will remove all the enchantments from the item.

Skill modifiers: -3 if the caster does not know how to cast the enchantment he is trying to remove. -3 if he does not know exactly what that spell is. -3 for each other spell on the item. These are cumulative.

Duration: Removal is permanent.

Cost: 100, or 1/10 the cost to place the enchantment originally, whichever is more.

Time to cast: as per Enchantment (p. 19).

Prerequisite: Enchant.

Enchantment

Suspend Enchantment

As above, but the enchantment is merely suppressed. It seems to vanish, but will reappear when the Suspend Enchantment spell ends. If anyone attempts to study or detect a suspended enchantment, it resists the information spell at -5.

Skill modifiers: -3 if the caster does not know how to cast the enchantment he is trying to suspend. -3 if he does not know exactly what that spell is. -3 for each other spell on the item. These are cumulative.

Duration: One hour.

Cost: 25, or 1/100 of the cost to place the enchantment originally, whichever is more. Half this amount to maintain.

Prerequisite: Enchant.

Enchantment

Power

Makes a magic item "self-powered," partially or completely. In other words, it decreases the energy required to use that item. The extra energy is drawn directly from the surrounding mana. Self-powered items are in great demand, because they do not fatigue their users.

If an item has one point of self-power, that item's wearer spends one less point of energy to *cast* or to *maintain* the spell. Example: A ring of Flight has one point of self-power. It normally costs 5 to cast this spell and 3 per minute to maintain it. But with the self-power, it costs only 4 to cast and 2 per minute to maintain!

This assumes the area has normal mana. In a low-mana area, only half as much power is produced (round down). In a high-mana or very high-mana area, double the amount of power provided. A self-powered item can never provide "extra" power, though.

If an item has enough self-power that the cost to maintain is 0, it may be treated as "always on" after the cost to cast is paid - but the wearer must still stay awake, etc., to maintain the spell normally. But if an item has enough self-power that the cost to *cast* is zero, the item is "always on" for all purposes, and requires no conscious maintenance of any kind! The owner may still turn it off if he wishes.

Energy cost to create: 500 each for the 1st and 2nd points of self-power, 1,000 for the 3rd, and double for each additional point. May be re-cast at a higher level, as per Accuracy (p. 44).

Prerequisite: Recover Strength.

Enchantment

Speed

This spell, when placed on an item that allows the user to cast a spell, decreases the casting time. Each point of Speed cuts the casting time in half - just as high skill does for a mage. If the casting time is reduced below 1 second, the item can be used to cast the spell without concentration.

Energy cost to create: 500 each for the 1st and 2nd points of speed, 1,000 for the 3rd, and double for each additional point. May be re-cast at a higher level, as per Accuracy (p. 44).

Prerequisite: Haste.

Enchantment



Hex

Makes the item impossible to put down/take off/get out of/etc. In itself, this effect is merely inconvenient, and can even be useful - for instance, you will never drop a hexed weapon, and a hexed pair of glasses will never fall off. However, if the hexed object has another malign spell on it, it becomes much more dangerous. The hex effect is "always on."

To escape from a hexed object, you must remove or suppress the enchantment, find someone to cast a Remove Curse spell, or amputate the body part involved. Attempts to break or cut off the hexed item will fail (or result in amputation.) GMs: Permit this rule to have illogical results, if necessary, to keep the hexed object on the victim. Hexes aren't logical!

A hex may be limited by a Link or Password spell. For instance, a ring could be made with a Hex, the Strike Blind spell, and the password "Gesundheit." Anyone wearing the ring would go blind - but should they say the magic word, the ring would fall off!

Energy cost to create: 200.

Prerequisite: Enchant.

Enchantment

Lesser Wish (VH)

This spell, like the more powerful Wish spells (below) must be cast on a ring, amulet, or jewel. The wearer of that item may then specify the result of any one die-roll made in his presence, just *before* that roll is made - except a die-roll involving magic. This is not an "action." - It takes no time, and may be done at any time. Once used, a wish is lost.

Only one roll or action can be affected by one wish: you could use a wish on your attack roll or on the damage, but not both. Similarly, you could not use a wish to change an aging roll, job skill roll, or attempt to locate hirelings; these rolls cover many actions. GMs should feel free to disallow any Wish use that they consider abusive or imbalancing.

Cost: 180.

Prerequisite: Enchant, and at least one spell in each of 10 different colleges.

Enchantment

Wish (VH)

This spell allows the wisher to change the very recent past. It erases any just-made die-roll - *except* a die-roll for spell casting - and replaces it with the wisher's desired roll. Restrictions on use as above.

Cost: 250.

Prerequisite: Lesser Wish, and at least one spell in each of 15 different colleges.

Enchantment

Great Wish (VH)

Enchantment

This spell can do just about anything. In particular:

(1) It can be used to cast any one spell, at no strength cost, with automatic success and no chance of resistance (for spells with variable cost, the maximum energy available is 1,000). The caster does not have to know the spell, or even have it in a book - he just has to know the spell exists. If the spell is a "continuing" one, it is up to the GM to determine how long it should last.

(2) It can permanently improve a character's scores. It will increase any one attribute by 1 level, or any one skill or spell by 3 levels. It can also reduce an enemy's scores, but only if that enemy is present when the wish is made.

(3) It will grant any one advantage worth 20 points or less, or remove any one disadvantage worth 20 points or less. An enemy can likewise be cursed by losing an advantage or gaining a disadvantage, but only if that enemy is present when the wish is made. The enemy does not get a chance to resist!

(4) It can do absolutely anything else that the GM feels will not ridiculously unbalance the adventure or the campaign!

Though incredibly powerful, this spell is not often used. It can *never* be learned at a level better than 15. Furthermore, any failed roll when creating a Great Wish will cost the caster, and each helper, 1 point of IQ and 6 dice of damage! Critical failures should be utter catastrophes. Great Wishes are not normally found for sale. If they are, the price should be at least \$100,000.

Cost: 2,000.

Prerequisite: Magery 3, Wish, and a combined DX and IQ of 30+.

Golem (VH)

Enchantment

Lets the caster create and animate a permanent servant or warrior. The attributes for the different sorts of Golem are given on p. 116. Golems make excellent warriors; they never grow tired, and are immune to stunning, pain, and the like. Likewise, there is no known spell to "steal" a golem from its maker. The spell is permanent; the golem is "always on."

A golem will follow verbal orders from its maker; the maker may instruct it to obey others, as well. It understands only one language (must be spoken by the caster). It has no initiative. It will ignore any situation for which it has no orders. However, it never forgets.

Golems cannot heal on their own, and are destroyed if their HT reaches 0. Any Healing spell except Resurrection will work on a Golem, if cast by the golem's creator. There is no other way to heal or repair a Golem. The creator of a Golem must first make its body doing all the work himself - and then animate it with this spell. The golem lasts until its HT is reduced to zero, or until its creator (in its presence) commands it to cease being. No concentration or spell maintenance is required to control a golem.

Cost and time to cast vary: see p. 116.

Prerequisite: Shape Earth, Animation. Other spells may also be required, depending on the type of golem; see p. 116.

Hideaway

Enchantment

Cast on an object, it makes it larger inside than it is outside. Can be used on a pocket, pouch, drawer, pitcher, etc. Added size of the "inside" is 2 cubic feet per pound of capacity; the extra space may be hidden by a false bottom, etc. Depending on the energy used to cast the spell. Objects within the Hideaway may or may not count as encumbrance. Contents vanish forever if the object is destroyed. Time to find an object in a Hideaway depends on how deep it is!

A large enough Hideaway could hold a person. There is no problem with air unless the Hideaway is sealed off.

Prerequisite: Create Object, Lighten.

Energy Cost to Cast: 50 per pound of extra capacity if the objects count as encumbrance; 100 if they do not.

Item: Anything that can normally hold other things.

WEAPON ENCHANTMENTS

Unless specified otherwise, the subject of any of these spells must be a weapon, and the last person to pick the item up is its "owner." All these spells are permanent and require no energy expenditure on the user's part.

Accuracy

Enchantment

Makes the subject weapon more likely to hit, by adding to user's effective skill. The Accuracy spell can add from +1 to +3 to skill.

Energy cost to cast: Depends on the bonus. +1: 250. +2: 1,000. +3: 5,000. Divide cost by 10 if subject is a missile - e.g., an arrow +3 to hit would require only 500 energy.

Note: If a weapon already has this spell at a low level, a caster may recast the spell at a higher level (making the weapon more accurate). The cost for the new spell is the difference between the levels; the "old" spell does not add to the item's resistance to the "new" one.

Prerequisite: Dexterity, or 5 Air spells.

Puissance

Enchantment

Makes the subject weapon do extra damage when it hits. The spell increases *basic* damage; enchanted weapons are more likely to penetrate armor.

Energy, cost to cast: Depends on the bonus. +1: 250. +2: 1,000. +3: 5,000. Double cost if subject is a missile weapon. Divide cost by 10 if subject is a missile (e.g., an arrow). Note that this spell may be recast at a higher level as per Accuracy (above).

Prerequisite: At least 5 Earth spells.

Quick-Draw

Enchantment

Weapon will leap to the owner's hand when he wants it, becoming ready instantly (no Ready maneuver required!). Only the owner's mental command is required; no die-roll is needed. Will not work if the weapon is more than a yard away, or if it is tied down, peacebonded (tied into the scabbard with rope or wire), within a pack, etc. A weapon with this spell will not become unreadied after attacking or parrying, even if it is unbalanced (see p. B104).

Item: May be cast on any sort of tool - not just a weapon.

Energy cost to cast: 300 per pound of weight (minimum 1 lb.): 2,000 for a quiver, bag, etc., from which ordinary missiles will leap into the wearer's hand at need.

Prerequisite: Apportation.



Dancing Weapon

Enchantment

A weapon enchanted with this spell will fight on its own at the owner's command, hanging in the air as though wielded by an invisible warrior. It has a skill of 15, a Speed of 5 and a ST (for damage purposes) equal to the power of the spell; it will use intelligent strategy, and follow its owner's spoken or mental commands about which enemy to attack. It will continue fighting until it is dealt with (see below) or its owner dies or tells it to stop. This spell will not work on a missile weapon!

Any attack on a dancing weapon is at a penalty: from -4 (for a polearm) to -5 (a sword or axe) to -6 (a dagger or pistol). If the weapon gets a critical miss, or is struck by a critical hit, it will be "stunned" and out of the fight (unless it breaks, in which case it is destroyed). If its owner is *killed*, it will fall to the floor - but if he is merely knocked unconscious, it will continue to attack the closest foe. A dancing weapon can also be trapped in a net or bag (same basic roll as to hit it, but the GM can give bonuses or penalties depending on the cleverness of the method used).

The weapon can also be left with orders to attack anyone who approaches within a certain distance; a Link can be used to activate it only if a certain event takes place. But once activated, if its owner is not around, it will attack anyone in range - closest first, unless the Link had other instructions.

Energy cost to cast: 1,000 per pound of the weapon's weight (minimum 1 lb.). Double the cost to get a weapon with Speed of 6, or with skill of 18. Multiply cost by 4 to get a weapon with both advantages.

Prerequisite: Air-Golem.

Loyal Sword

Enchantment

The subject weapon will seek to return to the wearer's hand if it is dropped or thrown - even if the wearer becomes unable to fight. When dropped, it returns on the next turn, as though Quick-Drawn. When thrown it flies until it hits something or falls to the ground, and then returns in as straight a line as possible, with a Move of 12. It will avoid enemies and obstacles, *not* strike them, when returning! If its owner dies, it will return to the body - but after that, it will become loyal to the next person to pick it up.

A loyal weapon can be trapped, captured out of the air, etc., while returning, but it requires a DX-4 roll to catch it, and its constant attempts to return to its owner will give anyone else a -4 to fight with it.

A loyal weapon can be sold or given away at any time, but the transaction must be wholly voluntary; it is then loyal to the new owner. It may have only one owner at a time. Limiting spells may be used to limit the class of people who can use it.

Note that if this spell is placed on a Dancing Weapon (above) it will make the Dancing Weapon spell almost worthless. The effect will be a Loyal Weapon that strikes at foes on its way back to its owner (but at no other time).

Energy cost to cast: 750 per pound of the weapon (minimum 1 lb.).

Prerequisite: Appotation.

Item: May be cast on any sort of tool - not just a weapon.

Cornucopia

Enchantment

Gives a quiver, bag of pellets, or other container of ammunition an "infinite" supply of one type of ammunition - but *items must be taken out by hand, one at a time*. Each missile exists for one minute after being removed from the container; then it vanishes (or, if picked up by anyone but the Cornucopia's owner, it vanishes immediately). Therefore, this spell cannot be used to make a single quiver supply arrows for an army! Also, it cannot be cast on a *weapon*. A high-tech wizard could create a pouch that always contained *one* armor-piercing tracer shell; he could not enchant a .50-caliber machine-gun to fire forever.

Energy cost to cast: This is tricky, because skillful players will find many creative ways to pervert this item. GMs who find Cornucopia a nuisance may ban it entirely. In general: Energy cost is equal to *50 times the \$ value*, in the current game-world, of the missile provided by the



Cornucopia Quiver. Thus, a quiver that provided ordinary arrows (\$2 each) would cost 100 energy to create.

This means that a mage in a medieval world could *not* make a "quiver" for high-tech ammo; that ammo is *priceless* in his world. A Cornucopia Quiver *can* be made to fire *magic* arrows, but only if the creating mage is capable of making such an arrow, and the energy cost will be tremendous.

Prerequisite: Magery 2 and at least 2 other weapon-enchantment spells.

Bane

Enchantment

This is also considered a "limiting" enchantment (see p. 46). It is used to make a magical weapon with powers that work only against one type of foe. Successfully cast *before* the use of Accuracy, Puissance, Dancing Sword, and/or Flaming or Icy Weapon, it reduces the energy cost of those spells. But the spells will then work only against the named foe. For instance, a sword could be made that did +3 damage, but only against orcs - and this would be easier to cast than a weapon that did +3 against *everything*. Note that a Bane spell *cannot* be removed unless the enchantments it controls are also removed.

The enchantments limited by the Bane must be cast by the same caster who placed the Bane on the sword. The more specific the bane (GM's decision) the greater the reduction in the other spells' cost(s). Banes like "All my foes" are *not* allowed! Examples of legal Bane:

Against a specific nation, religion, or race: Divide costs by 2.

Against a specific type of creature, or folk of a certain city: Divide costs by 3.

Against all members of one specific family: Divide costs by 4.

Against one specific foe: Divide costs by 10.

Energy cost to cast: 100. The caster must also possess come item or relic pertaining to the person, creature, race, etc., involved.

Prerequisite: Enchant.

ARMOR ENCHANTMENTS

These spells work only on clothing, armor, and shields. They are “always on,” and are excellent protection. The drawback is that when the item is badly enough damaged, the spell also vanishes. Keep track of the number of times the item is *penetrated* by enemy blows. When it has been penetrated (DRx5) times, using *natural* DR, it is damaged enough that the enchantment leaves. If a piece of clothing has no natural DR - e.g., a cotton shirt enchanted into armor - it loses its power after the 5th penetration.

Ordinary repairs may fix the item but will *not* count against the number of penetrations for purposes of deciding when the enchantment wears off. However, the Repair spell will accomplish this.

If the advanced armor rules are used, armor may be enchanted and bought by the piece. Costs for pieces: 40% of full for the torso (30% for front only!); 10% per pair for arms, legs, hands and feet; and 20% for the head.

Fortify

Enchantment

Adds to the damage resistance of the item upon which it is cast. DR may be increased by up to 5 with this spell. If you are building armor part by part, each item's enchantment protects only itself, and several Fortified items may be worn. If you are using “generic” armor, use Fortify on the torso armor; it adds to DR wherever the wearer is hit.

Energy cost to cast: 50 for DR +1, 200 for DR +2, 800 for DR +3, 3,000 for DR +4, 8,000 for DR +5. The spell can be recast to strengthen it, as per Accuracy (p. 44).

Prerequisite: Enchant.

Item: Clothing or armor (but not a shield).

Deflect

Enchantment

Adds to the passive defense of the item upon which it is cast. PD may be increased by up to 5 with this spell. If you are building armor part by part, each item's enchantment protects only itself, and several items with Deflect may be worn. If you are using “generic” armor, use Deflect on the torso armor; it adds to PD wherever the wearer is hit.

Energy cost to cast: 100 for PD +1, 500 for PD +2, 2,000 for PD +3, 8,000 for PD +4, 20,000 for PD +5. This spell can be recast to strengthen it, as per Accuracy (p. 44).

Prerequisite: Enchant.

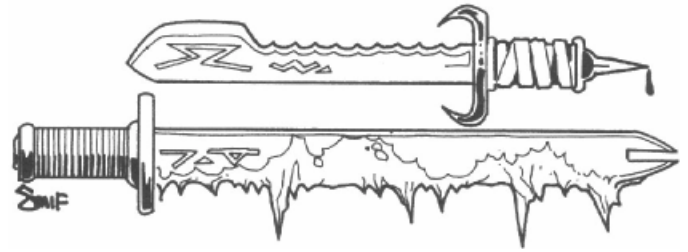
Item: Clothing, armor, or shield.

Lighten

Enchantment

Makes armor or shield lighter and easier to carry. The subject becomes lighter only when it is actually being worn. Armor in a backpack would still have its full weight.

Energy cost to cast: 100 to cut the item's weight by 25%; 500 to cut its weight in half.



Prerequisite: Enchant.

LIMITING ENCHANTMENTS

All these enchantments limit the way that enchanted items work. The GM should make sure that he gets the details in writing, to avoid arguments about when or how an item can work. Since these spells merely limit the way other spells work, they never add an energy cost for the user.

These spells are hard to remove. Name, Password, and Bane *cannot* be removed unless the spells they limit are also removed. Limit and Link resist removal at +5, and *any* failure may be treated as “critical.” This can remove all spells on the item, strengthen the limit, or have any other result the GM feels is inconvenient for the clumsy mage.

If an item has multiple spells on it, including one or more limiting spells, the mage casting each spell determines whether it governs (or is governed by) previous spells. For instance, a named sword might have +3 against ores for any user, but act as a Dancing Sword only for one who knew its name.

Name

Enchantment

Gives a magical name to an enchanted object. The magic of the subject will function only for one who knows its name. The user must speak the item's name the first time he tries to use it, to show he knows the name.

Energy cost to cast: 400, or 200 if the name is written on the item. It must be readable (GM's decision). It may be small, hidden or even disguised, but a person examining the item must be able to see it.

Prerequisite: Enchant.

Password

Enchantment

The reverse of the Name enchantment. A magical item with a Password will function *unless* the Password is spoken. If the Password is spoken, the item will be inert until the next time its powers would normally be invoked - or for one minute (choice of person making the item). An item may have some spells that are passworded and others that are not. The details, of course, depend on the spell. Examples might be (a) a magic ring that gave the power of flight - but put the wearer in Suspended Animation unless the password was used; (b) a Pentagram that can be “turned off” with a word; (c) an Air-Golem swinging a sword, that stops for one minute if the password is said.

Energy cost to cast: 400. Halve this cost if the password is written on the item (must be readable).

Prerequisite: Enchant.

Limit

Enchantment

The enchanted item will work only for the user, or class of users, specified by the caster when the Limit is cast. This class of users may be as simple or complex as the caster wishes. A Limit spell may affect all the spells on the item, or just some of them.

Energy cost to cast: 200.

Prerequisite: Enchant.

Link

Enchantment

Same as the “Item” description under Meta-Spells, p. 64.

WIZARDLY TOOLS

Items enchanted with these spells can be used only by mages. All these spells are always on.

Staff

Anything touched by a mage's staff is considered to be touched by the mage. (This also means a mage can set a Powerstone in his staff and use it normally.) See p. 14.

Note that, though many magic items must be in the form of a wand or staff, they do *not* necessarily have to have this Staff spell on them. The Staff spell is used only when the mage needs an item to extend his own touch or reach. Pointing with the staff also reduces the range to the target by 1 hex.

Many mages use various Limiting enchantments so that others can't use their staffs - but this is *not* automatic.

Energy cost to cast: 30.

Prerequisite: Enchant.

Item: Any rod-shaped piece of organic material (wood, bone, ivory, etc.) up to 6 feet long. May be decorated with other materials, like gems and precious metals. A small staff is often called a "rod," and a very short and slender one, a "wand."

Powerstone

A Powerstone is used to *store* mana until it is used by a mage. Any mage touching a Powerstone can take any or all of the energy it contains, using it instead of his body's own energy to cast a spell.

Each Powerstone is said to have a "strength." This is the maximum amount of energy it can hold. Since a mage can only use one Powerstone per turn, a large Powerstone is more useful than a handful of small ones. A large Powerstone can be used to cast a large spell; a group of small ones can be used one at a time to help *maintain* a spell, but cannot be used all at once.

A Powerstone "recharges" itself after use, by absorbing mana from the surrounding area. The rate of recharge varies with the area's mana level:

No mana: No recharge

Low mana: 1 point/week.

Normal mana: 1 point/day.

High mana: 1 point/ 12 hrs.

Very high mana: 1 point/6 hrs.

A Powerstone will not recharge if it is within six feet of a larger Powerstone. Stones of the same size split the available mana and recharge at slower speed. This unfortunate fact means that the owner of several Powerstones must let some of them out of his sight to get them recharged!

Special rules for creating Powerstones: A jewel (see below) is required. The first casting of the spell turns it into an uncharged Powerstone with strength 1. Each new casting increases its ST by 1. Thus, 15 castings would create a Powerstone with a Strength of 15. But note that with this many castings, there would be a cumulative chance of nearly 1 in 4 that a critical failure would be rolled at some point, destroying the stone. For 60 successive castings, the cumulative chance of critical failure is 2 in 3!

And each *ordinary* failure while casting will put some sort of magical "warp" on the stone. Thus, it is possible for work for months and end up with a ST 20 Powerstone that smells like fish and can only be used on

Enchantment

Enchantment

Wednesdays... This makes big stones without serious flaws more valuable than others of the same strength. Warps and quirks of a Powerstone are set by the GM, and can be used as a tool for campaign balance. Most of them will be peculiar, arbitrary limitations on how the stone can recharge (e.g., only while bathed in bat blood) or how it can be used (e.g., only on Fire spells; only by a green-eyed virgin; not by anyone wearing a hat). A severe quirk will affect the user of the stone (e.g., renders him mute for an hour).

The caster will know if his spell has failed, but not what quirk his Powerstone now has. The Analyze Magic spell can determine what quirks a Powerstone has. Two failures in a row indicate that no further growth is possible for that stone.

A Powerstone must be made from a jewel (usually opal). Its maximum strength is equal to its weight in carats. Since there are some 140 carats in an ounce, this is not a significant weight limitation, but it means that a strong Powerstone will be noticeable if it is worn where it can be seen. A gem of over 10 carats is unusual; one of over 20 is very unusual. And since large jewels cost proportionately more than small ones, this will drive up the cost of very big Powerstones even more. See p. 22.

A Powerstone is uncharged when created (though if it already contained energy, that energy is unaffected by a casting to increase its ST). The energy from a Powerstone can *not* be used for further enchantments on *that* stone - a Powerstone can not be used to help enchant itself!

Energy cost for each casting: 20.

Prerequisite: Enchant.

"Dedicated" Powerstones

If a Powerstone is attached to an item before that item is enchanted, the Powerstone becomes a part of the magical item. It is then a "dedicated" Powerstone. Its energy may be tapped by the item's user - but *only* to power the spells cast by or through that item.

If a dedicated Powerstone is removed from a magical item, the magical item is automatically broken and loses its enchantment, but the Powerstone is intact, and becomes a "normal" Powerstone again. (Of course, if the Powerstone is built into the item in some way - e.g., set in a magic ring - a successful Jeweler skill roll is required to remove it without breaking the stone, too.)

The advantage of a dedicated Powerstone is that its energy, being specifically channeled, is used twice as efficiently. A (point dedicated Powerstone gives *two* points of energy (but still recharges in one day in a normal-mana area).

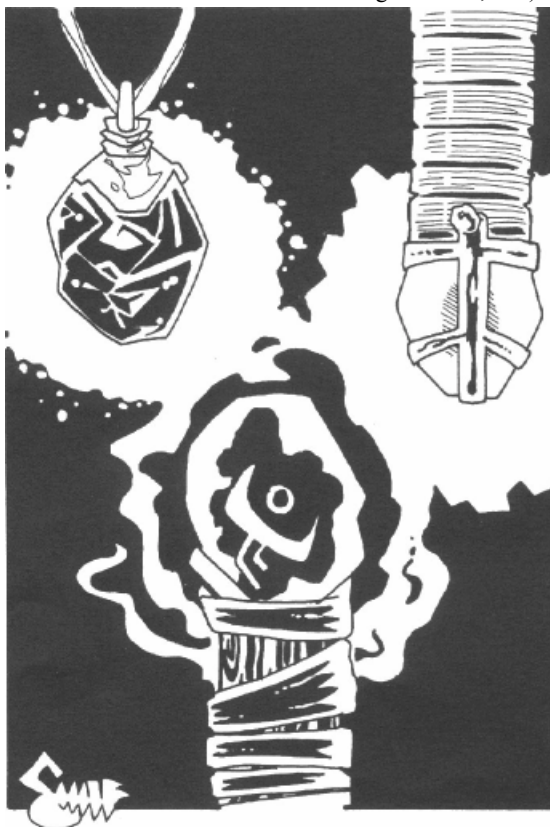
"Exclusive" Powerstones

An item can also be made with a built-in Powerstone, in such a way that it can only be powered by its integral Powerstone(s). This is done exactly as for dedicated Powerstones, but the energy of an exclusive Powerstone is *three* times as efficient i.e., a 1-point exclusive Powerstone delivers 3 points of energy, but then the item is useless until the stone recharges.

Crystal Ball Enchantment

Used in the Divination spell of the same name. Requires a ball of flawless crystal at least 2" in diameter (value \$1,000). A 3" ball (value \$5,000) gives +1 to divinations. A 4" ball (value \$20,000) gives +2. *Energy cost to create:* 1,000.

Prerequisite: Divination (Crystal-gazing).



FOOD SPELLS

These spells are concerned with food and drink. A meal, for purposes of these spells, is equal to a pound of food. None of these spells will turn living beings (or the undead) directly into food; they can't be used in combat.

Test Food

Information

Lets the caster know if a substance is good to eat. The spell tells nothing about taste or nutrition; it detects poisons, dangerous decay, or foreign objects (razor blades in fruit). It does not check for magic on food.

Cost: 1 to test a single meal or a single bottle of wine; 3 per hex to check all the food and drink in a 1-hex area.

Item: Staff, wand or jewelry. Energy cost to create: 100.

Preserve Food

Regular

Keeps any organic material from spoiling, drying out, etc. Very useful for travelers!

Duration: 1 week.

Cost: 2 per pound of food, plus 1 to maintain.

Prerequisites: Sterilize, Test Food.

Item: (a) Staff, wand or jewelry. Energy cost to create: 200. (b) Chest or sack; always on; contents of the chest are preserved indefinitely. Energy cost to create: 20 for every pound of food to be held (round up).

Seek Food

Information

Lets the caster determine the direction, distance, and general nature of the nearest significant source of food. Use the long-distance modifiers (p. 10). The food found will be wholesome, but not necessarily appetizing - e.g., edible insects. Any known sources of food (such as those delicious insects) may be excluded if the caster specifically mentions them before beginning.

Cost: 2.

Item: A forked stick. Energy cost to create: 300.

Decay

Regular

Makes food rot away immediately and become worthless (it can be saved if a counterspell is cast, or Purify Food is cast, within a minute).

Cost: 1 per meal destroyed.

Prerequisite: Test Food

Item: Staff or wand. Must touch subject food. Energy cost to create: 100.

Purify Food

Regular

Removes foreign objects, poisons, and decay, and renders food fit to eat. Will work only on an edible or formerly-edible item - and if the whole item is unwholesome, the spell will remove all the unwholesomeness and leave nothing.

Cost: 1 per pound of material to be purified.

Prerequisite: Preserve Food or Decay.

Item: Staff, wand or jewelry. Must touch subject food. Energy cost to create: 400.

Poison Food

Regular

Introduces a physical poison into food. This poison can be detected by Test Food, and remains indefinitely. Anyone eating the poisoned food must make a HT roll. On a successful roll, they merely feel sick and lose 2 HT. On a failed roll, they will be seized by painful stomach cramps and lose 1d+1 HT immediately; they will be at -3 for all skills or spells until the lost HT is restored.

Cost: 3 per meal.

Prerequisite: Purify Food, Decay.

Item: Staff or wand. Must touch subject food. Energy cost to create: 600.

Cook

Regular

Turns raw ingredients into a finished meal. Produces only simple fare (stews, etc.) and only as wholesome as the ingredients. No cooking-fire is necessary; the spell provides the heat.

Cost: 1 per meal.

Time to cast: 5 seconds.

Prerequisite: Test Food, Create Fire.

Item: A pot which will cook any food placed within it, at no energy cost to the user. Requires about a minute to cook. Size of the pot does not matter, but each pot can be used only a limited number of times daily. Energy cost to create: 30 per meal per day (i.e., a pot which would cook 3 meals per day would have an energy cost of 90 to create).

Create Food

Regular

Turns any nonmetallic substance into edible food. The more edible the starting substance, the better; this spell will make rocks edible, but not tasty!

Duration: Permanent.

Cost: 3 per meal created if the starting substance is totally inedible, or 2 if the starting substance is plant material of some kind.

Time to cast: 30 seconds.

Prerequisite: Cook, Seek Food.

Item: (a) Wand, staff, or jewelry; usable only by a mage. Must touch material to be turned into food. Energy cost to create: 600. (b) A pot, as described for Cook, which will turn *anything* placed inside into a cooked meal. Energy cost to create: 200 per meal per day.

Ferment

Regular

Causes accelerated fermentation in any matter which can be fermented. Primarily used to make beer, ale, and wine quickly, but will also cause bread to rise rapidly. The fermentation process will finish in a single hour (or one minute for bread).

Duration: 1 hour (1 minute for bread).

Cost: 1 per pint of liquid or loaf of bread. Cannot be maintained.

Time to cast: 10 seconds.

Prerequisites: Decay.

Item: A small keg which works at no energy cost to the user, but only works a limited number of times per day. Energy cost to create: 50 per gallon of size, for each time/day the item is usable. Example: a 10 gallon keg that works twice per day costs 1,000 energy to create.



Water to Wine

Regular

Turns water or other drinkable liquid into a mildly alcoholic beverage. The nature of the resulting drink depends on the starting material. Water or grape juice become wine, fruit juices become “coolers.” The quality of the result depends on the caster’s roll and the quality of the starting liquid.

Duration: Permanent.

Time to cast: 10 seconds.

Cost: 4 per gallon (half cost for beer, double cost for spirits).

Prerequisites: Purify Water, Ferment.

Item: A bottle or drinking vessel which will, once per day, change the contents into an alcoholic beverage. The quality of the result depends on the starting material; sea water would give pretty bad beer, while newly melted mountain snow would give excellent wine. Energy cost to create: 500 per gallon capacity of the container. Note that critical failures with this spell have been known to create dangerous items, such as goblets that poison the wine they create - but no one has yet found an enchantment to do this deliberately!

Distill

Regular

Concentrates a liquid by removing water from it. Mostly used to make strong alcoholic beverages, but also used by alchemists. Each use of the spell removes half the remaining water from subject. One casting will turn wine into strong “winter wine,” three will produce a potent beverage of about 100 proof, four will leave little but alcohol. The volume of liquid will be halved by each casting. Will not work on living creatures.

Duration: Permanent.

Cost: 1 per original quart of liquid.

Time to cast: 10 seconds.

Prerequisites: Ferment, Destroy Water.

Item: A large closed kettle holding up to 5 gallons. Enemy cost to create: 400. Illegal anywhere that a mundane “still” is illegal!

Banquet

Regular

Makes any item seem like attractive, tasty food. The underlying nature of the matter does not change, but those who eat it will find it delicious - not necessarily nutritious, but delicious. Can only be cast on things that can be eaten; it would work on mud, but not on stone.

Duration: 1 day.

Cost: 2 per meal.

Prerequisite: Magery, Cook, Foolishness.

Item: Wand, staff, or jewelry; usable only by a mage. Must touch material to be affected. Energy cost to create: 600.

Monk’s Banquet

Regular

Lets subject go without food or water for about a day with no ill effects. May be cast repeatedly, but not “maintained”.

Duration: 24 hours.

Cost: 6.

Prerequisite: Banquet, Resist Pain.

Item: Clothing or jewelry; usable only by a mage, or (at GM’s option) “pure” or “holy” person. Energy cost to create: 1,000.

HEALING SPELLS

These spells are the whitest of white magic. Yet the healing spells are precursors of the dark spells of necromancy... Some healers even refuse to learn Resurrection, because of the “unclean” necromantic knowledge required to make the spell function.

Anyone who tries to heal *himself* will have a skill penalty equal to the amount of injury he has. For example, if a wizard takes 4 hits and tries to heal himself, he will be at a -4 to cast any healing spell on himself. Some Healing spells are marked “One Try.” If such a spell should fail, the caster (and any assistants) may *not* try again on that wound. If it didn’t work the first time, it won’t work at all for that caster(s). If “One Try” is specified without a time period, the caster(s) may *never* try again.

A *critical* failure with a Healing spell will always have some appropriate bad effect on the patient - aggravating the injury, creating a new wound, or the like.

Lend Strength

Regular

Restores the subject’s lost fatigue, at an energy cost to the caster. Cannot increase ST above its original level.

Duration: Permanent.

Cost: Any amount; the energy spent by the caster goes to the subject as restored ST. Example: The caster spends 5 ST; the subject regains 5 lost fatigue points. The cost for this spell is not reduced by high skill.

Prerequisite: Magery, or the advantage of Empathy.

Item: Wand, staff, or jewelry. Energy cost to create: 100.

Lend Health

Regular

As above, but restores the subject’s lost HT rather than fatigue. However, this is a *temporary* “healing.” HT gained from this spell lasts only an hour, and then vanishes. HT cannot be raised above its original level.

This spell cannot be maintained; it must be recast. Therefore, it is only a stopgap measure. Like Lend Strength, there is no cost reduction for high skill.

Duration: 1 hour.

Cost: 1 per point of HT loaned.

Prerequisite: Lend Strength.

Item: Wand, staff, or jewelry. Energy cost to create: 250.

Recover Strength

Special

Works on the caster himself; cannot restore ST to others. Allows the caster to rest and recover fatigue more quickly than “normal.” A normal person recovers one point of fatigue every 10 minutes. A mage who knows this spell at level 15 recovers twice as fast - one point every 5 minutes. A mage who knows this spell at a skill of 20 can recover a point of fatigue every 2 minutes. No further improvement is possible.

The mage must rest quietly, but no ritual or die-roll is required. He just “rests faster” by drawing strength from the mana around him. While resting, he can maintain ordinary spells, but not those that require concentration.

This spell does not function in low-or no-mana areas.

Cost: none.

Prerequisite: Magery; Lend Strength.

Item: Jewelry. Permits wearer to recover as though he had this spell at level equal to item’s Power; always on. A very rare item! Energy cost to create: 1,000; must be made of alloyed gold and platinum (minimum value of a small ring \$500).

Awaken

Area

Renders subject(s) awake and alert; instantly counters the effects of stunning or the Suspended Animation spell. If a subject is very fatigued (ST 3 or less) this spell renders him alert for only an hour and costs him 1 fatigue point. It won’t work on anyone with ST 0 or less. Subjects must make a HT roll to awaken, with a bonus equal to the amount by which the spell roll succeeded. A subject rolls at -3 if he was unconscious because of injury; -6 if he was drugged.

Base Cost: 1.

Prerequisite: Lend Health.

Item: Wand or staff. Subject must be touched by item. Energy cost to create: 300.

Share Strength

Allows the caster to make his ST available to another mage's spell casting. The caster may only cast this spell on himself. He must specify who is able to draw ST from him in the next second - nobody else may do so. More than one mage may be specified, and a limit of 5 ST may be drawn in a single turn. The caster may specify a lower limit! HT may not be used to cast this spell.

If a specified mage does not draw ST before the caster's next turn, the Share ST spell expires, costing the caster one fatigue. The mage casting the other spell does not have to be aware of the Share spell's existence. As he casts his spell, he will feel an outside energy attempting to aid him - he may yield to that or deny it, paying the cost himself.

A spell can draw power from only one Share spell. If more than one Share spell is cast, use the closest one; roll randomly if two are equally close.

Duration: The ST must be used in a spell that turn. Cannot be maintained.

Cost to Cast: Twice the amount actually used by the wizard who draws the ST. The energy spent by the caster goes to power another mage's spell. ST beyond that needed by the spell is *not* transferred to the other mage - use Lend ST to do that. The cost to cast this spell is never reduced by high skill. A minimum of 1 ST is *always* spent when casting this spell.

Prerequisite: Lend ST.

Minor Healing

Restores up to 3 HT to the subject. Does not eliminate disease, but will cure harm already done by disease.

This spell is risky if used more than once per day by the same caster on the same subject. If you try, your skill will be at -3 the first repetition, -6 for the second, and so on.

If you have the Physician skill at level 15 or better, a "critical failure" roll with this spell counts only as an ordinary failure - unless you are trying the spell more than once per day on the same subject.

Duration: Instantaneous.

Cost: 1 to 3; the same amount is restored to the subject.

Prerequisite: Lend Health.

Item: Wand or staff, decorated in a snake pattern. Subject must be touched by item. Usable only by mages, or by non-mages with Physician skill 15+. Energy cost to create: 600.

Major Healing (VH)

Restores up to 8 HT to the subject. Does not eliminate disease, but will cure harm already done by disease.

This spell is risky if used more than once per day by the same caster on the same subject. If you try, your skill will be at -3 the first repetition, -6 for the second, and so on.

If you have the Physician skill at level 15 or better, a "critical failure" roll with this spell counts only as an ordinary failure - unless you are trying the spell more than once per day on the same subject. However, a caster can use both Major and Minor Healing on the same subject in the same day, without penalty.

Duration: Instantaneous.

Cost: 1 to 4. Twice the amount spent is restored to the subject.

Prerequisite: Magery, Minor Healing.

Item: Wand or staff decorated in a snake pattern. Subject must be touched by item. Usable only by mages, or by non-mages with Physician skill 20+. Energy cost to create: 1,500.

Sterilize

Kills all microorganisms in the subject area. Cast on a living being, it will also kill some friendly microorganisms within its body; this will cure all germ-caused diseases but does 3 dice damage to a man-sized creature! (Damage will be proportional to size for others.)

Duration: Those germs stay dead, but the subject isn't rendered permanently clean or immune.

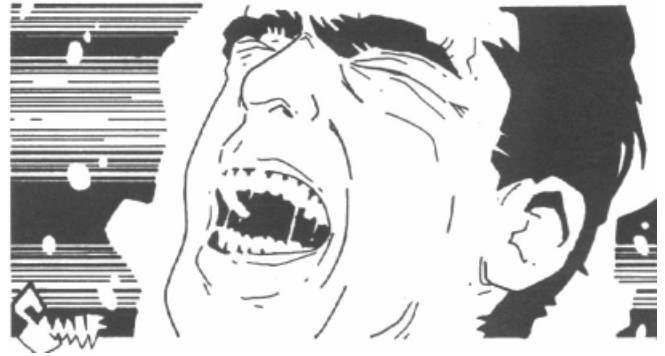
Regular

Cost: 2 for a fist-sized object or flat area up to 30 square inches; for larger areas, *base cost* 3.

Time to cast: 2 seconds for an object; 5 minutes for a living being.

Prerequisite: Decay (p. 48) or Insect Control (p. 24).

Item: Wand or staff, decorated in a snake pattern. Subject must be touched by item. Energy cost to create: 400.



Suspended Animation

Holds the subject in apparent sleep. indefinitely. The effects of severe bleeding, disease, age, etc. are all halted while the spell is in effect. The subject requires neither food nor air, but can still be harmed by fire, weapons, and other natural hazards.

Duration: remains in effect until broken (the Awaken spell is one good way).

Cost: 6.

Time to cast: 30 seconds.

Prerequisite: Sleep (p. 66) and at least 4 Healing spell.

Item: (a) Jewelry, arrow or clothing. Always on; puts wearer in suspended animation instantly. Spell lifts immediately when item is removed. Energy cost to create: 2,000. (b) Crypt, coffin, etc. Always on; puts occupant in suspended animation. Energy cost to create: 2,000 per human-sized space.

Cure Disease

Eliminates all disease, plague, or infection microorganisms of one *chosen type* from the body of the subject. A successful Diagnosis roll (by caster or another) should first be made; if not, spell use is at -5! Does not cure any damage the illness has done to the subject - just eliminates the organisms responsible. If no organism is responsible, the spell has no effect!

Duration: The germs stay dead, but the subject isn't immune forever...

Cost: 4 (for a normal human - no less for a smaller creature, but proportionately more for a larger one).

Time to cast: 10 minutes. One try.

Prerequisite: Sterilize and Major Healing.

Item: Wand or staff, decorated in a snake pattern. Subject must be touched by item. Usable only by mages. Energy cost to create: 800 to cure one specific disease, or 1,500 for an item that cures any disease.

Neutralize Poison

Eliminates all traces of one chosen poison from the body of the subject. A successful Poisons roll (by the caster or another character) should first be made in order to identify the poison being treated; if not, spell use is at -5! This spell is of no use against elixirs other than those which do direct damage. Does not cure existing damage - just removes the remaining poison, avoiding any further damage.

Duration: Permanent.

Cost: 5 (for a one-hex creature, more in proportion to size).

Time to cast: 30 seconds (beware fast-acting poisons!). One try.

Prerequisite: Cure Disease, or Magery 3 and Test Food.

Item: Staff or wand decorated in a snake pattern. Usable only by a mage or a physician of skill 20+. Must touch the subject. Cost to create: 400 for an item that cures one specific poison. 1,500 for an item that cures any poison.

Regular

Regular

Restoration (VH)

Regular

Allows subject to regain the use of one crippled limb or damaged eye - also restores lost hearing, smell, etc. Will not work on a *lost* limb or eye - that requires Regeneration (below). (If a limb has been amputated and is intact, you may in, Restoration within the hour, at -5 to skill, to put it back on!)

Duration: Permanent.

Cost: 15. One try.

Time to cast: a minute to cast the spell; a month before the process of restoration is complete. The part may not be used at all until the month has passed; it simply won't work, even though it may appear to be almost ready.

Prerequisite: Major Healing.

Item: Wand or staff, decorated in a snake pattern. Usable only by mages. Subject must be touched by item. Energy cost to create: 2,000.

Instant Restoration (VH)

Regular

As above, but works instantly.

Cost: 50. One try.

Prerequisites: Restoration, Magery 2.

Item: Wand or staff, decorated in a snake pattern. Usable only by mages. Subject must be touched by item. Energy cost to create: 2,500.

Regeneration (VH)

Regular

Allows subject to regrow one lost limb or eye.

Duration: Permanent.

Cost: 20. One try.

Time to cast: a minute to cast the spell; a month before the process of regeneration is complete. The regenerating part may not be used at all until the month has passed.

Prerequisite: Restoration, Magery 2.

Item: Wand or staff, decorated in a snake pattern. Usable only by mages. Subject must be touched by item. Energy cost to create: 3,000.

Instant Regeneration (VH)

Regular

As above, but works instantly.

Cost: 80. One try.

Prerequisite: Regeneration, Magery 3.

Item: Wand or staff, decorated in a snake pattern. Usable on 1\ by mages. Subject must be touched by item. Energy cost to create: 4,000.

Halt Aging (VH)

Regular

Stops the subject from aging for a number of days: roll 5 dice to determine just how many. Cannot be cast again until the first spell wears off.

Duration: Roll 5 dice for number of days.

Cost: 20. One try per week.

Prerequisite: At least 6 Healing spells, Magery ?.

Item: Jewelry. Always on; prevents aging while it is worn. Kingdoms have been toppled for possession of such things . . . Energy cost to create: 10,000.

Youth (VH)

Regular

Removes a number of *months* from the subject's age; roll 1 die to determine just how many. Any attribute levels lost in that period will automatically be regained. (If the spell is worked on a very young person, any attribute levels *gained* in that period will automatically be lost when the subject becomes younger!) Does not affect memories, skills, injuries, etc., gained during the "lost" months.

Duration: Subject starts aging again immediately.

Cost: 100. One try per month.

Prerequisite: Halt Aging, Magery 3.

Resurrection (VH)

Regular

Brings the subject back to life, provided that the body, or most of it, is available. This is the GM's decision; note that a body that has reached -10xHT is by definition too damaged for resurrection. The resurrected subject has ST and HT 0, and must regain ST and HT in the normal fashion. All his limbs will be intact, regardless of the injuries that killed him. The caster's skill is at a -1 penalty for each full day between the subject's death and the beginning of the spell.

Duration: Instantaneous

Cost: 300. One try.

Time to cast: 2 hours.

Prerequisite: Instant Regeneration and Summon Spirit

Item: There are persistent rumors of a magic item that will bring the dead to life, but nothing specific is known.

ILLUSION AND CREATION SPELLS

These are the spells that let the wizard create what is not. An "illusion" has no real substance. A "creation" does have substance, while it exists. Each illusion or creation counts as a spell "on," giving -1 to the caster's other spell rolls.

Simple Illusion

Area

Creates an insubstantial image that can have no physical effect on the real world. An illusion may be a single object or a whole scene. It affects no senses except vision. Any intelligent creature can dispel it by "disbelieving"-concentrating for a turn and making a successful IQ roll. The touch of any intelligent creature, or any attack, or any spell except Control Illusion, will also dispel it. Other things will just go through it. It may move beyond its starting area, or change size or shape up to its maximum size, but the caster must concentrate to do this.

Duration: 1 minute.

Base Cost: 1 to cast; half that to maintain.

Prerequisite: caster must be able to see, and have IQ 11 or better.

Complex Illusion

Area

As above, but affects hearing as well as sight. It is not automatically destroyed by a spell or touch; it has DR 0, HT 1 (about like paper). If it is broken, though, it melts away instantly.

Duration: 1 minute.

Base Cost: 2 to cast; half that to maintain.

Prerequisite: Sound, Simple Illusion.

Perfect Illusion

Area

As above, but affects all the senses except touch; your hand will go through it. It cannot be dispelled except by Dispel Magic or Dispel Illusion. It has DR 0, HT 1. If it is broken, the damage heals as soon as the damaging object is removed.

Duration: 1 minute.

Base Cost: 3 to cast; half that to maintain. For double cost, even the sense of touch will be fooled, though you cannot "really" warm yourself from an illusionary fire.

Prerequisite: Magery, Complex Illusion.

Illusion Shell

Regular

This is an illusion thrown on an object to make it look, sound and feel different. The base object must be of the appropriate size and shape. The illusion may be disbelieved, but is otherwise stable. However, it will not move about unless the underlying object moves. Damage done by the underlying object is unaffected.

Example: An illusion shell of a horse could be cast over a wooden horse. It would stamp, tricker, and smell like a horse, but could not be ridden! Concentration is not required to maintain the illusion.

Duration: 1 minute.

Cost: 1 for an object small enough to be hand-held, or 2 per hex for larger objects. Half that cost to maintain.

Prerequisite: Simple Illusion.

Item: For 200 times the base cost, the spell can be made permanent; it will not be disbelieved!

Illusion Disguise

Regular

This is an illusion thrown over and around a living being to disguise it. The caster must first create the illusion (using any of the four above spells). The Illusion Disguise spell will then superimpose the illusion over the subject, so it covers him and moves with him. The better the illusion spell used, the better and more permanent the disguise; a Perfect Illusion disguise will even fool the sense of touch. Concentration is not required to maintain the disguise. The illusion disguise counts as only a single spell "on."

Duration: Until the illusion ends.

Cost: 3.

Prerequisite: Simple Illusion.

Item: Jewelry or clothing; casts an Illusion Disguise (specified when the item is enchanted) over the wearer. Energy cost to create: 150 Simple, 300 Complex, 500 Perfect illusion. No energy cost to wearer!

Control Illusion

Regular; Resisted by subject spell

Lets you take control of an illusion that someone else has cast. If your spell succeeds, you must pay any further energy costs to maintain the illusion. If you fail, the illusion is still the other caster's. Will not affect an Illusion Disguise. If the spell is cast over something that is not an illusion, the energy cost is still spent but the spell has no effect.

Duration: Once established, control is permanent unless someone else takes control.

Cost: 1 per hex of size of the illusion. You may not try to control only part of a large illusion; it is all or nothing.

Time to cast: 2 seconds.

Prerequisite: Perfect Illusion.

Item: Wand or staff. Energy cost to create: 300. Item must touch illusion to be controlled.



Dispel Illusion

Regular; Resisted by subject spell

Dispels any Illusion or Illusion Disguise. Does not affect creations.

Cost: 1 per hex of subject size (you can't dispel part of an illusion).

Prerequisite: Control Illusion.

Item: Wand or staff; must touch subject illusion. Energy cost to create: 400.

Create Object (VH)

Regular

This spell can be used to create any sort of simple artifact with which the caster is familiar - e.g., a robe, a sword, a cup. It cannot create a magical item or a living creature.

Limitations: Food created this way will seem nourishing, but in fact is not. *Information* cannot be created; a book could not be created unless the caster knew all its contents by heart. A work of art will be only as good as

the caster could make it by hand. A *mechanical device* cannot be created unless the caster could build it himself. (GMs - the intent of this rule is to make it almost impossible for mages to create cars, transistor radios, et cetera. Be strict.)

Duration: The created object lasts indefinitely - as long as it is touching a living, thinking being. Thus, a wizard can create a sword, and use it himself or give it to a friend - but if he creates a coin to cheat a merchant, it will vanish if the merchant drops it on the counter or tosses it in the air! A created item does not actually have to touch flesh, but it must be very close to someone. It could be held in a gloved hand, carried in a pocket, etc., but not stored in a backpack.

Cost: 2 for every 5 lbs. the created item weighs.

Time to cast: Equal to cost, in seconds.

Prerequisite: Magery 2, Create Earth, Perfect Illusion.

Create Animal

Regular

Lets the caster create an animal (IQ 7 or less) which does his mental bidding while it exists. A created living being continues to exist until the caster stops maintaining the spell, or until it is killed. Then it vanishes.

A *living* creation must be identical to a "real" living being with which the caster is familiar. You cannot create an imaginary being, or even a real creature of which you have only heard stories. Neither can you create a bear with poison fangs... but some wizards occasionally research private variations on the spell to make unusual creatures.

Duration: 1 minute.

Cost: 2 per 100 lbs. of the creature's weight, to cast (round up). Half that to maintain.

Time to cast: Equal to cost, in seconds.

Prerequisite: Create Water, Create Object, IQ 13+.

Create Servant

Regular

Creates a stupid but obedient servitor (ST, DX, IQ, HT all 9) to do the caster's bidding. The caster sets the servant's appearance. This same spell can also create a Brute - a servant with ST of 16, and all other stats at 9. Or it can create a servant with one non-combat physical skill at level 16. Any of these servants will follow simple spoken commands, deliver verbal messages, etc. It is under the GM's control. It cannot fight or handle confusing situations; it has no skills. Faced with danger, it will whimper, flee, or simply vanish. If questioned, it knows only who its master is and what its orders are.

Duration: 1 minute.

Cost: 3 to cast; 1 to maintain. For a skilled servitor, 4 to cast, 2 to maintain. For a Brute, 6 to cast, 2 to maintain.

Time to cast: 3 seconds.

Prerequisite: Magery 3, IQ 13+, Create Object.

Create Warrior

Regular

Creates a warrior to fight as the caster commands. He has IQ of 10, ST, DX, and HT of 12, and skill of 16 with any single weapon (or unarmed combat ability) the caster desires. He has no weapons or armor when created, but will use what he is given.

Duration: 1 minute.

Cost: 4 to cast; 4 to maintain. Cost to create a Brute Warrior (ST of 16) is 6 to cast, 6 per minute.

Time to cast: 4 seconds.

Prerequisite: Create Servant.

Control Creation

Regular; Resisted by subject spell

Lets you take control of a living Creation cast by someone else. If you succeed, you pay any further energy costs to maintain the creation. If you fail, it remains the original caster's. Will not affect an Illusion.

Cost: 1 per hex of the creation's size.

Time to cast: 2 seconds.

Prerequisite: Create Animal or Create Servant.

Item: Wand or staff; must touch subject creation. Energy cost to create: 400.

Dispel Creation **Regular; Resisted by subject spell**

Destroys any sort of Creation. Does not affect illusions.

Cost: 1 per hex of size of a nonliving subject, or 3 per hex of size of a living creation (you cannot dispel just part of a creation).

Prerequisite: Control Creation.

Item: Wand or staff. Energy cost to create: 500.

Know Illusion

Information

Tells whether the subject is real, or an illusion or creation, and just what kind it is. Caster must be able to see subject.

Cost: 2.

Prerequisite: Simple Illusion.

Independence

Area

This spell can be used with any creation or illusion you control. It lets you "program" it to move about, speak (if it can make sounds), and even react in predetermined ways. All this is done with no further concentration on the caster's part; it does not count as a separate spell "on." If faced with something for which it is not "programmed," it may do nothing or (if an illusion) simply vanish, at the GM's whim.

Duration: As long as the creation or illusion lasts.

Base Cost: 2. Does not require maintaining.

Time to cast: As long as it takes the casting player to describe the instructions to the GM, or to read them aloud if they are in writing (writing them down will save arguments!). Complex instructions will take a long time to cast. Minimum 5 seconds.

Prerequisite: Simple Illusion.

KNOWLEDGE SPELLS

These spells provide information. Duration is "instantaneous" unless noted otherwise - that is, the caster gets one flash of knowledge, but not a continuing picture.

Tell Time

Information

This spell tells the caster what time it is - as well as the day and year, should that be in doubt.

Cost: 1.

Item: Jewelry which lets the wearer know the exact time whenever he wants. Energy cost to create: 250.

Alarm

Regular

This spell will alert the subject at a specified time in the future, awakening him if necessary. It will also remind him of one thing (in effect, delivering a message), provided he was told that thing at the time the Alarm spell was cast. Can be set to "go off" up to a week from time of casting.

Duration: 1 week.

Cost: 1. Cannot be continued.

Prerequisite: Tell Time.

Item: Jewelry. Will buzz or vibrate at exactly the same time every day, as set by the original creator. Energy cost to create: 60.

Find Direction

Information

This spell tells the caster which direction is North. It can also tell which way his home lies (this requires a separate casting). Note that no one can have more than one true home, and a wanderer may have none!

Cost: 2.

Prerequisite: Magery.

Item: Enchanted compass needle which points North, or to the user's home, on command. Energy cost to create: 250.

Detect Magic

Regular

Lets the caster determine whether any one object is magical. If the spell is successful, a second casting will tell whether the spell is temporary or permanent. A critical success on either roll will fully identify the spell, as per Analyze Magic.

Cost: 2.

Time to cast: 5 seconds.

Prerequisite: Magery.

Items: (a) Staff, wand, or jewelry. Usable only by mages. Energy cost to create: 100. (b) Ring or necklace. Usable by anyone; always on. Vibrates, alerting wearer, when any magical item is within 5 yards. A Limit spell is often used to make it alert the wearer only to certain kinds of magic. Energy cost to create: 300.

Aura

Information

Shows the caster a glowing halo, or "aura," around the subject. This aura gives the caster a general insight into the subject's personality - the better the skill roll, the better the insight. In particular, the aura also shows whether the subject is a mage (and about how powerful); whether the subject is possessed or controlled in any way; and whether the subject is in the grip of any violent emotion. All living beings have auras; inanimate things do not. A zombie is detectable by his faint, death-haunted aura. A vampire retains the aura he had in life.

Illusions and created beings have no auras, so a successful casting of this spell will also distinguish them from real persons. A critical success will detect secret magical traits like lycanthropy, vampirism, unnatural longevity, and the like.

Cost: 3 (for any size subject).

Prerequisite: Detect Magic.

Item: Staff, wand, or jewelry. Usable only by mages. Energy cost to create: 100.



Measurement

Area; Information

Tells the caster any one of the following things about the subject: (a) its weight; (b) its measurements in all dimensions; (c) its precise color (mostly important to jewelers and painters); (d) its volume.

Base Cost: 1.

Item: Performs only one of the above functions: an enchanted ruler for measurement, scales for weight, lens for color, onyx cube for volume. Must touch subject. Energy cost to create: 50.

Seeker

Information

Attunes caster to one individual, or one manmade object, he is looking for. Useful for finding lost items. A successful roll will give the caster a vision of the item's whereabouts, or lead him to it if it is within a mile. Skill modifiers: Standard long-distance modifiers (see p. 10). Something associated with the item sought (e.g., an item of a lost person's clothing) should be available at the time of casting; roll at -5 if it is not. +1 if the caster has held the item sought or is otherwise already familiar with it.

Cost: 3. One try per week.

Prerequisite: Magery, IQ 12+, and at least two "Seek" spells (e.g., Seek Earth, Seek Water.)

Item: A forked stick (wood, bone, or ivory) or compass-needle (carved out of ivory) which will always point to one particular subject, chosen when the item is created. Something pertaining to the subject must be used in making the item, and incorporated into it. Energy cost to create: 500.

Trace

Regular

May be cast on any person, animal or object. As long as the spell is maintained, the caster will know where the subject is if he concentrates for a second. Either the subject must be with the caster when the spell is first cast, or "Seeker" must first be successfully cast. Standard long-distance modifiers if subject is not in caster's presence.

Duration: 1 hour. One try per day.

Cost: 3 to cast; 1 to maintain.

Time to cast: 1 minute.

Prerequisite: Seeker.

Pathfinder

Information

Tells the caster the direction to a certain place, or the proper way to go now to get to that place - his choice. Use long-distance modifiers. GM should apply penalties if the caster has never been to the place, and severe penalties if the caster isn't sure that the place really exists or what it is like. This spell does not find people or things. A city, mountain pass, or public building can be a place. A certain person's home or office isn't a "place" for this spell unless the caster has been there.

Cost: 4. One try per day.

Time to cast: 10 seconds.

Prerequisites: Magery, IQ 12+, and at least two "Seek" spells.

Item: A forked stick or compass needle which will point, once per day, toward the goal the user names. It will continue pointing for 10 minutes for each point by which the spell roll is made, based on the item's Power. Energy cost to create: 1,000.

History

Information

Cast on any inanimate object (or 1-hex section of a large object), lets

caster determine the recent past of that object, user's personality, etc. - but no names!

Cost: 3 for 1 day's history; 5 for a week; 10 for a month.

Time to cast: 1 second for each energy point spent.

Prerequisite: Trace.

Ancient History

Information

As above, but gives a general impression of an item's history over a much greater time.

Cost: 5 for ten years' history; 8 for 100 years; 10 for 1,000 years.

Time to cast: 1 minute for each energy point spent.

Prerequisite: History.

Divination

See p. 55

See Secrets

Regular

Causes hidden items, doors, traps, etc., to stand out clearly in the subject's vision. This spell works only on things that were deliberately hidden - not lost.

Duration: 1 minute.

Cost: 5 to cast, 2 to maintain.

Time to cast: 5 seconds.

Prerequisite: Seeker, Aura.

Item: Staff, wand, or jewelry. Must be carved with a picture of an eye. Energy cost to create: 400.

Wizard Eye

Regular

Creates a physical eye - a 2" ball - through which the caster can see. The Eye can fly through the air, vertically and/or horizontally, with a Move of 10 -i.e., 10 yards per second; it moves on the caster's turn. Concentration is necessary to move the eye, but not to see through it. Any vision-enhancing spells affecting the caster will also be usable through the Eye. Because the Eye is small, any attacks against it are at -7 - but if hit by a physical attack, or any spell which would reasonably incapacitate it, it is destroyed.

Duration: 1 minute.

Cost: 4 to cast; 2 to maintain.

Time to cast: 2 seconds.

Prerequisite: Magery, Apportation (p. 69), Keen Eyes (p. 69).

Item: An eyeball carved of ivory and inset with jewels. Usable only by a mage. At its holder's command, it will turn into a Wizard Eye; on returning to his hand it will revert to the jeweled form. Cost to create: 1,100 energy; \$1,000 for skilled ivory carving, and \$600 for emeralds.

Invisible Wizard Eye

Regular

Creates a Wizard's Eye that cannot be seen without the See Invisible spell. Anyone who guesses what hex it is in may still attack -but they can hit only on a critical hit!

Duration: 1 minute.

Cost: 5 to cast; 3 to maintain.

Time to cast: 4 seconds.

Prerequisite: Wizard Eye. Invisibility (p. 58).

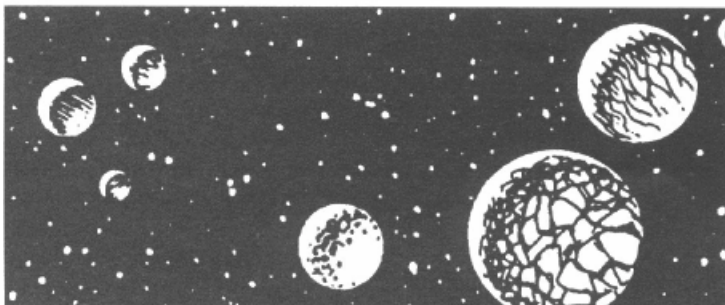
Item: As above, but more costly. Cost to create: 1,600 energy; \$1,000 for skilled ivory carving, and \$900 for emeralds and opals.

Mage Sight

Regular

Lets caster detect all magical items in his field of vision. Each such item will have a glow or "aura," similar to the aura of a living being. Items hidden under clothes, armor, or up to 1/2" of solid material will still show a glow.

The aura of a permanently enchanted item will be stronger than that of something under a temporary spell. Enchanted (or magical) beings also glow, though mages themselves do not unless they actually have spells on them at the moment. The aura may also give a clue to an item's nature. On



a good roll, for instance, fire spells will have a distinctive red glow, and a critical success with this spell will let the caster fully identify every magic item he sees. Note that *any* mage has an “inherent” ability similar to this spell, as described on p. B21.

Duration: 1 minute.

Cost: 3 to cast; 2 to maintain.

Prerequisite: Detect Magic.

Item: Staff, wand, or jewelry. Energy cost to create: 800.

Mage Sense

Information

Tells the caster whether some unseen magical item or creature is nearby. The caster may specify that he is looking for any unseen item, or he may specify a certain object. Skill modifier: the distance in hexes to the object sought. Use the closest distance if the caster moves around during the spell’s duration, and roll at the *end* of that time. At the GM’s option, some very powerful magic items may be easier to sense.

Duration: 1 minute.

Cost: 3 to cast; 2 to maintain.

Prerequisite: Detect Magic.

Item: Staff, wand, or jewelry. Energy cost to create: 1,200.

Identify Spell

Information

Lets the caster know what spell or spells have just been cast (within the last five seconds), or are being cast at the moment, *on* or by the subject. Does not identify the spells on a permanently-enchanted item. One casting of this spell will identify *all* spells cast on or by the subject. However, if any of these spells are totally unknown to the caster - not just spells he doesn’t know, but spells he has never *heard* of the GM should provide only a general, vague description - e.g., “Some kind of physical protection.” As a general rule, wizards will have heard of every spell in this list, unless the GM rules that some of these spells are secrets. But wizards will *not* have heard of new spells created by the GM or players.

Cost: 2.

Prerequisite: Detect Magic.

Item: Staff, wand, or jewelry. Energy cost to create: 1,100.

Analyze Magic

Information;

Resisted by spells to conceal magic

Lets the caster know exactly what spell(s) are on the subject. If the subject has more than one spell on it, Analyze Magic will identify the one that took the least energy, and tell the caster “there are more spells.” It can then be cast again to determine the next spell, and so on. If the item has a Name (see p. 46), a separate casting of this spell is required to learn the name. The Name spell *automatically* resists, at +5, and each caster gets only one try *forever!* The same rule is true of a Password spell.

Like Identify Spell, above, it will give limited results when faced with a spell the caster has never heard of.

Cost: 8.

Time to cast: 1 hour.

Prerequisite: Identify Spell.

Item: Staff, wand, or jewelry. Energy cost to create: 1,200.

Earth Vision, Water Vision, Ice Vision

Regular

As listed under appropriate colleges.

Glass Wall

Regular

Lets the caster see through a single wall, floor, ceiling, or other similar barrier up to 4 feet thick (material doesn’t matter).

Duration: 1 minute.

Cost: 4 to cast; 2 to maintain.

Prerequisite: 5 other Knowledge spells, or Earth Vision.

Item: Staff, wand, or jewelry. Energy cost to create: 600.

Far-Hearing

Regular

As listed under Sound, p. 79.

evil items will somehow seem to have a “black glow” in their auras.

DIVINATION

The special nature of divinatory magic, and its possible roles in <1 magical campaign, warrant a second look. Unlike other sorts of fantasy magic, which have direct and quantifiable effects on the game environment (blasting dragons and healing heroes, making stone bridge, appear across canyons, etc.), Divinations and other Information spells deal only in PC knowledge, and thus require special consideration. To properly deal with magic of a divinatory nature, we must ask again the questions we pose ourselves about magic in the first place: Is divination common? Is it available to player characters? Is it regulated by law? If it is available to PCs, will it be treated differently than other magic?

Consider carefully the possible consequences of these things in your campaign. If divination is common, then things like marriages, crime and war would be affected. Knowing what opposing armies are going to do a day in advance can be more useful than a line of fireballs! The “Blessed” advantage (p. 96) suggests that important religious figures will have divination available. Would they marry a couple that the star, say is doomed? Possible uses in a courtroom are equally important... and can send a campaign in unexpected directions.

Furthermore, divination, even more than other forms of magic, requires considerable flexibility on the part of the GM, as well as a good idea of where the story is going. It is unfair to be deliberately evasive or untruthful to PCs who have spent valuable character point, to be diviners. But often, GMs simply don’t have the answers, or don’t want to let players use a single spell to bypass a carefully structured mystery plot. In general, the GM should offer as much information as possible . . . unless the structure of the adventure is threatened. Fortunately, standard *GURPS* mechanics offer ways around problem, of this sort; there are added penalties for continued questioning on the same subject, cryptic visions can be used for anything but yes or no answers. The GM can also use a divinatory vision to develop an entertaining story, or as a gimmick to begin one!

Not every sort of divination will work in every game-world. This is purely a question of aesthetics in most cases, but every bit of color and definition for a setting helps. Creating new methods, and the explanations behind them, can be great fun.

Is Magery Required?

Although divination is certainly a form of magic, some GMs might prefer to alter the official requirements for magery in their *GURPS* campaigns. One way to do this is to establish a secondary mana level, specific to the divination spells. To discourage divining, lower the level; to make it available to non-mages, boost it to high or even very high mana! Another option is including an additional advantage which could replace magery for those who simply want diviners. The “Divination Talent” advantage is described on p. 105.

Divination

Information

Gives the caster a vision relevant to his question, or the answer to one yes-or-no question. There are many sorts of divination; each is a separate spell, and requires the appropriate materials (see below). Each has its own strengths and weaknesses. Those methods which are linked to a particular element or elements will give more detailed answers if the answer has something to do with that element - e.g., molybdomancy would work better than haruspication for a question about the sea.

Skill modifiers: Standard long-distance modifiers. If repeated questions are asked on the same subject within a day, the “vibes” are muddled; -4 skill for the second question, -8 for the third, and so on. Questions about past or future are also harder; use the standard longdistance modifiers again, substituting “days” for “miles”!

Cost: 10.

Time to cast: 1 hour unless specified otherwise.

Prerequisite: History, and element spells as specified for the particular method of divination.

Standard Divinations

Astrology is divination through examination of the heavens, including weather. Observation of the sky is necessary; the caster must be outside, and is at a -5 unless it is a clear night, away from city lights. Without a reference library (cost \$2,000; weight 200 lbs.), all rolls are at a -5. If the divination involves an individual, his birthplace and birthdate must be known, or all rolls are at a -5. These penalties *do* add! *Prerequisite*: 10 Air Spells,

Cartomancy is divination through the Tarot, giving yes-and-no answers, and sometimes hints about the motivations and physical appearance of those important to the subject's future. The only equipment required is a Tarot deck (hand-painted and worth \$1,000 at TL3 and below, but mass-produced inexpensively at higher tech levels). Cartomancy is highly personal. If it is used any way except to divine for a single willing person (or couple) *in their presence*, it is at a -5. *Prerequisite*: 3 spells from *each* of the four elements.

Crystal-gazing is use of a crystal ball (see p. 47). If it works, the GM will describe a scene; it is up to the player to interpret it! Caster can also use clear water, tea leaves, etc., but at a -10 (!!) to skill. *Prerequisite*: 5 each Earth and Water spells.

Dactylomancy is divination by movement of a pointer around a board with all the letters of the alphabet, plus Yes and No. Except on a critical success, answers to complex questions will be cryptic, seemingly gibberish. *Prerequisite*: 3 spells of each of the four elements.

Haruspication is divination by examining the entrails of a slaughtered animal (must be at least 20 lbs. - no pigeons!). It is illegal in many areas. Only one question can be asked per animal. *Prerequisite*: 10 Earth spells.

Molybdomancy is divination by examining the shape taken by molten metal when poured into cold water. Requires a hot fire (e.g., from a forge) to melt the metal. *Prerequisite*: 5 each Fire and Water spells.

Oneiromancy is the interpretation of the caster's own dreams. It requires no equipment, but only one question can be asked per night, and there is only a 50% chance that the caster will dream at all! The GM tells the caster what he dreamed; the player must interpret it. Energy cost is paid on awakening. *Prerequisite*: 5 each Air and Water spells.



Pyromancy is divination by staring into fire. It may produce a vision, or the caster may *hear a voice* in the flames. Small amounts of certain rare herbs (value \$100 per attempt) must be burned. Questions are at a -4 unless something pertaining to the question (e.g., hair of the subject of the divination) is also burned. *Prerequisite*: 10 Fire spells.

Rune-casting is divination by means of runestones (see p. 90). The caster must have a bag of runestones; a complete set is 25 stones, and he is at -1 for each stone missing. Mock runestones work perfectly well, but a full set of true stones gives +2 to skill. Takes 30 minutes for a detailed divination. Or the caster may simply reach into the rune-bag and pull out one or more stones. Energy cost is only 1. The GM will tell the caster which rune or runes he drew; it is up to the caster to interpret this, and the runes drawn on a failed roll will be misleading.

Prerequisite: Magery, and Rune-Lore skill at 15+.

Personal Divinations

Like Cartomancy, all of these methods are personal in nature, and designed to give information about individuals or couples. Any other use of these methods, including divining information for or about unwilling and/or non-present persons, is at -5.

Arithmancy, or numerology, is divination by the various numbers that define an individual, including those derived from name, birthday and, in contemporary settings, even such things as social security numbers. If the birthday of the subject is unknown, the caster is at a 10 to effective skill. *Prerequisites*: 8 Air spells, or Mathematical Ability.

Chiromancy is divination by reading the lines on a person's left palm. If for some reason the left palm is unavailable, it may be done with the right at a -8 penalty. If the person to be read has no palms, specific knowledge of alien biology may allow an attempt, at the GM's discretion. ("Allow me to read your future, my son! Give me your pseudopod...") *Prerequisites*: 4 spells of each of the four elements.

Graphology is reading the handwriting of someone to gain information about them. At least 30 words are required for a proper reading, and the signature must be among them. The signature alone may be read at -5. *Prerequisites*: 6 each Air and Earth spells.

Lunomancy is divination by the shadows created by moonlight on the individual's face. Each casting requires at least \$20 worth of silver dust to be spread on the caster's hands, and then on the subject's face. A reading takes 30 minutes. *Prerequisites*: 5 Air spells and 2 Earth spells.

Pedomancy is divination by examining the footprint of the person to be studied. The footprint should be in clay; special clays, or special materials mixed with the clay, may be required, or may offer bonuses. Footprints not in clay are read at -5. *Prerequisites*: 4 Earth and 2 Water spells.

Elemental Divinations

All of the methods listed below have the same prerequisite as Pyromancy: 10 spells of the appropriate elemental college (Earth for Geomancy, Water for Hydromancy, etc.).

Geomancy is divination by examining the earth. This may only be practiced on the bare ground - you may not be in a building, spaceship, etc. It requires an area of open soil (no vegetation) at least 1 hex in size. Divination is by examining the reaction of the soil to symbols traced within it. Casting requires a silver rod to properly trace the symbols (\$250); an attempt without such a rod is at -10. Casting in particularly dry or wet earth is at a penalty of -1 (for earth after a fog or brief dry spell) to -8 (for mud or sand).

Aeromancy is divination by air. It is performed in solitude and, like Geomancy, requires that the diviner not be indoors, although he need not be on the ground. In fact, being on top of a large building might be an advantage! If the Aeromancer is 50 yards from the ground, add +1 to skill; each time height doubles, add a further +1, to a maximum of +6. He must maintain this height for the entire casting, however! In addition, note that the hard vacuum of space is no place to divine. Air, obviously, must be present. The information gained is in the form of visions or voices.

Hydromancy is divination by water, or more specifically, the motion of water. This is not the same as using water as a substitute for a crystal ball! Normally, a brook or river is observed, but underground lakes and the like work with no skill penalty. If a tub or basin is used, precious stones (at least \$800 worth of blue or clear ones) must be dropped into the water to cause the motion to occur. Unlike the herbs needed for pyromancy, however, the stones may be used repeatedly. Hydromancy may be used in any setting, and does not require solitude.

Miscellaneous Methods

Astragyromancy is divination through reading dice marked with various symbols, numbers and letters. A special set of dice is required, costing \$25. A reading takes 20 minutes. Prerequisites: 6 of each of the four elements.

Belomancy is divination by tossing a handful of arrows and examining the pattern they form as they fall. A casting requires at least a dozen arrows. Prerequisite: Aeromancy.

Botanomancy requires the burning of the branches and leaves of a tree, about 2 pounds worth, and the observation of the burning and of the ashes. Prerequisite: Four Fire spells and four Plant spells.

Gastromancy requires a willing subject. The subject is first placed in a trance, after which he will utter things of a prophetic and cryptic nature. After the spell is cast, the subject loses 5 fatigue in addition to the caster's loss, whether or not the spell was successful. Prerequisites: Hypnotism at 15 or higher, and 3 spells from each of the four elements.

Lithomancy is divination by the examination of cast gemstones on black cloth. The cloth and stones required for this spell cost a total of \$1,500, but colored glass can be substituted at a -3 penalty. Prerequisites: 2 Water spells and 5 Earth spells.

Libranomancy is divination through examination of smoke from incense. It requires incense worth not less than \$5 at TL4 or lower, and \$1 thereafter, for each casting. The air in the area must be still while the casting takes place.. Prerequisites: 5 each of the four elements, or 7 each of Fire and Air.

LIGHT AND DARKNESS SPELLS

Light

Regular

Produces a small light like a candle-flame. It stays still unless the caster concentrates on moving it; then it can move at a speed of 5.

Duration: 1 minute.

Cost: 1 to cast; 1 to maintain.

Item: Wand, staff, or jewelry. Energy cost to create: 100.

Continual Light

Regular

Cast on a small object (up to fist-sized or 1 pound) or a small part of a larger object, makes that object glow with white light.

Duration: Variable. Roll 2 dice for number of days.

Cost: 2 for a dim glow, 4 for the brightness of a fire, 6 for a glare so bright as to be painful at close range.

Prerequisite: Light.

Item: Any item can be made to glow permanently, for 100 times the above energy cost (e.g., 200 for a dim glow, etc.).

Light Jet

Regular

Caster's finger gives off a beam of bright light, which can be used as a flashlight. It will give good illumination for 10 yards in the direction it is pointed, and some vision will be possible up to 30 yards away. It can be used as a signal for up to a mile if visibility is good.

Can be used in combat to blind foes within 10 yards, but only in relative darkness (e.g., when the combat penalty is at least -5). It can be dodged or blocked, but not parried. Use Magic Jet skill or DX-4 and aim for the face (-5 to hit). Any foe so hit will be at -4 DX on the next turn, and -1 DX for the rest of the combat (not cumulative!). Foes with Night Vision double these penalties.

Duration: 1 minute.

Cost: 2 to cast, 1 to maintain.

Prerequisite: Continual Light.

Item: Glove or ring; lets wearer cast spell. Energy cost to create: 200.

Colors

Regular

Lets the caster change the color of any light. The spell must be cast on the source of the light. If the caster concentrates, multiple color-changes are possible with the same spell.

Duration: 1 minute.

Cost: 2 to cast; 1 to maintain (but changes it permanently on a Continual Light spell).

Prerequisite: Light.

Flash

Regular

Creates a brilliant flash of light. This will totally blind some who see it, and reduce the DX of others by 3 (which reduces all DX-based skills). It may affect anyone who is facing the flash and has his eyes open (GM's decision, if miniatures are not being used). The caster himself is not affected if he closes his eyes as he casts the spell. Each other creature in range must make a HT roll to avoid the worst effects:

Distance	If HT roll is made	If HT roll is not made
Within 10 hexes	1 minute at -3 DX	3 sec. blind, 1 min. at -3 DX
11 to 25 hexes	10 sec. at -3 DX	1 minute at -3 DX
26 or more hexes	no effect	3 seconds at -3 DX.

Cost: 4.

Time to cast: 2 seconds.

Prerequisite: Continual Light.



Darkness

Area

Covers one or more hexes in pitch darkness. A person in a dark hex can see out of the hex normally, but can see nothing else in his own hex or other dark ones. Those outside a dark hex can see nothing inside it but darkness. Thus, attacks out of darkness suffer no penalty, but attacks into darkness are at a penalty (see p. 12). The Dark Vision spell allows one to see through dark hexes. Infravision does not.

Duration: 1 minute.

Base Cost: 2 to cast; 1 to maintain.

Prerequisite: Continual Light.

Item: Floor, ground, or a rug can be enchanted so that the area above (about 6 feet) is in permanent darkness. Energy cost to create: 120 per hex.

Shape Darkness

Area

This spell allows the caster to shape and move (5 yds./sec.) three-dimensional darkness created with the Darkness spell. It also allows the caster to shape existing two-dimensional shadows into other shadowy shapes, still only two-dimensional. Shadow sizes can be reduced easily, but enlarging the shadows makes them slightly transparent. The average casual observer won't notice, but anyone looking intently at the shadow gets an IQ roll to notice that it doesn't have the "substance" it should. Shadows do not have to remain attached to the objects that cast them.

Duration: 1 minute.

Base Cost: 2; the same to maintain. For two-dimensional shadows, the base cost is 1.

Prerequisite: Darkness.

Item: Staff, wand or jewelry. Energy cost to create: 200.

Blur

Regular

Makes the subject harder to see, and therefore harder to hit with any physical attack or ranged spell. Each point of energy subtracts 1 from the effective skill of any attack on the subject - with a maximum of 5.

Duration: 1 minute.

Cost: 1 to 5 to cast; the same amount to maintain.

Time to cast: 2 seconds.

Prerequisite: Darkness.

Item: Staff, wand, or jewelry; affects wearer/holder only. Energy cost to create: 100 per point of subtraction.

Hide

Regular

Makes the subject harder to find. If the subject is in plain sight, anyone will need to make a Vision roll to see him or it. Alertness helps; other keen senses don't.

If the subject is already hidden in some way, each point of energy gives a penalty of 1 to the Sense rolls of any searchers trying to see, hear, or smell the subject - maximum 5. A living subject must remain perfectly still; the spell does not protect him while he is moving (though it will take effect again when he stands still).

Duration: 1 hour.

Cost: 1 to 5 to cast; the same amount to maintain.

Time to cast: 5 seconds.

Prerequisite: Blur or Forgetfulness (p. 66).

Items: (a) Jewelry, wand, or staff; affects only the wearer. Energy cost to create: 1,000. (b) Any item can be enchanted to make it permanently "hidden," at an energy cost of 200 per point of "hidden-ness" per hex of the item's size.

Invisibility

Regular

The subject cannot be seen, will not show up in photos or mirrors, etc. He still makes sounds, leaves footprints, and the like. Anything he picks up also becomes invisible for as long as he carries it, unless he wills it to stay visible. Infravision will not detect him, but See Invisible will. Invisible characters have a great advantage in combat: see p. 12.

Duration: 1 minute.

Cost: 5 to cast; 3 to maintain.

Time to cast: 3 seconds.

Prerequisite: 6 Light spells, including Blur.

Items: (a) Jewelry, wand, or staff; affects only the wearer. Energy cost to create: 1,200. (b) An item can be made permanently invisible at an energy cost of 500 per hex of size or 50 pounds of weight, whichever is greater.

Infravision

Regular

Lets the subject see "infrared" or heat rays in addition to normal light. Thus, in the dark, hot things will glow brightly; warm things will seem dim red. Warm-blooded creatures (or places they have recently been) will also glow. A heat-source like a campfire will produce "light" which reflects off surrounding objects. This spell does not let invisible objects be seen.

Duration: 1 minute.

Cost: 3 to cast; 1 to maintain.

Prerequisite: Keen Eyes (p. 69) or 5 Light spells.

Item: Staff, wand, or jewelry; affects only the wearer. Energy cost to create: 100.

Night Vision

Regular

Lets the subject see clearly as long as there is any light at all (this spell is the magical equivalent of the "Night Vision" advantage). In utter darkness, the subject is still blind.

Duration: 1 minute.

Cost: 3 to cast; 1 to maintain.

Prerequisite: Keen Eyes (p. 69) or 5 Light spells.

Item: Staff, wand, or jewelry; affects only the wearer. Energy cost to create: 200.

Dark Vision

Regular

The subject can see even in pitch darkness! He can also ignore the effects of the Darkness spell.

Duration: 1 minute.

Cost: 5 to cast; 2 to maintain.

Prerequisite: Night Vision or Infravision.

Item: Staff, wand, or jewelry; affects only the wearer. Energy cost to create: 400.

Hawk Vision

Regular

Lets caster see distant objects as though they were much closer. While spell is on, caster is farsighted. Objects closer than 10 yards do not appear closer; they are blurred and are attacked at -2 skill. Objects at a greater distance are seen (and may be fired on) as though they were 100 times closer (minimum 10 yards), although 1/2D and Max ranges are unchanged.

Duration: 1 minute.

Base Cost: 4 to cast; 2 to maintain.

Time to cast: 2 seconds.

Prerequisites: Keen Eyes or 5 Light spells. *Subject must not suffer from Blindness or Bad Sight disadvantages.*

Item: Clothing or jewelry, including a picture of a hawk. Works for the wearer only. Energy cost to create: 400.

See Invisible

Regular

Subject can see anything concealed by the Invisibility spell or by "natural" invisibility. These things will be slightly translucent; thus, you can see through them and tell that they appear invisible to others.

Duration: 1 minute.

Cost: 4 to cast; 2 to maintain.

Prerequisite: Invisibility, or both Dark Vision and Infravision.

Item: Staff, wand, or jewelry; affects only the wearer. Energy cost to create: 400.

MAKING AND BREAKING SPELLS

Find Weakness

Information

Lets the caster sense the weakest part of the subject. Can be cast on any part of a large object; you would not have to cast it on a whole city wall, for instance, but could check one hex of wall at a time. Of course, many subjects will have no special weakness.

Cost: 1, or 1 per hex for a large object. Double this cost if the subject is alive.

Time to cast: 2 seconds.

Prerequisite: One spell for each of the four elements.

Item: Jewelry. Works for wearer only. Energy cost to create: 100.

Weaken

Regular

Does 1 die of damage to the weakest part of the subject (works only on inanimate items). See p. B125 for strengths of various items. No caster may use this spell on the same subject more than once per hour. Subjects's DR does not protect it.

Duration: Permanent.

Cost: 2.

Time to cast: 5 seconds.

Prerequisite: Find Weakness.

Item: Wand, staff, or glove. Works for wearer only; must be used to strike subject. Energy cost to create: 200.

Reshape

Regular

Allows the subject to mold any inanimate substance he touches as though it were clay. Does not convey any additional artistic ability to the subject, however! Any inanimate object the subject picks up while under this spell will soften slightly & this can be troublesome. For instance, if he tries to wield a sword or staff, it will do only half damage! A gun fired while "soft" will be ruined. Any material molded will become hard again, in its new form, as soon as the subject removes his hands from it.

Inconvenient doors and walls can be removed, at a double-handful of material per second. This spell can even be used to tunnel through rock, but since in effect the subject is digging through soft earth with his hands, it is slow and tiring - see p. B90.

Duration: 1 minute.

Cost: 6 to cast, 3 to maintain.

Time to cast: 10 seconds.

Prerequisites: Magery, Weaken, Shape Earth or Shape Plant.

Item: Gloves. Energy cost to create: 500.

Shatter (VH)

Regular

Similar to *Weaken*, but quicker - can be cast in a single turn, and may be cast repeatedly. Can do up to 3 dice damage. But if the spell does not do enough damage to actually *break* the subject, the subject takes *no* harm. Inanimate objects only.

Cost: 1 to 3; does 1 die damage for each point of energy put into it.

Prerequisite: Magery, Weaken.

Item: Wand, staff, or glove. Works for wearer only; must be used to strike subject. Energy cost to create: 500.

Ruin

Regular

This spell accelerates the natural process of decay on unliving materials. It rusts iron and steel, but has little effect on other metals unless maintained for a very long time. It causes organic material - leather, fur, wood, plastics, etc. - to decay to uselessness. Ceramics will be unaffected by Ruin.

Duration: 1 minute. Each 1-minute casting has the general effect of aging the subject 5 years. It will remove 1 DR, HT and (if applicable) 1 PD from most subjects. Weapons simply lose one

grade of quality per casting, except for Very Pine weapons, which are unaffected!

Cost: 2 per pound of material mined; the same to maintain.

Time to Cast: 5 seconds per pound of material ruined.

Prerequisites: Magery, Weaken, Decay.

Disintegrate (VH)

Regular

Similar to *Shatter*, but leaves only dust (cannot be repaired!). Can do up to 4 dice of damage. If damage rolled doesn't destroy the subject, it is unaffected. This spell affects inanimate objects only and cannot affect parts of objects.

Duration: Permanent.

Cast: 1 to 4; does 1 die damage for each point of energy put into it.

Prerequisites: Magery 2, Shatter, Ruin, Earth to Air, Destroy Air, Destroy Water.

Item: As for Shatter. Energy cost to create: 1,500.

Restore

Regular

Temporarily makes a broken inanimate object look us good as new. Other senses will not be fooled, nor will Mage Sight.

Duration: 10 minutes.

Cost: 2 per hex of the subject to cast; half that to maintain. Very small subjects still cost 2.

Time to cast: 3 seconds.

Prerequisite: Either Weaken or Simple Illusion.



Dye

Changes the color of any unliving material as desired by the caster (but note that hair is unliving, as is a thin outer layer of skin!). The color will fade in 2d days, but is unaffected by ordinary washing or application of solvents. Transparent colors may always be produced. Only a single, uniform, color can be produced - no patterns, although only part of the subject may be affected if desired by the caster.

Duration: 2d days.

Cost: 1 for a small (up to palm-sized) object, 2 to change a person's hair color or an object about a square foot in size, 5 for a whole person or 1-hex object.

Time to cast: 3 seconds.

Prerequisites: Restore, Colors.



Clean

Cleans the subject area or being (i.e., removes dirt and stains, and polishes up surfaces which can hold a polish). Will not remove lingering odors (use Purify Air for that).

Duration: Permanent.

Base Cost: 2.

Prerequisite: Restore.

Item: Staff, wand or cleaning instrument (broom, feather duster, etc.). Area must be touched. Energy cost to create: 100.

Rejoin

Temporarily fixes a broken inanimate object. If some small parts are missing, skill is at -3, but if the spell succeeds the object will hold together without the missing parts.

Duration: 10 minutes.

Cost: 1 per 10 pounds of subject's weight (minimum 2) to cast; half that cost (rounded up) to maintain.

Time to cast: 4 seconds per 10 lbs. of subject's weight.

Prerequisite: Weaken and Restore.

Stiffen

Temporarily stiffens a limp object; will turn a rope into a pole, for example, or a thread into a lockpick. Will not work on living beings. Can be used to make improvised weapons; GM is the judge of their effectiveness.

This spell may also be used to stiffen a foe's clothes. In this case, the foe resists the spell with his HT+2. If it works, he is at -1 DX for each pound of clothing that was stiffened, and this DX change does affect his Move.

Duration: 10 minutes.

Cost: 1 per pound of subject's weight - minimum 2; half cost to maintain.

Time to cast: 2 seconds per pound of weight.

Prerequisite: Rejoin.

Repair

Permanently repairs a broken inanimate object. If some small parts are missing, skill is at -5, and the appropriate materials to *make* the missing parts must be provided - e.g. a lump of gold to make gold filigree-work. If the spell succeeds, the missing parts will reappear. Broken once-magical items will not regain their magic when repaired (although this spell will restore a weakened magic item to full durability).

Duration: Permanent.

Cost: 3 per 10 pounds of subject's weight (minimum 6) to cast.

Time to cast: 1 second per lb. (minimum 10).

Prerequisite: Magery 2, Rejoin.

Regular

Repair Arrow

Similar to Repair, but specialized for arrows, up to 4 oz. maximum. At least 80% of the arrow must be available, including the head. The spell will produce a totally straight shaft, properly feathered, with a sharp head - as good as new, or slightly better.

Duration: Permanent.

Cost: 2 per arrow.

Time to cast: 4 seconds per arrow.

Prerequisite: Rejoin.

Regular

Shatterproof

Makes a small object (like a weapon) resistant to breakage. A cheap or regular metal weapon is treated as a "fine" quality weapon while the spell lasts, and a "fine" weapon as "very fine." Other items have their hit points doubled, and will never break due to *accidental* dropping, etc. It will double the DR and HT of a shield if the shield-breaking rules are used (see p. B120). This spell does not increase resistance to "penetration," so it's no good for walls, armor, etc. (but see *Protection and Warning* Spells, p. 76).

Duration: 1 hour.

Cost: 3 to cast; 3 to maintain.

Prerequisite: Repair, Shatter.

Item: Any item can be made permanently shatterproof; if the item does break, the *pieces* are no longer enchanted. Energy cost to create: 400.

Copy

Makes one or more copies of a single page of writing. Paper or parchment must be supplied for the copies to be made on. Copies of magical scrolls, rune parchments and so on *will not* have magic power.

Duration: Permanent.

Cost: 2 plus 1 for each copy made.

Time to cast: 5 seconds.

Prerequisites: Literacy and Dye.

Regular

Sharpen

Temporarily produces an extraordinary sharpness on cutting and impaling weapons - +1 or more to basic damage.

Duration: 1 minute.

Cost: The formula is 1 ST for every 6" of edge. Typical costs (use these unless the circumstances are very special): 1 to cast on an arrow; 2 for a knife, spear or axe; 3 for a one-handed sword; 5 for a two-handed sword. Double these for +2 bonus, or triple for +3. Half cost (round up) to maintain.

Time to cast: 4 seconds.

Prerequisite: Repair.

Item: See *Puissance* under *Enchantment*. If a weapon has the Puissance spell already on it, the spells don't add; only the stronger one works.

Regular

Knots

Will tie a knot that cannot be untied without magic (though the rope can be cut, of course). The knot will untie when someone says the password (specified at casting) while touching the rope at any point along its length. Thus, a rope tied at the top of a cliff will come loose when someone at the bottom of the cliff says the password, if he can touch the rope. Will also work for string, chastity belts, etc.

The Undo spell will also untie a Knot spell, but the Knot spell gets a resistance roll.

Duration: Until the password is said, or the rope is cut or broken!

Cost: 2. Cannot be maintained - must be recast if the rope is untied.

Time to cast: 3 seconds.

Prerequisite: Stiffen.

Item: Rope permanently enchanted with this spell, including a password ("Untie" is commonly used). Enchantment is broken if the rope is cut. Energy cost to cast: 20 per foot of rope.

Regular

META-SPILLS

These spells have to do with the structure of magic itself; they are spells about spells, or spells that affect other spells.

Activate Runes (VH)

See p. 92.

Regular

Conceal Magic

Regular

Cast on a single person or item, this spell interferes with any information spell cast on the subject. Twice the energy put into the spell (up to 5 points) is subtracted from any skill roll made to learn about the item, find it, etc. *Example:* 4 points of energy are put into a Conceal Magic spell on a ring. Until the spell expires, any Detect Magic spell will be at -8 to work on that ring; Identify Magic will be at -8 to find any spells on the ring; Mage Sight will not see the ring unless the mage made his roll by at least 8 (though he may still see other things) - and so on.

Note that this spell has similar effects in some ways to Scryguard - below - but they're not the same!

Duration: 10 hours.

Cost: 1 through 5 to cast; the same amount to maintain. Double cost for a 2-hex item, and so on.

Time to cast: 3 seconds.

Prerequisite: Detect Magic.

Item: This spell may be cast *permanently* on any item to make it harder to sense or identify with magic. Energy cost to cast: 100 times the cost above - e.g., 200 to give a -4 on all attempts to detect or identify.

Scryguard **Regular; Resists any information spells**

Makes the subject harder to find by any sort of information spell. The information spell must win a Contest of Spells to "see" the Scryguard's subject. *For example,* if you are protected by Scryguard, someone using the Seeker spell or a Crystal Ball would have to overcome the Scryguard's resistance in order to see you. This spell does not affect an attempt to use Identify Magic.

Duration: 10 hours.

Cost: 3 to cast; 1 to maintain. Double cost for a 2-hex item, etc.

Time to cast: 5 seconds.

Prerequisite: Magery.

Item: This spell may be cast *permanently* on any item to make it resist any attempt to sense it with magic. Energy cost to cast: 500 per hex of the item.

Scrywall

Area; Resists any information spells

As above, but to protect a whole area and everything in it.

Duration: 10 hours.

Base Cost: 3 to cast; 2 to maintain.

Time to cast: Seconds equal to energy cost.

Prerequisite: Scryguard.

Item: (a) Any container. It, and everything inside, is protected by the Scrywall spell. Energy cost to cast: 200 per cubic foot (minimum cost 500). (b) Any rug or area of floor; protects people and things standing atop it. Energy cost to cast: 300 per hex.

Magic Resistance **Regular; Resisted by IQ+Magery**

For each point of energy put into the spell (up to 5), the subject's magic resistance goes up by 2 if he is willing, or by 1 if he tried to resist. This MR works like normal magic resistance (p. 13) when spells are cast on the subject. The subject can still cast spells, but at a penalty equal to the MR. Spells already affecting the subject (or already cast by him) continue unchanged. He can use potions and magical items normally.

Duration: 1 minute.

Cost: 1 to 5 to cast; the same to maintain.

Time to cast: 3 seconds.

Prerequisite: Magery, and one or more spells from each of seven different Colleges.

Items: (a) Wand, staff, weapon, or jewelry. Affects wearer only. Usable by anyone, but double fatigue cost for non-mages. Energy cost to create: 300 per maximum point of magic resistance it can offer. (b) Any item. The item's *own* magic resistance is increased by 1 through 10; the user's magic resistance is unaffected. Energy cost to create: 200 per point of added magic resistance. Does not affect spell-casting ability of its user.

Spell Shield **Area; Resists all spells cast through it**

This spell will resist any spell cast from outside it at a subject *inside* it. It also acts as a Scrywall (above). Exception: It does not affect missile spells at all, including Curse Missile. Note that if the attacking spell wins the contest, it gets through - but the Spell Shield is reduced by 1, not destroyed.

Duration: 1 minute.

Base Cost: 3 to cast, 2 to maintain.

Prerequisite: Magery 2, Scryguard, Magic Resistance.

Item: (a) Any container. It, and everything inside is protected by the Spell Shield. Energy cost to cast: 250 per cubic foot (minimum cost 500). (b) Any rug or area of floor; protects people and things standing atop it. Energy cost to cast: 400 per hex.

Counterspell

**Regular;
Resisted by
subject spell**

This spell will nullify any one ongoing spell. "Counterspell" is a single spell - but to counter any specific spell, you must *also* know that spell. In other words, you can never counter a spell you do not know. The "subject" of a counterspell may be the subject of the spell to be countered, or the person who cast that spell. Will not affect magic items, but *can* counter a spell that has been cast through the use of a magic item. *Example:* If you have a Ring of Continual Light, counterspells will not affect it. But if you have a ring that lets you cast Light, a counterspell can nullify that Light once cast.



This spell is cast at the *lower* of the user's Counterspell skill or his skill with the spell being countered. It will not "counter" a spell that makes a *permanent* change in the world - e.g., Sleep, Extinguish Fire, Create Earth, Drain Mana. It only affects ongoing spells. You can cast multiple small Counterspells to eliminate an area spell piece by piece.

Cost: Half that of the spell countered, *not* counting bonuses the other caster got for high skill. Countering a big spell can be draining! If for some reason the precise cost is not convenient to determine, the GM's estimate is final.

Time to cast: 5 seconds.

Prerequisite: Magery.

Dispel Magic **Area; Resisted by subject spells**

This spell, if successful, negates other spells within the area. It has no effect on enchanted items - just on spells. Certain powerful spells are also unaffected - specifically those spells which can only be removed by Remove Curse.

Each spell resists separately. Dispel Magic is *not* selective! The caster need not know the spell(s) being dispelled. To nullify a specific spell without affecting others, use Counterspell, above.

Duration: Dispelled magic is permanently gone.

Base Cost: 3.

Time to cast: 1 second for each energy point spent.

Prerequisite: Counterspell and at least 12 other spells (any type).

Ward **Blocking; Resisted by subject spell**

Cast *immediately* after a spell is thrown at its subject, this spell can prevent the opposed spell from working. It works against only a single magical attack. If an attacking spell affects several people, each Ward can only save one subject. It does not protect against missile spells.

The caster may only Ward against a spell that he knows at skill 12 or higher; a caster who knows (for instance) Sleep may also ward a *single* subject against Mass Sleep. The caster rolls at the lower of his Ward skill or his skill in the spell being warded. The caster must announce he is using Ward *before* the opposed spell's subject tries a resistance roll. If it turns out the spell being cast is not one the defending mage can ward against, the ward is wasted.

Cost: 2 to cast it on yourself, or 3 to cast on anyone you can see. You cannot Ward someone you cannot see.

Prerequisite: Magery.

Reflect **Blocking; Resisted by subject spell**

This spell is an improved version of Ward, and works like it. The difference is that it will *reflect* the opposed spell instead of negating it. Thus, if the Reflect succeeds, the opposed spell now attacks its original caster as if it had been cast on him to begin with. If the attacking spell is an area spell, a successful Reflect protects its subject and affects the caster as though he were in the area being attacked, but otherwise the area is still attacked normally.

Cost: 4 to cast it on yourself, 6 to cast it on someone you can see; you cannot protect someone you cannot see.

Prerequisite: Ward.

Great Ward **Blocking; Resisted by subject spell**

As Ward, but - if it works - protects any number of those that would have been affected by the attacking spell.

Cost: 1 per subject protected (minimum cost 4).

Prerequisite: Magery 2, Ward.

Pentagram **Special; Resists attempts to cross it**

Produces a magical barrier which blocks hostile spells and magical creatures from passing in either direction. It is a star-shaped figure drawn on the floor or ground. Any hex that is even partially within the pentagram is "protected." Magical creatures (demons, golems, creations, zombies, elementals, and the like) cannot cross the border of a pentagram; neither

may they cast spells, or move any physical *object*, across the border. Non-magical creatures - including mages - can freely cross a pentagram, though they cannot cast spells across its border. Spells of transport (e.g., Flight, Teleport) cannot be used to enter a pentagram for hostile purposes.

Certain very hostile creatures may be summoned *within* a pentagram: the caster stands outside and summons the creature to a spot inside the pentagram. The caster will open the pentagram only when he is sure he can control the summoned creature.

If part of the pentagram is cut or erased, its power will be lost until the caster can rejoin the pentagram - all this requires is a piece of chalk and time (usually just a second) to draw the line. No magic spell can injure the pentagram, but physical attacks - like walking up and scuffing out a line with your shoe - can succeed if they are made by non-magical beings. A demon or creation could not do it; an ordinary person could. Likewise, an ordinary person could throw a rock into a pentagram, but a demon or golem could not.

A magical creature may try to force its way through a pentagram. Roll a contest between the creature's (ST+IQ)/2 and the skill with which the pentagram was cast. If the creature wins, it destroys the pentagram! No one creature can thus "test" a pentagram more than once per day.

Duration: Permanent unless broken.

Cost: 10 per hex protected. More energy can make a better pentagram - see p. 15. A mage can also use the "slow and sure enchantment" method (though Pentagram is not technically an Enchantment spell) to create a large pentagram by himself.

Time to cast: A minimum of 5 seconds per hex protected. This time is spent in tracing the line, and is necessary no matter how well the spell is known or how much power is available.

Prerequisite: Spell Shield.

Item: Mages' Guilds may have permanent pentagrams, inlaid with tile or jewels to avoid accidental scuffing, and cast at a *very* high level of skill. Such a design can be ritually "cut" when necessary, by a chalk-mark. But there is no intrinsic difference between these and a regular pentagram - any pentagram is "permanent" until erased or broken. (If a hostile creature breaks through a Pentagram spell, it destroys the enchantment but does not affect the physical design.)

Bless **Regular**

A general spell of aid and protection. Must be cast on another; you cannot bless yourself. In some game-worlds, this spell can be cast only by holy men or "good" wizards; this decision is the GM's to make.

The effect of a blessing is as follows: All the subject's die-rolls are modified favorably by one point (or more, for a more powerful blessing). The modification will *not* affect critical successes and failures. This lasts indefinitely . . . until the subject fails some die-roll (or a foe *makes* a good die-roll) and the subject is in some serious danger. Then the blessing miraculously averts or reduces the danger - and ends. It is up to the GM to decide when the blessing has its final effect, and what form the protection takes. If an arrow is aimed at your heart, a 1 point blessing might move it to your arm, while a 2-point one would send it through your hat, and a 3-point one would let it slay a foe behind you.

Duration: As above.

Cost: 10 for a 1-point blessing, 50 for a 2-point blessing, 500 for a 3-point blessing. Blessings may not be "stacked" - a stronger blessing dispels a weaker one.

Time to cast: 1 minute for every point of energy in the spell.

Prerequisite: Magery 2, and at least 2 spells from each of 10 different colleges. Magery 3 is required to cast a 3-point blessing. A GM may require "holy" or "good" status if he wishes.

Item: Any. The blessing is cast on the item rather than a person, and affects the wearer of the item. When the blessing finally averts some great danger, the item loses its enchantment. Energy cost to cast: 10 times the cost to cast on a person.

Curse

Regular

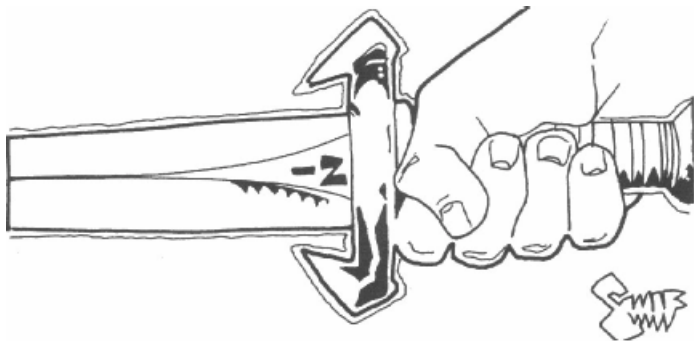
Exactly the opposite of Bless. All the subject's die-rolls are modified unfavorably, lasting until he scores some notable success despite the bad rolls - GM's decision as to exactly what this is. Then the success turns somehow to ashes, and the curse is ended.

Cost: 3 for a 1-point Curse, 10 for a 2-point Curse, 20 for a 3-point Curse. Like Blessings, Curses cannot be "stacked."

Time to cast: 2 seconds for a 1-point Curse, 4 for a 2-point Curse, 6 for a 3-point Curse.

Prerequisite: As for Bless, except that both very good and very evil characters can curse.

Item: Any. The curse is cast on the item rather than a person, and affects the wearer of the item. GMs should make rolls in secret, and otherwise do whatever they can, to keep players from realizing they have encountered a cursed item! When the Curse delivers its final "zap," the enchantment vanishes. Energy cost to cast: 10 times the cost to cast on a person.



Remove Curse

Regular; Resisted by subject spell

Nullifies any one of the following spells: Curse, Geas (either type), Hex, Possession (any type), Alter Visage, Alter Body, Shapeshift or Shapeshift Others. Will also negate any physical or mental impairment caused by a hostile Wish of any kind. If for any reason the skill level of the subject spell is unknown, the GM's assessment is final.

Cost: 20.

Time to cast: 1 hour.

Prerequisite: Magery 2, and 1 spell from each of 15 different colleges.

Drain Mana (VH)

Area

This spell removes all mana from an area, leaving it permanently "dead" to magic. Spells will not work there, and magic will not sense anyone or anything in a no-mana zone. All magic spells and magical items will cease to work until removed from the area: then they will become active once more. Some magical creatures (e.g., elementals) will be destroyed.

This spell is used to create areas in which mages, magical creatures, and magical objects can safely be confined or hidden. A no-mana zone stays stable with respect to the earth, but not to objects. Thus, if you make the inside of a box mana-dead, when you move the box, the dead space will stay where it was, rather than moving with the box.

A critical failure with this spell will cost the caster one level of Magery!

Duration: Permanent.

Base Cost: 10.

Time to cast: 1 hour.

Prerequisite: Dispel Magic and one spell from at least 10 different colleges.

Restore Mana (VH)

Area

The reverse of the above spell; restores mana to a dead zone. The area gains a mana equal to the "average" mana level of the surrounding area, regardless of what it might have been before. Cost, time, and prerequisites are the same as for Drain Mana, but there is no risk of losing Magery.

LINKING SPELLS

These three spells are related. Delay, a Regular spell, is used for quick coupling of spells, while Link, an Area spell, is more useful for long-term linkings. Reflex is a Special spell cast on another spell to convert it to a one-shot Blocking spell - see p. 12 for rules governing Blocking spells.

With any of these spells, the "linking spell" is Delay, Link, or Reflex. A "linked spell" is another spell controlled by the linking spell. Linked spells must be cast by the same person who cast the linking spell, and must be cast *immediately after the linking spell is cast - starting within one minute.*

If any questions arise on the interpretation of a spell's ability to detect a particular event, or whether a particular spell may be linked, the GM's word is final. GMs wishing to restrict any of these spells may allow only a small list of spells to be linked, or exclude certain spells.

Any item with a spell linked to it will be visible as such to Mage Sight but not to a mage's IQ+Magery roll. Only Analyze Magic will tell the nature of the linked spell, though.

Delay

Regular

This spell is cast on *another spell* to delay its activation until a certain thing happens in *the linked spell's presence* - that is, in the presence of the item or area on which the linked spell was cast. This triggering event may be as simple or complex as the caster desires; if complex, it should be put in writing. The triggering event must be something that could reasonably be determined by a normal person at the Delay site; the GM's decision is final. If the Delay is to be triggered by a more esoteric event, an appropriate spell such as Mage Sight may be cast *on the Delay*. The Delay may also be triggered by the activation of another spell, such as Watchdog or another Delay. A Delay can activate only one other spell.

The spells are cast one after the other, with no delays between spells. The Delay must be cast first, and counts as a spell "on" when determining the skill level of the linked spell - see p. 9. Full cost for the linked spell and for the Delay must be paid at the time of casting. If the caster specifies a spell to affect a human-sized subject, and a larger victim (requiring more energy - see p. 10) actually triggers the Delay, there is either no effect or reduced effect, depending on the spell. The GM's ruling on this is final.

Delay may be cast two ways: to activate the linked spell on a specific subject, or as a *trap*, to activate the linked spell against any subject that meets the triggering conditions. In the latter case, the Delay and the linked spell are both cast on a "trap item," and range is figured from the trap item at the moment the spell is triggered. Magic Resistance penalties also apply to the linked spell at the time of triggering.

The caster rolls for Delay when it is first cast: *the roll for the linked spell is not made until the triggering event occurs.* If the intended subject of a linked spell is not present at the time of casting, there is an *additional -5* penalty for the linked spell (but not for the Link) for not being able to touch or see the subject - see p. 10. So, for instance, the dreaded "deathtouch doorknob," set to "attack" the first person to touch it, would activate at a -5 penalty.

When a Delay is triggered, the linked spell begins to activate, taking effect the next turn. Thus, a Delay cannot be used as a Blocking spell. It *can* be used as a trap; the victim may be taken by surprise. An *unsuspecting* victim must make an IQ roll to respond before the linked spell is fully activated - Combat Reflexes gives +6 to this roll.

Both the Delay and the linked spell count as on for spellcasting purposes; if an information spell has been added, it is also on. The linked spell does not need to be maintained, though the Delay or its information spell may need to be. Once the Delay is triggered, it vanishes, and no longer counts as on. The linked spell continues to count as on as long it is active. It may be maintained normally.

A Delay may also be set to “turn off” an ongoing spell when a triggering event occurs. In that case, the linked spell will last only while the caster maintains it, but the Link itself requires no maintenance..

Blocking and missile spells cannot be Delayed - other spells can. An “instantaneous” spell like Thunderclap will happen once, when activated; then the spell will be gone. A continuing spell like Voices will start when activated, and then operate until it expires.

Duration: 2 hours.

Time to cast: 10 seconds.

Cost: 3, same to maintain.

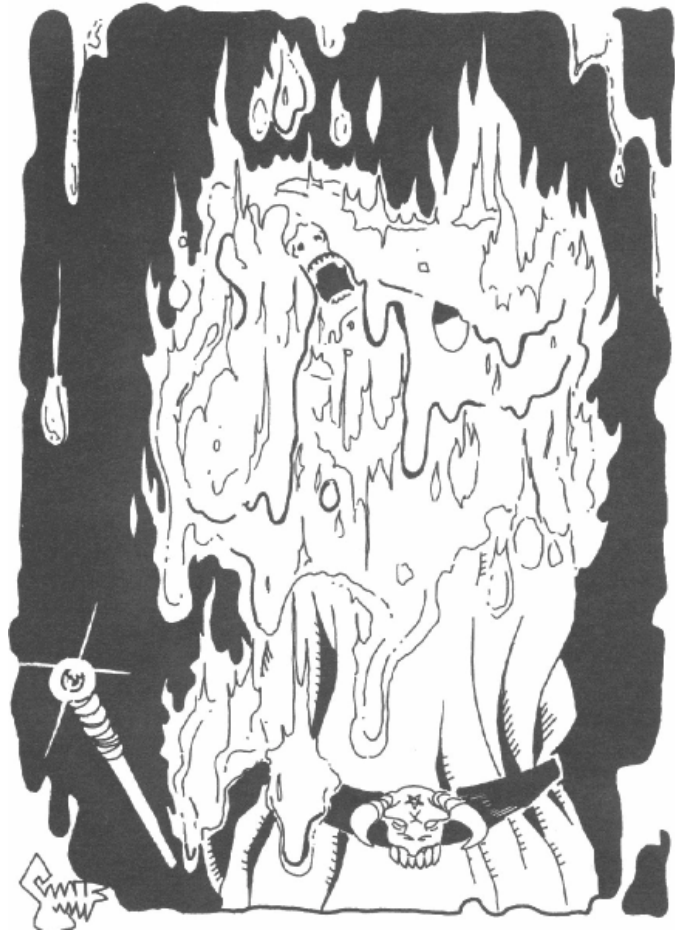
Prerequisites: any 15 spells, Magery 3.

Link

This spell postpones the activation of one or more linked spells cast in its area of effect, until a certain thing happens *in the Link's presence*. This triggering event may be as simple or complex as the caster desires, and is governed as for Delay (above). The Link may also be triggered by the activation of a spell placed on the area *after* the Link, such as Watchdog, Delay or another Link.

The caster pays the fatigue costs and makes the skill rolls for the Link spell *and* all linked spells at the time of casting. If the intended subject of a linked spell is not present at the time of casting, there is an *additional* -5 penalty for the linked spell (but not for the Link) for not being able to touch or see the subject - see p. 10.

The size of the area of the Link spell is determined at the time of casting. Any linked spells may go off *anywhere* within the Linked area; for instance, if a one-hex Create Fire and one-hex Glue spell were linked to a 20-hex Link to catch intruders, the first intruder to enter *any one* of those hexes would find himself in a flaming glue hex, but subsequent intruders would be safe (from that Link, anyway). The size of the linked spells must be set at the time of casting. If the subject is larger than the estimated target, the spell either has no effect, or a weaker effect, depending on the spell. The GM's ruling on this is final.



Area

Only subjects within the Linked area are affected, unless the spell results in an effect which would not be bound to that area - summoning a demon, for example! The triggering event may occur outside of the area, however.

The time to cast the linked spells is spent when initially set up. *There is no delay* when the Link is triggered - all linked spells are activated instantly.

The linked spells do not count as a spell “on” for any purpose. Every *three* Link spells on count as one spell on, rounding down. A Link cannot be detected by a mage simply looking at it. The Mage Sight spell or the Detect Magic spell will reveal the Link, however.

If the mage knows the Conceal Magic spell, the Link may be made harder to detect by magical means. This is done by simply adding the Conceal Magic costs to the *Base Cost* of the Link spell. The mage *must* know Conceal Magic to use this option.

If the subject of a linked spell is not present at the casting, and has Magic Resistance, refer to the original die roll to determine the results. If the original die roll of the linked spell is not recorded, re-roll the spell for this purpose only.

Blocking and missile spells cannot be Linked - other spells can. An “instantaneous” spell like Thunderclap will happen once, when activated; then the spell will be gone. A continuing spell like Voices will start when activated, and then operate until it expires. A single Link can be made to activate a spell when the area is entered, and deactivate the spell when the area is left. This may continue until the linked spell expires. As an example, a mage may cast Link on Continual Light. If he then rolls seven days for the duration of the Continual Light spell (168 hours), he can have the Link set up to turn the Light on when he enters the room, and turn it off when he leaves. When 168 hours of light have been used, both spells expire. For instantaneous spells, the Link vanishes after activating the other spells.

No maintenance of a Link is required, either for the Link itself, the linked spells, or any information spells cast on the Link to tell it when to trigger.

Link may also be set in reverse, to *stop* one or more spells when a triggering event occurs. In that case, the linked spell will last only while the caster maintains it, but the Link itself requires no maintenance.

Duration: Until triggered, and its linked spells expire.

Base Cost: 8; linked spells cannot be maintained.

Time to cast: 4 hours - there is no reduction in time to cast, no matter how well Link is learned.

Prerequisite: Delay.

Item: This spell may be cast *permanently* on any enchanted item, to determine the circumstances under which it works. The Limit spell would be used to determine the class of users that could use the item, but Link might be used, for instance, to make it work only at night. Energy cost to cast: 200. Any information spells required to tell it when to trigger (e.g., Detect Magic) must be cast as separate enchantments on the item. For instance, a sword might be Linked with a Light spell and a Sense Life spell, so that it would glow in the presence of ores.

A reversed Link may be cast *permanently* on any enchanted item, to deactivate it under set circumstances. It is often used to keep magic items from falling into the wrong hands. Energy cost to cast: 200.

Reflex

This spell is cast on *another* spell. It converts that spell to function as a Blocking spell for one time only, then disappear. Unlike Delay or Link, a Reflexed spell is triggered by the will of the caster, not by an external event. This means that while Reverse Missiles may be Reflexed to activate if the caster sees someone shoot at him, it will *not* be triggered by a shot in the back. It is treated as an active defense, similar to Parry or Block for all practical purposes (except retreating does not add 3 to the roll). Casting a Reflexed spell will interrupt any spell the caster is concentrating on, and is handled like any other Blocking spell - see p. 12.

Special

When Reflex is cast, the linked spell must be cast immediately after Reflex, by the same caster. Each casting of Reflex will only work on one spell - it is not possible to have multiple spells operate as one Blocking spell. The skill roll for Reflex is rolled at the time of casting, but the roll for the linked spell is not made until it is cast as a Blocking spell. The fatigue cost for Reflex is paid at the time of casting Reflex, but *the fatigue for the Reflexed spell is not paid until it is cast*, whether as an active defense or otherwise. The time to cast a Reflexed spell is spent immediately after the Reflex is cast, but the success roll and fatigue are handled later.

A Reflexed spell counts as one spell “on” for spell casting purposes - see p. 9. A Reflexed spell does not count as “on” when making the roll to cast itself. Thus, if a mage has four Reflexed spells on, any *other* spell he casts is at -4, but when he casts one of the Reflexed spells, it is only at -3 for the other three Reflexed spells on.

A Reflexed spell may be cast *only once*. It then disappears, and no longer counts as a spell on. The effects are immediate, and the duration is *instantaneous*, not the duration listed for the original spell. This means that it is extravagant or even useless to cast certain spells as Reflexed! A Force Dome, for example, would stop *one* physical attack, then disappear - a fatiguing, but effective, defense! A Created Animal will appear, then disappear before it can make any action. (It might stop a missile during its brief existence, however. The GM may rule such an animal must be nearly equal in size to the target it is shielding.) Exceptions to this instantaneous-result rule are spells with *permanent* results, such as Major Healing - their effects will indeed be permanent.

Any number of Reflexes may be carried by any person. However, only one spell may be cast in any one turn. Remember also, that if a Reflexed spell is used as an active defense, *no other active defense* may be used against that attack, unless All-Out Defense is chosen. See p. B108.

A Reflexed spell may be cast as a regular action - it does not have to be cast as a defense. It takes one second to cast, regardless of the time it would normally require to cast.

All normal modifiers for distance and Magic Resistance are used when casting the Reflexed spell, if the *subject of the Reflexed spell* is distant from the person or object the Reflex itself is cast on.

Note that a mage may cast a Reflex on another person. The caster (not the subject) may activate it at any time, *using long-distance modifiers*. If the linked spell is cast on a subject other than the subject of the Reflex itself, the regular modifier for the distance to *that* subject is added to the long-distance modifier for the caster.

Example: Felix the Mage gives Beast-Soother as a Reflexed spell to his friend Ranger Rudolph. Felix then activates a Wizard Eye to keep tabs on Rudolph as he goes hunting. Rudolph meets a short-tempered wild boar, which Felix observes through the Wizard Eye. Rudolph *cannot* activate the spell. Fortunately, he does not have to! Felix activates Beast-Soother as Rudolph tries an Animal Handling roll to calm the boar. Rudolph has gone about two miles into the woods, so Felix is at -3 for long distance. The boar is yards away from Rudolph, so *Felix is at another -3 for the range to the subject of the Reflexed spell*. He is also at -1 for having Wizard Eye on. Thus, Felix casts Beast-Soother at -7, and pays the fatigue for the spell at that time. Fortunately he has it at level 21, so he casts it for the maximum effect. The boar is indeed calmed, and Rudolph goes on his way while Felix rests. The Reflexed Beast-Soother spell no longer exists. If Rudolph meets another animal, he’s on his own, though Felix may still be observing any action with his Wizard Eye.

Blocking spells and Missile spells cannot be Reflexed; other spells can be.

Duration: 1 hour.

Time to Cast: 10 seconds.

Cost: Equal to the cost to cast the subject spell - minimum of 1. Cost to maintain is the same. *Note* that skill with the Reflex spell does not affect cost to cast it.

Prerequisites: Delay, Ward.

MIND CONTROL SPELLS

These are spells having to deal with the mind - either the caster’s own mind, or others. These spells can impair the faculties, strengthen them . . . or turn a subject into the slave of the caster.

Note that none of these spells can improve a faculty that does not exist. For instance, none of the sight-related spells will restore sight to the blind, even temporarily.

Fear **Area; Resisted by IQ**

The subject(s) feel fright. A subject who fails to resist must make a reaction check at -3 OR +3; the GM decides whether that particular subject will have a “better” or “worse” reaction because he is frightened. A foe might surrender, or attack madly; a merchant might be intimidated, or order you away. Thus, this spell is chancy! A subject who *does* resist will be angered.

PCs subjected to this spell may be required to make a Fright Check, at -3, instead of a reaction roll.

Duration: 10 minutes unless countered by Bravery.

Base Cost: 1. Cannot be maintained.

Prerequisite: Sense Emotion.

Items: (a) Any item. Always on; causes wearer to feel fear. Energy cost to create: 200. (b) Staff or wand. Usable by mage only; must touch subject. Energy cost to create: 300.

Panic **Area; Resisted by IQ**

Those in the affected area flee in mindless fear away from the caster for the duration of the spell. A subject who cannot escape can turn and take the All-Out Defense maneuver, if attacked.

Duration: 1 minute.

Base Cost: 4 to cast; 2 to maintain

Prerequisite: Fear.

Terror **Area; Resisted by IQ**

Anyone in the area who fails to resist must make an immediate Fright Check at -5.

Base Cost: 1.

Prerequisite: Fear.

Bravery **Area; Resisted by IQ-1**

Makes the subject(s) fearless. Anyone under this .poll must make an IQ roll to *avoid* being brave, should caution be called for.

Duration: 1 hour unless countered by Fear.

Base Cost: 2. Cannot be maintained.

Prerequisite: Fear.

Items: (a) Any item. Always on; keeps Bravery spell on Nearer Energy cost to create: 500. (b) Staff or wand. Usable by mage only; must touch subject. Energy cost to create: 500.

Berserker **Regular; Resisted by IQ**

Causes the subject to fight as a berserker (see Berserk disadvantage, p. B31). If known foes are in sight (or even in earshot), they will be attacked first.

Duration: 10 minutes, or less if the fight ends and the subject comes out of the berserk rage as per p. B131.

Time to cast: 4 seconds.

Cost: 3; 2 to maintain.

Prerequisite: Bravery.

Items: (a) Stall or wand, usable only by a mage. Must include a representation of a bear, or a bear's tooth. Energy cost to create: 750. (b) Bearskin cloak which casts the spell on its wearer at no energy cost (normal resistance roll is possible). Serves as PD 1, DR 2 armor against attacks from the rear. If the cloak stops 20 hits, it is destroyed and the spell ends immediately. Energy cost to create: 500.

Foolishness **Regular; Resisted by IQ**

Reduces the subject's IQ temporarily. Ability with all IQ-based skills, and all spells, is also reduced. The GM may also require an IQ roll to remember other complex things while under the influence of this spell.

Duration: 1 minute.

Cost: 1 for every point of IQ reduction (maximum 5); half that amount (round up) to maintain.

Prerequisite: IQ 12+.

Items: (a) Any item. Always on; reduces wearer's IQ. Energy cost to create: 100 for each point of IQ reduction. (b) Staff or wand. Usable by mage only; must touch subject. Energy cost to create: 800.

Drunkenness **Regular; Resisted by IQ**

Makes the victim temporarily intoxicated: he is loud, cheerful, and badly coordinated. Both IQ and DX are reduced by the amount of energy put into the spell. If the victim is a PC, he should be told he feels drunk, and encouraged to roleplay it! When the spell ends, it does so instantly (no hangover).

Duration: 1 minute.

Cost: 1 for each point of IQ and DX lost (maximum 5); half that to maintain.

Time to cast: 2 seconds.

Prerequisite: Foolishness and Clumsiness (p. 26).

Items: (a) Any item. Always on; causes effects of Drunkenness spell. Energy cost to create: 200 per point of reduction. (b) Staff or wand. Usable by mage only; must touch subject. Energy cost to create: 800.

Sickness **Regular; Resisted by HT**

Makes the subject feel sick and nauseated (dizzy, vomiting, etc.). He may run if necessary (at half speed) but may do nothing else except maintain existing spells and give very simple answers. When the spell wears off, the sickness vanishes instantly.

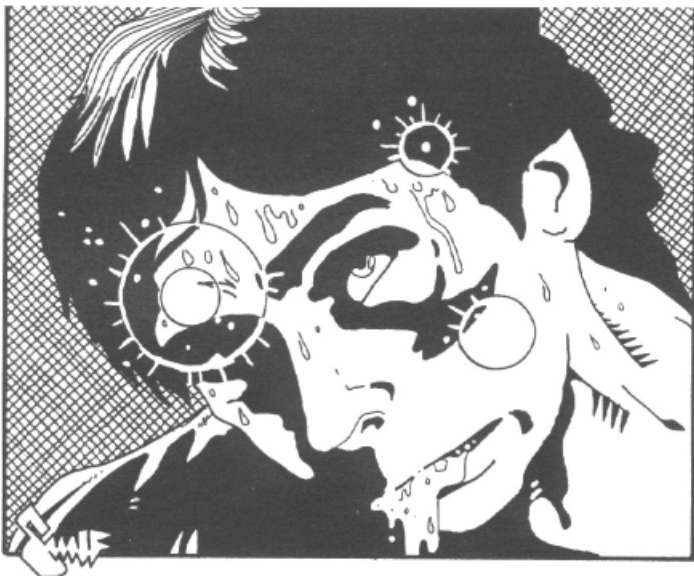
Duration: 1 minute.

Cost: 3 to cast; 3 to maintain.

Time to cast: 4 seconds.

Prerequisite: Drunkenness or Pestilence (p. 74).

Items: (a) Any item. Always on: causes effects of Sickness spell. Energy cost to create: 300. (b) Staff or wand. Usable by mage only; must touch subject. Energy cost to create: 1,500.



Forgetfulness **Regular; Resisted by IQ or skill**

Causes the subject to forget one fact, skill, or spell, temporarily. The skill or spell cannot be used while the spell is in effect. If (for instance) the spell is a prerequisite for other spells, the other spells, can still be used, at-2 skill.

Duration: 1 hour.

Cost: 3 to cast; 3 to maintain.

Time to cast: 10 seconds.

Prerequisite: Magery, Foolishness and IQ 12+.

Item: Any item. Always on; causes the wearer to forget *one thing* specified when item is created. Wearer will remember again an hour after item is removed. Energy cost to create: 500.

Permanent Forgetfulness (VH) **Regular; Resisted by IQ or skill**

As above, but *permanent*. The subject also forgets he ever knew that thing or that he was enchanted. Another mage with this spell call restore forgotten things by recasting the spell and winning a Contest of Spells with the original *Permanent Forgetfulness* spell.

Duration: Permanent.

Cost: 15.

Time to cast: 1 hour.

Prerequisite: Magery 2, Forgetfulness and IQ 13+.

Item: Any item. Same effect as for Forgetfulness item, but if it is worn for a full day, the thing is forgotten forever unless the spell is removed by Remove Curse or an opposed Permanent Forgetfulness spell. Energy cost to create: 1,000.

Daze **Regular; Resisted by HT**

Subject looks and acts normal, but simply will not notice what is going on around him, or remember it later. A dazed guard will stand quietly while a thief walks past! Any physical injury, or successful resistance to a spell, causes the subject to snap out of the daze and return to full, alert status.

Duration: 1 minute.

Cost: 3 to cast; 2 to maintain.

Time to cast: 2 seconds.

Prerequisite: Foolishness.

Item: (a) Any item. Always on: causes effects of Daze spell. Energy cost to create: 400. (b) Staff or wand. Usable by mage only; must touch subject. Energy cost to create: 1,000.

Mass Daze **Area; Resisted by HT**

As above, over a large area.

Base Cost: 2 to cast; 1 to maintain. Minimum radius 2 hexes.

Time to cast: 1 second for each energy point spent.

Prerequisite: Daze, IQ 13+.

Mental Stun **Regular; Resisted by IQ**

The subject is mentally stunned until he can make an IQ roll to recover.

Cost: 2.

Prerequisite: Daze or Stun.

Sleep **Regular; Resisted by HT**

Subject falls asleep. If standing, he falls to the ground; the fall does, *not* wake him up. He can be awakened by a blow, loud noise, etc., but will be mentally "stunned" (see p. B127) and must make an IQ roll to become fully awake. The Awaken spell will arouse him instantly. If not awakened, he will sleep for around 8 hours and awaken normally.

Cost: 4.

Time to cast: 3 seconds.

Prerequisite: Daze.

Items: (a) Any item. Always on: puts wearer to sleep until it is removed. When the item is created, the caster can specify whether its effects are gradual or immediate. Energy cost to create: 600. (b) Staff or wand. Usable by mage only; must touch subject. Energy cost to create: 1,200.

Mass Sleep

Area; Resisted by HT

As above, but can be cast over an area.

Base Cost: 3. Minimum radius 2 hexes (costs 6).

Time to cast: 1 second for each energy point spent.

Prerequisite: Sleep, IQ 13+.

Cost: 8 to cast; 4 to maintain.

Time to cast: 5 seconds.

Prerequisites: Magery 2, Forgetfulness.

Item: Any item. Puts spell on wearer. Energy cost to create: 800.

Peaceful Sleep

Regular; Special Resistance

The subject gets an undisturbed night's sleep. This spell cures insomnia, allows sleep in noisy, disruptive environments and protects against nightmares and the *Nightmare* spell. This period counts double in terms of ST and HT recovery. The caster can awaken the subject with a word. Otherwise, subject cannot be awakened, except by injury or with the *Awaken* spell.

This spell will *only* work on a willing subject; otherwise, resistance is automatic.

Duration: 8 hours.

Cost: 4.

Time to cast: 30 seconds.

Prerequisites: Sleep and Silence.

Items: (a) Wand or staff which gives the power to cast this spell. Energy cost to create: 900. (b) Any item. If the wearer is willing to sleep, the item puts him to sleep as per the spell; he awakens in 8 hours, or if the item is removed. Energy cost to create: 800.

False Memory

Regular; Resisted by IQ

Allows caster to insert a single, simple false memory into the subject's mind. This spell is often used to avoid paying bills, and is considered highly illegal in many areas.

If the implanted memory conflicts with a real memory, the subject's brain will usually fit the new one in anyway, leaving him slightly confused but convinced. In case of extreme direct conflict - "You remember killing the duke," (when the subject saw the *caster* kill the duke!) - the subject should be allowed a bonus on his resistance roll; the example above would be a +5 for a loyal subject, but probably only +1 for somebody who *wanted* to kill the duke.

Duration: Variable (see below). When the spell ends, the subject gets a second resistance roll, at -1 for each day the spell lasted. If this roll is failed, the subject will believe the false memory indefinitely, but is likely to remember the truth at some unpredictable time, perhaps as a result of a shock.

Cost: 3 for a duration of an hour, or 8 for a whole day. Cost to maintain is 3 per hour if cast for an hour, or 4 per day if cast for a day.

Time to cast: 5 seconds.

Prerequisites: Forgetfulness and 6 other Mind Control spells.

Madness

Regular; Resisted by IQ-2

Subject is driven temporarily insane. If the subject is a PC, he should roleplay his madness. Roll one die per subject to determine the nature of the madness:

1 - Berserk: Violent attacks against the nearest people. See p. B31.

2 - Catatonic: Stares into space and does nothing useful. If the subject is a wizard, he will not maintain his spells as they expire.

3 - Phobic: Subject is violently afraid of something in the immediate environment. The GM may accept the first good suggestion from spectators.

4 - Hebephrenic: Subject is "nuts," laughing, joking, and giggling. If confronted with danger, there is a 50% chance that his reaction will be useful, and a 50% chance it will be random and silly.

5 - Subject chooses one of the four types of madness.

6 - Caster chooses one of the four types of madness.

Duration: 1 minute.

Cost: 4 to cast; 2 to maintain.

Time to cast: 2 seconds.

Prerequisite: Forgetfulness or Drunkenness.

Items: (a) Any item. Always on; causes effects of Madness spell. When the item is created, the caster can specify whether its effects are gradual or immediate, and (if desired) a specific type of madness. Energy cost to create: 500. (b) Staff or wand. Usable by mage only; Energy cost to create: 1,000.

Nightmare

Regular; Resisted by IQ

When cast on a sleeping subject, this spell causes a nightmare of the caster's choice. Knowledge of the subject's fears and phobias gives a +2 to effective skill. The subject gets an IQ-4 roll to realize the nightmare was caused by a hostile magic. If the spell succeeds, the subject gets no rest from the night's sleep, and instead *loses* 2 fatigue. *Dispel Magic* will stop the nightmare while it is occurring, preventing ST lost. This spell is also countered by the *Peaceful Sleep* spell.

If the spell is recast the next night, the effects are cumulative. If the subject's ST falls to zero due to this spell, he falls into a coma, and will lose 1d HT each day until dying, unless *Dispel Magic* is cast.

Duration: 1 hour.

Cost: 6.

Time to cast: 1 minute.

Prerequisites: Death Vision, Fear, Sleep and Magery 2.

Items: (a) Wand or staff which gives the power to cast this spell. Energy cost to create: 800. (b) Any item. If worn for more than 8 hours a day, causes a nightmare as per spell, even if taken off at night! Energy cost to create: 500.

Avoid

Area

Makes the subject area unattractive to all creatures except the caster. Gazes will be averted, and approaching characters will feel an intense unease, an urge to be *somewhere else*. The spell resists attempts to look at it or to approach it (roll caster's skill vs. searcher's Will). Victims won't be aware of the repulsion if it can act in a subtle way (e.g., you just *felt* like sitting in front rather than in the middle . . .). This is a subtle spell, and GMs should roll in secret to see if it works. If it does, the victims should not be told "You can't look in that closet," but just "you see nothing." The spell made them *think* they had checked the closet, or made each searcher think that another one had checked it... and so on.

If both Hide and Avoid are used by a single caster, the GM should not check for the results of the Hide spell unless a searcher penetrates the Avoid spell and looks in the caster's direction.

Duration: 1 hour.

Base Cost: 3 to cast; 3 to maintain.

Time to cast: 1 minute.

Prerequisites: Hide, Fear, Forgetfulness.

Item: An area can be made permanently "avoided" at an energy cost of 100 times normal.

Permanent Madness (VH)

Regular; Resisted by IQ-2

As for Madness, but *permanent*.

Duration: Permanent.

Cost: 20.

Time to cast: 10 minutes.

Prerequisites: Magery 2, Madness and IQ 13+.

Mindlessness (VH)

Regular; Resisted by IQ

Reduces the subject's IQ to 1 (babbling idiot) temporarily. The subject cannot cast or maintain spells, use skills, talk, or other actions determined by the GM. The subject can walk, laugh, cry, drool, eat with hands, react to heat and cold, etc. He will have a very short attention span and notice only colors, pretty things, movement, and other things that a baby would be curious about. If the subject is a PC, the player should roleplay this state.

Duration: 1 minute.

Loyalty

Regular; Resisted by IQ

Makes the subject loyal to the caster. The subject will follow any direct order the caster gives; in the absence of direct orders, he will act in the caster's best interest as he understands it. The spell is immediately broken if the caster attacks the subject. If the subject is told to do something very hazardous or against his normal code of behavior (GM's decision), he gets an IQ roll to break the spell.

Duration: 1 hour.

Cost: 2 to cast; 2 to maintain. *Double* this cost if the subject does not know the caster, or *triple* if the subject is a foe of the caster.

Time to cast: 2 seconds.

Prerequisites: Bravery and 4 other Mind Control spells.

Items: (a) Any item. Always on; wearer becomes loyal to the original creator of the item (when that person dies, the item loses its power). Energy cost to create: 500. Double this cost for an item that makes the wearer loyal to some specific third person. (b) Staff or wand. Usable by mage only; must touch subject. Energy cost to create: 2,000.

Charm

Regular; Resisted by IQ

Subject becomes caster's faithful slave until the spell expires, following *any* orders, no matter how dangerous. There is no mental link - the caster must give his orders to the subject verbally or in writing. However, the subject will protect the caster without orders. In all other respects the subject will be mentally normal and alert. He will be unable to explain (and unwilling to discuss or even think about) his loyalty to the caster.

Duration: 1 minute.

Cost: 6 to cast; 3 to maintain.

Time to cast: 3 seconds.

Prerequisite: Magery, Loyalty and 7 other Mind Control spells.

Items: (a) Any item. Always on; wearer becomes loyal to the original creator of the item (when that person dies, the item loses its power). Energy cost to create: 1,000. Double this cost for an item that makes the wearer loyal to some specific third person. (b) Staff or wand. Usable by mage only; must touch subject. Energy cost to create: 3,000.

Enslave (VH)

Regular; Resisted by IQ

Like the Charm spell, but permanent. Subject will follow caster's orders until the spell ends or is removed. At any time the caster *concentrates*, he can form a mental link with the subject to see through the subject's eyes, hear through his ears, and give orders.

Cost: 30.

Prerequisite: Charm and Telepathy.

Wisdom

Regular

Raises the subject's IQ temporarily. This raises subject's ability with skills, but *not* with spells! Subject's IQ cannot become higher than casters.

Duration: 1 minute.

Cost: 2 for every point of IQ increase (maximum of 5); the same to maintain.

Prerequisite: At least 6 other Mind Control spells.

Items: (a) Any item. Always on; wearer's IQ is raised while item is worn! A very rare and prized item. Energy cost to create: 2,000 per point of increase (maximum 5). (b) Staff or wand. Usable by mage only; must touch subject. Energy cost to create: 2,000.

Emotion Control

Area; Resisted by IQ

Instills the subject(s) with any one emotion the caster chooses. No "game system" effect unless the GM feels it necessary, but subjects should roleplay it! Some sample emotions: love, hate, lust, anger, greed, jealousy, hunger, fear, sadness, joy, peace, unrest, depression, patriotism, boredom.

Duration: 1 hour.

Base Cost: 2. Cannot be maintained; spell must be recast.

Prerequisite: Loyalty.

Items: (a) Any item. Always on; wearer is affected by the emotion instilled in the item when it was created. Energy cost to create: 300. (b)

Staff or wand. Usable by mage only; must touch subject. Energy cost to create: 1,000 for an item that can instill only one emotion, or 2,200 for one that instills any desired emotion.

Suggestion

Regular; Resisted by IQ

Instills a suggestion in the subject's mind. It must be one simple idea; language is no barrier unless the subject's language cannot *encompass* the idea. If the suggestion goes against the subject's personal safety, it is resisted at +5; if it goes against his beliefs, convictions or knowledge, it is resisted at +3. The subject will try to accomplish the suggestion or otherwise act as if the idea was his own.

Duration: 10 minutes.

Cost: 4 to cast, 3 to maintain.

Time to cast: 10 seconds.

Prerequisites: Emotion Control, Forgetfulness.

Items: Any. Always on. Causes wearer to have *one idea*, specified when the object was created. The suggestion dissipates an hour after the object is removed. Cost to create: 400 energy. (b) Wand, staff or jewelry. Usable by a mage only. Must touch subject. Cost to create: 500 energy.

Mass Suggestion

Area; Resisted by IQ

As above, but affects an area and all those within it with a single suggestion.

Duration: 10 minutes.

Base Cost: 4 to cast, 2 to maintain (minimum radius is 2 hexes).

Time to cast: 1 second per energy point.

Prerequisite: Suggestion.

Item: Musical instrument. User must be skilled in it (use *lowest* of spell and musical skills)! Cost to create: 1,500 energy.

Lesser Geas (VH)

Regular; Resisted by IQ

Lets the caster give the subject one command, which the subject must obey. This must be a command to do one specific thing. It must be reasonably possible in the GM's opinion. "Destroy every tree on this continent" is not a legal geas (at least in a low-tech world). Until the geas is fulfilled or removed (only Remove Curse will do this), the subject must make it his first priority.

Duration: Permanent until fulfilled.

Cost: 12.

Time to cast: 30 seconds.

Prerequisite: Magery 2; at least 10 Mind Control spells.

Item: Any item. Always on; places a lesser geas (specified at time of its creation) on wearer. Wearer may not voluntarily remove the item; if it is removed anyway, the geas will persist for a month unless removed by Remove Curse. Energy cost to create: 2,000.

Great Geas (VH)

Regular; Resisted by IQ

Lets the caster give the subject one *continuing* command, such as "Never touch weapons" or "Slay all orcs." A greater geas does *not* have to be reasonably possible; it can occupy the subject for the rest of his life unless removed. Only Remove Curse will negate a Geas. A critical failure on a Greater Geas will cost the caster an IQ point.

Duration: Permanent.

Cost: 30.

Time to cast: 1 minute.

Prerequisite: Magery 3; at least 15 Mind Control spells, including Lesser Geas.

Item: Any item. Always on; places a great geas (specified at time of its creation) on wearer. Wearer may not voluntarily remove the item; if he does, the geas will persist for a year unless removed by Remove Curse. Energy cost to create: 4,000.

Keen Eyes

Increases all subject's IQ rolls to see anything.

Duration: 30 minutes.

Cost: 1 for each point of increase (maximum 5); half that amount (round up) to maintain.

Item: Clothing or jewelry. Energy cost to create: 150 per point of improvement.

Regular

Keen Ears

Increases all subject's IQ rolls to hear anything.

Duration: 30 minutes.

Cost: 1 for each point of increase (maximum 5); half that amount (round up) to maintain.

Item: Clothing or jewelry. Energy cost to create: 150 per point of improvement.

Regular

Keen Nose

Increases all subject's IQ rolls to smell anything.

Duration: 30 minutes.

Regular

Cost: 1 for each point of increase (maximum 5); half that amount (round up) to maintain.

Item: Clothing or jewelry. Energy cost to create: 100 per point of improvement.

Alertness (VH)

Increases all subject's IQ rolls to sense anything by any means.

Duration: 10 minutes.

Cost: 2 per point of increase (maximum 5); half that to maintain.

Prerequisites: Any 2 of the Keen Eyes/Ears/Nose spells.

Item: Clothing or jewelry. Energy cost to create: 300 per point of improvement.

Regular

Rear Vision

Subject can see all around himself. In combat, all his adjacent hexes are treated as front hexes.

Duration: 1 minute.

Cost: 3 to cast, 1 to maintain.

Prerequisite: Alertness.

Item: Weapon, clothing or jewelry. Energy cost to create 1,000.

Regular

MOVEMENT SPELLS

Haste

Lets the subject move faster (increases his Move and Dodge scores) by up to 3 hexes per turn.

Duration: 1 minute.

Cost: 2 to cast, and 1 to maintain, for every point added to the subject's Move score. Double cost for 2-hex subjects, and so on.

Time to cast: 2 seconds.

Item: Shoes or jewelry. Works for wearer only. Energy cost to create: 250 for every point added to Move score - e.g., 500 for an item that will let wearer move at 1 or 2 faster, and so on.

Regular

Duration: 10 minutes.

Base Cost: 3 to cast, 3 to maintain.

Prerequisite: Haste.

Items: (a) Wand, staff or jewelry. Cost to create: 900 energy. (b) An area may be made permanently sticky for 100 times the normal casting cost.

Quick March

This spell doubles the subject's long-distance travel rate (see p. B187). The subject will lose 10 fatigue at the end of the day and must sleep. This spell does not affect the combat Move rate.

Duration: 1 day's march.

Cost: 4 to cast; the same to maintain.

Time to cast: 1 minute.

Prerequisites: Magery, Haste.

Regular

Apportation

Lets caster move the subject without touching it. This is not an instantaneous Teleport, but visible motion. This spell moves its subject at 1 yard per second, not fast enough to do damage with it (but see Poltergeist, below).

Duration: 1 minute.

Cost: 1 for a subject up to a pound in weight; 2 for a subject up to 10 pounds; 3 for a subject up to 50 pounds; 4 for a subject up to 200 pounds; and 4 for each additional 100 pounds. Cost to maintain is the same.

Prerequisite: Magery.

Item: Staff or wand; usable by mage, only. Item must touch or point at subject. Energy cost to create: 900.

Regular; Resisted by IQ

Great Haste (VH)

Speeds the subject up a lot. The game effect is that the subject gets two turns per game-turn - once at his regular place in the sequence, and once again at the end of the sequence!

Duration: 10 seconds.

Cost: 5 to cast; cannot be maintained. At the spell's end, the subject also loses 5 Fatigue (unless the caster was the subject).

Time to cast: 3 seconds.

Prerequisite: Magery, Haste, IQ 12+.

Item: Shoes or jewelry. Works for wearer only. Energy cost to create: 2,000. Costs wearer 5 fatigue for each 10 seconds.

Regular

Glue

Makes a surface extremely sticky. Effect on anyone stepping onto the surface is as for a Rooted Feet spell. Once the victim successfully resists, he is free to act within that hex: as soon as he steps into another sticky hex (even one from which he had already escaped), he suffers Rooted Feet again.

Area



Lighten Burden

This spell reduces the weight of any equipment the subject is carrying.

Duration: 10 minutes.

Cost: 3 for 25% reduction, 5 for 50% reduction: half to maintain.

Time to cast: 3 seconds.

Prerequisite: Apportation.

Regular

Slow Fall

Slows the velocity of a falling subject to 3 feet per second. No damage will be suffered on landing on a normal surface (spikes, etc. would still do half damage). Can be cast before the subject becomes airborne. If the subject is already falling, he/it will fall another 10 feet (assuming standard gravity of 1G) in the second normally required to cast this spell.

Duration: 1 minute.

Cost: 1 per 50 pounds of weight; ½ this to maintain.

Prerequisites: Apportation.

Item: Clothing or jewelry. Energy cost to create: 1,000.

Regular

Wallwalker

Regular

Allows the subject to walk on walls or ceilings as if they were level ground. At least one hand or foot must stay in contact with any surface - horizontal, vertical or other. Otherwise, the spell is broken. Combat is at -2 for attacker and foe because of weird angles.

Duration: 1 minute.

Cost: 1 per 50 lbs. minimum of 2 points; half cost to maintain.

Prerequisite: Apportation.

Item: Jewelry or shoes. Must bear a picture of a spider, fly or lizard. Works for wearer only. Cost to create: 1,000 energy.

Poltergeist

Missile; Resisted by HT

Hurls the subject at caster's chosen target. The effect is as if the subject had been hurled by a man with ST 15 (see *Throwing Things*, p. B90). When it strikes something, it does crushing damage. A DX-4 or Spell Throwing skill roll is necessary to *hit* the target, who may dodge or block normally. Note that only the subject of the spell - not the target - can resist! SS 13, Acc +1, ½D 20, Max 60. Figure distance to the target from either the caster or the thing being thrown, whichever starts out farther away.

Cost: 1 point for an item up to 10 lbs. (1 die damage); 2 points for something up to 50 lbs. (1d+1 damage).

Prerequisite: Apportation.

Item: Staff or wand; usable by mages only. Item must touch or point at subject, and then at target. Energy cost to create: 1,000.

Locksmith

Regular

Allows fine manipulation of small parts - e.g., the inside of a lock. Adds 5 to the subject's Lockpicking skill by letting him move tumblers, etc., without touching them, if he has normal tools available. Or lets a wizard with no tools at all attempt to open a lock at his normal Lockpicking skill. Gives a similar bonus for Mechanic and other skills where a "third hand" is useful.

Duration: 1 minute. (One minute allows one attempt at the average lock.) Once open, a lock stays open until closed.

Cost: 2 to cast; 2 to maintain.

Prerequisite: Apportation.

Item: A golden key, or a golden amulet in the shape of a key. Intrinsic value must be at least \$300. Energy cost to create: 1,000.

Lockmaster

Regular; Resisted by Magelock

Opens locks magically. A Magelock spell will get a roll to resist Lockmaster.

Skill modifiers: For difficulty of lock, as per Lockpicking skill.

Duration: Once opened, a lock stays open until closed.

Cost: 3 to cast. Cannot be maintained.

Time to cast: 10 seconds.

Prerequisite: Locksmith or Apportation and Magery 2.

Item: A platinum key, or a platinum amulet in the shape of a key. Intrinsic value must be at least \$800. Energy cost to create: 2,000.

Manipulate

Regular

Allows manipulation of items larger than allowed by the Locksmith spell. Ropes may be untied, doorknobs turned, knives sharpened, handmill cranks turned, etc. The caster need not touch the subject. Any activity complex enough to require a DX roll at a minus to perform, requires the same minus to this spell.

Duration: 1 minute. (This allows untying the average knot.)

Cost: 4 to cast, 3 to maintain for each 10 pounds of the item manipulated.

Time to Cast: 3 seconds.

Prerequisite: Locksmith.

Undo

Regular; Special Resistance

Unties knots and fastenings of any kind that could normally be undone by hand (but not locks). A critical success would even undo chain mail

into its component links! Useful to surreptitiously rob someone of earrings, necklaces, etc. Will unstring bows, unbutton shirts, unlace bodices, unbuckle belts...

Cost: 3 for a single fastening, one more for each extra target in the hex; 6 will undo *everything* in a single hex, but if there is a person in that hex, they resist with their IQ.

Heavier items may be undone at a proportional cost. For instance, if a mage is chained, he might want to Undo a link of the chain, bending it open. The GM rules that it would take ST 20 (twice normal strength) to open a link by hand. So the cost to Undo that link is twice normal, or 6.

Prerequisite: Locksmith.

Items: (a) Wand, staff or glove. Works for wearer only. Must touch subject. Energy cost to create: 400. (b) Amulet granting immunity from the Undo spell. Energy cost to create: 40.

Air-Golem

Regular

This spell gives the *effect* of an invisible man (ST 15) holding one object and doing repetitive work. It could be used, for instance, to lift buckets of water out of a stream and pour them into a barrel; to make a broom sweep out one building, all day long, and then start over; to cock a crossbow; or to beat a gong. The "golem" cannot respond to events, and its program cannot be changed . . . it just does its work, mindlessly. A Link or Spellbreak can make an Air-Golem respond to events around it. (Actually, there is not really a golem there at all; the enchantment is on the moving item. It's just a convenient way for the mage to look at it. since the spell does just what one person could do.)

Duration: 1 hour.

Cost: 4 to cast; 2 to maintain.

Time to cast: 10 seconds.

Prerequisite: Magery 2, Apportation.

Item: This spell can be made permanent on any object. Cost to create: 400 energy, \$500 magical ingredients. The object must be "walked through" its program once per day while the enchantment is going on.

Levitation

Regular; Resisted by IQ

Subject must be a living being. The subject floats through the air, moving as the caster wills. Maximum Move while levitating is 3 (maximum vertical movement 3 yards per turn). If the caster is levitating himself, he can fight normally while levitating; if someone else is the subject, any DX-based skill is at -3.

Duration: 1 minute.

Cost: 1 per 80 pounds (minimum 2) to cast; half cost (round up) each minute to maintain.

Time to cast: 2 seconds.

Prerequisite: Apportation.

Item: (a) Staff, wand, or jewelry. Works for wearer only. Energy cost to create: 800. (b) Flying carpet, under mental control of the first person to sit on it. Flying Carpet skill defaults to IQ-4 or any piloting-4. Will carry 250 lbs. per hex of size. Cost to create: A finely made carpet (value \$1,000 per hex), and 700 energy per hex.

Swim

Regular

Lets the subject move through water at his normal Move (reduced normally for encumbrance). The subject is in full control of his own movement, and can act and fight without the normal penalties for underwater combat. This spell does not provide for the subject's breathing needs! However, the subject automatically makes all Swimming rolls, regardless of fatigue or encumbrance, unless he is actually dragged totally under the water.

Duration: 1 minute.

Cost: 6 to cast, 3 to maintain.

Time to cast: 3 seconds.

Prerequisites: Shape Water, Levitation.

Item: Staff, wand, jewelry or cape. Must bear a picture of a sleek fish. Usable by wearer only. Cost to create: 1,000 energy.

Flight (VH)

Regular

Lets the subject fly through the air without wings. The *subject* is in full control of his own flight (unless, of course, the skill roll was botched) and has a Move of 10, reduced normally by encumbrance. (This is a speed of 20 mph, if you can sustain it!) A Flying character can move and fight normally, and has a combat advantage if above his foes (see B123).

Duration: 1 minute.

Cost: 5 to cast, 3 to maintain.

Time to cast: 2 seconds.

Prerequisite: Magery 2, Levitation.

Item: Staff, wand, or jewelry. Usable only by a mage; works for wearer only. Energy cost to create: 2,500.

Hawk Flight (VH)

Regular

A very fast Flight spell. The subject has a Move of 40 (80 mph) without encumbrance; encumbrance counts x4 against this speed! (*Example:* Light encumbrance, normally -1, reduces Hawk Flight speed by 4.) The subject can move and fight normally, and has a combat advantage if above his foes (see p. B123).

Duration: 1 minute.

Cost: 8 to cast, 4 to maintain.

Time to cast: 3 seconds.

Prerequisite: Flight.

Item: Staff, wand, or jewelry. Usable only by a mage; works for wearer only. Energy cost to create: 3,000.

Teleport (VH)

Special

Instantly moves the caster to another place. However, the farther away the target spot is, the more energy is required, *and* the greater is the skill penalty, as follows:

Within 10 hexes	Cost 3	Skill penalty 0
11-20 hexes	Cost 4	Skill penalty -1
20-100 hexes	Cost 5	Skill penalty -2
101-500 hexes	Cost 6	Skill penalty -3
501 hexes to 1.99 miles	Cost 7	Skill penalty -4
2 to 9.99 miles	Cost 8	Skill penalty -5
10 to 99.99 miles	Cost 9	Skill penalty -6
100 to 999.99 miles	Cost 10	Skill penalty -7

And so on, at +1 cost and -1 skill for each 10x increase in distance.

Normally, you may only teleport to a place you looking at or one you are familiar with. Penalties: -2 for a place you have "seen" only through the mind or memories of another, or via television; -2 for a place you have not seen within a month (except, perhaps, your own home!); and -1 to -3 for a place seen only briefly.

This spell is dangerous, too. If you fail your roll by 1, you take 1 die of damage and arrive at your destination physically stunned (HT roll to recover). If you miss your roll by more than 1, you suffer no physical injury - but you go somewhere else. The location is up to the GM! A critical failure with this spell can send the caster *anywhere the GM likes* - make it interesting - just don't kill the caster outright.

Even when the destination is reached, teleporting can be confusing. A wizard must roll vs. his Body Sense skill (see p. 105) in order to act on the same turn in which he teleports. A failed roll means disorientation - no actions except defense are possible on that turn. A critical failure means he falls down, physically stunned. A teleporter arrives in the same position he started in. He may be facing a different direction, but this makes it more likely that he will be disoriented on arrival: -2 to change facing, -5 to go from vertical to horizontal or vice versa!

Anything carried on your person, up to "heavy" encumbrance, will go with you. You can also take one person with you by holding hands, if the added weight does not exceed your "heavy" encumbrance limit. A failed roll means they go with you and suffer the same effects you do.

Prerequisites: Either IQ 15+ and at least one spell from 10 different colleges, or Hawk Flight.

Item: Staff or wand; usable by mages only. Energy cost to create: 3,000. An item that will only take the user to one, predetermined place costs 2,000 to create; the caster must be very familiar with that place

Blink

Blocking

Allows caster to avoid an attack by teleporting instantly out of its way and into an open hex nearby. A hex is not open if someone is standing in it; any lesser obstruction is "open" for the purpose of this spell.

If the spell succeeds, roll randomly for direction, discarding any result that takes the caster closer to the attacker. Against missile attacks, movement directly toward or away from the attacker is not allowed. The "blink" will move the caster to the closest open hex in the chosen direction - up to 3 hexes if necessary. The caster's facing remains unchanged. The caster must roll against his Body Sense skill to act on his next turn (see p. 105). If there is no place open within 3 hexes in the chosen direction, the spell will fail.

For combat purposes, the "blink" is treated as a dodge that succeed automatically if the spell roll is made.

A critical failure on this spell is treated like a Teleport critical failure, except that the caster rarely goes more than a mile.

Cost: 2.

Prerequisite: Teleport.

Item: Clothing or jewelry. Energy cost to create: 800.

Teleport Other (VH)

Regular; Resisted by IQ+1

Same as Teleport, except that the caster does not move, and the subject can be anything or anyone. A part of an object may not be teleported away; neither may a solid object be teleported into another solid object. Separating two connected objects will carry a penalty set by the GM; taking the stopper from a jar might be at -1, while teleporting a locked door from its frame might be a -5. Jewelry or clothing being worn, or an object held tightly by another person, will be at -5 to teleport away, and the holder may attempt a resistance roll.

Cost: Costs and skill penalties are as for Teleport, with the following multipliers: Under 10 lbs: x½ 10-49 lbs: x1; 50-99 lbs: x2; 100-200 lbs: x3; one additional multiple for each 100 lbs. thereafter. The consequences of a missed roll are similar, but inanimate objects are less likely to suffer physical damage. If an intelligent subject resists the roll, the caster suffers no ill effects other than the expenditure of energy.

Prerequisites: Magery 3; Teleport.

Item: Staff or wand; usable only by a mage. The user must point it first at the subject and then towards the desired destination: this takes a turn and cannot be hurried. Energy cost to create: 3,000.



Winged Knife

Lets caster magically throw any thrusting weapon, point forward. The weapon is the "subject" for distance purposes when determining whether the spell succeeds. SS 13, Acc +1, ½D 20, Max 40. If it hits, it does the damage it would do if hurled by a man of ST 15. Basic thrusting damage for that ST is 1d+1; an arrow or bolt thrown by this spell will do 1d+1 impaling.

Cost: 1 per pound of weapon's weight (minimum 2). Double cost for a weapon that is not normally thrown (such as a broadsword).

Prerequisite: Poltergeist.

Item: Any impaling weapon. At holder's command, the weapon will leap from his hand, or from its scabbard, to fly at a target. This is considered an attack maneuver, carried out with DX equal to the item's power. Energy cost to create: 300 per pound of weapon's weight minimum cost 300.

Ethereal Body (VH)

The subject becomes ethereal and can move through solid objects and creatures as if they were not there. His clothes become ethereal along with his body, but not his equipment. He has no need to breathe, eat or drink while ethereal, but cannot wield weapons or move things about. He has, in

Missile

most respects, become a ghost. He can be seen, though he has a translucent appearance, and can be heard if he speaks.

No physical attacks will affect an ethereal individual; neither will most magic. However, any spell of the Colleges of Communication and Empathy or Mind Control has normal effect on an ethereal person, and is resisted at -2!. Likewise, those Necromantic spells affecting the mind or soul will have normal effect and be resisted at -2.

Ethereal individuals can use magic, but at a -5 to skill; the ethereal plane appears to be a low-mana area! Ethereal bodies can interpenetrate, and cannot harm each other except with spells, as above.

Duration: 10 seconds.

Cost: 8 to cast, 4 to maintain

Time to cast: 30 seconds.

Prerequisites: Magery 3 and Body of Air, or 6 other Movement spells.

Items: (a) Staff, wand, jewelry or cape. Usable by wearer only. A severe drawback is that, with the exception of the cape, the item falls through the caster as soon as the spell is cast! Cost to create: 3,000 energy (8,000 for the cape). (b) Gem which glows and vibrates when any ethereal being is within 50 yards. Cost to create: A gem worth \$500, and 100 energy.

Regular

NECROMANTIC SPELLS

This is the body of knowledge having to do with death and the dead, and with the soul. It is closely related to the healing spells, but most healers will have nothing to do with necromancy.

Any magical item carrying a spell of necromancy must carry a painted or engraved skull.

Death Vision

Subject sees a vivid presentiment of his own death. This is sometimes a vision of the future, and sometimes a false vision (from another possible future). But it is always chilling. The subject is "stunned" mentally until he can make his IQ roll to shake off the evil effects of the spell. On the other hand, this spell can also be useful to the subject, by pointing out a possible deadly hazard.

Duration: 7 second.

Cost: 2.

Time to cast: 3 seconds.

Prerequisite: Magery.

Item: Staff or wand. Usable only by mages. Must touch subject. Energy cost to create: 600.

Regular

Sense Spirit

Tells the caster if there are any ghosts, spirits, undead, or other supernatural creatures within the area of effect, and - on a good roll gives a general impression of what kind. Caster may, at the time of casting, limit the spell to a specific type of spirit or exclude a given type.

Base Cost: ½

Prerequisite: Death Vision, or Sense Life and Magery.

Item: (a) Staff, wand or jewelry. Energy cost to create: 100. (b) Gem that glows or vibrates when spirits are within its detection radius. Cost to create: 100 for a 1-hex detection radius, 200 for a 2-hex radius, and so on.

Information; Area

Summon Spirit

Lets caster talk to the spirit of someone who has died. The subject will resist at -5 if he was a friend of the caster. If the spell succeeds, the subject will answer one question, to the best of his knowledge (as of the time he died), and one more for every minute he remains.

Skill modifiers: -5 if you don't know the subject's full name. -1 if it has been more than a week since the subject's death, -2 if it has been more than a month; -3 if more than a year; -4 if more than 10 years; -5 if more than 50 years; -6 if more than 500 years.

Information;

Resisted by spirit's IQ

Summon Shade (VH) Information; Resisted by IQ

This spell summons a "shade" of the subject from a possible future, to answer the caster's questions. The shade will not lie (except on a critical failure) but it will be disoriented; therefore its answers may be unclear and imprecise. One question may be asked per minute the spell is maintained. Since the shade only comes from the most likely future, this spell may be an unsatisfactory augury.

Example: One might summon a shade of Zantar from two months ahead, and ask if his attack on the dragon succeeded - and then persuade him not to try if the answer was "no." The shade simply came from a different future. Of course, the shade might also reply "no - it was called off."

At the time from which the shade is drawn, the subject will have a vivid dream in which he will see his questioner(s) and remember all that is said - if the predicted event came true.

Skill modifiers: -1 for each year in the future that the shade is drawn; -5 if the subject is not present or -10 if nothing pertaining to the subject (clothing, hair clippings, etc.) is present. -10 if the subjects full name is not known.

This spell may not be attempted more than once per year on the same person. This is a very powerful spell, and GMs may wish to restrict access to this spell, or require expensive materials.

Duration: 1 minute.

Cost: 50; 20 to maintain.

Time to cast: 10 minutes. One try per year.

Prerequisite: Summon Spirit.

Item: Staff, wand, or jewelry. Usable only by a mage. Does not give ability to cast the spell, but gives +2 skill to one who knows the spell. Energy cost to create: 800.

Zombie

Regular

The subject of this spell must be a relatively complete dead body. The type of body determines the result: a fresh body produces a Zombie, a skeleton produces a Skeleton, a very old, dry body produces a Mummy. The animated corpse becomes an undead servant of the caster.

Its attributes are based on those of the original body, as are its physical skills. It does not have the "soul," mental skills, or memories of the living person. Zombies, Mummies, and Skeletons are described on p. 117.

Duration: The Zombie remains animated until destroyed.

Cost: 8 for a human-sized or smaller corpse; more in proportion for creatures of larger size.

Time to cast: 1 minute.

Prerequisite: Summon Spirit, Lend Health.

Control Zombie **Regular; Resisted by Zombie spell**

Lets you take control of another caster's Zombie. The Zombie spell resists yours at a +2 if its caster is within 100 yards, or a -2 if he is dead.

Duration: Permanent.

Cost: 3.

Prerequisite: Zombie.

Item: Staff, wand or jewelry. Usable only by a mage. Does not give ability to cast the spell, but gives +2 skill to one who knows the spell. Energy cost to create: 500.

Turn Zombie

Area

Does 1 die damage to all Zombies, Skeletons, and Mummies in the affected area. In addition, roll 1 die for each Zombie (etc.). On a 1, the Zombie turns and flees from the caster.

Duration: Successfully turned Zombies will avoid the caster for one day.

Base Cost: 2. Cannot be maintained.

Time to cast: 4 seconds.

Prerequisite: Zombie, or (GM's option) "holy" status.

Item: Staff, wand, or jewelry. At GM's option, this item may work only for a person who is holy/good/pure of heart. Energy cost to create: 600.

Resurrection (VH)

As listed under Healing.

Regular

Animation (VH)

Regular

Lets caster summon a spirit (IQ 9) to animate an existing statue, painting, or other item. The object that is animated must be human (or animal) shaped. Its abilities and attributes will depend on its body; this is entirely up to the GM, but (for instance) a painting could talk, but not move around; a statue could leave its base and move freely. Within its limitations, the animated object will follow the caster's verbal orders.

Duration: 1 minute.

Cost: 3 to animate a man-sized or smaller object; more in proportion to the object's size (GM's decision); half the initial cost to maintain. Double cost to animate stone; triple to animate metal.

Time to cast: 5 seconds.

Prerequisite: Summon Spirit.

Item: The figure may be *permanently* animated for 100 times the energy cost required to animate it initially.

Skull-Spirit

Regular

Summons a ghostly assassin to do the caster's bidding. Requires the skull of an intelligent creature (each skull can be used once; it is then destroyed). See p. 117.

Duration: The spirit lasts for 24 hours unless destroyed first.

Cost: 20.

Prerequisite: 4 other Necromantic spells.

Item: The skull of an intelligent creature. Any user can invoke the skull-spirit by saying a password (chosen by caster when skull is



enchanted). The skull then dissolves, and the spirit appears as above. Energy cost to create: 40.

Soul Jar (VH)

Regular

Lets the caster trap the subject's soul in some object (which must be right there). If the subject is not the caster, then he must be present, and either willing or unconscious.

If your soul is in a "jar," you are unaffected until either your body dies, or the jar is destroyed. The death of your body will not kill you. Your consciousness shifts to the "jar," where you are able to see, hear, and even cast any spell that you know at skill 21 or above (i.e., usable without speech or gesturing). You may communicate at a distance via telepathy-type spells, if you know any - or by direct mental contact, without a spell, with anyone who handles the jar. Your ST, for fatigue purposes, remains the same as when you had a body. You may not spend HT, but you may use any Powerstone currently in contact with your jar.

If a new body comes within range of the jar, you may try to take it by a Possession, Permanent Possession, or Exchange Bodies spell if you know such a spell. In that case, the soul of that body goes into the jar. But if your soul is in a jar, anything that destroys the jar will kill you *permanently* - beyond hope of resurrection - even if your body is unharmed.

The spell may be cast again to switch the soul to a different "jar."

Duration: Permanent.

Cost: 8.

Time to cast: 1 minute.

Prerequisite: Magery, 6 Necromantic spells, including Steal HT

Steal Strength

Regular

Lets the caster take ST from the subject to restore his own lost fatigue (does not actually raise the caster's ST attribute). The subject must either be willing or totally helpless (e.g., bound or unconscious). The caster must touch the subject. This works on living, intelligent subjects only! The spell stops when the caster's ST is fully restored, when the caster decides to stop, or when the subject's ST reaches 0 and the subject falls unconscious.

Duration: Permanent.

Cost: None to the caster! For every 3 points of ST taken from the subject, the caster regains 1 point of ST.

Time to cast: 1 minute for every 3 ST drained from the subject.

Prerequisite: Minor Healing.

Item: Staff, wand, or jewelry. Wearer *and* item must both touch the victim. Energy cost to create: 800.

Steal Health

Lets the caster take HT from the subject to heal his own injuries (does not actually raise the caster's HT attribute). The subject must either be willing or totally helpless; the caster must touch the subject. Works on Intelligent subjects only! The spell stops when the caster's HT is fully restored, when the caster decides to stop, or when the subject's HT reaches -1 (which automatically kills the subject).

Duration: Permanent.

Cost: None to the caster! For every 3 full points of HT taken from the subject, the caster regains 1 point of HT.

Time to cast: 1 minute for every 3 HT drained from the subject.

Prerequisite: Steal Strength.

Item: (a) Staff, wand, or jewelry. Wearer *and* item must both touch the victim. Usable only by a mage. Energy cost to create: 1,500. (b) Any item. Lowers wearer's HT by 1 to 5 while it is worn. Wearer regains lost HT when item is removed. Energy cost to create: 200 per lost point of HT.

Age (VH)

Makes the subject older! The subject ages 1 month for every 5 points of energy put into the spell.

Duration: Permanent.

Cost: 5 to 50 points.

Time to cast: 1 minute.

Prerequisite: 6 other Necromantic spells or Youth.

Items: (a) Any item. Always on. Worn (not just touched), it will age the wearer by 1 year for every day it is worn (so two hours' wearing would age you by a month). Energy cost to create: 500. (b) Staff or wand. Usable by mage only; must touch subject. Energy cost to create: 2,000.

Steal Youth (VH)

Lets the caster take another's youth. For every 10 points of energy put into this spell, the caster grows one year younger and the subject (who must be of the same race) grows 2 years older. The subject must either be willing or totally helpless; the caster must touch the subject. A critical failure of this spell will cost the caster 1 point of IQ and age him by 20 years *instantly*.

Duration: Permanent.

Cost: 10 to 30.

Time to cast: 1 hour.

Prerequisite: Youth, Age, Steal Health.

Item: Staff, wand, or jewelry. Wearer *and* item must both touch the victim. Usable by mages only. This item can only be used once a year, and only to steal one year at a time - so one item will keep one mage young, but no more. Energy cost to create: 8,000.

Pestilence

Infects the subject with a loathsome plague (caster's choice, though the GM can veto an inappropriate selection). No immediate effects, but the disease will take its normal course.

Duration: Permanent until cured.

Cost: 6.

Time to cast: 30 seconds.

Prerequisite: Magery, Steal Health, Decay.

Item: Staff or wand. Usable by mage only; must touch subject. Plague transmitted by the item is set by item's creator when it is made. Energy cost to create: 1,000.

Regular

Summon Demon

Calls an evil magical creature; demons are described on p. 113. The caster must immediately try to *control* the summoned demon, by a Contest of Wills. This is rolled as a contest of the caster's spell skill + Will, versus the demon's ST + IQ. If the caster wins, he can give the demon a single command, which it will carry out literally. (If the demon can pervert the "literal" meaning to the caster's disfavor, it will!) The demon will then vanish. It may work incidental mischief unless the caster carefully instructed it not to.

If the caster *loses* the contest, the demon will immediately attack unless the caster is protected by a pentagram. If it cannot break the pentagram, it will vanish (if it is in the pentagram) or escape and wreak havoc (if it is outside and the caster is inside).

If the caster knows the name of a specific demon, that specific demon may be summoned and the caster has a +4 to control it. A randomly-summoned demon may be forced to tell its name. This does *not* count as its "one task," but *does* require the caster to win a separate Contest of Wills, as described above. That demon may then be summoned again by name. The names of demons are also sometimes found in old grimoires.

If no name is used during the summoning, the demon is rolled up from the charts on p. 113. The caster may attempt to control the type of demon summoned. A separate roll vs. skill with the spell is required to control each of the 7 die-rolls on the table. The caster does not have to try to control all 7 rolls - he may let some or all of them remain random. A critical failure on any of these rolls, or on the original spell roll, means the demon is automatically uncontrolled.

Considering its destructive potential, this is actually a fairly easy spell. The reason is apparently that demons *want* to be summoned, especially by those too weak or inexperienced to control them! This spell is universally considered "evil," and is against the law even in places that are friendly to magic.

Duration: Until the demon's task is done, or one hour, whichever is less.

Cost: 20.

Time to cast: 5 minutes.

Prerequisite: Magery, and at least one spell from each of ten different colleges.

Item: Certain artifacts are known to make summoning (or summoning a particular demon) easier. Such items are prized by those who deal with demons, but (fortunately!) the technique for making them is not commonly known.

Planar Summons

Similar to above, but used to call beings from "other planes." Some of these creatures are evil; others are good or indifferent. Some are highly magical; others have no magic at all, but may have other useful or dangerous abilities. There is a different spell for each plane, and some exceptionally potent creatures may not be summoned without using their own individual spell. GMs may create such spells and creatures at will.

A fumble on an attempt to call a demon, or a "summon demon" result on a backfire by a good and holy mage, may summon such an extra-dimensional creature instead. (Remember that a wizard using a summoning spell will probably *expect* a magical creature of pure evil, and react accordingly, even if he actually summons an innocent citizen of some otherworldly dimension.)

Duration: Varies according to the plane and the creature; only the GM knows. Many extra-planar creatures can stay indefinitely once summoned.

Cost: Generally 20, but varies widely.

Time to cast: 5 minutes.

Prerequisite: Magery, and at least one spell from each of ten different colleges.

Item: Many are rumored but not known! One common story is of an amulet to be worn by an extra-planar visitor to help it resist banishment (see below).

Special



Banish

Special; Resisted by ST + IQ

Will send any demon back to its origin. To succeed, the caster must win a contest of the caster's spell skill + Will, versus the demon's ST + IQ. If the caster knows the name of a specific demon, he has a +4 to banish it. If the demon loses, it immediately vanishes and may not return for a month. A demonic familiar will not reappear at all. Anything it brought with it when it appeared will vanish with it (e.g., weapons). Other things it may be carrying (e.g., screaming victims) stay behind.

This spell may also be attempted against *non-demonic* creatures from other dimensions or planes of existence. It is attempted at a base 6 if the caster thinks he is trying to banish a real demon, -5 if he knows the intruders aren't demons but knows nothing more. The more the caster knows about such intruders, the smaller the penalty should be. Some very powerful creatures have extra resistance to banishment!

This spell can only be cast if the caster is in his own home dimension. In an alien plane, you could not "banish" yourself back home, but a native of that plane could banish you. This spell will obviously not work on a creature which is already in its home dimension.

This is the one Necromantic spell that is often learned by holy men and white mages.

Cost: The cost is equal to the subject's ST + IQ, divided by 2. Often, a caster will not know how much ST the spell will require, and may fall unconscious or even wound himself in casting the Banish.

Time to cast: 5 seconds.

Prerequisite: Magery, and at least one spell from each of ten different colleges.

Items: Some "holy" artifacts are of aid in banishing actual demons, and items from the home planes of extradimensional creatures may help in understanding and banishing them.

PLANT SPELLS

These are the spells that detect, modify, control and communicate with plants. Unless noted otherwise, the subject plants gain no special powers. All magic items of this college must be made primarily of plant material.

Seek Plant

Information

This spell gives the direction and approximate distance of the nearest growth of plants, or of one specific plant type. Use the long distance modifiers (p. 10). Any known plants may be excluded if the caster mentions them before casting.

Cost: 2.

Item: A carved wooden wand, staff, or figurine. Energy cost to create: 50.

Identify Plant

Information

Determines the type and species of any one plant. It will also give basic information about it (edible, poisonous, etc). A successful casting of this spell will give a +3 to Naturalist or Physician skill for determining medicinal or other special properties of the plant.

Cost: 2.

Prerequisite: Seek Plant.

Item: Wand or staff. Energy cost to create: 200.

Heal Plant

Area

Heals plants within the area of disease, parasites, and damage. The plants must still be alive for the spell to work.

Duration: Permanent.

Base Cost: 3. Trees larger than saplings will require a radius of 3+.

Time to Cast: 1 minute.

Prerequisite: Identify Plant.

Item: Staff. Energy cost to create: 400. Must touch plant.

Shape Plant

Regular

Lets the subject shape and mold plants and plant material (will) his hands. Gives a +2 to Carpentry and Woodworking, or lets caster work without any tools at -1 to skill. Useful for building houses and furniture, repairing shields and equipment, and removing wooden obstacles. Can be used on a foe's weapon in combat; treat as a normal weapon attack doing 2 dice damage to wooden weapons.

Duration: 1 minute.

Cost: 3; 1 to maintain. Double cost if the material is no longer living

Time to Cast: 10 seconds.

Prerequisite: Identify Plant.

Item: Gloves of plant material. Energy cost to create: 500.

Plant Growth

Area

This spell causes the equivalent of one month's growth in one minute. Trees will change only slightly, while weeds will grow tremendously. Useful for gardening (after removing all the weeds!), and starting seeds.

Duration: 1 minute.

Base Cost: 3; 2 to maintain.

Time to Cast: 10 seconds.

Prerequisite: Heal Plant.

Item: Staff or wand. Energy cost to create: 300.

Bless Plants

Area

Causes the plants within the area of effect to grow faster and stronger for the rest of their growing season. The crop yield within the area of effect is doubled.

Duration: One crop or growing season.

Base Cost: 1. To be affected, the plants must be entirely within the area of effect.

Time to cast: 5 minutes.

Prerequisite: Heal Plant.

Item: Staff. Usable only by a mage. Cost to create: 500 energy.

Create Plant

Area

Lets the caster bring forth vegetation where nothing grew before. Whether this vegetation will survive depends on the area.

Duration: Permanent.

Base Cost: 4 per hex for grasses; 8 for bushes; 15 for trees.

Time to cast: 1 second per energy point.

Prerequisites: Plant Growth, Magery.

Item: Staff. Usable only by a mage. Must touch area where the plants are to be created. Cost to create: 1,000 energy.



Wither Plant

Area; Resisted by HT

Causes plants within the area to wither and die. Caster can choose to affect only one type of plant, or everything *but* one type of plant, if he wishes. Any large plants or animated vegetable foes should be assigned a HT score with which to resist this spell - see Animate Plant.

Duration: Permanent.

Base Cost: 2.

Time to Cast: 10 seconds.

Prerequisite: Plant Growth.

Item: Staff or wand of dead wood. Energy cost to create: 200.

Forest Warning

Area

As Nightingale (p. 77), but will only work on areas with plants.

Duration: 10 hours.

Base Cost: ½ (Minimum 2); same to maintain.

Prerequisites: Sense Danger or 4 plant spells.

Tangle Growth

Area

Causes grass or other ground plants within the area to grow and become obstacles (movement cut to h speed, -2 to dodge), or bushes and low trees to grow into barriers that must be removed to pass. Treat it as a 3" wooden slab (DR 6, HT 30; see p. B125) per hex of width. Anyone in the area when the spell is cast may move normally on the next turn, only if they fail to leave will they be caught.

Duration: 1 minute

Base Cost: 1 for grass, 2 for bushes and trees; half cost to maintain.

Prerequisite: Plant Growth.

Time to Cast: 2 seconds.

Item: An area may be made permanently "tangled" at a cost of 20 per hex of grass, or 30 per hex of trees and bushes.

Hide Path

Regular

This spell enables the caster and up to 5 other man-sized creatures, or one caster on horseback, to pass through grass, undergrowth or jungle without leaving any sign. Any tracking attempt made on this hidden path is at -8!

Duration: 1 minute.

Cost: 2; 1 to maintain.

Prerequisite: Heal Plant.

Item: Cloak of plant material. Energy cost to create: 300.

Plant Sense

Regular; Resisted by Hide Path

This spell allows the subject to see and hear minute details of the plants around him - such as disturbances caused by passing or hiding creatures. This gives a +4 bonus to Tracking, a +2 bonus to all Sense rolls, and the ability to detect the presence of invisible or magically hidden

creatures with a normal Sense roll. Works only in areas with thick plant growth (jungles, forests, etc.); may work at half effect (with no chance to sense invisible or magically hidden creatures) in sparser terrain.

Duration: 1 minute.

Cost: 3; 2 to maintain.

Prerequisites: Forest Warning, Hide Path.

Item: Staff or figurine. Energy cost to create: 500.

Animate Plant

Regular

As Animation (p. 73), except only one living plant may be animated. An animated plant gains a HT score equal to twice the energy put into the spell. Note that woody plants often have a high DR and make frightening foes.

Duration: 1 minute.

Cost: 3 for a man-sized plant; more in proportion to size. A large tree would require 12 or more points to animate. Half cost to maintain. Double cost if the plant is to pull itself up and walk (maximum speed 4) on its roots!

Time to Cast: 5 seconds.

Prerequisite: 7 Plant spells.

Item: Any plant may be permanently animated for 50 times the normal cost. The spell will be broken if the plant dies.

Plant Form

Special

This spell allows the caster to assume the form of any natural plant or tree between 1/2 and 5 times his own size. Clothing vanishes, to reappear when the caster regains his form; large possessions fall to the ground, while small ones (up to bracelet or wand size) may remain imbedded in the plant.

The caster cannot move about, attack, etc., unless a plant with those abilities exists in the game world and he takes that form, or unless Animate Plant is cast on his plant form. A wizard in plant shape may cast no spells unless he knows them so well that he can cast them without speech or gesture! He may hear normally but may not see except to sense light and darkness. He may not speak.

Injuries taken in plant form carry over proportionately. This means, for instance, that an arrow wound to a tree is a pinprick to a man; some GM flexibility is required here! Time spent in plant form automatically counts as "rest" unless the plant is under attack. However, he must roll against IQ every hour that he stays in plant form. A failed roll temporarily reduces his IQ by 1. If IQ drops to 7, he is trapped in plant form, with a plant's IQ, until someone else frees him with Remove Curse.

Duration: 1 hour.

Cost: 5; 2 to maintain.

Prerequisites: Magery, 6 Plant spells.

Item: Staff or wand. Energy cost to create: 1,200.

PROTECTION AND WARNING SPELLS

Shield

Regular

Adds to the passive defense of the subject. PD from this spell is treated for all purposes like PD from armor.

Duration: 1 minute.

Cost: Twice the PD given to the subject, up to a maximum PD bonus of 5 (energy cost 10); half that to maintain.

Prerequisite: Magery 2.

Item: None with this spell - but the armor enchantment called Deflect (p. 46) can increase the passive defense of your armor by 1 to 5 points.

Armor

Regular

Adds to the damage resistance of a living subject. DR from this spell is treated for all purposes like DR from armor.

Duration: 1 minute.

Cost: Twice the DR given to the subject, up to a maximum DR bonus of 5 (energy cost 10); half that to maintain.

Prerequisites: Repair; Magery 2.

Item: None with this spell - but the armor enchantment called Fortify (p. 46) can increase the damage resistance of your armor by 1 to 5 points.

Sense Danger

Information

Tells the caster if *any* immediate danger is nearby; will also detect a faraway danger if that danger is about to come close and strike! Gives the nature of any danger that is only a minute or so away; if there is a danger within five minutes, the spell produces a foreboding but no details (except possibly on a critical success roll).

Duration: Instantaneous.

Cost: 3.

Prerequisite: Sense Foes, or the advantage of Danger Sense.

Item: Wand, staff, or jewelry. Energy cost to create: 400.

Watchdog

Area

Cast around an area (following the hex boundaries), this spell will warn the caster of anyone or anything crossing with hostile intent. If caster is asleep, he will wake instantly without being stunned. The spell is not destroyed if triggered; it lasts until its natural expiration.

Duration: 10 hours.

Base Cost: 1 to cast; 1 to maintain.

Time to cast: 10 seconds.

Prerequisite: Sense Danger.

Item: Can be cast on an area of floor or ground, or a rug. Energy cost to create: 200 per hex of radius.

Nightingale

Area

Cast on a door or a single hex of floor, makes the subject "noisy." A door will squeak loudly when opened; a patch of ground will become full of snapping sticks when someone walks over it; a floor will squeak, etc. This will automatically alert or awaken the caster if he is within hearing range, and will probably alert others nearby, as well (make an IQ roll if there is other noise around).

Duration: 10 hours.

Cost: 2 to cast; 2 to maintain.

Prerequisite: Sense Danger.

Item: Can be cast on an area of floor or ground, or a rug. Energy cost to create: 100 per hex.

Mystic Mist

Area

This spell produces a dense, opalescent fog which will confuse anyone entering it; figures more than 2 hexes away cannot be seen except by Mage Sight. Those who were within it when it was cast are immune to its effects; they can sense it as a dim shimmering, but it does not affect their vision or confuse them. Others must roll vs. IQ (+ Magic Resistance) every turn, or use Mage Sight, to avoid losing their way and walking in randomly-chosen directions every turn, unless they have a guide. Absolute Direction avoids this problem.

A Fright Check is also required of intruders first entering the mist, and again every 5 minutes. Anyone failing the first Fright Check will be very reluctant to enter! Dangerous animals will simply avoid the mist, but will

suffer normal effects if for some reason they must enter it.

Those "native" to the mist have a +1 to their defense when attacked by interlopers, and interlopers have a -1 to their own defense against "natives."

This spell is an excellent defense for a party camping in dangerous territory. The caster must cast Mystic Mist in an area centered on his own hex. The wider an area he can cover, the better!

Duration: 10 hours.

Base Cost: 1. Cost to maintain is the same.

Time to cast: 5 minutes.

Prerequisites: Magery 1 and either Watchdog or Shield.

Item: (a) Amulet which keeps wearer immune to the effects of Mystic Mist. Energy cost to create: 400. (b) It is rumored that there is an object which creates a permanent Mystic Mist, controllable in some way, but nothing more is known at present.

Missile Shield

Regular

Turns any missiles harmlessly aside by the tiniest fraction needed to insure they miss the *subject*; the game effect is that the missile continues in a straight line past the subject. Works on all kinds of missiles - arrows, bullets, falling rocks, missile spells, shrapnel, cream pies everything. The GM should conceal the existence of the spell from the caster's foes as long as possible, saying they just missed!

Duration: 1 minute.

Cost: 5 to cast, 2 to maintain.

Prerequisite: Apportation (p. 69) or Shield.

Item: Wand, staff, weapon, or armor. Energy cost to create: 400.

Reverse Missiles

Regular

Turns any ranged attack (including spells) back upon the attacker. If the attacker's "to hit" roll is successful, he hits *himself* - if not, he sees the missile fly back toward him and miss. The game effect is as though the missile had bounced straight back from the spell's subject to the attacker.

Duration: 1 minute.

Cost: 7 to cast, 3 to maintain.

Prerequisite: Missile Shield or Force Dome (below).

Item: Wand, staff, weapon, or armor. Energy cost to create: 600.

Iron Arm

Blocking

Lets caster stop a blow with only his arm. If the spell succeeds, the arm will become harder than iron, momentarily and automatically parry the attacking weapon without harm to the caster. If the spell fails, the wizard is simply parrying with his arm! This spell will parry no attack that a sword could not parry, and is *considered* a parry for purposes of combat.

Cost: 1.

Prerequisite: Resist Pain (p. 28) and DX 12+.

Item: A bracelet or other item worn on the arm. Energy cost to create: 600.

Magelock

Regular; Resists Lockmaster spell

Locks a door magically. The door will not open unless the spell is removed (Counterspell and Lockmaster will both counter it) or the door itself is destroyed.

Duration: 6 hours.

Cost: 3 to cast; 2 to maintain.

Time to cast: 4 seconds.

Prerequisite: Magery.

Item: A golden key; must be touched to the subject door. Energy cost to create: 200.



Teleport Shield

Area

Any attempt to Teleport (or Blink) into or out of the area of effect is at a -5 to skill. Failed attempts to teleport in have the normal effects. Failed attempts to teleport out leave the caster where he started, physically stunned and having spent all the energy for the attempt! Doubling the energy cost increases the penalty to -10; tripling it increases the penalty to -15!

Duration: 1 hour.

Base Cost: ½ to cast (minimum 3-hex radius); same to maintain.

Time to cast: 10 seconds.

Prerequisite: Watchdog, and either Spell Shield or Teleport.

Item: Can be cast on an area of floor or ground, or a rug or similar item. Energy cost to create: 50 per hex.

Weather Dome

Area

Creates a shimmering dome which repels bad weather of all types (up to and including Windstorm spells, volcanic ash, and rains of frogs). Floods, landslides, and similar catastrophes will destroy the dome. Inside the dome, the air remains fresh and the temperature remains comfortable for the caster. Flying insects are also excluded!

Duration: 6 hours.

Base Cost: 3 to cast; 2 to maintain.

Prerequisites: At least 2 spells from each of the four elements.

Force Dome

Area

As above, but the Force Dome will repel any physical force or missile spell. Nothing can enter except light, and only enough light to see by (the interior is always in twilight). Likewise, nothing can leave the Force Dome except light - and not even that, if the caster wills it. However, magic, and magical creatures and items, will pass through the Force Dome as though it did not exist.

Duration: 10 minutes.

Base Cost: 3 to cast; 2 to maintain.

Prerequisite: Magery, Weather Dome and Apportation (p. 69).

Utter Dome

Area

Protects against physical *and* magical attack; has the effect of a combination Force Dome and Pentagram (see p. 62). However, creatures cannot be summoned within it, and there is no marking to erase. Can only be removed by Dispel Magic or Counterspell. Resists any attempt to look through with magic.

Duration: 1 minute.

Base Cost: 6 to cast; 4 to maintain.

Prerequisite: Magery 2, Force Dome, Spell Shield.

Umbrella

Regular

As described under Water spells, p. 40.

SOUND SPELLS

For any spell that produces sound, the “subject” is the spot from which the sound comes.

Sound

Regular

Produces any sort of *meaningless* sound the caster wishes - the drone of an insect, the distant babble of voices, the clatter of something falling, or anything similar. Will not produce *loud* noise. Requires no concentration once the spell is cast.

Duration and Cost: 1 to create 5 seconds’ worth of sound; 2 to create a sound that lasts for a full minute; 1 per minute to maintain.

Item: Any. Continually produces the specified sound (though Link is often used to turn it on and off). Energy cost to create: 50.

Voices

Regular

Produces a meaningful sound - voices, music, etc. - of normal speaking volume. Requires constant concentration on the part of the caster.

Duration: 1 minute.

Cost: 3 to cast; 2 to maintain.

Prerequisite: Sound.

Item: Any. Repeats a single saying over and over (unless limited with Link). Energy cost to create: 20 per word.

Thunderclap

Regular

Produces a single loud sound like an explosion or crash of thunder. The “subject” is the hex the caster chooses as the spell’s center. Outdoors, anyone within 3 hexes of this place must make a HT roll or be deafened; anyone deafened may roll vs. HT every hour to recover. In an enclosed area - less than 10 hexes in any dimension - increase this distance to 6 hexes! The caster makes his own roll at HT+2.

Cost: 2.

Prerequisite: Sound.

Great Voice

Regular

The subject can be heard clearly and distinctly by everyone he can see, even at a great distance. The subject can choose to be heard by only a few chosen targets if he specifies before speaking (those within ordinary earshot will hear him whether he wants it or not, of course). Note that, for

instance, one could *not* cut off the subject’s voice by ducking behind a rock. Widely used by ship captains, military commanders, and public speakers. The sound may become irritatingly loud if the original voice is loud, but will not deafen or cause harm.

Duration: 1 minute.

Cost: 3 to cast, 1 to maintain.

Time to cast: 2 seconds.

Prerequisites: Voices, Thunderclap.

Item: Staff, wand, helm or jewelry. Works for wearer only. Energy cost to create: 200.

Sound Jet

Regular

Lets caster shoot a thin beam of very shrill sound from a fingertip. A Magic Jet skill roll is needed to hit the target. Does no damage, but affects the target like a high-tech stunner (see sidebar, B119), except that the target rolls at HT minus the number of points of energy in the spell. May be dodged but not blocked or parried. The target’s PD doesn’t affect the Dodge roll against this spell, and armor only gives a +1 to the target’s effective HT for every five points of DR.

Duration: 1 second.

Cost: 1 to 4 to cast; the same to maintain. Range in hexes is equal to energy cost.

Prerequisites: Great Voice.

Item: Staff, wand, or jewelry. Usable only by a mage. Energy cost to create: 400.

Silence

Area

Creates an area of quiet. No one within this area can hear anything, and nothing that happens in this area makes any sound. It is the area that is affected and not the people in it; anyone moving out will be able to speak. Note that an area of silence will prevent spoken spells from working!

Duration: 1 minute.

Base Cost: 2 to cast; 1 to maintain.

Prerequisite: Sound.

Item: An area can be permanently silenced; the spell is on the floor or ground, and is broken if that area is torn up. Or a large rug can be enchanted for a portable silent area. Energy cost to create: 80 per hex, but only one spell is required for the whole area.

Wall of Silence

Area

Surrounds the affected area with a wall which sounds will not pass. Those within it cannot hear outside sounds, or be heard by those outside. Casting of spoken spells is unaffected.

Duration: 1 minute.

Base Cost: 2 to cast; 1 to maintain.

Prerequisite: Silence.

Item: As for Silence, but the cost is 100 per hex.

Noise

Area

Creates an area filled with a meaningless, continuous, very loud noise. No one within this area can have a conversation or hear other sounds. Use of any IQ-based skill is either *distracted* (spells, for example), or at -3 (or both! *GM's choice*). The affected area is surrounded by a Wall of Silence. Will resist (or be resisted by) Silence.

Duration: 5 seconds.

Base Cost: 4 to cast; 2 to maintain.

Prerequisite: Wall of Silence.

Item: An area can be permanently made *noisy*; the spell is on the floor or ground, and is broken if the area is torn up. Or a large rug could be enchanted for a portable noisy area (whatever for?). Cost to create: 100 per hex, but only one spell is required for the whole area.

Hush

Regular; Resisted by IQ

The subject (an object or living being) can make no sounds, either accidentally or on purpose. Add 3 to the subject's Stealth skill whenever a roll is necessary, or subtract 5 from the Hearing roll of anyone listening for the subject. This spell can silence an opposing wizard in battle!

Duration: 10 seconds if subject *attempted* to resist, 1 minute otherwise.

Cost: 2 to cast; 1 to maintain.

Time to cast: 2 seconds.

Prerequisite: Silence.

Item: Clothing or jewelry. Works for wearer only. Energy cost to create: 200.

Mage-Stealth

Regular

The subject is able to move quietly, breathe without sound, etc., but can still talk when necessary. Other benefits are as for Hush.

Duration: 1 minute.

Cost: 3 to cast, 2 to maintain.

Time to cast: 3 seconds.

Prerequisite: Hush.

Item: Clothing or jewelry. Works for wearer only. Energy cost to create: 500.

Far-Hearing

Information

The caster can hear any conversation that he can see, even at a great distance, or hear through solid objects totaling no more than six feet of thickness. He automatically makes all Hearing rolls.

Duration: 1 minute.

Cost: 4 to cast, 2 per minute to maintain.

Time to cast: 3 seconds.

Prerequisite: Magery; No Deafness or Hard-of-Hearing disadvantage; 4 other Sound spells.

Item: Clothing or jewelry. Works for wearer only. Energy cost to create: 400.

Keen Ears

Regular

As listed under Mind Control, p. 69.

Sound Vision

Regular

Allows the subject to see by sound, like a bat or dolphin. The subject can see in complete darkness (like the Dark Vision spell) and will be able to see invisible objects. However, the image will be very fuzzy in such cases, so attacks against invisible objects are still at -2.

Most objects will appear very different than they do to normal sight, and writing, colors, and the like will be totally imperceptible. Sound vision cannot distinguish between individuals of the same size, for instance, unless they are very well known!

The Silence and Wall of Silence spells are equivalent to Darkness to the subject, while someone using Hush or Mage-Stealth will be effectively invisible to Sound Vision. The subject may still see with his normal vision, if he wants to and there is light to do so.

Duration: 1 minute.

Cost: 5 to cast, 2 to maintain.

Prerequisite: Keen Ears or the Acute Hearing advantage.

Item: Staff, wand, or jewelry; affects only the wearer. Energy cost to create: 400.

Scribe

Regular

Animates a pen, which will write down whatever the caster dictates for the duration of the spell. If the caster fails by only 1 or 2 points, the pen will still be animated, but the transcription will not be perfectly accurate! Therefore, the caster should always double-check his work.

Duration: 1 minute.

Cost: 3 to cast, 1 to maintain.

Prerequisites: Voices, Literacy, Air-Golem.

Item: A pen may be permanently animated at an energy cost of 250. For an additional 100 points of energy (which may be a separate enchantment) the caster may attune it to someone else's words.

Wizard Ear

Regular

Creates a replica of the caster's physical ear, through which he can hear. The ear may move about without bumping into things (as if it had Sound Vision), though it cannot "see" more than the general size and shape of halls and rooms. This spell may be cast on an already existing Wizard Eye (regular or invisible); this does not change its shape, but allows it to hear conversation and other sounds.

Duration: 1 minute.

Cost: 4 to cast, 3 to maintain.

Time to cast: 2 seconds.

Prerequisites: Apportation, Far-Hearing, Sound Vision.

Item: Any painting or sculpture depicting a human ear may be turned into an immobile Wizard Ear, through which the holder of an ear-shaped amulet, enchanted at the same time, may hear regardless of distance. Each such Ear links only to one amulet, and vice versa. Energy cost to cast: 450.

Invisible Wizard Ear

Regular

Creates a Wizard Ear that cannot be seen without the See Invisible spell. Anyone who guesses what hex it is in may still attack - but they can hit only on a critical hit!

Duration: 1 minute.

Cost: 5 to cast, 3 to maintain.

Time to cast: 4 seconds.

Prerequisite: Wizard Ear, Invisibility.

Delayed Message

Area

Creates an oral message which can be delayed to go off until a certain person, specified at casting, arrives in the area. The recipient will hear it clearly, regardless of other noise, but nobody else will hear it. A Detect Magic spell cast in the area will reveal that it contains a delayed message, but only a critical success will reveal more. A critical success will reveal one of the following (roll randomly): the sender, the intended recipient, or the words (not any hidden meanings) of the message.

This does not count as a "continuing spell" - the mage casts it and forgets about it.

Duration: Until the specified person arrives.

Cost: 3 per simple sentence - one idea per sentence. Cannot be maintained.

Time to cast: 4 seconds.

Prerequisites: Magery, Voices, Sense Life.

SPELL TABLE

This section can be copied and used for reference, especially when creating characters. The “grimoire” form on p. 128 may also be photocopied for your own use; it is especially handy to copy it onto the back of a wizard’s Character sheet.

Notes: An asterisk (*) after a spell name indicates that it is Mental/Very Hard. All other spells are Mental/Hard.

A - indicates that the column does not apply.

Page	Spell Name	Class	College	Time to cast	Duration	Energy	Prerequisite
44	Accuracy	Enchantment	Enchantment	-	Perm.	varies#	Dexterity
61	Activate Runes*	Regular	Metaspell	1 sec.	Instant	none	M, Rune-Lore 12+
74	Age*	Reg./R-HT	Necro.	1 min.	Perm.	5 to 50	Youth or 6 other Necromantic spells
70	Air-Golem	Regular	Movement	10 sec.	1 hr.	4/2	M2, Apportation
34	Air Jet	Regular	Air	1 sec.	1 sec.	1 to 3#	Shape Air
53	Alarm	Regular	Knowledge	1 sec.	1 week	1#	Tell Time
69	Alertness*	Regular	Mind	1 sec.	10 min.	varies#	Any 2 of Keen Eyes/Ears/Nose spells
28	Alter Body	Reg./R-HT	Body	2 min.	1 hr.#	8/6#	Alter Visage
28	Alter Visage	Reg./R-HT	Body	1 min.	1 hr.#	4/3#	Shapeshifting or Perfect Illusion#
55	Analyze Magic	Inform./R-spell	Knowledge	1 hr.	Instant	8	Identify Spell
54	Ancient History	Information	Knowledge	min.=cost	Instant	varies#	History
76	Animate Plant	Regular	Plant	5 sec.	1 min.	varies#	7 Plant spells
73	Animation*	Regular	Necro.	5 sec.	1 min.	varies#	Summon Spirit
69	Apportation	Reg./R-IQ	Movement	1 sec.	1 min.	varies#	M
76	Armor	Regular	Protection	1 sec.	1 min.	varies#	Repair
53	Aura	Information	Knowledge	1 sec.	Instant	3	Detect Magic
67	Avoid	Area	Mind	1 min.	1 hr.	3/3	Hide, Fear, Forgetfulness
49	Awaken	Area	Healing	1 sec.	Instant	1	Lend Health
45	Bane	Enchantment	Enchantment	-	Perm.	100#	Enchant
75	Banish	Spec./R-ST+IQ	Necro.	5 sec.	Instant	Special	M, 1 spell ea. from 10 colleges
49	Banquet	Regular	Food	1 sec.	1 day	2 per meal	M, Cook, Foolishness
23	Beast Link	Regular	Animal	5 sec.	Special	3	Beast Summoning
24	Beast Possession	Reg./R-IQ	Animal	5 sec.	1 min.	6/2	Rider Within or Possession
23	Beast Seeker	Information	Animal	1 sec.	Instant	3#	Beast Summoning, 2 Seek spells or Seeker
23	Beast-Soother	Regular	Animal	1 sec.	Perm.#	1 to 3	Persuasion or Animal Empathy advantage
25	Beast Speech	Regular	Animal	1 sec.	1 min.	4/2	Beast Summoning
23	Beast Summoning	Regular	Animal	1 sec.	1 min.	3/2#	Beast-Soother
65	Berserker	Reg./R-IQ	Mind	4 sec.	10 min.#	3/2	Bravery
24	Bird Control	Reg./R-IQ	Animal	1 sec.	1 min.	4/2	Beast-Soother
62	Bless	Regular	Metaspell	min.=cost	Special	Special	M2, 2 spells ea. from 10 colleges#
75	Bless Plants	Area	Plant	5 min.	1 crop/season	1#	Heal Plant
71	Blink	Blocking	Movement	1 sec.	Instant	2	Teleport
58	Blur	Regular	Lt-Dk	2 sec.	1 min.	1 to 5/s	Darkness
34	Body of Air	Reg./R-HT	Air	5 sec.	1 min.	4/1	Shape Air
32	Body of Stone*	Reg./R-HT	Earth	5 sec.	1 min.	10/hex#	Stone to Flesh
40	Body of Water	Reg./R-HT	Water	5 sec.	1 min.	5/hex#	Shape Water
30	Borrow Language	Regular	Comm.	3 sec.	1 min.	3/1	Lend Language
30	Borrow Skill	Regular	Comm.	3 sec.	1 min.	4/3	Lend Skill
65	Bravery	Area/R-IQ-I	Mind	1 sec.	7 hr.#	2#	Fear
39	Breathe Air	Regular	Water	1 sec.	1 min.	4/2	Create Water, Destroy Air
38	Breathe Fire*	Regular	Fire	2 sec.	1 sec.	1 to 4	M, Flame Jet, Resist Fire
35	Breathe Water	Regular	Air/Water	1 sec.	1 min.	4/2	Create Air, Destroy Water
68	Charm	Reg./R-IQ	Mind	3 sec.	1 min.	6/3	M, Loyalty, 7 Mind Control spells
60	Clean	Area	Mk-Brk	1 sec.	Perm.	2	Restore
36	Climbing	Regular	Body	1 sec.	1 min.	1 to 3/s	none
37	Clouds	Area	Air	10 sec.	10 min.	1/20/s	4 Water spells, 4 Air spells
26	Clumsiness	Reg./R-IQ	Body	1 sec.	1 min.	varies#	Spasm
37	Cold	Regular	Fire	1 min.	1 min.	3/hex#	Heat
57	Colors	Regular	Lt-Dk	1 sec.	1 min.	2/1#	Light
28	Compel Truth	Inform./R-IQ	Comm.	1 sec.	5 min.	4/2	M2, Truthsayer
51	Complex Illusion	Area	Illusion	1 sec.	1 min.	2/1	Sound, Simple Illusion
61	Conceal Magic	Regular	Metaspell	3 sec.	10 hrs.	1 to 5/s#	Detect Magic
57	Continual Light	Regular	Lt-Dk	1 sec.	varies#	varies#	Light
52	Control Creation	Reg./R-spell	Illusion	2 sec.	Instant	1 per hex#	Create Animal or Create Servant
43	Control Elemental	Special	4 diff.	2 sec.	1 min.	Special	Summon Elemental#
52	Control Illusion	Reg./R-spell	Illusion	2 sec.	Perm.	1/hex#	Perfect Illusion
29	Control Person	Reg./R-IQ	Comm.	10 sec.	1 min.	6/3	Soul Rider or Telepathy
73	Control Zombie	Reg./R-spell	Necro.	1 sec.	Perm.	3	Zombie
48	Cook	Regular	Food	5 sec.	Instant	1 per meal	Test Food, Create Fire
60	Copy	Regular	Mk-Brk	5 sec.	Perm.	2 plus 1/copy	Literacy, Dye
45	Cornucopia	Enchantment	Enchantment	-	Perm.	50x\$ value#	M2, 2 Weapon Enchantment spells
61	Counterspell	Reg./R-spell	Metaspell	5 sec.	Instant	varies#	M
34	Create Air	Area	Air	1 sec.	5 sec.#	1	Purify Air
52	Create Animal	Regular	Illusion	sec.=cost	1 min.	varies#	Create Water, Create Object, IQ 13+
32	Create Earth	Regular	Earth	1 sec.	Perm.	4/hex#	Earth to Stone
33	Create Elemental	Special	4 Diff.	Special	Perm.	Special	M2, Control Elemental
36	Create Fire	Area	Fire	1 sec.	1 min.	2/1	Ignite Fire
48	Create Food	Regular	Food	30 sec.	Perm.	3/meal#	Cook, Seek Food
52	Create Object*	Regular	Illusion	sec.=cost	Indef.#	2/5 lbs.	M2, Create Earth, Perfect Illusion
75	Create Plant	Area	Plant	sec.=cost	Perm.	varies#	M, Plant Growth
52	Create Servant	Regular	Illusion	3 sec.	1 min.	3/1#	M3, IQ 13+, Create Object
52	Create Warrior	Regular	Illusion	4 sec.	1 min.	4/4#	Create Servant

Under *prerequisites*, Magery is abbreviated M. Magery 2 is M2, and so on.

Under class, an “R” indicates that the spell can be resisted. Then entry after the dash shows what resists the spell.

Under *energy*, if two numbers are separated by a slash, the first is the cost of cast and the second is the cost to maintain. A /h means cost to maintain is half the cost to cast. A /s means cost to maintain is the same as cost to cast.

Under *time to cast*, “Instant” means that the effect occurs as soon as the spell is finished, and is completed immediately.

“Special” just means that the description is too complex to fit on a table - see appropriate page number (also shown on the table).

A “#” sign means that there are exceptions to the amount given-see the appropriate page number.

Page	Spell Name	Class	College	Time to cast	Duration	Energy	Prerequisites
39	Create Water	Regular	Water	1 sec.	Perm.	2/gal.	Purify Water
47	Crystal Ball	Enchantment	Enchantment	-	Perm.	1,000	Divination (Crystal-gazing)
50	Cure Disease	Regular	Healing	10 min.#	Instant	4#	Sterilize, Major Healing
63	Curse	Regular	Metaspell	varies#	Special	varies#	M2, 2 spells ea. from 10 colleges#
47	Curse-Missile	Missile	Body	1 sec.+other spell#	varies#	2	M2 + other spell
25	Dancing Weapon	Enchantment	Enchantment	-	Perm.	1,000/lb.#	Air-Golem
58	Darkness	Area	Lt-Dk	1 sec.	1 min.	2/1	Continual Light
58	Dark Vision	Regular	Lt-Dk	1 sec.	1 min.	5/2	Night Vision or Infravision
66	Daze	Reg./R-HT	Mind	2 sec.	1 min.	3/2	Foolishness
27	Deathtouch	Regular	Body	1 sec.	Instant	1 to 3	Wither Limb
72	Death Vision	Regular	Necro	3 sec.	1 sec.	2	M
48	Decay	Regular	Food	1 sec.	Perm.	1/meal	Test Food
46	Deflect	Enchantment	Enchantment	-	Perm.	varies#	Enchant
39	Dehydrate	Reg./R-HT	Water	2 sec.	Perm.	1 to 3#	5 Water spells inc. Destroy Water
63	Delay	Regular	Metaspell	10 sec.	2 hrs.	3/3	M3, 15 spells
79	Delayed Message	Area	Sound	4 sec.	Indef.#	3#	M, Voices, Sense Life
35	Destroy Air	Area	Air	1 sec.	Instant	2	Create Air
39	Destroy Water	Area	Water	1 sec.	Perm.	3	Create Water
53	Detect Magic	Regular	Knowledge	5 sec.	Instant	2	M
26	Dexterity	Regular	Body	1 sec.	1 min.	2 per DX+/s	Clumsiness
59	Disintegrate*	Regular	Mk-Brk	1 sec.	Perm.	1 to 4#	M2, Shatter, Ruin#
53	Dispel Creation	Reg./R-spell	Illusion	1 sec.	Instant	1 per hex#	Control Creation
52	Dispel Illusion	Reg./R-spell	Illusion	1 sec.	Instant	1/hex	Control Illusion
62	Dispel Magic	Area/R-spell	Metaspell	sec.=cost	Perm.	3	Counterspell and 12 other spells
49	Distill	Regular	Food	10 sec.	Perm.	1/quart	Ferment, Destroy Water
55	Divination	Information	Knowledge	1 hr.#	Instant	10	History, element spells#
63	Drain Mana*	Area	Metaspell	1 hr.	Perm.	10	Dispel Magic, 1 spell ea. from 10 colleges
66	Drunkenness	Reg./R-IQ	Mind	2 sec.	1 min.	varies#	Foolishness, Clumsiness
60	Dye	Regular	Mk-Brk	3 sec.	2d days	varies#	Restore, Colors
33	Earthquake	Area	Earth	30 sec.	1 min.	2/2	M2, 6 Earth spells inc. Earth Vision
32	Earth to Air	Regular	Earth/Air	2 sec.	Perm.	8/hex#	Create Air, Shape Earth
32	Earth to Stone	Regular	Earth	1 sec.	Perm.	5/hex#	M, Shape Earth
32	Earth Vision	Regular	Earth/Know.	1 sec.	30 sec.	2/10 yds.#	Shape Earth
68	Emotion Control	Area/R-IQ	Mind	1 sec.	1 hr.	2#	Loyalty
42	Enchant*	Enchantment	Enchantment	varies#	Perm.	varies#	M2, 1 spell ea. from 10 colleges
68	Enslave*	Reg./R-IQ	Mind	1 sec.	Perm.	30	Charm, Telepathy
32	Entombment	Reg./R-HT	Earth	3 sec.	Perm.	10#	M2, 5 Earth spells
38	Essential Flame	Area	Fire	3 sec.	1 min.	3/2#	6 Fire spells
39	Essential Water	Regular	Water	1 sec.	Perm.	3/gal.	6 Water spells
72	Ethereal Body*	Regular	Movement	30 sec.	10 sec.	8/4	6 Movement spells or M3 and Body of Air
30	Exchange Bodies*	Reg./R-IQ	Comm.	1 hr.	Perm.	120	Permanent Possession, Soul Jar
30	Exorcism	Reg./R-spell	Comm.	10 sec.	Instant	10	Soul Rider or Possession#
38	Explosive Fireball	Missile	Fire	1 to 3 sec.	Instant	2 to 6#	Fireball
37	Extinguish Fire	Regular	Fire	1 sec.	Perm.	3/hex	Ignite Fire
67	False Memory	Reg./R-IQ	Mind	5 sec.	varies#	varies#	Forgetfulness, 6 other Mind Control spells
79	Far-Hearing	Information	Sound/Know.	3 sec.	1 min.	4/2	M, not deaf, 4 other Sound spells#
27	Fatigue	Reg./R-HT	Body	1 sec.	1 min.	1 per ST-/h	none
65	Fear	Area/R-IQ	Mind	1 sec.	10 min.#	1#	Sense Emotion
48	Ferment	Regular	Food	10 sec.	1 hr.	1 per pint or loaf	Decay
53	Find Direction	Information	Knowledge	1 sec.	Instant	2	M
59	Find Weakness	Information	Mk-Brk	2 sec.	Instant	1#	1 spell of ea. four elements
37	Fireball	Missile	Fire	1 to 3 sec.	Instant	1 to 3#	M, Create Fire, Shape Fire
37	Fireproof	Area	Fire	5 min.	1 day	3#	Extinguish Fire
24	Fish Control	Reg./R-IQ	Animal	1 sec.	1 min.	3/2	Beast-Soother
38	Flame Jet	Regular	Fire	1 sec.	1 sec.	1-3/s#	Create Fire, Shape Fire
38	Flaming Missiles	Regular	Fire	3 sec.	1 min.	4/2#	Flaming Weapon
38	Flaming Weapon	Regular	Fire	2 sec.	1 min.	4/1	M2, Heat
57	Flash	Regular	Lt-Dk	2 sec.	Instant	4	Continual Light
32	Flesh to Stone	Reg./R-HT	Earth	2 sec.	Perm.	10/hex#	Earth to Stone
71	Flight*	Regular	Movement	2 sec.	1 min.	5/3	M2, Levitation
40	Fog	Area	Water	1 sec.	1 min.	2/1	Shape Water
66	Foolishness	Reg./R-IQ	Mind	1 sec.	1 min.	1 per IQ-/h	IQ 12+
78	Force Dome	Area	Protection	1 sec.	10 min.	3/2	M, Weather Dome, Apportation
76	Forest Warning	Area	Plant	1 sec.	10 hrs.	1/2#/s	4 Plant spells
66	Forgetfulness	Reg./R-IQ or skill	Mind	10 sec.	1 hr.	3/3	M, Foolishness, IQ 12+
46	Fortify	Enchantment	Enchantment	-	Perm.	varies#	Enchant
41	Freeze	Regular	Water	10 sec.	varies#	6/hex#	Shape Water
41	Frost	Area	Water	1 sec.	varies#	1	Create Water or Cold
42	Frostbite	Reg./R-HT	Water	3 sec.	Perm.	1 to 3#	5 other Water spells inc. Freeze, Frost
42	Geyser*	Area	Water	5 sec.	1 sec.	5/2	6 Water spells and either 4 Earth or Fire spells
30	Gift of Letters*	Regular	Comm.	1 sec.	1 min.	4/2	Borrow Language, 3 languages at 10+
30	Gift of Tongues*	Regular	Comm.	1 sec.	1 min.	4/2	Borrow Language, 3 languages at 10+
55	Glass Wall	Regular	Knowledge	1 sec.	1 min.	4/2	5 Knowledge spells or Earth Vision
69	Glue	Area	Movement	1 sec.	10 min.	3/3	Haste
44	Golem*	Enchantment	Enchantment	varies#	Perm.	varies#	Shape Earth, Animation#
68	Great Geas*	Reg./R-IQ	Mind	1 min.	Perm.	30	M3, 15 Mind Control spells inc. Lesser Geas
69	Great Haste*	Regular	Movement	3 sec.	10 sec.	5#	M, Haste, IQ 12+
78	Great Voice	Regular	Sound	2 sec.	1 min.	3/1	Voices, Thunderclap
62	Great Ward	Block/R-spell	Metaspell	none	Instant	1 per subject#	M2, Ward
44	Great Wish*	Enchantment	Enchantment	-	-	2,000	M3, Wish, (DX+IQ):30+
42	Hail	Area	Water	1 sec.	1 min.	1/5/s#	Snow
51	Halt Aging*	Regular	Healing	1 sec.	5d days	20#	M2, 6 Healing spells
69	Haste	Regular	Movement	2 sec.	1 min.	2/1#	none
71	Hawk Flight*	Regular	Movement	3 sec.	1 min.	8/4	Flight
58	Hawk Vision	Regular	Lt-Dk	2 sec.	1 min.	4/2	Keen Eyes or 5 Light spells#
75	Heal Plant	Area	Plant	1 min.	Perm.	3#	Identify Plant

Page	Spell Name	Class	College	Time to cast	Duration	Energy	Prerequisites
37	Heat	Regular	Fire	1 min.	1 min.	3/hex#	Create Fire, Shape Fire
43	Hex	Enchantment	Enchantment	-	Perm.	200	Enchant
58	Hide	Regular	Lt-Dk	5 sec.	1 hr.	1 to 5/s	Blur or Forgetfulness
76	Hide Path	Regular	Plant	1 sec.	1 min.	2/1	Heal Plant
29	Hide Thoughts	Regular	Comm.	1 sec.	10 min.	3/1	Truthsayer
44	Hideaway	Enchantment	Enchantment	-	Perm.	50#	Create Object, Lighten
27	Hinder	Reg./R-HT	Body	1 sec.	1 min.	1 to 4/s	Haste or Clumsiness
54	History	Information	Knowledge	sec.=cost	Instant	varies#	Trace
79	Hush	Reg./R-IQ	Sound	2 sec.	10 sec.#	2/1	Silence
41	Ice Dagger	Missile	Water	1 to 3 sec.	Instant	1 to 3#	Ice Sphere or Water Jot
41	Ice Slick	Area	Water	2 sec.#	varies#	3	Frost
41	Ice Sphere	Missile	Water	1 to 3 sec.	Instant	1 to 3#	Shape Water
41	Ice Vision	Regular	Water	1 sec.	30 sec.	2/10 yds.#	Shape Water
40	Icy Weapon	Regular	Water	3 sec.	1 min.	3/1	Create Water
75	Identify Plant	Information	Plant	1 sec.	Instant	2	Seek Plant
55	Identify Spell	Information	Knowledge	1 sec.	Instant	2	Detect Magic
36	Ignite Fire	Regular	Fire	1 sec.	1 sec.	1 to 4#	none
52	Illusion Disguise	Regular	Illusion	1 sec.	varies#	3	Simple Illusion
51	Illusion Shell	Regular	Illusion	1 sec.	1 min.	2/hex#	Simple Illusion
53	Independence	Area	Illusion	varies#	varies#	2	Simple Illusion
58	Infravision	Regular	Lt-Dk	1 sec.	1 min.	3/1	Keen Eye, to 5 Light spells
24	Insect Control	Reg./R-IQ	Animal	1 sec.	1 min.	3/2	Beast-Soother
51	Instant Regeneration*	Regular	Healing	Special	Perm.	80#	M3, Regeneration
51	Instant Restoration*	Regular	Healing	Special	Perm.	50#	M2, Restoration
79	Invisible Wizard Eat	Regular	Sound	4 sec.	1 min.	5/3	Wizard Eye, Invisibility
54	Invisible Wizard Eye	Regular	Knowledge	4 sec.	1 min.	5/3	Wizard Eye, Invisibility
58	Invisibility	Regular	Lt-Dk	3 sec.	1 min.	5/3	6 Light spells inc. Blur
77	Iron Arm	Blocking	Protection	1 sec.	Instant	1	Resist Pain, DX 12+
25	Itch	Reg./R-HT	Body	1 sec.	Scratch#	2	none
69	Keen Ears	Regular	Mind/Sound	1 sec.	30 min.	1 per +/h#	none
69	Keen Eyes	Regular	Mind	1 sec.	30 min.	1 per +/h#	none
69	Keen Nose	Regular	Mind	1 sec.	30 min.	1 per +/h#	none
60	Knots	Regular	Mk-Brk	3 sec.	Indef.#	2#	Stiffen
53	Know Illusion	Information	Illusion	1 sec.	Instant	-	Simple Illusion
49	Lend Health	Regular	Healing	1 sec.	1 hr.	1 per HT loaned	Lend Strength
30	Lend Language	Regular	Comm.	3 sec.	1 min.	3/1	Mind-Sending
30	Lend Skill	Regular	Comm.	3 sec.	1 min.	3/2	Mind-Sending, IQ 12+
49	Lend Strength	Regular	Healing	1 sec.	Perm.	varies#	M or Empathy advantage
68	Lesser Geas*	Reg./R-IQ	Mind	30 sec.	Perm.	12	M2, 10 Mind Control spells
43	Lesser Wish*	Enchantment	Enchantment	-	-	180	M, 1 spell ea. froth 10 colleges
70	Levitation	Reg./R-IQ	Movement	2 sec.	1 min.	1 per 80 lbs./h#	Apportation
57	Light	Regular	Lt-Dk	1 sec.	1 min.	1/1	none
57	Light Jet	Regular	Lt-Dk	1 sec.	1 min.	2/1	Continual Light
46	Lighten	Enchantment	Enchantment	-	Perm.	varies#	Enchant
69	Lighten Burden	Regular	Movement	3 sec.	10 min.	3 or 5/h#	Apportation
36	Lightning	Missile	Air	1 to 3 sec.	Instant	1 to 3#	6 Air spells
46	Limit	Enchantment	Enchantment	-	Perm.	200	Enchant
64	Link	Area	Link/Meta.	4 hrs.	Indef.#	8	Delay
70	Lockmaster	Reg./R-Magelock	Movement	10 sec.	Perm.	3#	Locksmith or Apportation and M2
70	Locksmith	Regular	Movement	1 sec.	1 min.#	2/2	Apportation
45	Loyal Sword	Enchantment	Enchantment	-	Perm.	750 per lb.#	Apportation
68	Loyalty	Reg./R-IQ	Mind	2 sec.	1 hr.	2/2#	Bravery, 4 other Mind Control spells
67	Madness	Reg./R-IQ-2	Mind	2 sec.	1 min.	4/2	Forgetfulness or Drunkenness
77	Magelock	Regular	Protection	4 sec.	6 hrs.	3/2	M
55	Mage Sense	Information	Knowledge	1 sec.	1 min.	3/2	Detect Magic
54	Mage Sight	Regular	Knowledge	1 sec.	1 min.	3/2	Detect Magic
79	Mage-Stealth	Regular	Sound	3 sec.	1 min.	3/2	Hush
61	Magic Resistance	Regular/R-IQ+M	Metaspell	3 sec.	1 min.	1 to 5/s	M, 1 spell ea. from 7 colleges
50	Major Healing*	Regular	Healing	1 sec.	Perm.	1 to 4#	M, Minor Healing
24	Mammal Control	Reg./R-IQ	Animal	1 sec.	1 min.	5/3	Beast-Soother or Churn
70	Manipulate	Regular	Movement	3 sec.	1 min.	4/3#	Locksmith
66	Mass Daze	Area/R-HT	Mind	sec.=cost	Instant	2/1#	Daze, IQ 13+
67	Mass Sleep	Area/R-HT	Mind	sec.=cost	Instant	3#	Sleep, IQ 13+
68	Mass Suggestion	Area/R-IQ	Mind	sec.=cost	10 min.	4/2#	Suggestion
23	Master	Reg./Block./R-IQ	Animal	1 sec.	Indef.	2	Beast-Soother
54	Measurement	Area/Inform.	Knowledge	1 sec.	Instant	1#	none
41	Melt Ice	Area	Water	10 sec.	Perm.#	1#	Heat or Freeze
66	Mental Stun	Reg./R-IQ	Mind	1 sec.	Instant	2	Daze Or Stun
26	Might	Regular	Body	1 sec.	1 min.	2 per ST+/s	Lend Strength
67	Mindlessness*	Reg./R-IQ	Mind	5 sec.	1 min.	8/4	M2, Forgetfulness
28	Mind-Reading	Reg./R-IQ	Comm.	10 sec.	1 min.	4/2	Truthsayer
29	Mind-Search*	Reg./R-IQ	Comm.	1 min.	1 min.	6/3	Mind-Reading
29	Mind-Sending	Regular	Comm.	4 sec.	1 min.	4/4	Mind-Reading
50	Minor Healing	Regular	Healing	1 sec.	Perm.	1 to 3#	Lend Health
77	Missile Shield	Regular	Protection	1 sec.	1 min.	5/2	Apportation or Shield
24	Mollusk Control	Reg./R-IQ	Animal	1 sec.	1 min.	3/2	Beast-Soother
49	Monk's Banquet	Regular	Food	1 sec.	24 hrs.	6	Banquet, Resist Pain
77	Mystic Mist	Area	Protection	5 min.	10 hrs.	1/1	M and Watchdog of Shield
46	Name	Enchantment	Enchantment	-	Perm.	200 or 400#	Enchant
50	Neutralize Poison	Regular	Healing	30 sec.	Perm.	5#	Cure Disease or M3 and Test Food
77	Nightingale	Area	Protection	1 sec.	10 hrs.	1/2/s#	Sense Danger
58	Night Vision	Regular	Lt-Dk	1 sec.	1 min.	3/1	Keen Eyes or 5 Light spells
67	Nightmare	Reg./R-IQ	Mind	1 min.	1 hr.	6	M2, Death Vision, Fear, Sleep
79	Noise	Area	Sound	1 sec.	5 sec.	4/2	Wall of Silence
34	No-Smell	Regular	Air	1 sec.	1 hr.	2#	Purify Air

Page	Spell Name	Class	College	Time to cast	Duration	Energy	Prerequisites
35	Odor	Area	Air	1 sec.	1 hr.#	1	No-smell
26	Pain	Reg./R-HT	Body	2 sec.	1 sec.	2	Spasm
65	Panic	Area/R-IQ	Mind	1 sec.	1 min.	4/2	Fear
27	Paralyze Limb	Reg./R-HT	Body	1 sec.	1 min.	3#	M, 5 Body Control spells inc. Pain
46	Password	Enchantment	Enchantment	-	Perm.	400#	Enchant
54	Pathfinder	Information	Knowledge	10 sec.	Instant	4#	M, IQ 12+, 2 Seek spells
67	Peaceful Sleep	Reg./R-Spec.	Mind	30 sec.	8 hrs.	4	Sleep, Silence
62	Pentagram	Special	Metaspell	5 sec./hex#	Perm.	10/hex#	Spell Shield
51	Perfect Illusion	Area	Illusion	1 sec.	1 min.	3/h#	M, Complex Illusion
66	Perm. Forgetfulness*	Reg./R-IQ or kill	Mind	1 hr.	Perm.	15	M2, Forgetfulness, IQ 13+
67	Perm. Madness*	Reg./R-IQ-2	Mind	10 min.	Perm.	20	M2, Madness, IQ 13+
30	Perm. Possession*	Reg./R-IQ	Comm.	5 min.	Indef.	30	M3, Possession
29	Persuasion	Reg./R-IQ	Comm.	1 sec.	1 min.	2x bonus#	Sense Emotion
74	Pestilence	Regular	Necro.	30 sec.	Perm.	6	M, Steal Health, Decay
38	Phantom Flame	Area	Fire	1 sec.	1 min.	1/1	Shape Fire or Simple Illusion
74	Planar Summons	Special	Necro.	5 min.	varies#	20#	M1 spell ea. from 10 colleges
76	Plant Form	Special	Plant	1 sec.	1 hr.	5/2	M, 6 Plant spells
75	Plant Growth	Area	Plant	10 sec.	1 min.	3/2	Heal Plant
76	Plant Sense	Reg./R-Hide Path	Plant	1 sec.	1 min.	3/2	Forest Warning, Hide Path
48	Poison Food	Regular	Food	1 sec.	Perm.	3 per meal	Purify Food, Decay
70	Poltergeist	Missile/R-HT	Movement	1 sec.	Instant	1 or 2#	Apportation
30	Possession*	Reg./R-IQ	Comm.	1 min.	1 min.	10/4	M and Control Person or Beast Possession
43	Power	Enchantment	Enchantment	-	Perm.	varies#	Recover Strength
47	Powerstone	Enchantment	Enchantment	-	Perm.	20 per casting	Enchant
35	Predict Weather	Information	Air	5 sec.	Instant	varies#	4 Air spells
48	Preserve Food	Regular	Food	1 sec.	1 week	Special	Sterilize, Test Food
44	Puissance	Enchantment	Enchantment	-	Perm.	varies#	5 Earth spells
34	Purify Air	Area	Air	1 sec.	Instant	1	none
48	Purify Food	Regular	Food	1 sec.	Perm.	1 per lb.	Preserve Food or Decay
39	Purify Water	Special	Water	5-10 sec./gal.#	Perm.	1/gal.	Seek Water
44	Quick Draw	Enchantment	Enchantment	-	Perm.	300/lb.#	Apportation
69	Quick March	Regular	Movement	1 min.	1 day's march	4#	M, Haste
35	Rain	Area	Air/Water	1 min.	1 hr.	1/10/s	Clouds
69	Rear Vision	Regular	Mind	1 sec.	1 min.	3/1	Alertness
49	Recover Strength	Special	Healing	Special	Special	none	M, Lend Strength
62	Reflect	Block/R-spell	Metaspell	none	Instant	4 or 6#	Ward
64	Reflex	Special	Metaspell	10 sec.	1 hr.	varies#	Delay, Ward
51	Regeneration*	Regular	Healing	Special#	Perm.	20#	M2, Restoration
60	Rejoin	Regular	Mk-Brk	4 sec./ 10 lbs.	10 min.	1 per 10 lbs./h	Weaken, Restore
63	Remove Curse	Reg./R-spell	Metaspell	1 hr.	Instant	20	M2, 1 spell ea. from 15 colleges
45	Remove Enchantment	Enchantment	Enchantment	varies	Perm.	100#	Enchant
60	Repair	Regular	Mk-Brk	1 sec./lb.	Perm.	3/10 lbs.	M2, Rejoin
60	Repair Arrow	Regular	Mk-Brk	4 sec./arrow	Perm.	2 per arrow	Rejoin
24	Reptile Control	Reg./R-IQ	Animal	1 sec.	1 min.	4/2	Beast-Soother
54	Reshape	Regular	Mk-Brk	10 sec.	1 min.	6/3	M, Weaken, Shape Earth or Shape Plant
37	Resist Cold	Regular	Fire	1 sec.	1 min.	2/hex#	Create Fire, Heat
37	Resist Fire	Regular	Fire	1 sec.	1 min.	2/hex#	Extinguish Fire, Cold
28	Resist Pain	Regular	Body	1 sec.	1 min.	4/2	M2, Pain
51	Restoration*	Regular	Healing	1 min.#	Perm.	15#	Major Healing
59	Restore	Regular	Mk-Brk	3 sec.	10 min.	2 per hex/h	Weaken or Simple Illusion
63	Restore Mana*	Area	Metaspell	1 hr.	Perm.	10	Dispel Magic, 1 spell ea. from 10 colleges
51	Resurrection*	Regular	Heal./Necro.	2 hrs.	Perm.	300#	Instant Regeneration, Summon Spirit
77	Reverse Missiles	Regular	Protection	1 sec.	1 min.	7/3	Missile Shield or Force Dome
24	Rider	Regular	Animal	1 sec.	5 min.	2/1	1 Control spell#
24	Rider Within	Regular	Animal	3 sec.	1 min.	4/1	2 Animal Control spells#
27	Rooted Feet	Reg./R-ST	Body	1 sec.	1 min.#	3	Hinder
27	Roundabout	Reg./R-HT	Body	1 sec.	Instant	3	Tanglefoot
59	Ruin	Regular	Mk-Brk	5 sec./lb.	1 min.#	2 per lb./s	M, Weaken, Decay
31	Sand Jet	Regular	Earth	1 sec.	1 sec.	1 to 3/s	Create Earth, Shape Earth
79	Scribe	Regular	Sound	1 sec.	1 min.	3/1	Voices, Literacy, Air-Golem
42	Scroll	Enchantment	Enchantment	days=cost	varies#	Special	M, Literacy advantage
61	Scryguard	Regular	Metaspell	5 sec.	10 hrs.	3/1#	M
61	Scrywall	Area	Metaspell	sec.=cost	10 hrs.	3/2	Scryguard
58	See Invisible	Regular	Lt-Dk	1 sec.	1 min.	4/2	Invisibility or Dark Vision and Infravision
54	See Secrets	Regular	Knowledge	5 sec.	1 min.	5/2	Seeker, Aura
31	Seek Earth	Information	Earth	10 sec.	Instant	3	none
48	Seek Food	Information	Food	1 sec.	Instant	2	none
75	Seek Plant	Information	Plant	1 sec.	Instant	2	none
39	Seek Water	Information	Water	1 sec.	Instant	2	none
54	Seeker	Information	Knowledge	1 sec.	Instant	3#	M, IQ 12+, 2 Seek spells
76	Sense Danger	Information	Protection	1 sec.	Instant	3	Sense Foes or Danger Sense advantage
28	Sense Emotion	Regular	Comm.	1 sec.	Instant	2	Sense Foes
28	Sense Foes	Inform./Area	Comm.	1 sec.	Instant	1 (min. 2)#	none
28	Sense Life	Inform./Area	Comm.	1 sec.	Instant	½ (min. 1)#	none
72	Sense Spirit	Inform./Area	Necro.	1 sec.	Instant	½	Death Vision or Sense Life and M
34	Shape Air	Regular	Air	1 sec.	1 min.	1 to 10#	Create Air
58	Shape Darkness	Area	Lt-Dk	1 sec.	1 min.	2/2#	Darkness
31	Shape Earth	Regular	Earth	1 sec.	1 min.	2/hex/1/hex	Seek Earth
37	Shape Fire	Area	Fire	1 sec.	1 min.	2/1	Ignite Fire
75	Shape Plant	Regular	Plant	10 sec.	1 min.	3/1#	Identify Plant
31	Shape Stone	Regular	Earth	1 sec.	1 min.	4/hex/ 2/hex#	Shape Earth, 3 other Earth spell
39	Shape Water	Regular	Water	2 sec.	1 min.	1/1#	Create Water
25	Shapeshifting*	Special	Animal	3 sec.	1 hour	6/2	M, 6 other spells
25	Shapeshift Others*	Special/R-IQ	Animal	30 sec.	1 hour	6/2	M2, Shapeshifting for that form
50	Share Strength	Regular	Healing	1 sec.	Special	varies#	Lend ST

Page	Spell Name	Class	College	Time to cast	Duration	Energy	Prerequisites
60	Sharpen	Regular	Mk-Brk	4 sec.	1 min.	Special	Repair
59	Shatter*	Regular	Mk-Brk	1 sec.	Instant	1 to 3#	M, Weaken
60	Shatterproof	Regular	Mk-Brk	1 sec.	1 hr.	3/3	Repair, Shatter
76	Shield	Regular	Protection	1 sec.	1 min.	varies#	M2
66	Sickness	Reg./R-HT	Mind/Body	4 sec.	1 min.	3/3	Drunkenness or Pestilence
78	Silence	Area	Sound	1 sec.	1 min.	2/1	Sound
51	Simple Illusion	Area	Illusion	1 sec.	1 min.	1/h	not blind, IQ 11+
73	Skull-Spirit	Regular	Necro.	1 sec.	24 hrs.	20	4 other Necromantic spells
66	Sleep	Reg./R-HT	Mind	3 sec.	Instant	4	Daze
69	Slow Fall	Regular	Movement	1 sec.	1 min.	1 per 50 lbs./h	Apportation
42	Snow	Area	Water	1 sec.	1 hr.	1/15#	Clouds, Frost
41	Snow Shoes	Regular	Water	2 sec.	1 min.	2/1	Shape Water
73	Soul Jar*	Regular	Necro.	1 min.	Perm.	8	M, 6 Necro. spells inc. Steal HT
29	Soul Rider	Reg./R-IQ	Comm.	3 sec.	1 min.	5/2	Mind-Reading
78	Sound	Regular	Sound	1 sec.	varies#	varies#	none
78	Sound Jet	Regular	Sound	1 sec.	1 sec.	1 to 4#/s	Great Voice
79	Sound Vision	Regular	Sound	1 sec.	1 min.	5/2	Acute Hearing
25	Spasm	Reg./R-HT	Body	1 sec.	A moment	2	Itch
61	Spell Shield	Area	Metaspell	1 sec.	1 min.	3/2	M2, Scryguard, Magic Resistance
43	Speed	Enchantment	Enchantment	-	Perm.	500#	Haste
47	Staff	Enchantment	Enchantment	-	Perm.	30	Enchant
74	Steal Health	Regular	Necro.	1 min./3 HT-#	Perm.	none#	Steal Strength
73	Steal Strength	Regular	Necro.	1 min./3 ST-#	Perm.	none#	Minor Healing
74	Steal Youth*	Reg./R-HT	Necro.	1 hr.	Perm.	10 to 30	Youth, Age, Steal Health
35	Stench	Area	Air	1 sec.	5 min	1#	Purify Air
50	Sterilize	Area	Healing	varies#	Instant	3/hex#	Decay or Insect Control
60	Stiffen	Reg./R-Spec.	Mk-Brk	2 sec./lb.	10 min.	1 per lb./h#	Rejoin
32	Stone Missile	Missile	Earth	1/energy pt.	Instant	1 to 3#	Create Earth
32	Stone to Earth	Regular	Earth	1 sec.	Perm.	10/hex#	Earth to Stone or any 4 Earth shell.
32	Stone to Flesh	Regular	Earth	5 sec.	Perm.	10/hex#	M2, Stone to Earth, Flesh to Stone
26	Strike Blind	Reg./R-HT	Body	1 sec.	10 sec.	4/2	2 Light spells. Spasm
26	Strike Deaf	Reg./R-HT	Body	1 sec.	10 sec.	3/1	2 Sound spells, Spasm
26	Strike Dumb	Reg./R-HT	Body	1 sec.	10 sec.	3/1	Spasm
26	Stun	Reg./R-HT	Body	1 sec.	Instant	2	Pain
68	Suggestion	Reg./R-IQ	Mind	10 sec.	10 min.	4/3	Emotion Control, Forgetfulness
74	Summon Demon	Special	Necro.	5 min.	1 hr #	20	M, 1 spell ea. from 10 colleges
33	Summon Elemental	Special	4 Diff.	30 sec.	1 hr.#	4	M, #
72	Summon Shade*	Inform./R-IQ	Necro.	10 min.#	1 min.	50/20	Summon Spirit
72	Summon Spirit	Inform./R-IQ	Necro.	5 min.	1 min.	20/10#	Death Vision, M2
43	Suspend Enchantment	Enchantment	Enchantment	1 sec.	1 hr.	25#	Enchant
50	Suspended Animation	Reg./R-HT	Healing	30 sec.	Indef.#	6	Sleep, 4 Healing spells
70	Swim	Regular	Water/Move	3 sec.	1 min.	6/3	Shape Water, Levitation
76	Tangle Growth	Area	Plant	2 sec.	1 min.	1 or 2#/h	Plant Growth
29	Tanglefoot	Reg./R-DX	Body	1 sec.	Instant	2	Clumsiness
27	Telepathy*	Regular	Comm.	4 sec.	1 min.	4/4#	Mind-Sending
71	Teleport*	Special	Movement	1 sec.	Instant	varies#	Hawk Flight or IQ 15+#
71	Teleport Other*	Reg./R-IQ+1	Movement	1 sec.	Instant	varies#	M3, Teleport
78	Teleport Shield	Area	Protection	10 sec.	1 hr.	1/3#/s	Watchdog, either Spell Shield or Teleport
53	Tell Time	Information	Knowledge	1 sec.	Instant	1	none
65	Terror	Area/R-IQ	Mind	1 sec.	Instant	4	Fear
48	Test Food	Information	Food	1 sec.	Instant	1 to 3#	none
78	Thunderclap	Regular	Sound	1 sec.	Instant	2	Sound
27	Total Paralysis	Rep./R-HT	Body	1 sec.	1 min.	5#	Paralyze Limb
54	Trace	Regular	Knowledge	1 min.	1 hr.#	3/1	Seeker
28	Truthsayer	Inform./R-IQ	Comm.	1 sec.	Instant	2	Sense Emotion
73	Turn Zombie	Area	Necro.	2 sec.	1 day	2#	Zombie#
40	Umbrella	Regular	Water	2 sec.	10 min.	1/1	Shape Water or Shield
70	Undo	Reg./R-Spec.	Movement	1 sec.	Instant	3 or 6#	Locksmith
78	Utter Dome	Area	Protection	1 sec.	1 min.	6/4	M2, Force Dome, Spell Shield
26	Vigor	Regular	Body	1 sec.	1 min.	2 per HT +/s#	Lend Health
78	Voices	Regular	Sound	1 sec.	1 min.	3/2	Sound
33	Volcano	Regular	Earth	1 hr.#	1 day	15/10	Earthquake, 6 Fire spells
35	Walk on Air	Regular	Air	1 sec.	1 min.	3/2	Shape Air
40	Walk on Water	Regular	Water	4 sec.	1 min.	3/2	Shape Water
31	Walk Through Earth	Regular	Earth	1 sec.	1 sec.	4/3#	Shape Stone
79	Wall of Silence	Area	Sound	1 sec.	1 min.	2/1	Silence
70	Wallwalker	Regular	Movement	1 sec.	1 min.	1 per 50 lbs./h#	Apportation
62	Ward	Block/R-spell	Metaspell	none	Instant	2 or 3#	M
77	Watchdog	Area	Protection	10 sec.	10 hrs.	1/1	Sense Danger
40	Water Jet	Regular	Water	1 sec.	1 sec.	1 to 3#	Shape Water
49	Water to Wine	Regular	Food	10 sec.	Perm.	4 per gal.#	Purify Water, Ferment
40	Water Vision	Information	Water	1 sec.	30 sec.	1/1#	Shape Water
59	Weaken	Regular	Mk-Brk	5 sec.	Perm.	2	Find Weakness
78	Weather Dome	Area	protection	1 sec.	10 hrs.	3/2	2 spells ea. from 4 elements
35	Whirlwind	Area	Air	Instant#	1 min.#	4/2	Windstorm
35	Windstorm	Area	Air	Instant#	1 min.#	2/1	Shape Air
72	Winged Knife	Missile	Movement	1 sec.	Instant	1 per lb.#	Poltergeist
68	Wisdom	Regular	Mind	1 sec.	1 min.	varies#	6 other Mind Control spells
43	Wish*	Enchantment	Enchantment	-	-	250	M2, Lesser Wish, 1 spell ea. from 15 colleges
27	Wither Limb	Reg./R-HT	Body	1 sec.	Perm.	5	M2, Paralyze Limb
76	Wither Plant	Area/R HT	Plant	10 sec.	Perm.	2	Plant Growth
79	Wizard Far	Regular	Sound	2 sec.	1 min.	4/3	Apportation, Far-Hearing, Sound Vision
54	Wizard Eye	Regular	Knowledge	2 sec.	1 min.	4/2	M, Apportation, Keen Eyes
51	Youth*	Regular	Healing	1 sec.	Special	100#	M3, Halt Aging
73	Zombie	Regular	Necro.	1 min.	Perm.	8	Summon Spirit, Lend Health

4

IMPROVISED SPELLS

A word of warning: This section is only for games where the GM enjoys lots of quick improvisation, and the players are willing to accept GM judgments. If that doesn't describe your group, skip these optional rules!

WHEN something unexpected occurs in daily life, you improvise. This is also part of roleplaying - players improvise when the GM throws unexpected situations at them. Improvisation can also be introduced into a magic system. However, it shouldn't be mandatory - not only are some GMs unhappy with the idea, but some players are uncomfortable if they don't know *exactly* what their characters are capable of. For those who enjoy making things up on the spot, though, this section will prove very interesting.

Improvitational magic allows a mage to attempt a spell *that he does not* know. Better yet, it allows him to create new spells at need - or at least to attempt them.

Improvitational spell casting is not for the novice mage. One needs to be very familiar with a given college before trying to improvise a spell in it, and even then it will be more difficult than casting a spell which has been memorized. Consequently, there are prerequisites and skill penalties for improvisers. Nevertheless, there are also limitless possibilities . . . Note that if these rules are used, they replace the *Inventing New Spells* section on p. 15, and allow a mage to attempt to cast existing spells without knowing them!

The Basic Improvised Spell Formula

An improvised spell consists of two elements. One is the action that is being performed, such as Creating, Moving, Healing, and so on; this is a verb. The other element is the subject of the spell: what is being moved, healed, summoned, etc. This is a noun. Sometimes this is the caster himself, other times it is another person or an object or even mana itself.

In *GURPS Magic*, the choices of verbs and nouns are limited to actions and things represented by the spell colleges themselves. The GM may prohibit improvisational casting in any particular college as he sees fit.

Skill for Improvised Spells

Only a mage may improvise spells. In order to improvise a spell on any subject, the mage must already know some spells of the appropriate college (see below). The more spells he knows, and the better he knows them, the higher his skill will be for that college. (Skills that fall into two colleges count for both!)

Skill in a *college* cannot be studied directly; it is gained and improved by knowing the spells of that college. To determine a mage's skill in a given college, allow 0 points for spells known below level 12, 1 for spells known at levels 12-15, 1½ for spells known at levels 16-19, and 2 for those known at 20 or better. The maximum skill a mage can have in any college is 20, or (IQ+Magery), whichever is less.

An Improvised Spell: Waterproofing

Morris the Mage and his friend, arc about to swim across a river. Morris himself knows how to cross without getting wet, but it's too fatiguing to cast spells on the whole party to get them across dry-shod. However, they are carrying some valuable books that Morris doesn't want to get wet. So he puts all of the books in a large pile and tries to improvise a Waterproofing spell that will affect the whole hex-worth of material.

The GM and Morris's player talk it over and decide that there are a number of ways to improvise this spell. Protect-Plant is one possibility, since books are made from trees. Weaken-Water is another, as is Control-Water. The GM decides that this would be as costly as the existing Destroy Water spell, though it's not an area spell. He rules that a whole hex of smaller objects can indeed be protected as cheaply as a one-hex size object. The cost would normally be 3 per hex, one second to cast. The GM rules that it will last for an hour, and can be maintained for full cost. He also rules that this spell will only work on inanimate objects, in case a situation arises in the future where the PC claims this spell will keep him from drowning.

Morris decides his best chance is to try Weaken-Water. The GM decides the Destroy Water spell is a prerequisite, but Morris knows it. His skill in the Making & Breaking college is 14; his Water skill is 15. Since the GM has determined that the base cost for this spell would be 3 fatigue if it were a "normal" spell, this will cost Morris 5 fatigue. It will also take him 3 seconds to cast, though this is hardly a problem in a non-combat situation.

Continued on next page . . .



Improvised Waterproofing (Continued)

Morris first rolls against 14 for the verb, Weaken. He makes his roll, and then rolls against 15 for the noun, Water. He will pay the whole fatigue unless both rolls fail entirely, or one or both are critical successes.

If the spell succeeds, Morris will know, and the books are waterproofed for the next hour, at least. If one roll succeeds but the other one fails, something else will happen. Morris might not know exactly what, but he will know that it didn't go exactly as planned - he can choose to try his luck with the river or not, as he sees fit.

The GM must rule what happens if one of the rolls should fail, but only in the case of a critical failure should he be malicious. If the second roll is failed, for example, the spell might only work against oil, not water (which wouldn't do Morris any good), or only for one minute, not one hour, or will protect from dust instead of water, etc. On a critical failure, the ink might start running before the books even get to the water. On a double critical failure, the books might be entirely dehydrated and fall to dust!

Assuming Morris succeeds at this spell, he can then practice it over the next month. When a month has passed, if he's been consistent at casting the spell, he can put a character point into it when he has one to spend. The spell is then considered a memorized spell for all purposes - one point gets it at IQ+Magery-2, it can be improved in the normal manner, it takes only one second and 3 fatigue to cast, etc.

Example: A mage knows three Air spells at skill 11, four at skill 14, three at skill 19 and one at skill 20. His skill in the College of Air is 10. The spells at skill 11 don't count. Those known at 14 count 1 each. Those known at 19 count 1 ½ each. The one at skill 20 counts 2. The total is 10 ½, rounded down to 10.

A mage's skill in each college should be recorded on his grimoire form, and updated when he learns or improves spells in that college.

Modifiers

All normal modifiers for range, touching, concentration and so on apply to improvised spells.

Prerequisites

Whenever a player announces that he will attempt to improvise a spell, the GM may require any other prerequisites he finds appropriate. In particular, he may require Magery 2 or even 3 as a prerequisite for any very powerful spell. At any time, the GM may rule that a particular spell is specifically required as a prerequisite, not just general knowledge of the college. This may also be the case where the mage is attempting to improvise a spell that already exists in **Magic** but is not known by the PC. If the proper spell prerequisites are not known, there is an additional -5 penalty.

The Verbs

The caster is manipulating mana when casting a spell. The mana is performing some action, represented by a verb. There are 11 verbs that may be used in improvising a spell, though very few mages will know all of them at useful levels. Eight of these verbs are learned by knowing the spells in a particular college, as described above.

These magical verbs are:

Verb	College
Communicate	Communication & Empathy
Heal	Healing
Sense	Knowledge
Weaken	Making & Breaking
Strengthen/Repair	Making & Breaking
Move	Movement
Protect	Protection & Warning
Warn	Protection & Warning
Create	See p. 88
Control	See p. 89
Transform	See p. 89

Note that the Illusion & Creation college does not allow use of the verb Create as the other colleges allow usage of their respective verbs. Warning can be handled either by the verb "Sense" or the Protection & Warning college.



The Nouns

14 of the spell colleges can be used as nouns:

Air	Fire
Animal	Body Control (Man, Body)
Food	Light & Darkness
Mind Control	Sound
Earth (affects metals and jewels at -3)	
Water (affects non-watery liquids at -2 or worse)	
Necromancy (for corpses, spirits, undead, and demons)	
Plant (also affects dead wood and plant fiber, at a -2)	
Illusion & Creation (for images)	
Meta-Spells (for mana, enchantment, magical creatures, and magic itself)	

Spells cast directly on the mage himself will usually be either Body Control or Mind Control spells. Body Control and Mind Control refer to sentient creatures - use the Animal college to affect animals in similar ways.

Casting the Spell

A spell is created by taking a magical verb and a magical noun, and willing them to have a specific result. This allows for unlimited invention of new spells.

Two skill rolls are required: one for the verb, one for the noun. The roll for each is made at the caster's skill in that College.

If a spell seems to involve two nouns or two verbs, the GM may require the caster to roll against the lesser-known of the two. For instance, a spell that has something to do with moving food would be "Move Food." But if the intent of the spell is to act as a laxative, the spell is actually "Move Food through Body." Body Control would also be required, and the mage would roll against Move, and then against Body Control or Food, whichever skill was less.

Or, if the mage had a better Healing skill than Body Control, he would phrase it as "Heal by Moving Food." In that case, he would roll against Healing or Movement (whichever was worse) and then against Food.

In general, any attack spell involving the body directly will require Body Control. "Weaken Bone" would require Body Control. "Weaken Rock," even if used to create an avalanche to kill foes, would not.

A roll of 16 always fails for an improvised spell, though not critically. A roll of 17 or 18 is always a critical failure.

Spell Results

The result of an attempt to cast an improvised spell depends on what rolls were made or failed. If both skill rolls (verb and noun) were made, the spell works. Energy cost is paid normally. If there was a critical success, halve energy cost; if both rolls were critical successes there is no energy cost.

If one word is successful but the other is not, there will be a magical result, but it will not be the result the caster has in mind. The GM need not be especially mischievous in this - an attempt at a spell to make someone sneeze might flare their nostrils, for example, or temporarily improve their sense of smell, or simply make them smile. Energy cost is paid as for the spell that was attempted.

A critical failure on either spell roll has disastrous effects, of course. And critical failure on both should be spectacular!

Improvised Spells In Combat

A troll is giving Morris and his friends some problems, and Morris doesn't know any Fire spells. The troll has a thick club, and Morris decides that commanding the club to attack the troll would be a useful maneuver. The GM and the player agree that the spell could be either Control-Plant or Move-Plant. Morris will try Move-Plant, as he doesn't want the steeper Control cost and penalty, and he's a bit of a specialist in Movement. There are no prerequisites. His skill in the Movement college is 17, and in Plant 15 (13 in his case, because of the -2 penalty for working on unliving wood). The GM rules that this is a serious spell - similar to both the existing Dancing Weapon and Animate Plant. He announces a *normal* cost to cast of 3 and time to cast of 2 seconds. Duration is one attack: it can be maintained for full cost *with concentration*. The club does damage as if wielded by a person of ST equal to the spell skill level - the lower of the two in this case. The GM also decides that the spell is resisted by ST - and this is a very large troll!

Morris opts not to try - he feels that it's too expensive, too time consuming, not powerful enough, and probably won't even overcome the troll's resistance. The GM rules that Morris spent his turn thinking of the spell and rejecting it, and has no further action that second.

On his next turn, Morris proposes a spell that will destroy the air in the troll's lungs. They agree that this is a Weaken-Air spell, with Body Control involved - if Morris knows the Body Control college less well than he knows the Air college, that will be his roll for the noun. The GM uses the (fairly standard) **GURPS** formula for damage spells: one Fatigue *and* one second per die of damage done, cannot be maintained, Regular spell range modifiers. Morris decides to try it for 2 dice of damage. He must concentrate for 4 seconds and it will cost him 4 Fatigue. His roll for Weaken is 14, as before. His roll for Air is at 11. Morris is learning the hard way that improvising spells is usually too slow, expensive and uncertain to be used in combat!





More Improvised Spells

Morris survives the combat, thanks largely to his comrades, and goes on to further adventures. During this time, he improvises other spells, such as Transform Rope to Bronze Wire (Transform: Plant-Earth), Sense Movement within one mile (Sense-Body), Gullibility (Weaken-Mind), Diagnosis (Sense and Heal-Body - the GM rules that two verbs are required), See through Smoke (Sense-Air), Create Water in Lungs (Create Water modification - the GM rules that Body Control is also involved), a spell to Harm a Water Elemental (Weaken-Water and Magic - the GM rules that Meta-College is also a noun, since Elementals are magical creatures), and many more. Morris enjoys making up spells, sometimes to the frustration of his comrades, but usually to their benefit!

If both rolls are ordinary failures, nothing happens, and no energy cost is paid - the caster didn't get close enough to "real magic" to expend Fatigue.

The mage will always know if his spell has succeeded or failed. If it has failed, he may not know exactly what the result is, but he will know it's not going to be the result he was hoping for.

Resistance to Improvised Spells

An improvised Resisted spell uses the worse of the two rolls to determine if the subject resists. The GM determines whether a spell should be resisted; almost any Body or Mind Control spell should be, while spells that do direct physical damage generally aren't resisted.

Disadvantages of Improvised Spells

Improvised magic is totally flexible; the mage can at least *attempt* anything he can imagine! However, such improvisation is more difficult than casting a memorized spell. There are three disadvantages to casting a spell impromptu:

1. An improvised spell takes twice as long to cast as it would if it were memorized (minimum 3 seconds).
2. An improvised spell requires a flat rate of 2 more Fatigue than it would if it were memorized. (Control and Transform spells: 3 more Fatigue.) This Fatigue is not reduced for high skill. For an Area spell, it is added to the *Base Cost*. (It is best to learn new spells on a small scale!). This increased cost also applies to maintaining spells.
3. An improvised spell will automatically fail on a roll of 16 (for Control and Transform spells, 15 fails and 16 is a critical failure).

Mastering Improvised Spells

When an improvised spell has been cast repeatedly over a month's time (practicing at least five days a week), the GM may allow the user to put a character point into it, making it a memorized spell. It is learned at the normal IQ+Magery base, and may be improved thereafter as for any other spell.

In such a case, the player and the GM need to agree on a precise written definition of the spell: its exact powers, cost, time to cast, etc. The GM's word is final. The spell is now treated like any other spell from the spell list; it is no longer an improvised spell. The creator can teach it to others.

Special Verbs

The three verbs Create, Control and Transform are special cases.

Create

To create objects, animals or temporary humans, use the appropriate Create spell in the Illusion & Creation college. These spells already *are* improvised spells, in that the caster determines exactly what he is creating.

If a mage wants to improvise a Create spell of another type, the GM must use his discretion. In colleges that have their own Create spell - such as the elements and Food - a special use of Create can be considered a variant of the appropriate Create spell. In those cases, the proper Create spell *must* be known. The caster simply rolls once on his skill with that spell, while concentrating on the result he actually wants. The GM assigns a penalty, depending on how different the creation is from the original spell. A minimum of -3 is recommended - more for a great difference. All other rules for improvising spells apply.

Create cannot be used in colleges that do not already have some sort of Create spell. Most uses that can be thought of can usually be handled with

Control or Transform, below. For example, a Force Dome might be thought of as creating an energy field, but a better explanation is either *reorganizing* existing energy (mana) or solidifying air. Arguments could be made that such a spell might be either a Protect-Body spell, a Control-Mana spell (governed by the Meta-Spell college), or a Control-Air spell. Of course, since this is an existing spell, the prerequisites in Magic must be met to have any hope of casting it without severe penalties!

Control

In a sense, *all* spells are control spells. The more a mage works with a given college, the better his control over that field. If a proposed spell does not seem to fall under any of the other verbs, it is probably a Control spell.

In order to control a substance, the mage must be very familiar with the college representing the noun in question.

Since only one college is involved, the spell is resolved by a single roll against the college in question, *at a -5 to skill*. In addition, a roll of 15 is an automatic failure for a control spell, and a 16 is an automatic *critical* failure.

The *cost to cast and maintain* a Control spell is high: add 3 to the *normal* cost instead of 2.

Example: Morris wants to try the Waterproof spell in the sidebar as a Control-Water spell. He rolls once against a skill of 10 (instead of once at 14 and once at 15). It also costs him one more Fatigue. The automatic failure at level 15 doesn't bother him, since a 15 fails for him anyway.

Transform



This verb is used when altering the nature of material. The greater the change, the more difficult and fatiguing the spell will be. The GM should use existing spells (e.g., Flesh to Stone, Shapeshift, Shapeshift Other) as a guideline for difficulty. In general, transformations should take a minimum of 5 seconds.

There are three types of change:

Shape Change: The easiest. *Man to Goblin* would be relatively easy, *Man to Dog* harder, *Man to Rosebush* harder yet.

Size Change: Somewhat harder; matter must be created or destroyed. Normal energy cost would be 1 per 50 lbs. of material.

Material Change: the hardest. Flesh to stone; water to metal. Transformations between living forms are not 'material.'

Any transformation requiring more than one type of change will combine the difficulty. Turning a man into a doll's-house chair is possible, but very difficult! Permanent changes should require extra time and energy. Transformations of living subjects may be resisted by the subject's HT.

Linking Improvised Spells

Improvised spells may be linked, using any of the three linking spells (Reflex, Link and Delay, p. 63-64). Costs and times are as usual for the improvised spell. Keep in mind that if the linking spell works, but the improvised spell fails partially, that something strange will happen when the triggering event occurs.

If *all* spells in your game world are improvised, then linking spells must be improvised as well. A workable link will require the Magic word or rune (because it is a spell cast on a spell), and one or more words or runes related to the triggering event. The more runes are used for the trigger, the more accurate it will be - if it works at all.

GMing Improvised Spells

GURPS Magic should be used as a reference guide to determine cost and tune to cast for a proposed spell. Obviously, *Sense-Undead* should not be allowed to circumvent an adventure in a zombie-laden campaign - use *Sense Foes* as a guideline. The GM does not have to allow any spell more potent than existing spells in **Magic** - or any other spell he's not happy with, for that matter. In particular, clever use of Sense spells can circumvent an adventure if the GM is not careful! For some spells, the GM may require that the mage touch the subject, or see him, or have reduction to skill for range as in **Magic**, etc. There are many ways to limit spells; be creative - variety is the spice of life! Use all **GURPS Magic** rules for the actual mechanics of play.

The GM may need to say "NO!" quite a bit, at least at first. This is all right, as long as everyone is having fun, anyway. A more creative way of saying no is to say something like, "Sure, you can do that. Let's see, about 15 minutes to cast and 200 Fatigue should be about right for that result. Now if you'd settle for less than *totally* destroying the castle, I think we can work something out." And so on. Try to encourage players' creativity without ruining your games - that's what it's all about. And remember to enjoy it when they come up with a particularly clever idea!

The Futhark Runes

These are the 25 runes of the Futhark (Viking) rune-language, each with its appropriate meaning for the **GURPS** system. Alternate translations or meanings of the Futhark runes are shown as well.

Note that the rune which we use here for Magic (Futhark 25, called “Unknowable,” or “Destiny,”) is always represented as an empty space! However, tracing or carving it takes as long as for any other Hard rune.

	Communication/Separation	
	Healing/Fertility	
	Knowledge/Naming	
	Break/Weaken/Harm	
	Strengthen/Repair	
	Move/Travel	
	Protect/Guard	
	Warn	
	Create	
	Control/Bind	
	Transform/Gateway	
	Earth	
	Air	
	Fire	
	Water	
	Animal/Property	
	Body/Man/Human	
	Food/Offering	
	Light (& Darkness)	
	Mind	
	Sound/Signals	
	Necromancy/Soul	
	Plant	
	Illusion/Mystery	
	Magic/Destiny	

Source: *The Book of Runes*, by Ralph Blum.

Two rolls are required: one for the college governing the beginning material, and the other for the college governing the final material. Both rolls are made at -2 if they are in the same college, -3 otherwise. Improvising this type of spell costs three more fatigue than casting a memorized version, and a 15 or 16 always fails. Thus, shapeshifting from human to animal can be considered a Transform: Body-Animal spell. The two rolls would be made against Body Control and Animal colleges.

As long as a transformed object remains undamaged, it can (with a new spell or Remove Curse) be restored to its original form, unharmed. If it is damaged, an appropriate amount of damage will manifest if its original form is recovered.

Dealing with transformed objects requires many judgment calls on the part of the GM. In general, a transformed object behaves in all ways like a natural one, except that transformations cannot be used to gain any significant increase in intelligence or knowledge. (A servant made from a dog will be faithful, but not much smarter than he was before.)

Creating Magical Items by Improvised Magic

Creation of magical objects (improvised *enchantment*) is also possible. The GM sets appropriate time and cost for the desired item, by analogy with the enchanted items given in the *Spell List*. If the caster has assistants, he does the improvising and casts the spell; they just provide the energy. Improvised enchantments take no extra time but require a roll against the noun Magic (Meta-Spell college), made at -2, in addition to the rolls for the spell itself.

A more formal method is given under “Rune Magic.”

Rune Magic

A rune is a symbol representing a word, sound or concept. Rune-magic is a method of producing “improvised” scrolls and enchanted items using these symbols. It may only be learned by a mage. A rune-mage is free to learn other forms of magic, if they are available.

It is also possible for rune-magic to be the *only* form of magic in the world. In that case, the *Spell List* is used only as a general guideline to the type of spells that can be cast. All spells must be improvised using runes, as described below.

Rune Skills

Rune-Lore (Mental/Very Hard)

No default

This skill provides general knowledge of a single rune language (e.g., Futhark Rune-Lore). Each rune language must be learned individually. Though there are only a few runes to learn, each one requires deep understanding of its true meaning, variant forms, relationships with the other runes and the world around it, and so on; thus, the skill is not a trivial one.

The Runes

In addition to the general rune-lore, a mage must learn each rune individually before he can use it. There is a rune for each of the verbs and nouns of improvised spellcasting - see pp. 86-87. Each rune is a separate skill with no default. Rune-Lore is a prerequisite for study of the individual runes, and no rune can be known at a higher level than the mage’s Rune-Lore skill for that language. Magery does not help in study of runes.

A mage who has Rune-Lore for more than one language must learn the runes separately for each language! Knowledge of the Futhark Man-rune does not help at all when dealing with an Indian Man-rune, for instance.

Most runes are common knowledge, learnable by anyone. The GM may make some runes hidden or secret, requiring a quest or extensive research to find; this makes a good campaign objective or sub-plot. Someone who has Rune-Lore skill gets a skill roll to recognize an unfamiliar symbol as a new rune of that language, even if he has never seen it before. At that point, he still does not “know” the rune, but having seen it, he may start to learn it normally.

To read a runic inscription and determine just what spell it is intended to cast, roll separately at skill-3 for each rune in the inscription.

Verbs: Create, Control, Heal, Transform and Sense are all Mental/Hard runes. Communicate, Weaken, Strengthen, Move, Protect and Warn are Mental/Average.

Nouns: Earth, Animal, Magic, Body (Man), Mind and Undead are Mental/Hard runes. Air, Fire, Water, Plant, Illusion, and Light/Dark are Mental/Average. Food and Sound are Mental/Easy.

These words are the most common meanings; related words may be used in their place in a spell. For instance, the verb Weaken might also be used as Reduce, Damage, Harm, Undo, Rot or Break.



Spell-Casting

A rune spell usually consists of a verb and a noun. The duration, time to cast and fatigue cost of various combinations will depend on the runes used, the method of spell casting chosen, and the discretion of the GM, as described for improvised spell-casting. Rune spells are always improvised; you cannot memorize a rune spell, and casting a rune spell does not count as practice toward memorizing an improvised spell. The style of magic is different.

Note that though the results of rune-cast spells are determined as for regular improvised spellcasting, the calculation of success is entirely different. Regular improvised spellcasting is based on the mage's knowledge of the colleges, as shown by the regular spells he knows. Rune-tracing is based on the mage's understanding of the runes, which must be studied separately.

It is possible to make more complex or detailed spells by using more than two runes. This will always take longer and be more difficult, if only because the mage is rolling against more skills. If players want a very powerful effect, the GM may require them to use more than two runes. And if players voluntarily use a multi-rune spell and succeed, the GM should make it more effective.

Runes from different languages cannot be used together.

Runes can be used to cast spells in several ways, including writing on parchment, tracing in the air, inscribing on an object, or using individual runestones. The mage rolls against his skill with each rune to see if it is drawn successfully. Doubling the drawing time always gives a +1 bonus to skill. Or time may be halved, at a -2 to skill.

Example of Rune Casting

Thorfinn the rune-mage wants to make a sword that will destroy fire elementals. Discussing the question, he and his mentor (i.e., the player and the GM) determine that the appropriate runes are Break (or Harm), Fire and Magic. He also wishes to name the weapon, so the Naming (that is, Knowledge) rune is required.

Thorfinn is a skilled smith; any rune-mage wishing to create enchanted items must also be a craftsman - a mage who wishes to enchant an item must make it himself. His Blacksmith skill is 15. His skill in the appropriate runes is 14 with Weaken, 15 with Fire, and 16 with Magic and Name.

This means that when he sets the runes into the metal, he rolls against a 14 for the Break rune (the lower of the skills Break-Rune and Smith); rolls against a 15 for the Fire rune, his Fire-Rune and Blacksmith skills are both 15; and rolls against a 15 for the Magic and Name runes.

All these attempts are successful. Thorfinn now possesses a runic sword. The time required is determined by the nature of the desired enchantment. In this case, the effect is of a sword with a Name which must be spoken by the user (Name enchantment, energy cost 200, because the name is written on the item). It does +2 damage (+2 Puissance - energy cost 1,000), and has +2 to hit (+2 Accuracy energy cost 1,000). The latter two enchantments are both limited by a Bane spell (fire elementals only). This divides their cost by 3, but it costs 100 itself. The total energy cost is 966, so it would usually take 966 days to carve. This is halved because the item will require Activate Runes, so Thorfinn will need about 16 months to finish.

This does not consider the time required to make the sword! There are no general rules for the time required to manufacture items; if it matters greatly, the player may have to do some research. In this case, the GM rules that a month of steady work is required to make a sword, from iron bar to polished steel sword. But making and rune-carving are simultaneous; since the sword does not take longer to make than the runes, no time is added.

Using the Sword

When Thorfinn wishes to use the sword Flame-Cleaver, he must cast the Activate Runes spell. This, in itself, requires no energy. His skill at Activate Runes is 16. However, one of the runes on Flame-Cleaver is Break, which he knows only at level 14, so his effective skill to activate the runes is a 14.

There is no energy cost to use the sword because none of the spells in it require energy. Many magical items require the user to spend energy. This is treated normally. Self-powered items can be made with rune-magic; the Magic rune must be added to let them draw mana.

History of Rune Magic

Runic magic is one of the most ancient kinds. The Viking Futhark runes (see sidebar, p. 90) were said to have been given to Odin as he hung crucified on the Worldtree. He learned how to use them for divination and magic, and gave the knowledge to his priests. The Hebrew Kaballa is a magical system that places ten letters of the Hebrew alphabet in a mystic pattern. The relationships between letters achieve spiritual growth and magic effects.

Runic and pictorial languages include Hebrew, Chinese, Sanskrit, Egyptian hieroglyphics, the Nordic Futhark, Tolkien's Elvish and Dwarvish (basically Futhark), and some American Indian languages. In many of these (e.g. Chinese, hieroglyphics), each symbol represents one idea or word. In others (e.g. Hebrew, Futhark), each symbol represents a vowel or consonant sound (e.g. TH, U), but each character also has a meaning. These types of languages are the basis of magic with runes. Other examples exist, as well.



After the runes are created, they must be activated by use of the *Activate Runes* spell.

Activate Runes (VH)

Regular

When this spell is successfully cast on a combination of runes, the effect presented in the chosen runes is manifested. This spell works with any rune language known to the caster. A critical failure produces normal backfire effects. Other failures have no effect at all. Note that if the runes themselves were flawed, due to a failure on the part of the mage who created them, a successful *Activate Runes* roll will activate the runes, flaws and all!

Note that whenever this spell is cast, its effective level is the *lowest* of the mage's skill level in *Activate Runes*, itself, or any of the runes being activated. A mage cannot activate an inscription if it contains a rune he doesn't know.

Duration: Instantaneous. The duration of the desired effect - the runespell - is determined as per *Improvised Magic*, above.

Cost: None. The cost of the runes' effect depends on the effect and the runes used, as per *Improvised Magic*, above.

Time to cast: 1 second for each rune in the spell.

Prerequisites: Magery 1, Rune-Lore skill 12+.

Parchment Rune Casting

Runes can be written on parchment or paper for a temporary spell. These are faster to make than scrolls (p. 42), but harder to use. Drawing the runes correctly is important, so a successful skill roll against the lower of the mage's Calligraphy skill level (default if necessary) or the desired rune's skill level is needed. The time needed to draw each rune depends on its complexity: Easy runes take 1 hour, Average runes take 3 hours, and Hard runes take 6 hours.

The mage who draws the parchment chooses the desired effect.

A rune-parchment can be carried and used later. Any damage to the paper will make the runes useless. To cast the spell, the mage looks at the paper and casts the *Activate Runes* spell. He then pays the fatigue cost. The parchment turns to ashes when used. A mage is at -4 to his *Activate Runes* skill if trying to activate a parchment that he did not draw himself.

A mage can also trace runes in earth or sand, at -2 to skill. Times are as for parchment. The runes can be activated repeatedly while they last (GM's decision), but of course are not portable!

Runic Inscriptions

When two or more runes are inscribed in a permanent fashion, a magical item is created. Each time the *Activate Runes* spell is cast, the spell is activated. This method is good for swords, staves, doors, etc. Two successful rolls are needed to inscribe each rune. One is against his skill level with the rune. The other is against his skill in working the material: Jeweler (for precious metal), Blacksmith (for a weapon); Sculpting (for stone), Pottery, and so on, for different sorts of items.



The time required depends on the desired effect. The mage is essentially improvising a magic item. The GM decides exactly what effect the item will have, by reference to the *Spells Table*. Carving the runes will take *half* the time that enchanting it by “normal” means would cost if the Activate Runes spell is required to use it, or normal time if it can be used without the spell. The mage’s exact intent for the item, and his understanding of the runes, guides the exact way he will carve them, decorate and interlace them, and so on. See the sidebar, p. 93, for an example.

Using A Rune-Enchanted Item

To use most items, the mage casts the Activate Runes spell over the runes and pays the appropriate energy cost for the desired effect. If the item works, the effect will be that chosen by the original maker; the user cannot alter it. If the user does not know exactly what the item does, he must accept that risk!

When a permanently-inscribed item is used, a critical failure on an activation roll will do 5 dice of damage to the item. This may or may not destroy it.

Some rune-carved items can be used by anyone. These are governed by the rules for normal enchanted items, and take as long to make as normal enchanted items.

Runestones

Permanently enchanted runestones can be made as magic items. Each rune is inscribed on a small stone, gem, or piece of wood. Lay out the required combination of runes, cast *Activate Runes*, and the spell is cast. This is much faster than drawing the runes on paper, more reliable than finger tracing, and more flexible than inscriptions. Treat each runestone as a magic item with a creation cost of 100 for an Easy rune, 300 for Average, 600 for Hard.

When making runestones, it is advantageous to use gemstones. A runestone with an intrinsic value of \$1,000 gives the user a +1 to effective skill. A runestone with an intrinsic value of \$5,000 gives an effective +2. The drawback here, of course, is that if the enchantment roll is failed, the gem will shatter.

Properly made runestones will work for anyone who knows the Activate Runes spell and the appropriate runes.

When casting a spell by runestones, figure Fatigue costs as for other improvised spellcasting. If the stones must be readied quickly, the time depends on what method the mage uses to find them. GMs may impose a reality check on this! Few mages will have a complete set of 25, but the more stones in the bag, the harder it will be to find the right one. Mages in a hurry may grab randomly. In this case, the GM chooses the runes in any manner desired. Many unusual and humorous spells might be tried in an extreme situation.

Or a mage can use “common” runestones (as opposed to *true* stones). Common runestones are marked with runes but have no enchantment except the rune’s intrinsic power. Time to make these is 2 hours for an Easy rune, 6 for an Average one, 12 for a Hard one. If any common stones are used, triple the time required to cast Activate Runes. There is also a -2 penalty to the Activate Runes roll for each common stone used.

Runestones can also be used as a method of divination (see p. 55).

Finger Tracing

In an emergency, a rune-mage can trace the runes in the air with a finger. This does not create a magic item; it simply casts the desired spell. Results are figured exactly as for regular Improvised Spellcasting, p. 87. A successful skill roll for each particular rune is needed, at a -3 penalty. The mage needs 2 seconds to trace an Easy rune, 6 seconds for an Average rune, and 12 seconds for a Hard rune. The Activate Runes spell is cast when the rune tracing is finished.

An Emergency Rune-Casting

Thorfinn also possesses seven true runestones: Weaken, Create, Move, Animal, Fire, Water and Earth. While exploring a deserted holding, he is suddenly confronted by a party of hostile Skraelings (savages). As his companions begin to fight, Thorfinn draws a runestone at random from his belt pouch; this takes his first action. GM ruling: he gets the Move-rune.

For his second action, he draws another stone. The GM assigns each of the remaining stones a number from 1 to 6, and lets the player roll. He draws the Fire-rune.

He then concentrates on a spell to move the fire from a comrade’s torch into the chief savage’s face. The GM decide this is simply the Shape Fire spell, and uses the description of that spell. Because runes are being used, no spell prerequisites are necessary. And because Thorfinn is working with true runestones, the time he must concentrate to cast the spell is only one second per rune, or a total of 2 seconds, even though the spell is “improvised.”

Thorfinn rolls once against the lowest of his Activate Runes, Move-rune and Fire-rune skill. The roll is a success, and flame jumps from a torch into the chief’s face, burning and terrifying him. It clings to his face until he flees (Thorfinn continues to concentrate) and then moves toward another Skraeling. At this point, the GM makes a reaction roll for the savages, and they flee.

Thorfinn’s fatigue cost is also calculated exactly as per Improvised Spells on p. 88. It is 2 more than the “standard” cost for the spell, or a total of 4 (the spell did not last more than the initial 1-minute period). A relatively low cost to pay for deciding a battle.



5 ARCAN E MAGICKS

Changes in Aspect

Places may take on, or change, a magical aspect through the law of “contagion.” Simply put, this states that like seeks like and that like encourages like. So, for instance, an area of volcanoes might become fire-aspected. For that matter, if a fire were kept burning in a castle fireplace continually for many years, especially if magic (and especially fire magic) were used nearby, that small spot might become fire-aspected. A battlefield could become strongly death-aspected in a single day. And so on.

PCs may attempt to use this process to alter the aspect of an area. It is easier to make an area more aspected than it is to give an aspectless area some magical “character.” Hardest of all is to reverse an existing aspect. Details are up to the



GM, and the GM should feel no compulsion to share these deep secrets of magic with his players.

Magically-Aspected Items

It is possible for certain items to be (or to become) magically aspected. An altar, a chalice, a robe - any might become aspected by “contagion,” as described above. Details are up to the GM; it is possible that mages will know how an item becomes aspected. Aspect of an item can be determined by Analyze Magic.

The user or wearer of such an item casts spells as though he were in an aspected area.

THIS section will discuss several optional rules that GMs can include (or use as inspirations) when customizing their own magic systems or game worlds.

Aspected Mana

In certain areas, the mana is “aspected,” making it peculiarly favorable to some kinds of magic and hostile toward others. The size of aspected-mana areas is set by the GM, but it is most interesting to make them small. For instance, a half-acre of Life-aspected mana might become the site for a temple of healing.

Aspected areas may be of any mana level, though they are usually of the same level as the surrounding area. An aspected area affects spellcasting within it. The strength of the aspect may vary from 1 to 5; this is a bonus to favored types of magic and a penalty to unfavored types. Some areas have the same strength throughout; others vary from weak at the edges to strong at the center.

Life-aspected: Adds to effective skill of all College of Healing spells; subtracts from effective skill of all Necromantic spells and all spells that do *direct* harm. (Thus, Deathtouch or Spasm would be penalized, but Fireball would not be, because fireballs can be used for purposes other than harm.)

Death-aspected: Exactly the reverse of the above.

Elemental aspects: Adds to effective skill of all spells of the aspected college *except* attempts to destroy that element or to control its elementals. *Subtracts* from attempts to destroy the element or control its elementals, and from all spells of the opposed college (Earth vs. Air, Fire vs. Water). A mage who is *aspected* to that element (see p. 105) gets a 50% increase to the bonus (round down). A mage *opposed* to that element suffers double the normal penalty!

Other aspects can be developed by the GM. It is even possible to introduce one-of-a-kind aspected areas - places where the magic behaves in a unique fashion. It is not necessary that every aspected area *both* benefit one type of magic and hinder another, but it is more interesting that way.

Detecting Aspected Areas

A mage gets a Magery-based roll, as per the sidebar on p. 6, to notice that he has crossed the boundary of an aspected area. On a critical success he will know the nature of the new area; otherwise Analyze Magic may be cast. Elementally aspected mages will always know when they enter an area to which they are aspected or opposed, though they won’t know its level.

Clerical Magic

In some worlds, holy men and women - clerics - have magical abilities granted by the powers that they serve. GMs wishing religion to be magically effective may adapt real beliefs, or invent their own religions for their own worlds.

To define a religion in game terms, the GM should consider its relationship to society, the demands it places on its servants, and the magical advantages, if any, that accrue to faithful clerics. The Clerical Investment advantage becomes more expensive when it includes magic ability. Cost of magic-enabling Clerical Investment varies according to several factors:

Advantages

A simple clerical advantage is to allow non-mage clerics to use spells of one (or a few) colleges as though they were mages. So, even in normal and low-mana areas, a cleric of (for instance) a healing-oriented power can cast Healing spells. Any cleric with magical abilities can also learn Recover ST. Appropriate cost is 10 points for one college, 12 for two, 15 for three. Spells of other colleges can be learned, and used as prerequisites, but not cast except in high-mana areas.

The GM may also “customize” a spell list for a religion, as he deems fitting for the Power served, removing inappropriate spells from the college(s) and adding appropriate ones from other colleges. He may even create spells that are available only to certain clerics. The cost should be based on the number and power of spells available; 40 spells, for 15 points, is about the maximum.

A Power may grant its clerics a bonus to effective spell skill. Increase the cost of the advantage by 5 points for each +1 bonus, up to a maximum of +3. Bonuses for healing skills cost 2 points for each +1, up to a maximum of +3. Other sorts of bonus may be allowed.

Other special clerical abilities, as defined by the GM, will add an appropriate cost for Clerical Investment of that religion. For instance, an automatic ability to recognize devout followers of one’s own faith might be worth 5 points.

If a religion is especially respected or liked, this is a separate Status or Reputation advantage which must be taken by any servant of that power. A religion may also be a Patron to its clerics, but this is a separate cost.

Miraculous aid, or “divine intervention,” should never be routine or expected. It should be granted only rarely, as a sign of extraordinary grace, to a devout cleric in great need. Therefore, there is no point cost for its availability!



Sample Religions

Here are two imaginary and very “generic” religions - one good, one evil. They may be used as is, but are intended primarily as simple rules examples. GMs can embellish them, or come up with more interesting and creative religions!

The Lady Mellara

Mellara is a goddess of peace and healing, served by both sexes equally. Her clerics may learn and use any spells of the College of Healing and the *benign* spells of College of Plant Control.

Clerics of Mellara are very well liked (+3 on all reactions from everyone). This is a 15-point Reputation. The cost is balanced by the requirement that they fight in self-defense only (Pacifism, -15 points). Anyone breaking this rule loses all clerical powers instantly, and regains them only after a month of silent penitence.

Cost to be a cleric of Mellara is 12 points (for two colleges) minus 2 points (broken vow costs total loss of powers but penance is mild), for a net Clerical Investment cost of 10 points. The cleric must also take the appropriate Reputation and the Pacifism disadvantage.

Continued on next page . . .



Sample Religions (Continued)

Karth the Bloodletter

Karth is believed by some to be an actual demon. Whether or not this is true, his servants are cruel and power-hungry, committing many atrocities in his name. Servants of Karth may learn and use all Necromantic spells, and get a +3 with them! Many followers of Karth are also mages, and also get the Magery bonus when they learn spells; those that are mages, of course, can learn non-Necromantic spells.

Clerics of Karth are universally feared, but wear masks during ceremonies, hiding their identity. This is treated as a -3 reaction which only counts if the character reveals himself as a Karthite (no point cost). However, since the religion is wholly illegal, most Karthites have an Enemy (local law enforcement or militant “good” clerics). This is a 20-point enemy, appearing rarely (on 6 or less - so it is half cost, just 10 points). A cleric may elect not to take this Enemy in an area where Karth is either very strong or wholly unknown.

To keep his powers, a Karthite must take an innocent life yearly. This is a Great Vow (-15 points). Should it be broken, the Karthite loses all magical powers until he fulfills a quest set by his superior in the cult; this is usually hazardous and bloody.

Cost to be a cleric of Karth is 10 points (for one college), plus 15 points (for +3 spell ability) minus 5 points (broken vow costs total loss of powers, heavy penance), for a net Clerical Investment cost of 20 points. The cleric must also take the Great Vow, and may take the 10-point Enemy disadvantage.



Disadvantages

There may also be continuing requirements associated with a religion. For instance, some Christian orders follow strict vows of “poverty, chastity and obedience.” In a world where clerics gain magical powers, a priest who breaks his vows will lose some or all of his powers - perhaps permanently, perhaps only until he has made proper penance. Treat this as a Vow (p. B37), which gives the normal disadvantage points. It also *reduces the cost of the Clerical Investment* by an amount determined by the GM. Usually this will be 2 to 5 points, depending on whether breaking the Vow erases or merely reduces the cleric’s abilities, and how serious the required penance might be. See the examples in the sidebar. Permanent and total loss of powers should be reserved as a punishment only for the truly apostate cleric (or poor role-player).

Likewise, Pacifism (p. B35) may be required by some religions, and many creeds try to instill Sense of Duty (p. B39), Honesty (p. B33) and Truthfulness (p. B37) in their followers. If a religion’s clerics are especially hated or feared, this is a separate Reputation disadvantage. In a campaign which stays in a small area, a cleric could have a serious Duty (p. B39) to his temple. A far-ranging campaign would tend to require itinerant clerics with little or no specific Duty.

Disadvantages required by a religion count normally against the 40-point limit unless *all* PCs in the campaign are members of that religion!

Prerequisites

There may be certain special requirements to be met before an individual can be accepted as a servant of a particular Power. Some powers can be served only by men, others only by women, others only by eunuchs or virgins or mages or dwarves. Such requirements do not, in general, affect the cost of the advantage, but they add interest. Should a special requirement (such as virginity) be lost by the cleric, his or her clerical powers may be lost or reduced. This depends on the way the GM has defined the particular religion and its controlling Power. If powers are lost, the point value of the character is reduced appropriately.

The “Blessed” Advantage

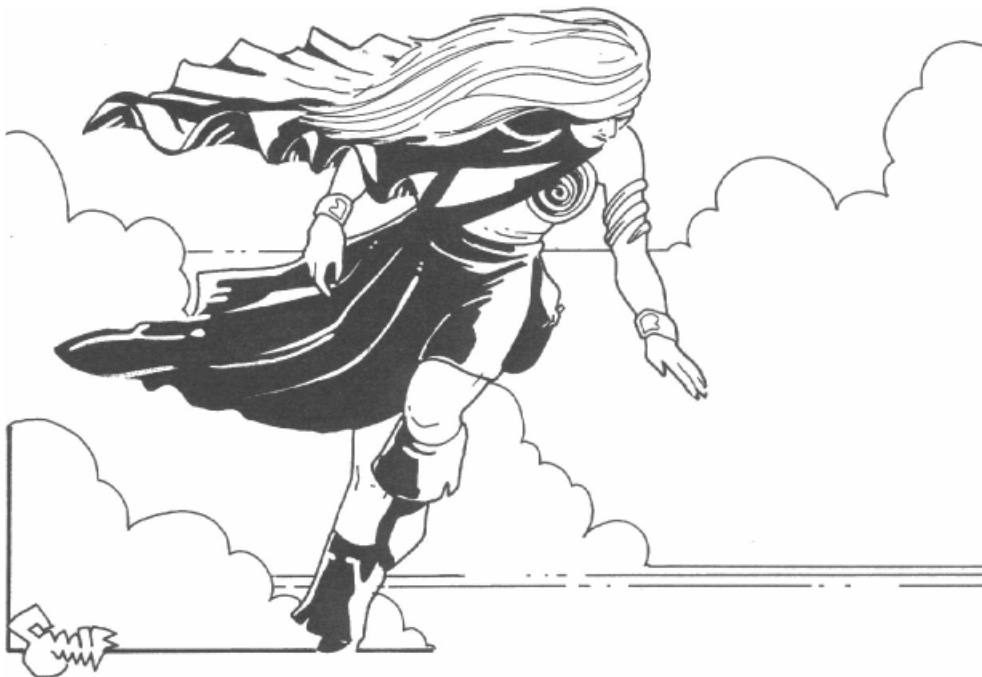
A Blessed individual is especially favored by the power he or she serves. This advantage costs 10 points, or 20 for *Very Blessed*. The person must behave in a manner appropriate to the power he serves, or lose the benefits of this advantage. A Blessed individual automatically has one type of standard Divination ability at IQ level (+5 for Very Blessed), which can be used according to the description on p. 55. He or she occasionally receives the aid of the Power in other ways. One may be Blessed *without* taking Clerical Investment!

Anyone known to be Blessed gets an automatic +1 Reputation among followers of his own (or allied) powers. Religious Fanaticism is an appropriate disadvantage for a Blessed character.

Inherent Magic: Knacks

It is possible to create a world in which some (or all) magic is *inherent* rather than learned. Each spell is treated as a separate *advantage* purchased when the character is created. To find the cost of such a magical advantage, or “knack,” choose the exact effect desired, referring to the Spell List. Then determine the energy cost of a magic item that would give the user the power to cast that spell. (For spells for which no item is listed, the GM may either disallow the knack, or assign a cost based on comparable spells.)

The cost of that spell, as a knack, is 2% of the energy cost for the item. In other words, if the magic item would cost 1,000 energy points to create, the



cost of the inherent ability is 20. The GM may vary this percentage up or down, to create a world where magic is more or less common. If the “standard” magic item for a spell works for mages only, double the cost. If it must touch the subject, the user of the knack must touch his subject, or pay double for it!

The GM does not have to allow any knack, and may modify the cost of a desired knack to suit campaign balance. Lend ST, Shapeshifting, and Enchantment spells (except for Power and Speed, as adjuncts to another spell) may not be taken as knacks. Knacks produced by this 2% system will not necessarily cost the same as equivalent psionic or “super” abilities, but they will be fairly well balanced against most such powers, and they will be balanced against other knacks.

Example: Sarella has the knack of Flight! Normal energy cost for this spell is 5 to cast, 3 to maintain. But Sarella can take off at a cost of 2, and keep flying indefinitely at no fatigue cost. This is equivalent to a Flight item (energy cost 2,500) with 3 points of self-power (adds 2,000 energy cost). So the cost of this knack is 2% of 4,500, or 90 points, *doubled* (the Flight magic item is mages only), for a final cost of 180 points!

Using Knacks

A knack works automatically if the user is the subject, or touches the subject. Otherwise, treat it as cast with a skill of 15. Rituals are not required. Time and energy to cast are as described for the spell, (no “reduction for skill”) though Speed and Power may be bought as described above. Resisted spells are resisted normally if bought as knacks.

If Knacks Are The Only Magic . . .

This system totally ignores prerequisites of all kinds. If all magic is inherent, the Magery advantage becomes meaningless and (in all probability) magical items don’t exist.

In such a world, people are likely to find jobs where their knacks are useful. The social structure may even be based on the perceived value of various abilities. Alternatively, knacks may be seen as witchcraft! In that case, their possessors may have a low Status or a bad Reputation. If someone tries to keep a knack secret and is found out, he acquires the appropriate Status or Reputation disadvantage, which lowers the character’s point value.

Cantrips: Poetic Magic

Another alternate magic system is one that requires poetry in spellcasting. Each spell is the product of an original poem *created by the player*. Not everyone can use these magical poems, or “cantrips”; the Magery advantage is required.

Cantrips may not be repeated. They may be invented on the spot, or thought out in advance. It is up to the GM whether he allows players to write down these preplanned cantrips, or whether they must be memorized! Either way, the player must come up with an appropriate poem *when he needs it* - no stopping time for ten minutes to remember or write something.

The result of the cantrip is determined by the GM. He should judge the poem on originality, effectiveness, quality of rhyme and meter, and the player’s performance! Long poems have more power than short ones, but they take longer to compose and longer to perform, so they’re not too good in emergencies. But a full-scale sonnet would be far more effective than a couplet or limerick.

It is up to the GM whether he wants to add a die roll to help determine spell effectiveness. If a die-roll is made, it should be against Poetry skill, defaulting to IQ-5, with up to +3 or -3 for the GM’s assessment of the *player’s* poem. Under no circumstances may a player just say “My character’s saying a poem to kill the orcs!”

This sort of campaign will be enjoyed most by players who enjoy thinking on their feet, and who, perhaps, don’t insist on taking the game totally seriously. Likewise, the GM must be able to improvise spell results that will be both fair and entertaining. This can get quite out of hand. An example, from actual play (very late at night):

GM: “This section of the cavern is very dark. Do any of you have torches left? No? Too bad.”

Player: “I’ll cast a cantrip to get light. Let me think . . .”

GM: “You hear something coming toward you in the dark. Think fast.”

Player (resorting to doggerel in desperation, and throwing in some Latin to impress the GM): “Rabbits, chickens, cows and ducks! Turn the lights on! *Fiat lux!*”

GM: (giggling hysterically): “All right. You get light. You also get a tunnel full of assorted farm animals. You also get a red metal thing with wheels, which blocks the tunnel behind you. It looks like a small wagon, but there’s no place to hook the horses. On one end is a big white bottle.”

Puzzling this out, the players eventually recognized the foreign car and the well-known brand of dish soap which the Latin scholar had summoned . . .

Improvvised cantrips don’t necessarily lead to a silly campaign, but they certainly can tend that way!

6

ALCHEMY

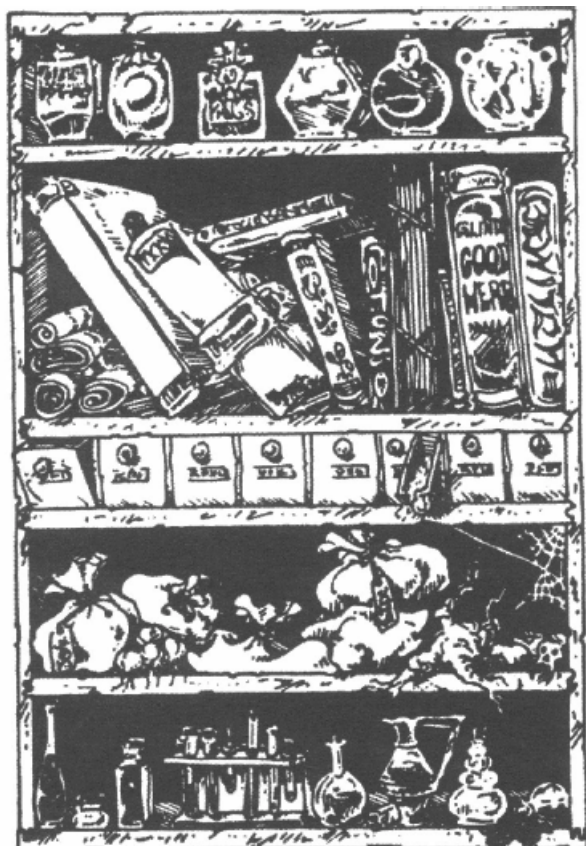
ALCHEMY is the science of magical transformations and transmutations. It is a mechanical process, using the mana inherent in certain things. Therefore, it can be studied and used by those without Magical Aptitude! Indeed, magical aptitude confers no benefit on those studying alchemy. It is treated like any other science - it just happens that its subject is magical.

The chief effort of most alchemists is the manufacture of substances having magical effects. The general name for such substances is "elixirs."

Alchemy works normally in areas of normal and high mana. In low-mana areas, elixirs take twice as long to make, and work for only half as long, though those with permanent effect work normally. In areas of very high mana, elixirs take only half as long to make, but any failure is critical. And in no-mana areas, elixirs cannot be made or used.

The Alchemy Skill

Alchemy is a Mental/Very Hard skill; there is no default. Like magical spells, alchemy can be learned at only half-speed without a teacher. It cannot be learned in a no-mana area! Much of the skill has to do with experience in watching, hearing, and *feeling* the magical reactions proceed. A lone student can do this by experimentation -but only in an area where alchemy works!



Making Alchemical Items

An alchemist can make any elixir from the list on pp. 100102. Each alchemist is *expert* in the creation of a number of elixirs equal to his Alchemy skill; any other elixir requires use of reference books and is created at a -2 to skill. The player of a PC alchemist should make a list of the elixirs his character is expert with; none of the elixirs have prerequisites other than Alchemy skill itself. When an alchemist increases his skill level, he may select one more elixir to "know," choosing from those for which he has access to the formula.

Creation of each elixir requires expenditure of a certain amount of money for materials (see sidebar, p. 9), and a certain amount of time. The elixir must "cook" 24 hours a day during this time, with an alchemist in attendance for at least 8 hours daily. It does not have to be the *same* alchemist every day - but if more than one share the tasks, the roll is made by the one of lowest skill. The attending alchemist must pay full attention to his task; he cannot monitor two different batches at once!

Success and Failure: At the end of the required time, the alchemist tries one Alchemy skill roll. There is a skill penalty for some elixirs!

There is no particular "critical success" when making alchemical items; the process works, or it doesn't. Likewise, critical failures are less dangerous. An ordinary failure means the materials must be thrown out. On a critical failure, roll again at -1 for each dose of elixir in the batch (so the second roll is at a minimum -1 penalty)! If the alchemist makes this second skill roll, he has averted disaster. If he fails, make a third roll to see what happens:

3-5: Everyone within one hundred yards suffers the effect of the elixir, or its reverse effect; 50% chance of each.

6-9: Everyone within ten yards suffers the effect of the elixir, or its reverse, as above.

10-12: Explosion destroys lab; alchemist has time to flee.

13-15: Explosion destroys lab; alchemist takes 3d damage.

16-18: Explosion destroys lab; alchemist takes 6d damage!

Quantity Made: The costs given are for one dose of the elixir. An alchemist can make a "batch" of several doses at once, just by using more materials. but his final skill roll is at -1 for every dose after the first, because large batches are harder to control.

Alchemical Laboratories

An alchemist's effective skill depends on the equipment he has to work with, as follows:

Improvised equipment, which must include, at a minimum, some way of making fire, and a supply of clean containers: -1 to Alchemy skill (worse at GM's discretion).

Home workshop: A table, \$1,000 worth of equipment. No modifier to skill.

Professional lab: 10'x10' room, \$5,000 worth of equipment (much of it quite bulky and fragile). +1 to skill.

High-tech lab: 10' x 20' room, \$20,000 worth of equipment of at least TL6, including precise chronometers, refrigerator, chemists' glassware and measuring equipment. +2 to skill.

Alchemical Formulas and Secrets

If an alchemist is expert with an elixir, he needs no book or other instructions. Otherwise, he must have a copy of the formula to refer to as he works. A reference book of alchemical instructions is called a *formulary*.

Availability and cost of formularies depend on the place alchemy has in the game-world. In some worlds, alchemy is a trade like any other, and formularies are no more expensive than any other books or scrolls. In others, alchemy is a highly secret business, and all formularies are closely guarded! In a world like this, alchemist hirelings or teachers will be very expensive.

The "generic" middle ground has *some* formulas as secrets. Assume that any elixir with a general retail cost of more than \$1,000 per dose will be a secret formula, known only to Masters in the Alchemists' Guild. PC alchemists may not start off knowing any such formulas unless they have Guildmaster rank (Social Status 2). Formulas with a retail cost of over \$10,000 per dose are known only by Grand Masters (Social Status 3).

Of course, PC alchemists can create these elixirs anyway. . . if they can come into possession of a copy of the formula. But this may have repercussions.

Inventing New Elixirs

New elixirs can be researched in the same way as new spells (p. 15). Even the most trivial would take four weeks to research, and require a roll at Alchemy-5. More potent elixirs would take longer for each attempt, and the skill penalty would be greater. The GM will probably be the source of most new elixirs.

A critical failure on a research roll sends the alchemist immediately to the failure table above. If research is successfully completed, he has created one dose of the elixir; he can reproduce it at will and teach the formula to others. He is not automatically an "expert" with it, but may choose to become one, skill allowing.

Form of Elixir

There are four physical forms of elixir, each with different properties:

Potion: Liquid form, taken by drinking. One dose of potion affects one man-sized creature instantly. Potions lose their power in a day if left open or mixed with other things.

Powder: Solid form. Powder must be eaten in food, or dissolved in drink, to be effective; takes effect in 2d minutes. Powders can last a long time; there is only a 50% chance, each year, that a given powder will lose its power while exposed to air. Powders mixed with food or drink will last a month.

Pastille: A thumbnail-sized tablet; should be kept in a sealed vial. It is used by burning; it flashes to flame instantly when lit. The smoke from a pastille will fill its hex and the 6 adjacent hexes to a height of 8 feet and linger for 10 seconds indoors (much less outdoors - possibly only a second). Anyone in this area suffers the effects in 2d seconds. To avoid being affected, hold your breath; you must not breathe *any* of the smoke. This requires a roll vs. HT if you expected the pastille, or a HT-3 roll if you were caught by

surprise. An unburnt pastille lasts a month if exposed to air, but is destroyed instantly if it gets wet.

Elixirs made in Pastille form take *twice* the specified time to create, and cost double the amount given for other forms.

Unguent: A cream or jelly. If touched, it sinks into the skin, taking immediate effect - so a dose of unguent on a weapon or doorknob will only affect the first person to touch it. Lasts a week if exposed to air; neutralized by water.

Using Alchemical Items

All elixirs should be kept in sealed containers. They lose their power after varying times when mixed with other substances or exposed to air. Containers can be opened briefly and then closed again (for analysis, etc.) with no ill effects on the contents.

The method of use of an elixir depends on its form (see above). Anyone may use any number of different elixirs at once, but multiple doses of the same item will be wasted except on very large creatures, which may (GM's decision) require extra doses. A new dose can be taken after the previous one wears off.

GMs wishing to restrict heavy use of potions may want to make it dangerous to take more than one potion at a time, or the same potion more than once per day. When an elixir lasts for a variable amount of time, the subject won't know in advance how long it will last - the GM rolls secretly. The subject will know it is wearing off 5 minutes before it ends. The exception is Odysseus (the Elixir of Invisihility), which wears off without warning.

Magical Resistance

Anyone with the Magical Resistance advantage gets a resistance roll of HT+MR when dosed with any elixir- even a beneficial one. If he rolls HT+MR exactly, the potion takes half effect (the GM determines the details). If he rolls less than HT+MR, the potion has no effect!

Detection and Analysis

An alchemist gets a roll against his Alchemy skill to recognize an elixir when he sees it, or smells food/drink containing it - not by *type*, but just to know it's an elixir. Likewise, a mage gets an automatic roll of (IQ + Magery) to recognize an elixir as magical when he first *sees* it. And, being magical in nature, elixirs can be detected by any spell that detects magic. However, spells to *analyze* magic do not work on elixirs. Only an alchemist can analyze them.

To analyze an elixir, an Alchemist must make his Alchemy roll. Analysis takes 4 hours, with critical failure results as above. He can reduce this time to 10 seconds if he tastes the elixir - but if he does, *any* failed roll means it affects him as though he had taken it all, *if the effect is a bad one*. The going rate for analysis is \$20 for a slow analysis, \$200 for a fast one.

Cost and Availability of Elixirs

Elixirs generally cost about \$25 for each day they took to make, plus the cost of the materials. (For a “rare” magic campaign, double the cost of time.) Some very common types are cheaper because they are made in batches.

Each description is followed by a suggested cost for “common magic” campaigns, and a second, higher cost for “rare” magic campaigns (see p. 118). This is retail cost, assuming PCs are buying. Pastilles take twice as long to make and therefore cost twice as much. PC alchemists (or PCs who come into possession of potions) may not always be able to sell their goods for as much as they would like. Very rare potions like Hebe and Persephone, of course, are always salable, but may attract unwelcome attention from those who would rather take them without paying!

But, like magic items, elixirs are not always easy to find, especially in small towns. Make an IQ roll as though searching for a hireling (p. B194), to see if any elixirs are for sale that week. The GM may then determine their type and form as he sees fit.

Alchemists are very rare; you are at -2 to your roll when searching for a hireling alchemist, or more if you specify great expertise. Many cities prohibit the practice of alchemy within 100 yards of a public place!



Types of Elixirs

The first alchemists gave their creations names out of Greek myth. The custom has continued, though other mythologies have been used by later generations. This section describes the 52 commonly known elixirs, and gives information about their manufacture and use. They are divided into categories according to their general purpose.

Animal Control

Cadmus (Elixir of Dragonslaying): Pastille only. The smoke from this elixir does 5d damage to any reptile. It can also affect dragons - but only if it is ignited by a dragon's breath. \$100 in materials, plus one drop of a dragon-heart's blood, which costs at least \$500, when it is commonly available at all! 4 weeks. Cost: \$1,300/\$2,000.

Ibicus (Elixir of Bird Control): Subject may control birds, as per the Bird Control spell (p. 24) but with no energy cost or skill roll required, for 3dx5 minutes. Any form except pastille. \$200 in materials; 2 weeks. Cost: \$550/\$900.

Melampus (Elixir of Beast-Speech): Subject can speak to animals, as per the Beast Speech spell, for 2d minutes. Unguent only. \$300 in materials; 3 weeks. Cost: \$850/\$1,350.

Combat Abilities

Achilles (Elixir of Invulnerability): Gives subject the equivalent of DR 3 armor over his entire body for 1d+1 hours. This adds to real armor, Toughness, and so on. Note that this elixir is quite illegal in gladiatorial contests, legal duels and so on! Powder only. \$1,000 in materials; 6 weeks; -3 to skill. Cost: \$2,100/\$3,100.

Antaeus (Elixir of Endurance): Subject feels no fatigue for 1d hours, *except* for fatigue caused by his own spellcasting, which is subtracted normally. At the end of that time, his ST is reduced to 0 and he falls unconscious. \$300 in materials; 6 weeks. Cost: \$1,400/\$2,400.

Ares (Elixir of the Warrior). Subject's DX is increased by 1d points for 1 hour. Subject also becomes Brave, as per Bravery spell (p. 65) for that time. Potion or powder. \$150 in materials; 2 weeks; -1 to skill. Cost: \$350/\$700.

Atalanta (Elixir of Speed): Subject's Basic Speed and Move are both increased by 1 for 3dx4 minutes. Up to three doses of this elixir may be taken at once, for increased effect, but roll separately for the time each dose lasts. Any form except pastille. \$200 in materials; 3 weeks. \$550/\$850.

Heracles (Elixir of Strength): Subject's ST is increased by 1d points for 1 hour. This increases encumbrance, weapon damage, etc., appropriately, but does not give extra fatigue points. Powder or potion. \$100 in materials; 2 weeks; -1 to skill. Cost: \$250/\$500.

Hermes (Elixir of Stealth): Subject's Stealth and Climbing abilities are each raised by 1d points (roll separately) for 1 hour. Unguent only. \$300 in materials; 3 weeks; -1 to skill. Cost: \$500/\$2,000. Illegal in many cities!

Orion (Elixir of the Huntsman): Subject's encumbrance levels are multiplied by 4 for 1d+1 hours - so, if his extraheavy encumbrance is normally 200, it becomes 800! Encumbrance effects having to do with spells (e.g., Teleport) are not affected. Potion only. This elixir is sometimes carried by hunters, trappers and miners so that if they find something heavy but valuable, they can bring it out themselves. It also works on animals, and can be used to let a load-beast carry more. \$200 in materials, 1 week. Cost: \$300/\$400.

Theseus (Elixir of Leadership): Subject has +4 to Leadership skill for the next 1d hours, and +2 to Strategy and Tactics skills. Potion only. \$400 in materials; 7 weeks. Cost: \$1,650/\$2,850.

Hostile Elixirs

Bellerophon (Elixir of Odiousness): Subject is perceived as untrustworthy and unattractive; everyone reacts to him at -4 for the next 1d+2 hours. Any form. \$300 in materials; 4 weeks. Cost: \$1,000/\$1,700.

Eris (Elixir of Madness): Subject suffers effects of Madness spell (p. 67) lasting 1d hours. The maker may attempt to specify the precise form of madness the elixir will cause, but must make his Alchemy roll by 2 or better to produce the results he wants; on a success by less than 2, the madness is rolled randomly. Any form. \$100 in materials; 1 week. Cost: \$200/\$400.

Juno (Elixir of Jealousy): Makes the subject violently jealous of anyone of equal or superior intelligence, wealth, beauty, and so on - whatever attainments the subject most prizes - for 1d hours. Any form. \$50 in materials; 2 weeks. Cost: \$400/\$750.

Narcissus (Elixir of Self-Love): Subject will care nothing for the opinions or well-being of any but himself for 1d+1 hours. He will be very happy and self-satisfied during this time. The chief legitimate use of this elixir is to treat depression! Any form except potion. \$20 in materials; 4 weeks. Cost: \$750/\$1,450.

Nemesis (Elixir of Hatred): Subject hates all that he normally loves for 1 hour. Any form. \$125 in materials; 1 week. Cost: \$300/\$500.

Phobos (Elixir of Fear): Subject is affected as per the Fear spell (p. 65), including resistance roll against the alchemist's skill. May be made in pastille form (normal effect) or potion (subject resists at -4). \$50 in materials; 1 week. Cost: \$225/\$400.

Philoctetes (Elixir of Weakness): Subject's ST is reduced by 3 for every dose taken (up to four can have effect), for 1d hours. Any form, but pastille effect only lasts 1d minutes. \$50 in materials; 2 weeks. Cost: \$400/\$750.

Priapus (Elixir of Lecherousness): Subject suffers the disadvantage of Lecherousness (p. B34) for 1d hours. Any form. \$200 in materials; 10 days. Cost: \$500/\$700.

Sisyphus (Elixir of Frustration): Subject has -2 to all die rolls for one day. Any number of doses can affect a person simultaneously! Any form. \$100 in materials; 3 weeks. \$650/\$1,150.

Tantalus (Elixir of Foolishness): Subject's IQ is reduced by 3 for every dose taken (up to four can have effect), for 1d hours. Any form, but pastille effect only lasts 1d minutes. \$150 in materials; 2 weeks. Cost: \$500/\$850.

Thanatos (Elixir of Death): A poison, doing 4d damage; a successful HT roll reduces this to 2d damage. Symptoms include numbness and paralysis. A second dose will not be effective until an hour after the first. Any form. \$100 in materials; 2 weeks. Cost: \$500/\$800. Illegal almost everywhere!

Tithonus (Elixir of Aging): Subject becomes a year older, permanently. Appropriate aging rolls must be made immediately. Antidote must be given within 6 hours to be effective! Any form. \$300 in materials; 3 weeks. Cost: \$825/\$1,350.

Magical Abilities

Agni (Elixir of Fire Resistance): Subject is fireproof, as per the lowest level of the Resist Fire spell (p. 37) for 1d hours. Potion only. \$300 in materials; 1 week. Cost: \$500/\$700.

Circe (Elixir of Transformation): Subject turns into an animal, as per Shapeshifting spell (p. 25), for 2d hours. Note that it is possible for the subject to be trapped in beast-form; if this happens, either Janus elixir or a Remove Curse spell will restore his natural shape. If the subject takes the elixir knowingly, he may transform into any creature within the limits of twice his body weight to 1/10 his body weight. If the subject takes it unknowingly, he is transformed into the creature most appropriate to his personality (GM's decision). Potion or powder only. \$800 materials; 12 weeks. Cost: \$3,000/\$5,000.

Daedalus (Elixir of Flight): Gives power of flight, as per Flight spell (p. 71), for 1 hour. Potion or powder. \$500 in materials; 10 weeks; -2 to skill. Cost: \$3,000/\$4,700.

Delphi (Elixir of True Sight): Give subject the power to see auras, as per the Aura spell (p. 53), for 1d minutes. Unguent only; must be applied to eyes. \$200 in materials; 4 weeks; -1 to skill. Cost: \$550/\$1,300.

Ephialtes (Elixir of Water-Walking): Gives subject the ability to walk on water as though it were dry land for 3dx4 minutes. If

the subject falls, he will not get wet. Subject may not dive or swim while under this potion's influence, any more than he could dive into the earth! Potion and powder only. \$150 in materials; 3 weeks. Cost: \$700/\$1,200.

Odysseus (Elixir of Invisibility): Subject is invisible for 1dx10 minutes. Potion only. \$1,000 in materials; 16 weeks; -3 to skill. Cost: \$3,000/\$6,000. Illegal in many places!

Poseidon (Elixir of Water-Breathing): Subject may breathe water, as per Breathe Water spell (p. 35), for 1d hours. Potion only. \$50 in materials; 5 weeks; -1 to skill. Cost: \$600/\$1,100.

Tyche (Elixir of Luck): Subject has the Luck advantage (p. B21) for 2d game-hours. Any form except potion. \$200 in materials; 6 weeks; -2 to skill. Cost: \$1,300/\$2,300.

Medical Elixirs

Aesculapius (Elixir of Health): Cures any and all diseases of subject, and restores 2 points of HT. Only one dose per day will be effective. Potion only. \$200 in materials; 4 weeks; -1 to skill. Cost: \$750/\$1,200.

Ceres (Elixir of Fertility): Subject will be fertile/potent for 1 hour. Except for eunuchs or similar unfortunates, offspring will come of any natural union made during this period. Unusual combinations (e.g., elf and dwarf) will not necessarily result in offspring even with the potion, but the possibility is there... Potion only. This potion has a distinct, unmistakable ruby-red glow. \$1,500 in materials; 20 weeks; -4 to skill. Cost: \$6,000/\$11,000.

Chiron (Elixir of Healing): Restores 1d points of lost HT - or, if HT is normal, restores 2d of lost fatigue. Repeated doses have full effect. Potion or unguent. \$50 in materials; 1 week. Cost: \$120/\$250.

Epimenides (Elixir of Long Slumber): Subject falls into a deep sleep lasting indefinitely. Roll vs. HT yearly; on a critical success, subject awakens. Otherwise, he can only be revived by the Janus elixir. He requires no food, and is unaffected by age or disease, though physical attacks do normal damage. Wounds neither heal nor worsen, though bleeding must be staunched or he will bleed to death. In essence, this is "suspended animation." \$4,500 in materials; 25 weeks. \$9,000/\$14,000.

Hebe (Elixir of Youth): Subject becomes a year younger, permanently. Potion only. \$6,000 in materials; 50 weeks; -8 to skill. Cost: \$25,000/\$60,000+.

Hydra (Elixir of Regeneration): The subject must rub the elixir (unguent only) into his own skin at the site of an injury. Will restore a single arm or leg (completely) or a single hand, foot, finger, etc., or a single eye or ear. \$300 in materials; 20 weeks; -3 to skill. Cost: \$5,000/\$11,000.

Janus (Antidote Elixir): Counteracts the effect of any other alchemical products. A dose of Janus will instantly undo the effect of any or all other elixirs, except healing elixirs, on the subject. It also gives "immunity" to further doses of elixir of any type, but only for 1d minutes after the Janus is taken! Potion, powder or unguent. \$250 in materials; 2 weeks; -2 to skill. Cost: \$400/\$1,000.

Morpheus (Elixir of Sleep): Subject must roll vs. HT-4 or fall instantly asleep. He may not be awakened, except by magic, for (16-HT) hours. After that, the sleep is normal; he will sleep a total of eight hours if not awakened earlier. Any form. \$50 in materials; 1 week. Cost: \$120/\$250.

Persephone (Elixir of Resurrection): Restores 2d hits to a newly-dead (within 1 hour) subject, and brings him to life with ST1! On a live subject, it restores 5d hits and all fatigue. No missing parts are restored. Will not work if the head has been destroyed, or if the body has been burned or taken more than HTx10 hits. Potion only; must be poured in the corpse's mouth. \$12,000 in materials; 50 weeks; -5 to skill. Cost: \$25,000/\$40,000.

Pluto (Elixir of Reanimation): When this elixir (unguent form only) is brushed onto the lips of a corpse, it will answer the next question put to it, to the limit of the knowledge it had in life. The brain must be intact; if the person has been dead for more than 2 days, roll to see if the potion works. Use a "base skill" of 16, and subtract the number of days since death. A frozen or otherwise preserved corpse might be responsive for longer, of course.

Should this unguent touch a *living* person, he will immediately suffer the effect of the Death Vision spell (p. 72), and the unguent will be lost. \$2,000 in materials (some of which are illegal in many places); 12 weeks; -2 to skill. Cost: \$4,100/ \$6,200.

Mental Abilities

Apollo (Elixir of Foreknowledge): The subject sees a vision about the next important crisis or turning point in his life. This is entirely up to the GM; however, if there is danger ahead or an important choice about to be made, it is reasonable for the vision to help with it. Powder only. \$200 in materials; 10 weeks. \$2,000/\$3,700.

Epimetheus (Elixir of Memory): Subject has first-level Eidetic Memory (p. B20) for one hour. This grants only the IQ roll to remember small details. Potion or powder. \$400 in materials; 6 weeks. Cost: \$1,500/\$2,500.

Orpheus (Elixir of Charisma): Subject becomes charismatic for 1d hours. Roll 1 extra die on any reaction roll. Unguent or powder. \$100 in materials; 3 weeks; -1 to skill. Cost: \$350/\$550.

Prometheus (Elixir of Wisdom): Increases IQ by 1d points for 1 hour. The increased IQ benefits skill and language use, but not spellcasting. Potion or powder. \$600 in materials; 5 weeks; -1 to skill. Cost: \$1,500/\$2,400.

Mental Control

Eros (Elixir of Love, or "love potion"): Subject falls in love with the next-seen member of the opposite sex. Effect is permanent unless counteracted by a dose of Janus (p. 101), another dose of Eros (which will cause the subject to love someone else), or the Remove Curse spell. Any form. \$600 in materials; 3 weeks; -2 to skill. Cost: \$900/\$2,000.

Pan (Elixir of Drunkenness): Subject is drunken, as per Drunkenness spell (p. 66); -3 each to DX and IQ, for 1d hours. He is a happy, charismatic drunk (others react at +1) and recovers without a hangover. Powder only; must be taken in wine. \$100 in materials; 3 days. Cost: \$130/\$300.

Philemon (Elixir of Friendship): Subject has +3 *reaction* to all others for 1d hours. Any form, but pastille effect lasts only 3d minutes. \$300 in materials; 2 weeks. Cost: \$550/\$1,000.

Skills and Physical Abilities

Argus (Elixir of Vision): Gives a +6 to subject's Vision for 3dx5 minutes. Unguent only; must be applied directly to the eyes. If two doses are given, the subject's vision becomes no keener but he can also see invisible objects as per the See Invisible spell. \$250 in materials; 10 days. Cost: \$400/\$700.

Marsyas (Elixir of Music): Subject has +4 to any music skill, or +3 to any reaction to his music (his choice) for 1d hours. Most bards consider this to be a cheat! Any form, but pastille lasts only 2d minutes. \$150 in materials; 4 days. \$300/\$400.

Syrinx (Elixir of Hearing): Gives a +6 to subject's Hearing for 3dx5 minutes. Unguent only; must be applied directly to the ears. \$125 in materials; 1 week. Cost: \$300/\$500.

Vulcan (Elixir of Craftsmanship): Gives subject a bonus of 1d+1 on all craft skills for 1d hours; roll separately for each skill attempted. \$400 in materials; 4 weeks; -1 to skill. Cost: \$1,100/\$1,800.



Other Alchemist Abilities

Identifying Magic Items

An alchemist cannot identify magic with the same precision that a mage can. But by taking an hour and making a roll at Alchemy-2, an alchemist can tell if an object is enchanted. A critical success gives a hint as to the nature of the enchantment. The process requires \$50 worth of materials. It does not affect the item being tested - but, on a critical failure, that item may be splashed with acid or flame. The result depends on the item.

Turning Lead to Gold

In the popular mind, this is the chief goal of alchemy. Actually, few alchemists bother trying. However, there are always those who seek to find or create the "Philosopher's Stone," a fabled item or substance by which base metals can be turned to gold . . . and there are always rumors of lost libraries containing formularies that point the way. Whether these rumors are true is entirely up to the GM.

Simple Chemistry

Chemistry skill defaults to Alchemy-3; an alchemist is a chemist, of a very specialized variety! This default should be used only for general knowledge; an alchemist could not perform a complex chemical analysis, but might (for instance) be able to recognize chemicals by their appearance, smell, et cetera. Medieval alchemists did much of their analysis by taste, a practice now recognized as unwise. . .

7

CHARACTERS

THERE are many kinds of magic-using characters, and different ways to design each type. All wizards have some things in common, be they quiet scholar and divination expert, or teleporting berserker with flaming halberd... But nonhuman characters (such as elves) and more-than-human creatures like shapeshifters are also possible.

Base Skill

One of the most important “stats” of a wizard is his *base skill*, which is equal to IQ + Magery + Eidetic Memory bonus (if any), minus 2. This is his skill with any normal spell on which he spends 1 point (the minimum). Since a wizard with many spells is unlikely to be able to afford to put more than 1 point in each, most of his spells will be at this level. Most wizards will want a base skill of at least 12, so that only 1 point needs to be spent for each prerequisite.

Examples: Voss the mage has an IQ of 15, and 3 levels of Magery. His base skill is 16. Cornelius has an IQ of 13, 2 levels of Magery, and first level Eidetic Memory. His base skill is 14.

Designing a Wizard

Besides the normal considerations for a new character (background, disadvantages, character story, how he likes his eggs,

etc.), the creator of a spell-caster must decide the kind, number and skill of his spells. This will help to determine the character’s attributes and advantages.

On the other hand, a player can also determine all the details of his character *except* spells, Magery and IQ, then buy those with whatever points are remaining. A wizard who does little besides spell-casting can often afford to have lower ST, DX, and HT than a more rounded character. There are many trade-offs between spells and other abilities, and a good character conception can help a player decide what is most appropriate.

Example: A player decides he wants a classic storybook wizard: Bearded, middle-aged, perhaps impulsive or bad-tempered, and with little familiarity with physical skills. He selects 40 points of disadvantages, 5 quirks, and chooses his physical attributes: ST 9, DX 10, HT 10. He reserves 10 points for other skills, leaving 145 points for magic. He buys Magery 3, Literacy, and an IQ of 16 for 125 points, giving him a base skill (see above) of 17.

The 20 points remaining for spells could give him 20 spells at skill 17; one at skill 21 and 12 at 17; or some other combination. Although he is not well suited for a brawl or combat, his keen intellect and Magery let him master spells quickly, and he will also be talented with mental skills.

Advantages

Several advantages are of particular importance to wizards. Note also that being a member of a nonhuman or magical race can be an advantage, because of inherent abilities.

Clerical Investment *Variable (see p. 94, B19)*

In some game worlds, clerics have unique magical powers. See p. B19 for the non-magical description of the advantage. It is up to the GM to determine whether clerics have any special abilities in his world (see p. 94). If so, the cost of Clerical Investment must be adjusted accordingly.

Inherent Magic *Variable; see p. 96*

Literacy *Variable; see p. B21*

In a world with a medieval culture, Literacy costs 10 points. Nevertheless, in almost all cases, it is most “cost-effective” to make a wizard literate. An illiterate wizard cannot learn spells without a teacher. Any spell so complex that it requires Magery 2+, or IQ 13+, as a prerequisite, will still take twice as long to learn - that is, twice as many character points (with a minimum of 2). Other spells are learned normally. Note that some spells have

two possible chains of prerequisites. If a spell’s prerequisite requires Magery 2+ or IQ 13+, then it, too, costs twice as much time to learn. But if there is *any* way to learn the spell without Magery 2+ or IQ 13+, it takes only the normal time to learn. *Example:* Missile Shield requires either Apportation or Shield as a prerequisite. Shield needs Magery 2, but Apportation does not. Therefore, Missile Shield does not require Magery 2.

Magical Aptitude (Magery) *15 points for first level 10 points/level for 2nd and 3rd levels*

A person with Magical Aptitude is called a *mage*. As a mage, you have a bonus to learn any magic spell. Many spells can *only* be learned by a mage. In a world of normal mana, only mages can cast spells, though in a high-mana world *anyone* can use spells.

In a magical world, those who can detect your aura (p. 53/B162) will recognize you as a mage, and will know your level of magery. Of course, if you are from a non-magical culture you will not start with any spells, but you can still learn them more easily if you ever find an opportunity.

When you learn any spell, you learn it as though your IQ were equal to (IQ + aptitude). *Example:* You have an IQ of 14 and a Magical Aptitude of 3. You learn spells as though your IQ were 17!

In addition, the GM will roll vs. your (IQ + aptitude) when you first *see* any magic object, and again when you first *touch* it. If the roll succeeds, you will know intuitively that it is magical. A roll of 3 or 4 will also tell you whether the magic is helpful or dangerous, and about how strong it is. *Example:* If you have IQ 13 and 3 levels of Magery, you will recognize a magic item on a 16 or less. If the GM misses the roll, he will simply say nothing.

Note that use of this advantage becomes tricky for a character from a non-magical background, like 20th-century Earth. Such a character will still have the ability to sense magic, though until he gains experience with magic the GM should not say "That idol is magical," but rather, "That idol looks very strange to you, very sinister. You sense that there is something special about it." Characters without Magical Aptitude don't get *any* roll to sense magical objects.

Cost: 15 points for the first level of Magery; 10 points for each subsequent level, up to a maximum of 3 levels. Note that if a limitation (see below) is taken, this cost will be lower.

Magic Resistance **2 points/level (see p. 13)**

You are less likely to be affected by most kinds of magic. Note that this advantage cannot be combined with Magery. You cannot be both magically apt and magic resistant. Indeed, if you are magically resistant, you cannot cast spells at all (though you can still use magic weapons). Also, you are not able to "turn it off" to let friendly spells be cast on you.

Magic resistance subtracts directly from the caster's skill for any spell with you as the subject, except area and missile spells. It also adds to your resistance rolls when you choose to resist a spell.

Magic Resistance, and its exact level, can be recognized by any mage who looks at your aura. It is also revealed to anyone who casts a spell on you (*after* the spell is cast).

It does not protect you against (a) missile spells; (b) area spells which can't be resisted; (c) attacks by magic weapons; (d) information spells in which the spell is not thrown on you directly (e.g., Crystal Ball).

Social Status **see p. B18**

If magic is common, most wizards will simply be honest tradesman, of no unusual status. However, in a rare-magic world, it is quite possible that Magery is a certain road to fame. In that case, the GM should require wizard PCs to buy appropriate status, or have a character story explaining why they *aren't* important citizens.

Unusual Background **see p. B23**

To be a wizard in a world where magic is not generally known would be remarkable - generally, a 20-point Very Unusual Background advantage. Access to unusual spells, or freedom from limitations that other mages have, might be appropriate 10-point Unusual Backgrounds in a magical world.

Wealth **see p. B16**

Few "established" wizards will be of merely ordinary wealth! Keep this in mind when creating a character. Of course, a mercenary wizard might not have unusual wealth, and an ordinary apprentice would be Struggling at best.

Disadvantages

Any of the disadvantages listed in the **Basic Set** can help build an interesting wizard character, with the possible exception of manaphobia (fear of magic!) In some worlds, all wizards have poor Reputation or other "automatic" disadvantages. These do not count against their 40-point disadvantage limit.

Wizards can also select any of several *limitations* on their Magery advantage. These disadvantages are only available to wizards. They act to reduce the cost of the wizard's Magery; for instance, a solitary mage pays only 10 points for one level of Magery, and 6 points for each added level. No wizard can take more than one of these limitations.

GMs can create more limitations for magery, keeping the costs in line with those given. "Will not work on living things" would be a far more serious limitation than "Will not work on females," for instance. It is suggested that no limitation, no matter how great, reduce the cost of magery below 5 points for the first level and 3 for added levels.

One College Only **10 points for first level** **6 points/level for 2nd and 3rd levels**

The mage's Magery advantage works only for spells of a single college and for Recover Strength. He can learn other spells, but he learns them as though he were a non-mage (and can only cast them in high-mana areas). He can use such spells as prerequisites for spells in his own college, even if he can't cast them.

He cannot detect magic items unless they contain at least one spell of his college. In that case, he rolls normally for detection on first sight and first touch.

If the college is an Elemental one, the mage is said to be "aspected" to that college and "opposed" to its opposite: Fire opposes Water, Earth opposes Air. If you are aspected to an element, you must roleplay a strong dislike for the opposed element, or lose points for bad roleplaying - e.g., fire-mages won't swim unless they must, and air-mages detest tunnel-crawling. You also get +1 reaction from elementals of that element, and -3 reaction from opposed elementals.

Solitary Magery **10 points for first level** **6 points/level for 2nd and 3rd levels**

Your magical abilities are at -3 for every person (or other intelligent being) within 5 yards of you, and -6 for anyone touching you. It is believed that this actually represents a degree of magical sensitivity so great that it is disturbed by the mana "ripples" caused by living beings.

As partial compensation, a mage with this disadvantage gets a roll vs. IQ to notice any time an intelligent creature enters or leaves the 5-yard area around him - but this only works on a single person. If there is already someone standing next to the mage, he won't notice if someone else approaches.

Sun-Aspected Magery **8 points for first level** **5 points/level for 2nd and 3rd levels**

A sun-aspected mage can use his powers only when the sun is in the sky -normally, from 6 a.m. to 6 p.m. During solar eclipses, sun mages have no powers! The effect of other astronomical events (e.g. planets with two suns) is up to the GM. When the sun is down, the sun-mage has *none* of his magical abilities, though a look at his aura will still reveal that he is a sun-mage.

This type of mage is not affected by being in buildings, underground, and so on. Only the sun's position matters. He will know automatically (if he is awake) when it is one minute to sunup and one minute to sundown!



Star-Aspected Magery **8 points for first level** **5 points/level for 2nd and 3rd levels**

A star-mage (or "darkmage" works just like a sun-mage, but has powers at exactly the opposite time - normally from 6 p.m. to 6 a.m. and during eclipses.

Moon-Aspected Magery **8 points for first level** **5 points/level for 2nd and 3rd levels**

A moon-mage has power only when the moon is in the sky; this changes every day, but averages to half the time. A simple solution: to assume the moon rises and sets one hour earlier each day. During solar eclipses, moon-mages have +5 power! Otherwise, their powers are like those of sun and star-mages.

Or, for more realism, the GM can keep track of the *phase* of the moon. Moon-mages' powers then wax and wane with the moon. All their Magery and spell rolls are at +3 at full moon; +2 for two days before and after; +1 for two days before and after *that*. They have no power at all for the night of the new moon, or the five days before and after. Their power is normal the rest of the time (they still get the +5 during solar eclipses).

New Advantage

Divination Talent **5 points**

Characters with this advantage are able to learn a single divination spell as if they were mages. This advantage does not add to effective IQ for any purpose, nor does it replace prerequisites, which must still be learned (but may not be cast unless the diviner is in a high-mana area or is a mage). This advantage may be purchased more than once, allowing the character to be proficient with several methods of divination.



New Skills

Each of these skills is associated with a particular spell, but the spell and the skill are bought separately. You can learn a skill for a spell you do not know, as long as you have some way to throw it (e.g., a magic item).

Body Sense (Physical/Hard) **Defaults to DX-6 or Acrobatics-3**

This is the ability to adjust quickly after blinking or teleporting; roll at -2 if you are changing facing, -5(!) if you are going from vertical to horizontal or vice versa! Note that you cannot change *position* in a teleport.

A successful roll allows you to act normally on your next turn. A failed roll means disorientation - no actions except defense possible for 1 turn. A critical failure means you fall down, physically stunned. Modifiers: +3 for Absolute Direction.

Magic Breath (Physical/Easy) **Defaults to DX-2**

This is the ability to hit a target with the Breathe Fire spell or any other spell that works as a breath weapon. You must be facing your target. This is treated as a normal melee attack (or feint),

rather than a ranged attack; it can be blocked or dodged, but not parried. A separate roll is required each turn.

Magic Jet (Physical/Easy) **Defaults to DX-4**

This is the ability to hit a target with any jet spell (e.g., Flame Jet, Water Jet, Air Jet). Rear attacks are possible as with melee weapons; otherwise, it is like Magic Breath, above.

Spell Throwing (Physical/Easy) **Defaults to DX-3, Throwing, or Spell Throwing (other spell)-2**

This is the skill used to hit a target with a missile spell after it has been created (see p. 11). All normal ranged weapon rules and modifiers apply. Each missile spell uses a different skill, except for Fireball/Explosive Fireball, which are both thrown with the Fireball Throwing skill, and Stone Missile/Ice Sphere, which are the same. Note that "throwing" is not an entirely accurate name for this skill. The missile spells fly under their own power when released, regardless of the caster's ST; the Spell Throwing skill helps the caster *direct* the missile.

Money and Equipment

When designing a character for a world that includes magic, it is definitely worthwhile to think about the magic system, even if you aren't designing a wizard. The presence of magic and enchanted items can affect what sort of equipment is necessary or desirable, as well as what sort of jobs are available.

The GM should prepare a list of common magic items and equipment. This will help speed character design. The costs on the list should reflect the general availability of magic items ("common" or "rare"), as well as transportation, markup, etc. from the costs in the magic item tables.

Equipping a Wizard

Weapons. It's handy to be able to whip out a sword when your spells aren't doing the job. But proper use of a melee weapon requires a lot of training. If you put a lot of points into weapon talents, you'll have less to spend on magic. In a higher-tech world, a gun can be a very useful thing for a wizard to carry... and it may be the last thing that magical foes expect!

Staff. A quarterstaff or other weapon enchanted with the Staff spell (see p. 47) can be very useful. It can be used as a weapon, for the "mage's touch," and to reduce range penalties by extending your reach.

Armor. A wizard *can* wear armor... but unless he is fairly strong, it will slow him down drastically. A ST9 wizard has Heavy encumbrance even in half-plate, and Extra-Heavy in heavy plate. Between the movement penalty for encumbrance, and the extra fatigue cost after a battle, it's no wonder that many wizards wear, at most, heavy leather armor.

As a variant rule, the GM may *forbid* mages from wearing armor or carrying other equipment containing iron - the "cold iron" theory of magic. This is an interesting optional rule, but isn't really necessary for balance.

Shield. In a low-tech combat situation, a shield can greatly help your defense rolls. You should not take one if you need your left hand free to cast spells (see p. 7). Much of this depends on character conception: will your mage fight in the front rank, throw spells from the rear, or stay miles away from the battle?

Powerstones. Having a source of energy other than your body can be very handy. Even a 2-or 3-point stone can help in a pinch, and a medium-sized stone is often necessary to throw spells such as Regeneration without knocking yourself out.

Magic Items. If enchanted items are commonly available, starting characters may buy them. Otherwise, wizards may begin with only those magical items which they know how to make. The cost for such items is equal to the material cost, plus the wizard's cost of living for the time that was required to make them. GMs must approve any magic item a player wants his character to start with!

Other Equipment. Anyone (not just a wizard) should have a pouch or bag for loot, the "personal basics" for travel, and a dagger for emergencies. Everything else is optional, depending on your particular skills and situation.

Equipping a Non-Wizard

If your character will be a warrior, think about what sort of magic weapons and armor are available. Merchants may want magical protection, or they may want to deal in magical goods. Thieves will find many enchanted items useful, though few beginning characters will be able to afford them!

Whatever type of character you design, there are enough useful items available to warrant skimming through the spell and potion descriptions!

Magical Jobs

In most worlds, a skilled wizard can earn a good living. See p. B192 for general job rules. Any wizardly job may be "freelance" except that of apprentice.

The average town wizard earns \$15 to \$20 a day - as much as any other artisan. An enchanter or alchemist earns around \$25 per day. This assumes that magic is common in the world. If magic is rare, all jobs go up by a level of wealth. If magic is very rare but socially acceptable, all jobs go up by two wealth levels, and jobs above Wealthy earn double pay.

Magic can also be used to help in "mundane" jobs, and can sometimes substitute for skill prerequisites. The GM decides what a wizard can do in such situations, and how much he earns.

A wizard who knows how to make magical items should specify what he is making, and roleplay his attempt to sell his creations! Needless to say, no one can both adventure and create enchanted items at the same time. The formulas for price in Chapter 2 assume enchanters earn about \$25/day; if wizards earn more money, costs of magic items will go up accordingly.



Job (Prerequisite), Monthly Income	Success Roll	Critical Failure
Struggling Jobs		
Apprentice (Magery 1+ or IQ 12+); \$100 plus living expenses.	IQ	LJ/4d
Village "hedge-wizard" (Useful spell levels totaling at least 80); \$400	IQ-1	3d/LJ, 5d
Wizardly Thief (none); \$400.	Best thief spell (GM's decision) -2	3d. jailed/6d, jailed
Average Jobs		
Guard or soldier (Combat spell levels totaling at least 100); \$600.	Best combat spell-2	3d/LJ, 5d
Town wizard (Useful spell levels totaling at least 100); \$500.	IQ	-2i/-1i, 4d, LJ
Comfortable Jobs		
Enchanter (Enchant 15+; at least 100 levels in other useful spells); \$50x Enchant skill level.	Enchant-1	-3i, 3d/-4i, 5d, LJ
Alchemist (Alchemy 14+); \$50x Alchemy skill level.	Alchemy-1	-2i, 3d/-3i, 5d, LJ
Court Wizard (Spell levels totaling at least 200; Status 1+; Diplomacy, Politics or Savoir-Faire at 15+); \$20x total of above three skill levels.	Best PR	-2i, 3d/-3i, 5d, LJ
Wealthy Jobs		
Master Enchanter (Enchant 20+; at least 200 levels in other useful spells); \$75x Enchant skill level.	Enchant-2	-4i, 3d/-5i, 5d, 1d
Guildmaster or High Court Wizard (Spell levels totaling at least 400; Status 2+; Diplomacy, Politics or Savoir-Faire at 15+); \$30x total of above three skill levels.	Best PR-2	-3i, 3d/-4i, 6d, LJ

Wizard Character Types

When you decide what spells to take, one of the most important things to decide is whether you want to be able to hold your own in combat. Taking a Concentrate maneuver while someone is swinging a sword at you is a good way to get killed. If you intend to use magic in battle, you should be good at it.

But not all adventures are combat adventures, and not all wizards have to fight! There are many other interesting wizard character types . . . Several suggestions are given below. Note that many of these are stereotypes, and very interesting characters can be created by *reversing* parts of the descriptions. What about an apprentice who is *old*? What about a scholar-mage who is given to carousing? What about a non-combat Johnny One-Spell? Be creative!

Apprentice

The apprentice is a wizard's student, exchanging services for teaching. Traditionally, the apprentice's most notable features are inexperience, youth, intelligence and enthusiasm. In most cases his teacher/wizard will be a Patron. GMs: If your group contains one new player, it can be very appropriate to let that player create an apprentice character. Or, if a fighter is desired, the new player can be squire to an experienced knight.

Combat Wizard

This is the battle specialist. His basic stats should be well balanced: ST for fatigue, HT to bear wounds, DX to aim missile spells, IQ to learn spells! The College of Fire contains an especially good selection of battle spells, but there are many others.

Blocking spells, such as Iron Arm and Blink, can help defensively - but you can only throw one per turn, so multiple opponents are dangerous. 20 to 30 points in combat spells should give you sufficient melee ability, as long as your armor and physical defenses are adequate.

The College of Body Control provides many offensive spells, and Resist Pain should not be neglected!

Helping your own party rather than hurting the enemy is also an option. Invisibility, Blur, Armor, Shield and Missile Shield are all useful defensively. Haste, Great Haste, Dexterity, Might and Vigor can aid your companions in a fight. Perhaps the most useful spells for the rest of the group are the Healing spells, so that one blow doesn't knock someone out for a week.

Johnny One-Spell

This is a special type of combat wizard - the character who has a single effective combat spell, at a *very high* level, so that no concentration is required. Thus, the spell can be cast instantly. This will also make the cost low, or even zero handy in a long fight. Flame Jet-21, Dehydrate-25, and Deathtouch-21 are all good choices for causing damage directly. Tanglefoot-21, Teleport-21, Daze-25, and many others are useful for disrupting foes in a fight. Missile spells can also be used, although the time required is usually longer.

Some GMs consider this type of character abusive. The GM may simply forbid spell skills above 20 if they become a problem. However, there are other, perhaps more realistic, ways to deal with this. In reality, if magic were possible at all, some people would master only a single spell. But these people would soon become known. The fire-wizard will find himself facing a fireproof foe, for instance! And if Johnny One-Spell neglects his *defenses*, his attack may do him little good. On the whole, a one-sided character like this can succeed (and be a lot of fun) in dungeon-crawls, but is less viable in a true roleplaying campaign - he may have trouble earning a living!

Finally, remember that *an unsupervised student learns at half speed*. Once a character is the best Flame Jet artist in town. for instance, his improvement will slow down because there's no one of superior skill to teach him! GMs can use this to control characters they consider abusive - see p. 5.

Bodyguard

This is another specialist battle-wizard. His spells are chosen with an eye toward protecting a client and counterattacking against the foe. The College of Protection and Warning, from first spell to last, is valuable here!

Dabbler

This magician is a jack-of-all-trades. He doesn't stay with any college of magic long enough to learn the advanced spells . . . but he knows a few spells from many, many colleges! He may even be a dabbler in more than magic, with a few character points in each of dozens of skills.

Entertainer

This character combines skill as a Bard or musician with showy spells such as Creation and Illusion spells; Voices; possibly some Elemental spells; possibly Apportation or Levitation. He may make his living as a court jester, or as a traveling performer. (In the latter case, his performances might be a cover for theft or espionage!)

Healer

This character should not only have spells of the College of Healing, but probably "mundane" medical knowledge as well. Spells of body and mind control can also be appropriate and useful, depending on the healer's chosen specialty.

He (or she!) may also be a cleric (Clerical Investment advantage). The GM should require a skilled healer to take either Reputation or Social Status; healers are universally respected.

The healer and the necromancer are natural foes . . . but their knowledge is closely related!

Hedge-Wizard

This is the rather derisory term applied by combat-mages and researchers to their country brethren. A small-town wizard can be very skilled, but his spells will be those of use to his neighbors: Animal Control, Plant Control, Food, simple Healing and perhaps Elemental spells, and of course Making and Breaking. If he has a combat spell for self-defense, it will probably be as rusty as the sword that hangs over his cousin's mantelpiece.

Merchant

Magery can give a merchant a tremendous advantage. Various illusions (to make goods seem better) are all too common. Rejoin is used by dishonest mages, and Repair by honest ones. Truthsayer and Persuasion give an edge in negotiation; Detect/Analyze Magic and History help determine an item's value. Some wizardly merchants specialize in magical goods. Others prefer to deal in mundane items, in the hopes that their customers will be less used to magic and more easily gulled . . .

Necromancer

A necromancer is a wizard who works with the forces of death and the dead. A commoner expects all necromancers to be tall and thin, draped in black robes, served by rotting zombies. Therefore, it is appropriate for a necromancer to take a bad Reputation. In reality, most necromancers seek knowledge rather than power. Nevertheless, a skilled necromancer is a dangerous foe, because after he kills you, his revenge is just beginning . . .

Scholar

The traditional scholar-mage is a bearded recluse. His powers have extended his life hugely, but he uses the added years only in further study. He may be a researcher, trying to perfect a new spell or rediscover a lost one. He might be a martial ascetic, slowly improving his skill with deadly magics. Or he may simply be a Dabbler who has lived so long that his knowledge is as deep as it is wide.

This sort of character won't do as a starting PC - his point value is too high. But he can be a patron to an apprentice PC, or an employer who sends the party in search of cockatrice egg ("And mind you, *purple* cockatrice, none of your common red ones!") Or he might be the *object* of a quest, the one person who has the information the party needs.

Spy

There are many ways to create a spy-type wizard character. Useful spells include Illusion spells of all kinds; spells of telepathy and control; information spells, especially Aura, Mage Sight and Earth Vision; and anything that would benefit a thief (see below).

A wizardly spy is tricky and frightening. A bad Reputation is an appropriate disadvantage; even his friends and employers will be a bit afraid of anyone who uses his powers this way. An even more frightening character is the wizardly assassin.

Sybarite

This is a wizard who uses his powers just to gratify his senses! He will probably be rich, or noble, or both; at any rate, he doesn't have to bother with "practical" uses for his magic. He will probably play with "entertaining" spells like Creations and Illusions, possibly Food spells, and perhaps even Soul Rider or Rider Within!

Roleplaying this wizard would be interesting. First, you would have to explain why he would bother joining an adventuring party at all! He is likely to look down on those who use magic for honest work, and will in turn get bad reactions from mages who think he's prostituting his talent.

Thief

A sorcerous thief would probably start with a few spells such as Apportation and Lockmaster. He might also have a good selection of concealment spells like Hush, Hide, MageStealth and Darkness. Climbing, Body of Air, Walk on Air, Teleport, Levitation and Breathe Water can all be invaluable for making an unofficial entry or speedy exit. Several spells of the College of Light and Darkness let the user see in the dark. See Secrets is almost a must!

Combat spells might be useful in case of discovery, but many thieves will prefer a discreet Sleep or Stake Dumb spell!

Traditional Mage

The standard wizard from your favorite fantasy novel - probably middle-aged, gruff and bearded. Most of his spells are intended to help him earn a living (he may also be an Alchemist) or to impress the mundanes. But he'll have a couple of potent combat spells to help him deal with enemies. The traditional mage almost always has an apprentice, and is usually a bachelor.

Non-Mage Spellcasters

Any character who is going to learn very many spells should start with Magery; the more spells, the more likely it is that it will be “cost-effective” to go all the way to Magery 3. But if the world is a high-mana one, where anybody can cast spells, you may find it interesting to create a *non-mage* character with one or two spells. In terms of effective point use, if a character is to have only one spell, it’s better to increase his IQ by one point than to buy Magery. But this isn’t just point-juggling. It can lead to some very interesting character conceptions.

For instance, a ninja, thief or spy, equipped with a variety of appropriate mundane skills, might get a great deal of good from one or two fairly basic spells, such as Sense Foes and Haste.

A knight or cavalryman could make very good use of Beast-Soother.

A ranger could use Seek Food, Test Food and Ignite Fire.

A prospector or treasure-hunter could make his fortune with Seek Earth.

Magic Affinities as a Limiting Factor

The GM may use this system to restrict mages to a narrow range of spells, in order to limit the power of wizards in his world.

The basic theory is that a mage will have an aptitude for certain types of magic, and a corresponding ineptitude with other types of magic. The GM may modify the details as he sees fit - the system presented here is based on medieval metaphysics.

Affinities

In this system, magery works a little differently... Magical Aptitude itself is limited. Any mage has an affinity for certain types of magic, and a corresponding problem with other types of magic. The magic colleges fall into four groups, called *families*, for affinity purposes. The families are named for the Elemental college that heads each list, and are the Air Family, the Fire Family, the Water Family and the Earth Family. Colleges marked with a † can be found in *GURPS Grimoire*. They are organized as follows:

Air Family:

Air, Communication & Empathy, Mind Control, Knowledge, Protection & Warning, Sound, Meta-Spells, Gate†.

Earth Family:

Earth, Making and Breaking, Enchantment, Necromancy, Body Control, Meta-Spells, Technology†.

Fire Family:

Fire, Illusion & Creation, Light & Darkness, Movement, Meta-Spells, Gate†.

Water Family:

Water, Healing, Animal, Plant, Food, Meta-Spells.

When a character is created, the player must choose one family of spells as his specialty. He may learn spells in the colleges in that family at no penalties or restrictions.

Note that Meta-Spells are common to all of the groups. In addition, each mage may learn Lend ST and Recover ST at no penalty, and not counting towards any limit.

Relationships

Each *family* has a friendly family, a neutral family, and a hostile family, as shown below.

Relationship	Family			
	Air	Fire	Water	Earth
Friendly	Fire	Air	Earth	Water
Neutral	Water	Earth	Air	Fire
Hostile	Earth	Water	Fire	Air

Spells in a Friendly family may be learned at no penalties, but are limited in number: they may never total more than ¼ the spells known by the mage.

Spells in a Neutral family are learned at -1, and, together with spells in the Hostile affinity, may never total more than ¼ the spells known by the mage.

Spells in the Hostile family are learned at -2, and *together with spells in the Neutral affinity*, may never total more than ¼ the spells known by the mage.

These penalties and limits apply to all spells outside of the mage’s chosen affinity, *even prerequisites*.

The GM may raise the price of Air and Fire affinity magic items accordingly, since such items are inherently harder to make than those of Earth or Water affinities.

The GM may allow a player to violate the above *limits* (though not skill penalties) by taking the Unusual Background advantage. A 10-point Unusual Background, and a good story, should be required for each limit ignored.

Social Aspects

Mages of one affinity are not necessarily the foes of those of other affinities, even those of “hostile” families. Such rivalry *may* occur, but is not automatic, and need not bother mages in the same party. On the other hand, the GM may create a society where the affinities are violently hostile to each other, even to the point of open warfare. In that case, a mage may need to take the Enemy disadvantage! Such a situation will result in mages feeling disgust towards certain affinities, so much so that they will rarely cast Hostile spells that they have been forced to learn as prerequisites to master a given spell. Such prerequisites should not be known above the minimum level to learn the advanced spell.

Guilds will probably be set up around these groups, though sub-guilds may very well exist. A whole society can be built around the ritual aspects of affinities, using this “elemental” scheme or any other. Thus, a tool for game balance can become an important part of campaign flavor.

Shapeshifters (“Weres”)

Shapeshifters, or “weres,” are humanoids with the ability to shapechange into a single animal form. This form is indistinguishable from the natural creature, except for its special powers. Weres are themselves neither good nor evil; some individuals are very evil, while some are powerful fighters for good. Most simply hide their abilities to avoid persecution. Were-powers are unaffected by mana level.

Weres will automatically change into their beast form one night a month, on the full moon. A “good” person will simply run around and bay at the moon. An “evil” one must make an IQ-5 roll to avoid committing atrocities, and may be penalized for bad roleplaying if he *tries* to be good. The GM is the final arbiter, based on actual behavior, of who is good and evil!

Some weres can deliberately change at other times (an additional 5-point Advantage), others cannot. The change from human to beast form, or vice versa, takes 2d seconds. During this time, the were can do nothing and take no active defense.

Legend has it that natural weredom is contagious - if you are bitten by a were you will become a were yourself! It is completely up to the GM whether this legend is true or not; the players shouldn’t know. If it is true, a roll on HT is necessary to avoid becoming were after a bite. If you become were, you will change shape at the next full moon. To be cured, you must find powerful magical help. Since being a were is considered an advantage overall, a PC who wants to remain a were must immediately take extra disadvantages, or commit unearned character points to pay for the change.

Advantages and Disadvantages: Weres have a special advantage: Regeneration. An injured shapeshifter, regardless of his form, regains HT lost to injury at the rate of 1 extra hit per 12 hours, *in addition* to any “normal” healing or medical aid. Crippled limbs regenerate; *lost* limbs do not.

However, weres are very vulnerable to silver. They can handle silver objects without physical damage, but the presence of silver negates their Regeneration ability, and they will take double damage from silver or silver-coated weapons. Contrary to myth, though, other weapons will affect a shapeshifter. For those wishing to buy silver weapons: hand weapons (swords, etc.) cost 5 times the price of ordinary steel ones, but break as though they were “cheap.” Silver-headed arrows also cost 5 times normal price. If guns exist, silver bullets cost 10 times normal price. None of these can be bought in ordinary shops, unless the area has suffered a plague of weres!

Weres have normal stats when in human form. However, they have special ST, DX, and HT stats, as well as extra DR and possibly PD, when in beast form. The exact amount is determined by the type of beast they change into. Anyone with a 14 or greater DX gets a +1 to the listed DX in were form. If their DX is 9 or less, they get a -1. IQ is unaffected by the change. A were in beast form can use its DX only for fighting and other animal functions - not to open locks, write letters, play badminton, etc. It can understand human speech, but can’t talk.

All wounds taken in beast form carry over into human form after the change back. If your human HT is much lower than your beast HT, you could transform from a somewhat wounded beast to a *badly* wounded, or even dying, person! A dead or unconscious were reverts back to human form.

Described below are the six main types of weres. Legends of were-creatures include all sorts of beast shapes - usually that most frightening to the person telling the tale (Polynesians told stories about weresharks). GMs may create other types as their campaign requires.

GMs who want much more flexibility in creating werecreatures should consult *GURPS Bestiary, Second Edition*, which contains 40 pages of were design rules. The weres below are generic and designed to be used in fantasy campaigns.

Werewolf

15 points

The most common type of were. A werewolf has his natural ST, DX 14, HT +2, PD 1, DR 3. Speed becomes 9. He attacks by biting (close combat) for cutting damage (p. B140). Weight does not change. This is a true beast form, not the twolegged, hairy-faced, humanoid “wolf-man.”

Werebear

15 points

A werebear has double normal ST, DX 13, HT +2, PD 1. and DR 4. Speed becomes 8. He attacks by biting (close combat) for cutting damage as per p. B14, or strikes with claws (reach 1 hex) for crushing damage based on his ST. His weight is quadrupled! Size: 2 hexes normally, 1 when he stands to fight.

A werebear automatically has the Berserk disadvantage (see p. B31) and gets no bonus points for it: it’s the reason this powerful form is so cheap. A werebear who berserks will immediately change to bear-form.

Wereboar

25 points

Wereboar: A wereboar has double normal ST, DX 14, HT +2, PD 1, DR 3. Speed becomes 8. He attacks by slashing with tusks (cutting damage based on ST) or trampling (1d-1 crushing damage). His weight triples! Size: 2 hexes.

Weretiger

40 points

A weretiger has triple his normal ST, DX 14, HT +2, PD 1. DR 3. Speed becomes 10. He attacks in close combat, by biting (as per p. B140) or clawing (cutting damage based on ST) Weight is quadrupled! Size: 2 hexes.

Were-eagle

15 points

A *very large* eagle - wingspan of 12 feet. He has normal ST, DX 13, normal HT, DR 3. Speed becomes 20! He attacks by slashing with his talons in close combat, doing impaling damage based on his ST. Weight is halved. Size: 1 hex.

Were-snake

10 points

A giant, nonpoisonous python. ST doubles, DX 13, HT doubles, DR 3. Speed becomes 4. He attacks by crushing (p. B143). Weight remains unchanged. Size: 4 hexes (12 feet).

GURPS

CHARACTER SHEET

Name Raphael Holyoak Player _____
 Appearance Medium height, stocky, blond, shaggy beard, 40
 Character Story Mercenary ranger wizard; sometimes accom-
panies ranger troop, sometimes has other missions

Date Created	Sequence
Unspent Points	Point Total 100

Pt Cost	ST 9	FATIGUE
-10		
10	DX 11	BASIC DAMAGE
		Thrust: 1d-2
45	IQ 14	Swing: 1d-1
0	HT 10	HITS TAKEN
	Mvmt	BASIC SPEED 5.25
		MOVE 5
		(HT+DX)/4 Basic - Enc.

ENCUMBRANCE	PASSIVE DEFENSE
None (0) = $2 \times ST$ 18	Armor: 2
Light (1) = $4 \times ST$ 36	Shield: —
Med (2) = $6 \times ST$ 54	TOTAL 2
Hvy (3) = $12 \times ST$ 108	
X-hvy (4) = $20 \times ST$ 180	

ACTIVE DEFENSES		
DODGE	PARRY	BLOCK
5	6	—
= Move	Weapon/2	Shield/2

DAMAGE RESISTANCE	
Armor Lt. Leather	: 1
(w/ Fortify +1)	: 1
TOTAL 2	

Pt Cost	ADVANTAGES, DISADVANTAGES, QUIRKS
35	Magical Aptitude (Magery) 3
5	Animal Empathy
10	Literate
-25	Bad Sight — nearsighted
-15	Pacifism — cannot kill
-10	Sense of Duty (to employer) (required for ranger campaign)
-1	Talks to animals
-1	Loves to fish and tell fish stories
-1	Keeps snacks in his hat
-1	Conceals armor under his robe
-1	Loves wine; has been known to drink to excess



REACTION +/- _____

WEAPONS AND POSSESSIONS				
Item	Damage Type	Arm.	Skill Level	\$ Wt.
Staff	Crush	1d+1	11*	40** 4
Lt. Leather Armor				360***10
Large Knife	Cut	1d-3	7	40 1
	Imp	1d-2	7	
Personal basics for travel			5	—
4-point Powerstone			900	—
Silver Coins			55	—

* Bad sight makes skill effectively 9.
 Staff parry is 2/3 of 9, or 6.

** Staff is magical. Cost: \$10 for quarterstaff, plus \$30 for Staff spell (p. 47) at power 15.

*** The leather armor has a value of \$210, but it is enchanted with the Deflect spell to +1, giving it a PD of 2, and with the Fortify spell +1, giving it a DR of 2. These enchantments cost \$150 to cast.

Totals: \$1,000 Lbs. 15.

WEAPON RANGES				
Weapon	SS	Acc	% DMG	Max

SKILLS	Pt. Cost	Level
Staff (PH)	4	11
Knife (PE) (default)	—	7
Riding (Horse) (PA)	2	15*
Animal Handling (MH)	2	17*
Fishing (ME)	1	14
Stealth (PA)	2	11
Survival (Woods) (MA)	1	13
First Aid/TL3 (ME)	1	14

Sense Life (MH)	1	15
Sense Foes (MH)	1	15
Seek Earth (MH)	1	15
Sense Danger (MH)	1	15
Shield (MH)	1	15
Missile Shield (MH)	1	15
Purify Air (MH)	1	15
Lend ST (MH)	1	15
Lend HT (MH)	1	15
Recover ST (MH)	1	15
Sterilize (MH)	1	15
Minor Healing (MH)	1	15
Major Healing (MVH)	2	15
Cure Disease (MH)	1	15
Restoration (MVH)	1	14
Beast-Soother (MH)	1	15
Beast Summoning (MH)	1	15
Beast Speech (MH)	1	15
Bird Control (MH)	1	15
Mammal Control (MH)	1	15
Insect Control (MH)	1	15
Rider (MH)	1	15
Shapeshift (Bear) (MVH)	1	14
Ignite Fire (MH)	1	15
Test Food (MH)	1	15
Preserve Food (MH)	1	15
Purify Food (MH)	1	15
Seek Water (MH)	1	15
Purify Water (MH)	1	15
Find Direction (MH)	1	15
Seeker (MH)	1	15
Trace (MH)	1	15
Find Weakness (MH)	1	15
Weaken (MH)	1	15
Shatter (MVH)	12	18

* +4 for Animal Empathy
 Total 60

SUMMARY	Point Total
Attributes	45
Advantages	50
Disadvantages	-50
Quirks	-5
Skills	60
TOTAL	100

Grimoire Of: Raphael Holyoak

spell name and class	skill 1 leve 1	time to cast	duration	cost to cast	cost to maintain	notes	Page no.
Sense Life (Info/Area)	15	1 sec.	Wt.	1/2	-	min. cost 1**	28
Sense Foes (Info/Area)	15	1 sec.	Inst.	1	-	min. cost 2**	28
Seek Earth (Info)	15	10 sec.	Inst.	2	-		31
Sense Danger (Info)	15	1 sec.	Inst.	2	-		76
Shield (Reg)	15	1 sec.	1 min.	2 x PD added	1 1/2 cost to cast	Due to skill, first point of PD costs 1 to cast and is free to maintain.	76
Missile Shield (Reg)	15	1 sec.	1 min.	4	1		77
Purify Air (Area)	15	1 sec.	Inst.	1	-	1/2	34
Lend ST (Reg)	15	1 sec.	Perm.	Any	-	No cost reduction for skill.	49
Lend HT (Reg)	15	1 sec.	1 hr.	Any	-	No cost reduction for skill.	49
Recover ST (Special)	15	-	-	-	-	Recover 1 ST per 5 min.	49
Minor Healing (Reg)	15	1 sec.	Perm.	0 to 2	-	First point healed free.	50
Major Healing (VH) (Reg)	15	1 sec.	Perm.	0 to 3	-	First point healed free.	50
Sterilize (Area)	15	varies	Inst.	varies	-	1/2 1 for fist-sized item.	50
Restoration (VH) (Reg)	14	1 min.	Perm.	15	-	*	51
Cure Disease (Reg)	15	10 min.	Perm.	3	-		50
Beast-Soother (Reg)	15	1 sec.	Perm.	0 to 2	-	First +2 reaction free.	23
Beast Summoning (Reg)	15	1 sec.	1 min.	2	1		23
Beast Speech (Reg)	15	1 sec.	1 min.	3	1		25
Bird Control (Reg/R-IQ)	15	1 sec.	1 min.	3	1		24
Mammal Control (Reg/R-IQ)	15	1 sec.	1 min.	4	2		24
Insect Control (Reg/R-IQ)	15	1 sec.	1 min.	2	1		24
Rider (Reg)	15	1 sec.	5 min.	1	0		24
Shapeshifting (Bear) (VH) (Special)	14	3 sec.	1 hr.	6	2	* Bear form has ST 18, DX 13, IQ 14, HT 12.	25
Ignite Fire (Reg)	15	1 sec.	Inst.	1-3	1-3	First point is free.	36
Test Food (Info)	15	1 sec.	Inst.	See note	-	0 to test a meal; 2 for a 1-hex area.	48
Preserve Food (Reg)	15	1 sec.	1 week	2/lb.	1/lb.	First point is free.	48
Purify Food (Reg)	15	1 sec.	Perm.	1/lb.	-	First point is free.	48
Seek Water (Info)	15	1 sec.	lust.	1	-		39
Purify Water (Special)	15	5-10 sec.	Perm.	1/gal.	-	One gallon is free.	39
Find Direction (Info)	15	1 sec.	Inst.	1	-		53
Seeker (Info)	15	1 sec.	Inst.	2	-		54
Trace (Reg)	15	1 min.	1 hr.	2	0		54
Find Weakness (Info)	15	2 sec.	Inst.	1 /hex	-	Cost varies by item. First point is free.	59
Weaken (Reg)	15	5 sec.	Perm.	1	-		59
Shatter (VH) (Reg)	18	1 sec.	lust.	0 to 2	-		59

* All Holyoak's spells EXCEPT these are known at a level which allows him to cast them with a word or two and a small gesture. He may move one hex per turn and concentrate on the spell at the same time.

** All Holyoak's Area spells are known at skill 15, so subtract 1 from the final cost of each casting.

8 CREATURES OF ENCHANTMENT

Demons

DEMONS are malign magical creatures, summoned from another plane by spells. Some people cite their existence as proof that magic is inherently evil.

Demons may be intentionally summoned by a mage (see p. 74). Such summoning is fundamentally evil; a demon will never do good (except that, since demons are hostile to their summoners, they sometimes do good by confounding evil mages). They can also appear as a result of magical backfires.

When a demon appears, it will take about five seconds to fully materialize. It starts with a foul smell, which becomes visible as a vapor and then coalesces into a solid body. The demon will then attack the caster of the spell (or anyone else it can reach) unless confined by a pentagram. Backfire demons don't appear in pentagrams unless the *caster* is in the pentagram. Accidentally summoned demons remain until destroyed.

Demons speak all tongues, and know many things. However, this does little good, because they lie whenever it suits them. They *automatically* resist any spell normally resisted by IQ.

Wounded demons heal normally. When its HT reaches 0, a demon dissolves into disgusting goo which then vaporizes.

Demons vary widely in abilities. Use the tables below (rolling once for each column), or pick slats at will. As for their appearance . . . anything goes! Most are vaguely manlike: 1-hex creatures with Speed of 5 to 7. Some are *different*. When creating demons, the GM should not be bound by believability or common sense.

Roll	ST	DX	IQ	HT	PD/DR	Attacks
3	5	9	7	10	0/0	ST crush
4	5	10	7	12	0/0	ST crush
5	6	10	8	14	0/1	ST crush
6	8	10	8	15/16	1/2	ST+1 crush
7	10	11	8	15/18	1/2	ST cut
8	12	11	9	15/20	1/3	ST cut
9	14	12	10	15/22	1/3	ST+1 cut
10	16	12	10	15/24	2/4	ST+1 cut
11	18	13	10	15/26	2/5	ST+2 cut
12	20	13	11	15/28	3/6	ST crush/weapon
13	22	13	12	15/30	3/6	ST crush/weapon
14	24	13	12	15/35	3/7	ST cut/weapon
15	26	14	13	15/40	4/8	ST cut/weapons
16	30	14	13	15/45	4/9	ST cut/weapons
17	35	15	14	15/50	5/10	ST cut/weapons
18	40	15	15	15/50	6/12	ST cut/weapons

For attack damage, ST indicates basic thrusting damage for that ST; *weapon* indicates the demon has (and knows how to use) a weapon at skill equal to DX; *weapons* indicates several different types - usually including some sort of ranged weapon.

Roll	Special Ability
3	Beautiful, unearthly human shape.
4	Regenerates 1 HT per turn.
5	Blob; Speed 3, unaffected by weapons.
6	Skill 21 with all Fire spells.
7	1d-3 added arms (at least 1); each has a weapon - and all can attack each turn at skill 16.
8	Invisible (see sidebar, p. 12).
9	Wings (flight Speed 16); roll again.
10	Wings (flight Speed 8); roll again.
11	Roll twice more.
12	Magic Resistance 4; roll again.
13	Madness spell, skill 25.
14	Anyone who sees it must make a Fright Check at -5!
15	Teleports (as spell, skill 21).
16	Magic Resistance 10.
17	Deathtouch spell, skill 21.
18	Invulnerable to physical attacks.

Demons cannot harm a truly good or innocent person. Embarrass him, slaughter his friends, destroy his property . . . but not harm him. It is entirely up to the GM what constitutes "good," but it is suggested that the definition be *strict, and allow for no hypocrisy*.

At the GM's option, truly holy folk (see pp. 94 and 103) may dispel a demon simply by a command, or by making an IQ roll.



Elementals

Elementals are spirits embodying an element- Earth, Air, Fire or Water. Each sort of elemental has a different “personality” and behavior, as described below. An elemental is the size of an average human of the same ST (a monstrous ST 40 elemental would be an 8-foot giant). If its IQ is 7 or more, it can understand any language, but will not speak except to its summoner (nor will it serve as a universal translator).

There are three types of special spell - Summon, Control and Create - for dealing with elementals. See p. 33 for spell descriptions. Any elemental can also be completely destroyed by any spell which destroys its element (e.g., Extinguish Fire) or transforms it (e.g., Earth to Air). The spell is cast on the elemental's hex. The elemental gets a resistance roll against any such attempt to destroy it, at *double* its ST.

Elementals can feel emotions, but not pain; they are never crippled or stunned. They have variable body shapes and are composed entirely of the element. There is no bonus for cutting or impaling attacks, or for hitting “brain,” “eyes,” or “vitals.” Earth elementals can lose the use of a limb if it takes enough damage, but for other types, all hits are simply treated as “general” damage.

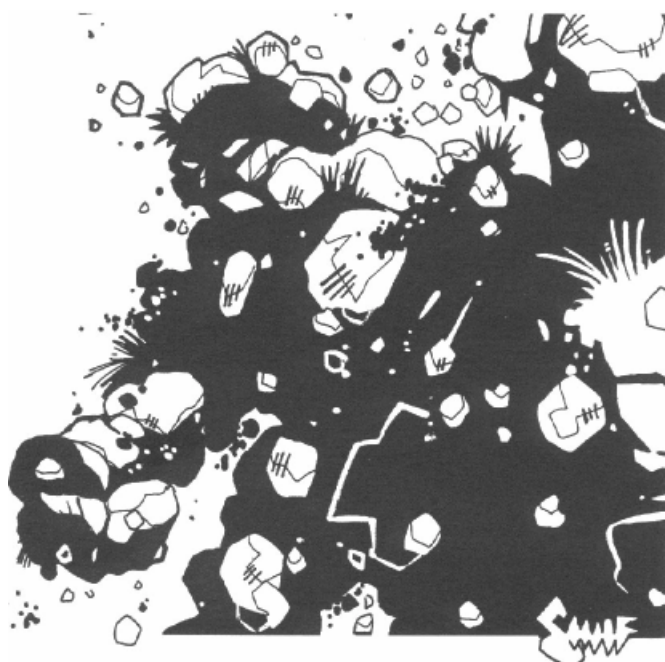
In nature, elementals are found in places appropriate to their element. Adventurers may also encounter them as servants (or slaves) of powerful mages.

Earth Elemental

Earth elementals have a stubborn and enduring nature. An earth elemental has a +2 to any roll to resist control. They are native to deep woods and natural caves.

Reactions: -1 to people in general; +1 to farmers, Druids and other folk connected with the earth. Mages with more than three Earth or Plant spells will get this bonus unless they attempt control. They react at -2 to miners, loggers and others who “despoil the earth” in their limited opinion.

Statistics: DX and IQ no greater than 12, with unlimited ST and HT. They average 7-10 in any score; some have ST and HT of 40 or more! Move 3.



Combat: Attacks with its hands, for thrust/crush damage based on its ST, as though it were human. It has a DR of 2. It is affected by all spells and weapons, but takes only half damage from Fire and Water combat spells, and none from Air spells other than Lightning.

Air Elemental

The air elemental, or *sylph*, has a +1 to any roll to resist control. They may be found anywhere, but usually outdoors, and the higher up the better.

Reactions: Neutral to almost everything. Air elementals don't really care about anything a medieval society can do, though they would avoid cities because of the stink! In a world where magic coexists with high technology, air elementals will have a -3 or worse reaction to anything which pollutes the air.

Statistics: DX and IQ no greater than 12, with unlimited ST and HT. They average 7-10 in all scores; those over ST 15 rarely come near the ground. Move 12.

Combat: Unaffected by material weapons! Attacks by using an Air Jet spell (see p. 34) for knockback and nuisance. No roll is required to cast the spell: usual skill to hit is 16.

Fire Elemental

A fire elemental, or *salamander*, is the most capricious and destructive of the elementals. Native to volcanoes, fire pits, etc.

Reactions: -2 to people in general; -4 to any proposal to put out the fires in its “home”; -4 to any water elementals; +2 to any proposal to *burn*.

Statistics: DX and IQ no greater than 12, with unlimited ST and HT. They average about 5 in each score; those with stats over 20 are monsters, and uncommon. Move 6.

Combat: Attacks with its hands (does thrust-2 fire damage based on its ST). Can also throw Flame Jet automatically (no skill roll to cast, skill 16 to hit), at normal cost. It has no DR, and anyone within its hex is considered to be in a “fire hex.” It is immune to Fire spells and heat or fire attacks of all kinds; a Fireball will *strengthen* it by 1 point per die (roll for ST or HT). Takes double damage from Water spells (other than Dehydrate, to which it is immune).

Water Elemental

A water elemental is called an *undine*. In the water, it is merely a half-visible flowing; out of water, it takes the shape of a watery body - often a beautiful woman. May be found in any large body of water.

Reactions: Neutral in general; -4 to fire elementals or proposals to set fires; -3 or worse to anything that pollutes water.

Statistics: DX and IQ not over 12, with unlimited ST and HT. They average about 5 in each score; those with stats over 20 are uncommon. Move 4 out of water, 10 in water.

Combat: Attacks by striking with hands, as a normal human. Can also use the Water Jet spell - no roll to cast, usual skill 16 to hit, with normal cost. Immune to Water combat spells, but takes double damage from Fire spells. Can merge instantly with any ocean or large lake, becoming invisible; there it regains 1 HT per minute. Freezing it solid will immobilize it but do it no harm.

Familiars

Familiars are small animals or spirits which attend and serve a mage. Cats, toads, bats, lizards, crows, flies, hares, snakes, owls and dogs have all been seen as familiars; the GM may allow any small creature to be a familiar. Otherworldly - or even "custom-designed" - creatures may be used at the GM's discretion. Unless extra intelligence is specified (see below), the familiar has normal stats for its type of animal.

The familiar is an NPC, controlled by the GM. Most familiars will be obedient, but the GM should roleplay the animal's type; cats, in particular, may be aloof or stubborn, and monkeys are likely to be jokers! A familiar can develop an interesting personality and its own set of quirks.

A mage may (for instance) have a wolf familiar and sic it on his foes. But familiars who are routinely used in combat are likely to get killed, which is bad for the mage - especially if the GM requires the mage to feel his familiar's wounds!

Acquiring a Familiar

A magical familiar is an advantage, available only to those who have *Magery* 2 or 3. A mage can start with a familiar, or acquire one during play, by spending the appropriate number of character points. A mage may have only one familiar at a time.

To gain a familiar, the mage calls on a spirit from whatever plane the GM chooses. This spirit takes animal form to become the familiar. This summoning does not require a particular spell, but takes a continuous week during which nothing else may be done. At the end of this time, the GM rolls *secretly* vs. the mage's IQ-6. A successful roll immediately gains the desired familiar (more or less - the GM should never grant a familiar that he doesn't want in the campaign). On a critical success, the familiar has +1 IQ compared to a "normal" animal of its type, or IQ 5, whichever is more; there is no extra point cost for this.

If the roll fails, the mage gets a familiar, but it does not have exactly the shape or powers he wanted.

On a critical failure, a familiar appears, but it's actually a *demon* - see below. The mage pays the character point cost for the familiar he wanted. The GM does *not* tell him that he is now sheltering a demon . . . in time, the mage will figure it out!

If a familiar dies, the mage earns no experience points for that game session; if it is stolen, he must immediately try to recover it. In this way, familiars are like Dependents. A mage may summon a replacement for a lost familiar. If the new familiar is more powerful than the old one, the mage pays the point difference; if the new one is weaker, the mage doesn't get a "refund."

The Nature of Familiars

Non-mages repeat dozens of legends about familiars. Mages know the truth, though perhaps not the whole truth. The GM determines which of the following sections are true. Mages know which advantages and limitations are possible in their world, but other PCs don't have to be told!

The point cost of a familiar depends on its abilities. If several abilities are possible, the familiar does not *have* to have them all. There are disadvantages and limitations which can reduce the point cost of a familiar, but a cost below 0 is treated as 0.

They're Just Trained Animals

If this is true, *everything else* in this section is false - just rumors spread by wizards to frighten the mundane. Mages don't have to go through any special summoning process, and the pets they call "familiars" are just trained animals.

Mages Can Draw Strength From Familiars

A mage can take ST (but not HT) from his familiar and use it to power his spells. The familiar must be in physical contact with the mage. The familiar's ST can be drained to 1 without ill effect. If it is drained to 0, the bond is broken and the familiar is lost, even if it doesn't die. The mage will always be aware of the current ST of his familiar when he touches it.

The point cost of the familiar depends on the ST of both the animal and the mage; it is the cost of increasing the mage's ST by the familiar's ST, rounded down. A mage with ST 10, with a ST 10 dog for a familiar, pays 58 points (175/3) for this advantage. A ST 8 mage, using a ST 3 cat, pays only 8 points (25/3). This is why small familiars are much more common!

The Mage Sees Through the Familiar's Eyes

The mage can perceive the world through the familiar's senses. Treat this as the *Rider Within* spell (p. 24), but usable only with the familiar. It requires 3 seconds to cast, and works automatically; its energy cost is 2 to cast, and none to maintain. Concentration is required to maintain contact with the familiar. Unless a limitation is specifically taken (see below), this works at any distance. This ability adds 5 points to the familiar's cost. If the familiar loses consciousness, the link is broken.

The Familiar Gives the Mage Special Abilities

The mage gains one or more special abilities; often, these are abilities possessed by the animal, at the animal's skill level. If there is an appropriate advantage available to humans (e.g., *Night Vision* for a cat familiar), then the effect and cost is the same as if that advantage had been bought normally. If there is no such advantage for humans (e.g., *Flight* for a bird familiar), use the effects of the appropriate spell normally. But the mage need not worry about prerequisites!

If the familiar dies, the extra abilities are lost instantly.

The Mage Can Take His Familiar's Shape

Treat this as a modified version of the *Shapeshifting* spell. Cost is 6 to cast, 1 to maintain. Cost is assessed by the GM; from 5 to 20, depending on the size and abilities of the familiar. If the familiar dies, the mage instantly returns to normal shape.

The Familiar Is Intelligent

The familiar is smarter than any natural animal, and understands human speech. Cost: 5 points for IQ 7; 10 more points per level of IQ over 7. Thus, a familiar with IQ 10 (whatever its type) would cost 35 points.

The Familiar Can Speak

This may be either mental communication (5 points), actual speech (10 points), and the familiar must also have IQ 7 or

more), or both (15 points). Mental communication is treated as a modified Telepathy spell, usable between mage and familiar only. Cost to cast is 1 each for mage and familiar; there is no cost to maintain, as long as both concentrate.

The Mage Suffers His Familiar's Wounds

If the familiar is wounded, the mage suffers the same number of hits. If the familiar is stunned or knocked unconscious, the mage must roll vs. HT or suffer the same effect. If the familiar dies, the mage is reduced immediately to -1 HT! This *reduces* the cost of the familiar by 15 points.

Familiars Are Really Demons!

The familiar is actually a demonic spirit - a creature of evil. It is working toward its own ends, and not the mage's. Whenever it is assigned a task, the GM rolls against its IQ. On a successful roll, it has found a way to pervert the mage's command. This often takes the form of misinformation; demons are notorious liars. The familiar may also pervert any spell that is helps to cast. Roll a quick Contest of IQ between mage and familiar; if the familiar wins, the GM makes the spell go wrong!

The familiar may not cause direct harm to its master. Its aim is to sow disharmony and cultivate evil. If the mage is himself evil, the familiar will rarely if ever interfere with him! On the other hand, a truly "holy" person may not have a demonic familiar, and a person who successfully cultivates saintly virtue may eventually drive an evil familiar away (whether it belongs to him or someone close to him). A sufficiently holy person could banish a familiar like any other demon!

The cost depends of the demon's IQ: -5 for IQ 7, -15 for IQ 8, -25 for IQ 9, -35 for IQ 10, *instead* of the usual point cost for Enhanced IQ.

Limitations on Familiars' Abilities

When a familiar is designed, it may be given certain limitations which affect the point cost of its advantages (round fractional point costs up). All a familiar's advantages must take the same limitation, except for Demonic Familiar and Enhanced Intelligence, which cannot be limited, and ST Source, which cannot take the "Limited Range" limitation.

Limited Range

The familiar must be within 100 yards of the mage before its ability works. Halve the familiar's cost. This limitation cannot apply to the ST Source advantage, which *requires* touch.

Limited Time

The familiar's powers work only part of the time. Reduce its cost by the portion of the day in which its powers work. For instance, if the familiar's powers work only during the day (appropriate for a sun-mage!), halve their cost.

Erratic Powers

The familiar's powers come and go. Any time the mage tries to use one of these powers, the GM rolls 3 dice to determine if the effect occurs. If the power fails, the mage must wait at least one minute before trying again. If the power works Occasionally (8 or less): f cost. Half the Time (10 or less): ½ cost. Quite Often (12 or less): ¼ cost.

Combined Limitations

If the familiar has more than one limitation, multiply the cost reductions. For instance, if it has powers in the Daytime Only (½ cost) and Erratically/Quite Often (¾ cost), this would work out to ¾ cost. However, final cost modifier may never be less than ¼.



Examples of Familiars

A mage with ST 10 wants a demonic familiar with ST 5, IQ 7, and the following abilities: ST Source, Enhanced Communication (Telepathy), Rider Within, and the special ability to grant the mage Invisibility at level 15. He chooses no limitations. The costs are: +20 for ST (60/3); +5 for Telepathy; +5 for Rider Within; +4 for Invisibility (the cost the mage would pay to learn the spell at 15); -5 for an IQ 7 demon. The final cost is 29 character points.

Eventually the demonic familiar is lost. The mage now knows better than to deal with demons. He chooses a nondemonic cat familiar with ST 3 and (enhanced) IQ 7. It has the powers Rider Within (5 points) and Telepathy (5 points). This totals to 10; he takes the limitation Within 100 Yards on these powers, to halve the cost to 5. He takes the disadvantage of Mage Suffers Wounds (-15). He then adds 5 points for Enhanced Intelligence, and 10 points for ST Source (the ST difference works out to 30 points; 30/3=10), which cannot be covered by the distance limitation because it's already limited. The final cost for this familiar is 5 points.

Golems

Golems are created by the Golem spell (see p. 44). All golems are reliably obedient to their creator; they have intelligence but no will, and cannot be subverted.

Clay Golem

A clay golem has ST 15, DX 11, HT 13/20, IQ 8. It has a Speed of 6, and no PD or DR.

Abilities: Strikes with fist for 1d+1; damage. Uses weapons at default skill only.

To build the body requires 1 week of work, a man-sized lump of clay, and a successful Shape Earth roll.

Energy to activate: 250.

Flesh Golem

A flesh golem has ST 18, DX 12, HT 13/20, IQ 8. It has a Speed of 6, and no PD or DR.

Abilities: Strikes with fist for 1d+2 damage. One weapon skill (maker's choice) of 12.

To build the body requires 2 weeks of work, 200 pounds of meat (any kind), and a successful Restoration roll.

Energy to activate: 300.

Stone Golem

A stone golem has ST 20, DX 11, HT 14/30, IQ 8. It has a Speed of 6, PD 2, and DR 4.

Abilities: Strikes with fist for 2d-1 damage. One weapon skill (maker's choice) of 11.

To build the body requires 3 weeks of work, 200 pounds of stone, and a successful Shape Earth roll.

Energy to activate: 400.

Bronze Golem

A bronze golem has ST 25, DX 13, HT 15/30, IQ 9. It has a Speed of 7, PD 3, and DR 6.

Abilities: Strikes with fist for 2d+2 damage. One weapon skill (maker's choice) of 13.

To build the body requires 5 weeks of work, \$1,000 worth of bronze, and a successful Shape Earth roll.

Energy cost to activate: 600.

Iron Golem

An iron golem has ST 30, DX 12, HT 15/40, IQ 9. It has a Speed of 6, PD 3, and DR 6.

Abilities: Strikes with fist for 4d damage. One weapon skill (maker's choice) of 13.

To build the body requires 5 weeks of work, \$1,000 worth of iron, and a successful Shape Earth roll.

Energy cost to activate: 800.

Crystal Golem

A crystal golem has ST 20, DX 15, HT 13/20, IQ 9. It has a speed of 7, PD 3, and DR 2.

Abilities: Strikes with fist for 2d-1 damage. One weapon skill (maker's choice) of 15.

To build the body requires 6 weeks of work, \$3,000 worth of salt and other crystals, and a successful Alchemy skill roll.

Energy cost to activate: 800.

Undead

"Undead" monsters are magical creatures, created from once-living beings. The undead described here are all mindless; any one encountered will be the slave of some wizard.

Zombies

These are magically animated corpses, created by the Zombie spell (p. 73). They have a +5 HT, +1 ST, -2 IQ. DX and weapon skills are as in life - usually 14 to 16, but more if the wizard had good raw material. A zombie follows the verbal orders of its creator, or those its master says to obey. It will always obey its master, rather than another, if a conflict arises.

Zombies feel no pain. They are never stunned, and never suffer any skill penalty because of wounds. Should a zombie be crippled, or even lose a limb, it will continue to fight. A zombie with a missing foot moves at 4 (or 1 less than its normal move, whichever is worse). With a missing leg, it hops along at 2; legless but with at least one arm, it drags itself along at 1. When its HT reaches 0, the spell is broken and the zombie "dies."

Minor and Major Healing spells will work on a zombie, but no other healing spells will have an effect. Once a zombie is "killed," the spell will not work on that body again.

The Zombie spell will work on the body of any living being. Stats given here assume that the zombie was formerly human, but the GM can "zombify" any living being by extrapolation.

Once cast, the Zombie spell lasts until the zombie is killed. Often they outlast their creator. After a couple of years, their flesh falls entirely off. Their HT drops by 5 (to normal human level) and ST drops by 2, but their DX goes up by 2 and they become . . .

Skeletons

Actual human skeletons, activated by the Zombie spell. They have -2 on IQ, -1 ST, +2 DX, normal HT. A skeleton has a +1 basic Move; with no flesh on its bones, it is much more lightly encumbered!

A missile, beam or impaling attack does -2 damage, and no bonus damage, to a skeleton. But a crushing blow that gets through the armor does *double* damage to those dry bones. Otherwise, skeletons are just like zombies.

Mummies

Like zombies, but with normal human IQ (the preservation process keeps the brain in better working order). They tend to go up in flame if ignited - more than 4 hits of fire damage does it automatically - but some have been magically fireproofed! They do not become skeletons. They are rare, because the mage must start with an actual prepared mummy . . . which is free if you rob tombs, but \$1,000 or more at the magic shop (if not illegal).



Skull-Spirits

Evil spirits, each created from the life-force of a human skull (see p. 73). A skull-spirit has a ghostly, vaporous form with ST 0, DX 14, IQ 10, HT 20, Move 6 and Speed 6. It uses no weapons, but strikes with a chilling touch that cannot be blocked or parried - it must be dodged. This touch does 2 hit, of damage; armor is no protection. The skull-spirit can sometimes be confused, but it will never listen to pleas or negotiation.

To fight a skull-spirit, use Fire spells or Air Jet; other combat spells are ineffective. Magic weapons do normal damage. Swords, axes, and other large metal weapons do 2 hits of damage, regardless of their exact size. Wooden weapons, arrows, bullets, etc., do 1 hit of damage. Beam weapons do no damage at all.

9

MAGICAL WORLDS

Wizards and the Law

In most places, wizards are bound by the same laws as other citizens. The exceptions are those very powerful mages who have placed themselves outside the law - by becoming part of the local power structure, or just by being so deadly that only heroes dare to challenge them.

Thus, there may not be a specific law against fireballs or curses. But a wizard who harms someone with magic will be legally liable, just as if he had injured persons or property by ordinary means.

Of course, certain spells will be regulated. Many lands forbid wizards to control or possess their fellow citizens! Summoning of demons is universally illegal. Some pagan lands permit animal sacrifice - but rarely *human* sacrifice!

Spells may be regulated for other reasons. In many lands, for instance, it is illegal to create zombies (or at least to send them into public places). This is not out of any concern for human life - slavery is legal in many such lands. It's just that zombies are disgusting! GMs may be as elaborate as they choose with local legal codes.

It is even possible that the law will name every single spell and define how legal it is. A sample set of classifications:

Beneficial. May be cast by anyone.

Regulated. May be cast only by those licensed as wizards. Licensing is a fairly routine matter.

Reserved. May be cast only by certain wizards - usually employees or representatives of the rulers.

Proscribed. Entirely forbidden! One may always apply for special permission to cast such a spell. Money talks.

Alchemy

Certain alchemical elixirs are likely to be illegal, or allowed only to the rulers. These include all poisons and other "hostile" elixirs, and all elixirs (especially *Odysseus*, the elixir of invisibility) which would be of use mainly to thieves and assassins.

When a GM creates a world, the effects of magic on daily life, politics, economics, religion and so on should be taken into account. On p. 127 is a GM's planning sheet for fantasy campaigns. The GM should provide this information before play begins, so players can design their characters intelligently and get a "feel" for the world. These are things that any native of the world would know.

Mana: Is it low, normal, or high, or does it vary? If it varies, how large are typical areas? Are there any "aspected mana" areas (see p. 94)?

Mages: How common are they? How many have *Magery* 2 or 3? Are they more common in some places? How do they fit into society?

Magic Items: How easily can they be made? How many wizards make items for a living? Which items are most commonly made? Where? What items are commonly used by non-adventurers?

Deities and Clerical Magic: Do gods, demons, or other Higher Powers take active part in worldly affairs? Are there any benefits (see p. 94) for being a cleric-mage? Are any spells limited (or forbidden) to clerics of certain religions?

Medicine: Healing spells, especially *Resurrection*, can have a dramatic effect on the social order. The poor may sicken and die, but the privileged need not fear plague, injury and possibly even death. If the GM doesn't want this effect, he should explain *why* the rich don't live forever.

Politics: How does the use of magic affect politics and economics? What major events have been influenced by magic? With teleportation (or long-range telepathy), communication is easier and empires can grow larger.

Enchanted Creatures (demons, elementals, etc.): How common are they? Are there special restrictions on creation or summoning?

Tech Level: Not all magical worlds are medieval! What is the general tech level? How do magic and technology interact?

Daily Life: What areas of life other than adventuring are affected by magic?

Restrictions on Magic

The basic rules in *GURPS Magic* give a world where magic is common and powerful, serving many of the functions that technology does in the modern world. GMs may vary this with any of a number of *restrictions* on magic, either to maintain campaign balance or to fit the flavor of a specific game world.

Low Mana

This is the standard way to reduce the power of magic. It reduces mages' *base skill* by 5 and prevents use of the *Recover Strength* spell. Magic becomes fickle; average wizards often fail their spell rolls.

Advantages: Characters with abusively high skill levels will be rare. Magic items will be almost unknown. Powerstones will recharge so slowly that they will be used only in life-or-death situations.

Disadvantages: Mage PCs will have to specialize to be effective; mages with dozens of spells will be rare. Players who like flexible wizard characters may find this restriction stifling.

Rare Magic

Magic is generally unknown in this game world. Wizards are rare and hidden; perhaps most people don't *believe* in magic. Mages must take the Unusual Background advantage, at a level set by the GM. The number of spells available to a beginning PC may be very low, unless he takes a mage or guild as an (expensive) Patron. Public use of magic will draw *lots* of attention.

Advantages: The GM controls which spells are learned and used. Rumors of other mages, or of grimoires with new spells, make good "plot hooks."

Disadvantages: If few spells are known, PCs may put so many points into each spell that they reach abusive levels. And if magic is unknown, most people won't defend against magic, and wizard PCs may meet fewer challenges.

Ceremony Required

"Normal" spellcasting doesn't work in this world. All magic requires ceremony (p. 13). Spells are slow and obvious. Magic items become precious.

Advantages: Abuse of spells in combat becomes almost impossible.

Disadvantages: Players who enjoy magical combat may be very unhappy.

Ritual Required

Spellcasting always requires a ritual like that described for skill levels 12-14 on p. 7. Energy and time reductions for high skill may still apply, but it always requires at least a second to cast a spell. Thus, spellcasting is always obvious.

Advantages: Abuse of "no-concentration" spells becomes impossible. Roleplaying of the ritual may be amusing.

Disadvantages: Players who like playing stealthy mages may be frustrated.

Limited Energy Reduction for Skill

The energy cost to cast or maintain a spell can never be reduced below 1.

Advantages: Abuse of zero-maintenance spells is eliminated.

Disadvantages: Magic can never be effortless; this eliminates some interesting characters and makes mages weaker in combat.

Limited Time Reduction for Skill

The time required to cast a spell (except for a blocking spell) cannot be reduced below one second. "No-concentration" casting is eliminated.

Advantages: Abuse of high skill levels, especially in combat, becomes rare.

Disadvantages: High skill levels becomes less beneficial. Mages become much less formidable in combat.

Maximum Skill Levels

The GM sets a skill limit (20 is appropriate) on all spells.

Advantages: As above. Mages are encouraged to generalize.

Disadvantages: As above.

Time, Energy and Cost Tradeoffs (Hurried or Careful spellcasting)

Skill does not automatically reduce energy cost and time required to cast spells. Instead, a mage may *choose* to reduce energy cost, at a -3 skill penalty for each -1 to cost. Or he may reduce casting time, at a -3 skill penalty for each halving of time (minimum of one second).

Or the mage can take extra time. For each *doubling* of uninterrupted casting time, the caster either gets +1 to effective skill or -1 to energy cost.

Advantages: Players have more flexibility to meet different situations.

Disadvantages: Low-skill wizards can produce powerful effects, given a great deal of time.

Social limits on Spell Learning

The most powerful spells are taught to no one below a GM-defined level of status or experience. This may tie in with legal ratings mentioned on p. 118.

Advantages: GMs may limit powerful spells without forbidding them.

Disadvantages: None, if the GM is fair about which spells are limited.

Wizards and Society

Preparedness

Citizens of a magic-using society will not be taken by surprise when magic is used against them! There will be mage; guardsmen and detectives, and appropriate precautions will be taken against magicusers. For instance, castle guardposts will be laid out in such a way that a simple Mass Sleep spell can't get all the guards. Rich people will own, and use, magical protection. Large jails or dungeons (and the chapter-houses of most wizardly guilds) will have at least one cell that has been subjected to the Drain Mana spell to make it a no-mana area!

Guilds

In many societies, wizards and alchemists will organize into guilds. These may be purely voluntary organizations -- or they may be means of protection against a hostile society. The most common form of guild, though, is a "closed shop," designed to regulate magic for the good of the magicians! Guild dues are high -10% to 30% of the member's income, increasing as his rank increases.

The guild will use its influence to have actual laws passed enforcing its monopoly, so the wizards themselves don't get their hands dirty by closing down the competition. Magical training will be available only through the guild, and nobody will be able to sell magic items or practice magic without guild membership or approval. Even so, there will probably be non-guild hedge-wizards in the countryside, unregistered thief-mages in the slums, and wizardly secret agents at court.

Illegal Magic

An interesting possibility, which places a very strong restriction on magic, is simply to make spellcasting illegal! In this world, mages are universally feared or hated. Wizards must take a Reputation disadvantage, set by the GM. Anyone who even looks like a mage, let alone casts a spell, will set off a reaction roll from onlookers, at a large penalty. The legal penalties for spell use may be heavy. Even possession of Magery might be illegal. with government (slave?) wizards checking auras to make sure no unregistered mages slip by.

This can make for an exciting, and very different, campaign. Mage PCs will constantly be challenged as they try to improve their powers while keeping them secret.

On the other hand, lack of subtlety, or just bad luck, can quickly kill mage PCs. Some players will be upset by persecution, even in the context of a game. GMs should be careful not to make the campaign more realistic than the players can deal with!



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