

HEROES

UNLIMITED

UNIVERSE

Core Rules BHU7



Superhero roleplaying in the Beyond Heroes Unlimited Universe

Magic

The Beyond Heroes Roleplaying Game Book VII: The Book of Magic

Design: Marco Ferraro 2021

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Contents

Foreword	3
An introduction to Magic	5
How Magic works	11
Magical Locations on Earth	31
Aria Spells	39
Biomantic Spells	42
Caligramancy Spells	50

Cartomancy Spells	58
Chaotic Spells	61
Chronomantic Spells	67
Combatic Spells	72
Common Spells	85
D'arque Spells	92
Diabolical Spells	97
Divine Spells	109
Dragon Spells	122
Dreamspeak Spells	162
Elemental Air Spells	170
Elemental Earth Spells	178
Elemental Fire Spells	184
Elemental Void Spells	191
Elemental Water Spells	195
Faerie Spells	206
Geomantic Spells	226
Geometric Spells	230
Illusion Spells	233
Libris Spells	241
Mirror Spells	247
Necromantic Spells	252
Protective Spells	264
Psionic Spells	271
Runic Spells	279
Summoning Spells	284
Tantric Spells	292
Tarot Spells	298
Tattoo Spells	310
Technomantic Spells	316
Translocative Spells	325
Transmutanic Spells	336
Urbana Spells	347
Voodoo Spells	358

FOREWORD

The Beyond Heroes Unlimited Universe series represents a new series of pdfs converting the D20 Beyond Heroes setting to Palladium mechanics in general, and Heroes Unlimited specifically.

Magic is ever-changing. The extent of a character's magic use differs greatly from tale to tale and from author to author. While there exists a pattern and definition for mutants and so forth, there is very little about magic that is "carved in stone". Indeed, as time goes by, we discover more and more about the magical creatures that inhabit the various dimensions surrounding Earth.

Sometimes called "Sorcery", Magic is a term used to describe the mystical ability of some characters to use their ethereal abilities to cast spells, conjure magics and create a large number of other abilities from it. It differs from the supernatural because these characters have an inherit use of their abilities which, in most cases, extend from themselves. To cast a spell, the magic user draws "magic energy" or "PPE" from thin air; the dimension of the Earth was once full of these energies. But with scientific advancement, these energies became less abundant today. Some places though remained strong in PPE, such as Stonehenge, a Parliament of Nature grove, Atlantis, Ayers Rock, and magical dimensions.

Following the Shattered Realms invasion of our world, earth's mana levels have spiked to unprecedented levels. Anyone can now cast spells if they have the knowledge, while those who were already using magic have now become very dangerous.

Each day a spell casting character has a magic threshold, a limited amount of PPE. The spell is never removed from the spell casters memory, and the same spell could be used over and over as long as there is PPE in the character's PPE pool. To recover PPE a character must rest. Assuming that a full 10 hours of rest can recover 100% of a character's PPE, then for each hour of rest a character would recover 10% of their total PPE.

Some classes like Deacons receive all their spells from their patron, and can access any spell their patron knows. They are still limited though by how much PPE they have. Additionally their patron may decide to cut off their spells (usually as part of a much larger storyline in a campaign). Anyone can cast spells but not everyone knows how to or has enough PPE to cast even the simplest cantrip.



1. AN INTRODUCTION TO MAGIC

Welcome to the secret and mysterious worlds of enchantment that lie on the edges of the universe, to the realms of shadow on the fringe of reality, and to the invisible labyrinth. Magic is everywhere and nowhere to be seen. It walks the nature paths, strides across the fiery cosmos, quietly sprouts through cracks in the sidewalk, and scuttles through the bowels of Hell. Magic may be as flamboyant as the act of a stage magician or as still and quiet as peaceful dreams. Magic is eternal. No two have ever found magic in exactly the same place.

Magic is infinite. From Earth's reality to the dimensions of the Faerie Realms, the After Realms, and all the parallel worlds. Magic is the force that binds reality and joins all of creation together. Magic flows through the entire universe like a silent, imperceptible presence. permeating every corner of the cosmos. Mystic forces play with the universe: defining it, and being defined by it in turn. Although magic pervades the entire length and breadth of the universe, it is impossible to see it completely or comprehend it fully. Many people live their lives utterly oblivious to the powerful forces at play in the most mundane objects and the simplest acts.

Magic is uncertainty, and certainty. Magic breaks all the rules, and makes the rules. Its very essence is paradox and irrationality. It contains logic and recognizes reason but it is bound by neither. It is possible to explain any part of creation logically without ever acknowledging the presence of magic. But magic is there—quiet—intangible—

inexpressible— alive—and very, very powerful.

In the magical world, all things are interconnected. Small events are inextricably linked to large ones. A grain of sand reveals the universe. The movements of stars reflect the actions of nations. One Man's fate can be read in a deck of Tarot cards. Because the universe is fundamentally interconnected, the actions of any one being have great repercussions on everything else. Even those beings who do nothing at all affect reality just by observing it.

This is the basic structure of magic. The magician's Art is simply understanding the natural influence the universe has on all beings and the natural influence all beings have on the universe in return. There are as many ways to master this connection as there are creatures capable of comprehending it. Therefore, there are an infinite number of completely contradictory paths to understanding magic.

Modern man cannot comprehend this dichotomy. His science is based on the rational, the explicable, and the reproducible. Science has no room for magic, which is irrational, reproductive, and by its very definition, supernatural. So science, unable to understand magic, is continually at odds with it. Refusing to believe in magic does not cause magic to vanish. Even superheroes with a solid basis in science and cold, hard reality continually run into magical opposition. People who dismiss magic because it is not rational are a bit like children who cover their eyes so other people cannot see them.

Ignoring magic does not make it go away. It creeps in uninvited. It is everywhere and nowhere to be seen. You can live your whole life oblivious to it, or you can see it in every blade of grass.

The History of the universe is rich in mystery and steeped in magic. From the earliest moments of the cosmos to the end of everything, magic is alive and enchantment is afoot. Before the universe began, there was a space without expanse and time without duration. No existence. No change. The universe was born wailing and in pain. Light, time, heat, matter and the potential for life came screaming through from emptiness. Something from nothing—the original paradox upon which the entire universe hinges.

Dimensions formed and gave shape to the expanse. Raw matter swirled into galactic clusters and filled the newborn space. Fire and power and raw energy filled the void where once there was silence. This void, the Chaosplasm, remained, just outside the matter of creation.

At the heart of creation, a gleaming, silver city formed. This world, made of the purest light, was the fortress-home of the first created beings: the angels. This was Heaven, and its walls enclosed and defined all reality. The angels were beings of purity and light, perfect in every way. Among them were the archangels: Uriel, who rules the worlds; Raphael, who oversees humanity; Michael, who is set over Chaos; Saraquael, who is set over the Spirits; Gabriel, who is lord of the Cherubim and Seraphim; and Raguel, charged with the mission of vengeance.

For reasons beyond mortal comprehension, the greatest of the angels, Lucifer Lightbringer, rebelled against Heaven and was cast down into the Chaosplasm along with his rebellious hosts. Whether this was an unpredictable act or part of a great plan is also unknown. Attempts to phrase divine motivations in human terms are prone to failure. Thus was Hell formed in the void, populated by angels disfigured and transformed into demons.

Reality had not completely stabilized at this point, and the universe was a place of paradox and contradiction. In these primordial days, Earth was a cooling lump of lifeless magma floating in space, but one frame of reference away, it was a concave dish populated by the horrid race of demonic creatures called the Predead. These demonic creatures were life that is not life, and they were jealous of the true life and true reality that would soon follow their spawning. Slowly, the reality of the Predead faded from Earth. The nightmare creatures lived on, but their frame of reference no longer coincided with that of Earth. In haste, before a race known as the Timeless Ones finally banished them from Earth, the Predead demons created talismans that would allow others to summon them back.

The Predead call to Mankind from across the gulf of reason, and sensitive humans have visions and dreams of these beings. Many mortals confuse their raw power for godliness and mistakenly summon them into Earth's plane. Even though their extra-dimensional realms sometimes overlap, the Predead should not be confused with the demons who fell with Lucifer. In some ways, the Predead are worse than demons. As the

universal reality stabilized, powerful elemental energies began to stake out territory in the magical spheres. Leftover Chaosplasm and creative matter found themselves locked in a deadly struggle for dominance. Some of these evolved into the powerful beings known as the Lords of the Infernal and the Lords of Light. The Lords of Light fought for the continuance of life and matter, and the Lords of the Infernal fought to degrade and destroy it.

Slowly the Earth cooled and life appeared in abundance. The first life forms to gain sentience were the plants. Yggdrasil, the world-tree, was the first of Earth's children blessed with slow, green thoughts. A group of sentient trees grew into a sacred grove, using organic magic. They created the race of plant elementals and other plant lifeforms. The great Lizard Kings were among the first native Earth race to study and codify the art of magic. They built civilizations in forms beyond our comprehension and lived lives of mystery and wonder in the primordial golden age. But their civilization fell, and they died to the world in the first terrestrial armageddon. Over the subsequent ages, humankind arose as a power. Humans were the third great race to have mastery over the Earth. Since they had only faint knowledge of the Predead and the Lizard Kings, they believed themselves to be the first. Men built and toppled many kingdoms during this time.

During this Golden Age, Mage Lords probed the secrets and mysteries of the universe and delved into the inner recesses of their souls. It was a time of adventure, of unbridled passion, of wonder and enchantment. Beings of

godly power freely walked the Earth and the Faerie races consorted openly with men in a virtual paradise on Earth. They all sang praises to Gaea, the primal goddess and spirit of the Earth. During this time, men and women walked the land as equals and loved freely and courageously, without restriction or fear.

The dualistic nature of humankind was not feared and the union of male and female was celebrated as a high expression of magical oneness. Ancient mages revered the intuitive, creative side of the feminine principle, and the logical, analytical side of the male principle. Most importantly, the Golden Age was a time when man understood the exalted nature of his being and reveled in the powerful miracle of his existence. The greatest magical kingdom of the Golden Age was Atlantis. All of man's most noble aspirations culminated in this shining city of wonders, and it endured for thousands of years. Built for enchantment, sustained by wizardry, and deeply grounded in the purity of magic, Atlantis stood as a beacon of hope to all people, a radiant symbol of all that man could attain. Atlantis was magic, and magic was Atlantis. Then one day, Atlantis was no more, destroyed during a last ditch attack by the Lizardmen and then swallowed by the Ice Age and enveloped by the floodwaters of its retreat.

As Atlantis sank beneath the waves, it submerged beneath the tides of memory, leaving no trace of its existence. The waters that washed it away took more than the city and much of its magic, they took the dream. Out of the sunken rubble of the broken world came new life. Man was literally washed back to the Stone Age in the flood, and it took him tens of

thousands of years to rise from the wreckage. With the passing of Atlantis, man was left without a visible connection to his mystical guides and had only a dim, crude memory of the magic. Life became a constant struggle for survival as man wandered the cold, dark, frightening world, lost and alone.

In anger and pain over his half-remembered fall from the paradise of Atlantis, man became cruel, selfish and territorial. He feared everything that was different. Primitive man hated the race and gender variations so prized by the Atlanteans and used them as an excuse enough for intolerance and savage brutality. Tribes hated and feared one another; one village or race considered people from another village or race to be evil simply because they were different. This was the start of racial and national divisions that would plague humankind and keep humans from experiencing oneness with their fellow men. In addition to fearing strangers, male tribesmen greatly feared the females of their own tribes because of the women's seemingly miraculous powers of conception and childbirth.

Women were often singled out as targets of male frustration and anger. These harsh, unreasoned fears stayed with humankind for millennia and echoed through the ages in the persecution of the Amazons, the burning of witches, and the minimization of women's roles in governing society. Not all cultures feared their females. Some revered the procreative powers of women and honoured the sexes as equal. These cultures worshipped the life-giving energy of the world as Gaea, the All-Mother and produced

healthier civilizations than their sexist cousins.

As visible magic faded after the deluge, the divine forces that had sprung from that magic faded as well. Primordial gods and beings of power arose to take their place, evolving along with Stone Age man. They were primeval, elemental forces, as crude and unformed as the early humans who feared and worshipped them. Primitive man racked his brain to express the powerful ideas that were hidden just below the waterline of his own subconscious.

In frenzied dances, starkly beautiful cave paintings, evocative chants, interactive storytelling sessions, and savage rituals, he tenaciously grappled with hidden truth as fiercely as he grappled with the beasts that preyed on him. The enchantments that aboriginal man developed were harsh, painful, and deeply personal. Violent lives bred violent rituals, and in the darkness punctured only by treacherous fires, primordial shamans rekindled the spark of magic. New empires spread like wildfire, fed by man's enthusiasm for growth and adventure, and fanned by magic.

In Africa and Asia, civilizations rose as man grew and explored his world. Mythical creatures took form and sprang to life as man struggled to remember and re-create the magic that lay deep within him. Monsters, dragons and gods emerged from the streams of magic as early man interacted with the eternal forces. As man evolved, these magical beings took more elaborate form, developing from raw, elemental beings into sophisticated powers. The pacts they made with their followers reflected this

heightened self-awareness. Two forms of civilization developed during this time; life-affirming cultures and life rejecting ones. The life-affirming cultures connected with their rich magical legacy and were able to flourish and grow. These societies revered the Earth, freedom, nature, their sexes, self-expression, and the divine spark hidden within all people. The life-rejecting cultures hated and feared the magic and wonder that was the land and their bodies. These peoples spumed lives of joy and developed rigid, restrictive, inhibited societies that were forever jealous of their more prosperous, radiant, open-minded neighbours.

Magic developed among these repressed peoples as well, but theirs was a twisted, wicked magic of denial, cruelty, and self-loathing. The life-rejecting tendency twisted its way into all civilizations and sprang up throughout history, creating spasms of intolerance, fanatic cult activity, environmental degradation, and genocide. Once these hate-filled, warlike forces took root in a culture, they often destroyed the nation that harboured them. They tore down ancient civilizations like Atlantis, Themyscira, Camelot, and Rome and modern nations like Germany in the 1940s. Fortunately, the life-affirming forces have always proven strong enough to keep humankind alive and growing.

In ancient Mesopotamia and Egypt, wise men and women probed esoteric mysteries, constructed intricate rituals, and created a complex symbolism to utter the inexpressible. Languages and naming systems were developed to encode these mysteries for future generations. Great strongholds like the Library at Alexandria were built for the

storage and study of mystical books. In China, Greece, the Middle East, and farther comers of the old world, man's cities blossomed like exotic flowers, all grounded in magic. The ancient gods strode these lands and were often in direct communion with their worshipers, interfering in the lives, loves, and wars of their followers.

This manipulation led to the creation of a host of enchanted beings, magical items and mystic lands, as gods and men fought the ages-old struggle between strict control and self-reliance. As the new religion of Christianity swept across Europe with the legions of Rome, native religions began to disappear. The Druids and Earth worshipers were denied their magical and spiritual heritage and converted sometimes at the point of a sword.

While most of Europe turned to the Church of Rome, worship of the pagan gods went underground. In some cases, the worship of the old gods could not thrive in the dank air of covert worship, and the magic grew tainted. Some of the priests turned against their original purpose and became as cruel as their oppressors claimed they were. Some of the newcomers also ravaged the land, destroying the old places of power, even building new places of worship on the old power sites.

Early in the first millennium of the Gregorian calendar, the old religion and the new met in a unique flowering of civilization. A great kingdom arose in Britain, unifying the knowledge of the old religion with the truths of the new. The wizard Merlin Ambrosius and the boy king Arthur Pendragon created a haven where wisdom could flourish and

mysteries of the ages could be explored. The kingdom of Camelot echoed the majesty of lost Atlantis and drew the greatest heroes of the age like a magnet. It stands as a supreme irony that Merlin, a son of the demon Belial, used pagan forces to help Arthur unify Britain in the name of the Christian God. In Camelot, the sacred mysteries of the old and new religions were both understood and appreciated. But such tolerance and honour were not to last. Like Atlantis, Camelot was violently overthrown by the dark forces of ignorance and cruelty.'

The dark, life-rejecting forces won a major victory with the fall of Camelot, and much of the known world fell under a shroud of despair, disease, and death. As with the sinking of Atlantis, the destruction of Camelot caused more magic to fade from the plane of Earth. During the Middle Ages, men tried to mirror the grandeur and noble aspirations of Camelot but fell far short. Instead of noble quests, they embarked on bloody Crusades and horrific Inquisitions. The mystical organizations of this era were pale shadows of their former selves. The Knights Templar, Rosicrucians, and the mysterious Illuminati all worked to preserve magic in some form but frequently became corrupted by wicked, self-centred men.

Still more magic was lost. Science, long dominant in the rest of the universe, made its way to Earth in alchemical cauldrons during this time, and it left even less room in the world for magic. The Faeries and mythic beasts faded from the sight of man, remembered only by poets and children. By the 1400s, the world had become so inhospitable to magical creatures that a

contingent of Faeries decided to leave Earth's plane forever. Some went to the Gemscape. Others disappeared beyond the dimensional folds to worlds still uncharted. Over the following centuries, the Faeries continued to leave Earth's plane until virtually all were gone.

But all was not lost. Some mystical knowledge survived the fall of Camelot and was stored in the newly created universities. Thus, the brave and the curious could still taste the wisdom of the ages. By the 17th Century, science had seized the imaginations of men, leaving little room for magic. The forces of intolerance were in full power, with witch burnings and inquisitions designed to stamp out the last vestiges of magic and old religion.

The twin powers of reason and unreason sought to destroy that which was beyond reason. Even though the magic of Atlantis and Camelot had faded, the wisdom of those kingdoms was carefully preserved in secret societies and in universities, and it reemerged in the Age of Enlightenment. The fires of liberty and justice burned in the hearts of a courageous band of enlightened scholars. These men, many of whom were initiated in esoteric orders of knowledge, led the struggle for independence and created the United States of America.

The 20th Century saw a rebirth of magic and wonder unprecedented in the history of the world and rare in most of the cosmos. Heroes and villains of every type burst onto the scene, following the siren call of the meta-gene. They were the products of forces ranging from mysticism to super-science. Despite their actions and high profile, most people

refused to believe in magic. Some of these mystical heroes disguised their supernatural abilities by pretending to be stage magicians. Others simply had little contact with mortal men. In the second half of the century, more superheroes exploded onto the scene. In some futures, light wins the war, and in other cases darkness spreads to cover the world. In most futures, humankind survives in one form or another. After this war, civilizations rise and fall. Mankind chooses to forget magic, and magic fades away. But with the return of the Gemscape to Earth's dimension, magic returns. The invasion from the Strange Realm saw the highest spike in PPE in earth's history. But even with the invasion defeated, modern earth retains much of its increased magic levels.

2. HOW MAGIC

WORKS

1. Key

There are a few terms that are either new or redefined for magic use.

Artifact - A magical or technological item of great power, antiquity, or fame. Artifacts are usually one-of-a kind items.

Caster - Someone in the act of using a spell. This word is used to distinguish a person using a spell from a person or thing that is the target of a spell.

Magically Enhanced - A character whose abilities have been permanently affected by magic, a type of Altered Supernatural.

Magical Artifact or Item - An item created by magic or any item that functions by magic.

Magic-Wielder - A character able to use spells. Such characters may also be called magic users, magicians, sorcerers, wizards, enchanters, etc.

Spells - The spells of a magical character are just like the powers of another hero, except that they are derived from magical sources. These are also called enchantments, incantations, etc.

2. Magical Energies

Magic and PPE

All magicians draw their power from a stream of raw magical energy that surrounds and penetrates the whole of the multiverse. Although Earth sorcerers most frequently refer to this energy as PPE, it has acquired many names over more than 10,000 years of human civilization — gumbo, hoodoo, karma, luck, vibes, kismet, evil spirits, and so on. It is easiest to envision the PPE stream as an invisible river that passes through every living being and every physical object in the multiverse. In some places, this river flows stronger than in others.

Because of the essential opposition between the magical and scientific paradigms for observing the universe, PPE flows less freely through places where science is particularly well-entrenched. Along similar lines, there are other areas with mysterious properties that increase the intensity of the PPE flowing across them: the grove surrounding the Parliament of Nature, the pyramids of ancient Egypt, the whole of the Faerie Realms, and so on.

In most dimensions, regions in which the PPE flow is particularly strong tend to be arrayed geographically in complex, yet recognizable patterns. On Earth, these patterns are the commonly called ley lines. Most mana-rich areas on Earth lie along the complex ley-line network. Areas where several ley lines converge are of particular mystical potency. For centuries, various Earth sorcerers have attempted to draw complete maps of the ley-line network, but even the best modern maps of the ley lines remain crude and incomplete.

Not only is the PPE flow stronger in some regions than in others, but the PPE stream passes through most living creatures and physical objects with variable intensities as well. On Earth, the PPE flow passing through cats, ravens, and toads is unusually strong. In fact, most animals are more attuned to the PPE stream than humans are, probably due to the fact that humans are prone to succumb to the rational or scientific paradigm. The unusually strong link between animals and the PPE stream manifests itself in many ways: the uncanny ability of herd animals to detect danger, the mystic sigils formed by flocks of migrating birds, the ability of pigeons to cross hundreds of miles to return to their homes, and so forth.

Although the PPE stream generally passes through humans with less intensity than it passes through most of the lower animals, some unusual humans are remarkably PPE-sensitive. In nonmagical characters, a strong affinity for PPE energy generally manifests itself as luck, power, and presence. Although the PPE flow through particularly sensitive beings is always stronger than the flow through less sensitive beings, the intensity of the PPE stream within any given being is anything but uniform.

In the Earth dimension, PPE tends to pass through living beings in waves of peak and valley, with the flow through each individual dependent somewhat on the intensity of the flow through his current geographic region. A being who is experiencing a PPE peak generally benefits from good fortune and often finds himself at the centre of a series of amazing coincidences. On the other hand, a being who is at the bottom of a PPE valley tends to fall victim to ill

fortune and cold rationality. Experienced students of the mystic arts can often chart their own PPE cycles, allowing them to forecast periods of peak performance and to gauge their luck.

Just as the intensity of the PPE flow through a living being is subject to periodic fluctuations, so too is the intensity of the general PPE stream that flows across an entire geographic region or even across an entire dimension. Thousands of years ago, PPE flowed across the entire Earth dimension with a much greater intensity than it enjoys today. During this earlier age, known to modern students of the occult as the Reign of Wild Magic, sorcerers were relatively common on Earth. The legendary Merlin of Camelot, and many others all benefited from the PPE glut.

But later, roughly 1,000 years ago, the entire Earth dimension began slipping down into broad PPE valley that has yet to reach its nadir. In fact, it was this sudden drop-off in PPE energy that prompted the wizard kings of ancient Earth to leave for the PPE-rich dimension of Gemscape. It is also no accident that the era of greatest decline in the ambient PPE levels on Earth coincides with the European Renaissance and the subsequent rise of the scientific paradigm. At present, the available magical energy on Earth is once again on the rise.

Sources of PPE Energy

In most dimensions, PPE springs from the well of available possibilities. PPE is formed when this proto-magic (sometimes known as “yin forces”) intermingles with other, more mysterious energies (known to occultists as “yang forces”). Known yang forces

include life, love, imagination, dreams, honour, and despair. In dreams, of course, all things are real and magic is powerful. The Dreamtime is the largest storehouse of magical energies in the cosmos. Within the Realm, a great deal of stray PPE is stored in the form of eldritch stories which makes its way into the Earth dimension through the dreams of its inhabitants.

Tapping the PPE Stream

Characters with magical powers or abilities can somehow tap into the PPE stream and redirect its energies for their own purposes. In order to fire an explosive energy ray or to teleport himself to another dimension, for example Dimitrios taps into the PPE stream and transforms its power into the energies necessary to accomplish his aims. Without ambient PPE energy he would be powerless, just as a television or a toaster will not function without a source of electricity. This is one of the reasons why many of the most powerful sorcerers (such as the Lords of Order) tend to avoid the Earth dimension. Such beings prefer dimensions in which more ambient magical energy is available, allowing them to exercise the full breadth of their mystical powers. There are two basic methods of accessing the PPE stream in order to perform some sort of magical feat: sorcery and ritual.

Sorcerers are formidable beings with the power to channel the ambient PPE energy. Because of the sorcerer’s direct contact with the PPE stream, his accomplishments are generally limited only by his imagination and power level. A good sorcerer, for example, can effortlessly discharge amazing quantities of lethal energy, teleport across the globe, summon extra-dimensional

creatures to his side, or transmute lead into gold. Whenever there is a mystical crisis, waves of PPE emanate from the crisis point and travel outward in complex patterns.

Since mystical crises remain relatively rare, whenever large reserves of PPE are available, magic-wielders of all types experience a sudden, frightening increase in potency. Another interesting property is that in these times of crisis any travel along its geographical flow (such as Ley Lines) is inexplicably expedited. Veteran spellcasters often develop the ability to feel when a crisis is beginning, allowing them to take advantage of such travel opportunities.

Of course, not all sorcerers can channel PPE energy with equal proficiency. Two factors combine to determine a sorcerer's potency: the strength of the sorcerer's bond with the PPE stream and his skill and experience in channeling the PPE energy. An unusually PPE-sensitive magic wielder has a much greater store of energy to draw upon than most of his colleagues and consequently can perform more astounding feats. At the same time, skilled or experienced mages can make the most efficient use of whatever energies are at their disposal. Obviously, the most potent sorcerers are both PPE-sensitive and experienced, although this particular combination is rare indeed.

Often true sorcerers are of alien or extra-dimensional origin. In fact, relatively few humans even have the potential to wield such powerful magic. Although they are commonly known as homo magi, it is doubtful that these uncommon individuals actually comprise a separate and superior human race, as that term

implies. In spite of the fact that the human affinity for magic often spreads itself from parent to offspring, most modern occultists tend to agree that the capacity for sorcery is neither genetic nor biological in nature.

More common than true sorcery is the invocation of occult ritual magic. The secrets of ritual magic rest in the twin disciplines of communication and control. Although most ritual mages cannot channel the PPE stream themselves, they can reach out across the PPE stream and make contact with potent otherworldly and extra-dimensional entities. If the ritualist knows the appropriate entity to contact and can exert a controlling influence over that entity, he can often convince the entity to use its own mystical powers to divert the energies of the PPE stream in the desired fashion.

Thus, when a magic user grasps a photo of a missing child in his hand, chants over a map of London, and finally finds himself pointing at the child's exact location, what he is really doing is contacting an appropriate extra-dimensional spirit, persuading the spirit to use its own arcane energies to locate the child, and entreating the spirit to guide his hand over the map.

Eldritch Stories

Much of the PPE energy found in the Dream Dimension rests in the form of eldritch stories, for easy stowage. These stories are sometimes known as fairy tales, parables, archetypes, fables, genre blueprints, or even cliches. So much PPE energy passes through human dreams and into the Earth dimension in the form of the eldritch stories

that a special bond has formed between these extraordinary tales and the human imagination. Throughout the course of human history, poets and playwrights have repeated many of the eldritch stories on countless occasions. Consider, for example, the oldest of the eldritch stories: the story of magic.

Science and magic and the price of magic

Magic is much more than a simple set of rules and procedures for organizing and manipulating mysterious energies. It is also a point of view, an enigma, a quasi-intelligent entity, a self-modifying abstract concept, and a philosophy. In short, magic is anything its practitioners make of it. Even the most intimate familiarity with the PPE stream is useless to a potential mage lacking the requisite appreciation of the art's more amorphous qualities. By their very nature, such qualities defy description; their power stems from the mysteries and secrets that enshroud them.

Although there are a few common principles accepted by all, magic is everything that each of its practitioners believes it to be, and then just a little bit more.

One thing magic is not, is science, or more specifically, rationality. The power of magic is the power of absurdity. Those who worship the scientific methodology and make any sort of organized attempt to understand magic inevitably fail. Again, the power of magic rests within its mystery and improbability. For this reason, the PPE flow in and around areas steeped in the scientific paradigm is warped and choked off. At the same time, individual beings owing their allegiance to science are rarely capable of wielding magic

since such beings generally lack the belief in the absurd necessary to manipulate the mysterious magical energies. The most difficult stage in a spellwelder's apprenticeship is learning to overcome his own skepticism.

Throughout history, numerous wizards claim to have bridged the gap between science and magic, but all such theses remain dubious at best. The "rational" magic discovered by the vast majority of these wizards was little more than a misunderstood branch of science known as chaos theory, which mimics a few of the properties of magic. But a few investigators have penetrated much further, forging dangerous pacts with powerful occult entities who have begun an invasion of science themselves: beings so steeped in magic that they are able to grasp and master the absurd paradox inherent in a union between the rational and the possible.

Many of the phenomena puzzling modern scientists, such as quantum theory, meta-genealogy, and anti-life science, are little more than the first tentative assaults launched by these mysterious invaders. In any case, science and magic remain largely incompatible. One of those amorphous truisms surrounding the arcane arts is the fact that magic always exacts a toll from those who practice it. This does not imply that the mage never comes out ahead in the deal. Sometimes, the price is worth paying, but there is always a price nonetheless.

Most spell casters are fully aware of this provision but expend a great deal of mental effort attempting to persuade themselves of its irrelevance. Magic,

remember, is the art of improbable belief. Every good mage knows that the less one believes in the restitution, the less severe that restitution is likely to be. In fact, some occultists have theorized that the price of magic is only a product of each mage's imagination and not a necessary component of spell casting at all.

These theorists believe that it is so difficult to accept the idea of something for nothing that most mages must unwittingly invent their own price in order to maintain their confidence in the Art. The form taken by the price is highly variable. The only constant is suffering — the price of magic always involves suffering. Of course, the price of magic does not necessarily confine itself to the material world. Many mages are still paying their tolls long after their deaths.

3. Enchanted Entities

Direct magic wielders, like sorcerers and ritualists, are not the only inhabitants of the universe with magical capabilities and mystical backgrounds. There also exists a wide variety of creatures and characters who have been magically altered, or enchanted, by magic wielders. Although they cannot voluntarily channel ambient magical energy, these enchanted entities frequently enjoy special bonds with the PPE stream that enable them to perform one or more specific magical stunts. Perhaps the most potent enchanted entity is the planet Earth itself. Unknown to most of humanity, the Earth is itself a sort of sentient being possessing a broad array of mystical powers.

From time to time, it calls upon these powers to create elemental guardians to protect its biosphere from human incursion. In this capacity, the Earth was worshiped by the ancient Greeks (and is still worshiped by the Amazons of Themyscira) as the goddess Gaea. Exactly which magicwielding entity or entities originally enchanted Gaea remains a mystery, as does the question of whether or not other planets in the cosmos share Gaea's sentience.

Almost all characters who have a connection with one or more Cosmic Entities spend a great deal of time dimension hopping and are easily recognized by most of the important personalities hailing from the extra-dimensional realms. Note that the Cosmic Entities are not an organized group, and it is more likely for a character to have a connection with an individual entity rather than all of them.

Extradimensional entities are often spoken of as gods in the Beyond Heroes Universe. A god is a humanoid being with a longer life-span and greater physical powers than human beings, whose kinsmen or self has once been worshipped by humanity. All of them are for all practical purposes, immortal. All races of gods now dwell on some extradimensional world, although they may have lived on Earth in ancient times. There seems to be a special connection between the gods who were once worshipped on Earth and Earth itself.

Entities, as used here are extradimensional beings, places, or things that wield, contain, or otherwise possess great mystical energies. They are considered here because their energies can sometimes be tapped by Earthly mages to provide energy for their magical spells. Because these entities have so much more power than the average being they are sometimes referred to as gods (or demons if they have degenerated), and many are even worshipped by cults as the source of their spells and knowledge. Because Earth seems to be a nexus for so many dimensional apertures, and because so much magic interacts there, the status of this location is of great interest to most entities.

The term "Entity" refers to any being of power able to grant a portion of self-produced magical energy to perform an extra-dimensional effect when entreated. All such Dimensional Energy spells use the name or names of these entities in the wording of the spell in order to gain the attention of the Entity in question. Entities usually are beings made of

magical energies. As such, they have no true forms; even if they once did, they no longer bother with them. Their power is so great that they hold sway over entire dimensions, thus generating their own Universal Energies. In effect, they become one with their dimension's Universal Magical Energies.

Such Entities seek to draw power from other dimensions through minions. Whether or not the power is granted to the spellcaster is up to the Entity. For Sorcerers with a connection to the entity, this is an Automatic Action with no chance of failure. For those without such a connection, this is determined by a Charisma Check modified by Attitude for each invocation. If the sorcerer has a connection to an entity of opposite orientation (Order vs. Chaos), the entreaty is automatically considered hostile. A team attack persuasion attempt can be made on the entity in the case of a group of spellcasters working together.

Having a Mystical Entity or Deity as a connection means many things to a magician. Not only may occasional information be gained from them, but the entities also boost the magic of the character. Invoking an entity requires saying the name of the entity as an Automatic Action and is always successful when the character has a connection to them (unless the GM sees a reason why it shouldn't be so). Such a connection may obligate the character to undertake various tasks at the entity's request, particularly if the connection is a High one. Failure to act at the entity's behest may result in a loss of the connection. As well as the ongoing goodwill indicated by a character's divine points, there are more general categories of favour and disfavour.

There is a difference between the reward of divine points and the reward of favour. To a deity, you are a servant. If you serve well, you will be well paid; this is what divine points represent. However, serving well does not mean that the deity necessarily likes you. The deities of the ancient world are extremely human-like in their emotions and attitudes.

If a deity decides that they like you personally, then this is what is meant by favour. The Games Master decides when a character becomes favoured or beloved by a deity. Favour and love are not something that any character has when they start the game, unless they have a mythic background. As a general guideline, if the character exposes himself to serious risk numerous times in the interests of the deity or the deity's followers or carries out a quest on behalf of the same, divine favour is a likely result.

Favoured Status

If your acts especially please your deity or even a deity who is not your patron, you may become favoured by him. For example, a ruler who was consistently just, wise and fair might well become favoured by Athena, even if his patron deity was Zeus. If a deity has favoured you, it means the deity has taken an interest in you, likes your approach to life and considers you to be an ally. Being favoured by a deity has distinct advantages. You benefit more from the blessings of the deity than others do and you can call upon the deity's help. Specifically, you may petition the deity for aid once per day.

Beloved Status

There is a second stage beyond being favoured. Some rare individuals are beloved of a given deity. This privilege is reserved for those who have completed major quests in a deity's name or for those who are the children of the deity in question. Being beloved by a deity is much like being favoured, with the additional benefit that the deity will bestow its gift upon you for limited periods without question. In brief, you may make a request attempt once per week without needing to make a check. For example, if you were beloved of Artemis, you could borrow her bow or crown once a week. This must always be for a purpose of which the deity would approve. Even if you are beloved of a deity, you cannot borrow a divine item for a trivial or foolish purpose.

Disfavoured Status

To earn the disfavour of your own deity, all you have to do is commit sins until the deity notices. To earn the disfavour of a different deity, you must do something that actively offends against that deity's cult within the world. Striking a woman does not earn you the disfavour of Hera automatically, but striking a priestess of Hera almost certainly does. You could therefore earn a deity's disfavour by insulting or damaging the deity's image, attacking a member of the deity's priesthood, insulting the deity in speech and so forth.

It is a matter of record that the easiest way to earn the disfavour of a Greek deity is to boast that you are better at something than they are. Claiming to be better than a God would surely seem like the most stupid of boasts to make, but this did not stop Arachne from boasting that she was a better spinner than Athena

(earning her wrath and resulting in her transformation into a spider, from whence we get the term arachnid) or Agamemnon from boasting that he was a better shot than Artemis, which caused that Goddess to demand the sacrifice of his daughter in atonement.

These examples should help the Games Master reckon up the degree of offense that the Greek deities take from mortal boasts. Killing a follower of a deity does not gain you the deity's disfavour unless the person you killed was favoured (or worse, beloved) of the deity. So, if you killed an ordinary worshiper of Apophis, the serpent God would take no notice but if you killed a worshiper who Apophis favoured, you would risk his disfavour. No matter which deity you follow, there are always times when you should pay another deity their due. Those who are disfavoured may find their spells and abilities working intermittently as a lesson in humility to the character.

Despised Status

Those who perform deeds that repeatedly offend a deity or that grossly violate a deity's code (such as desecrating of the deity's temple or slaughtering a person who the deity loves) may find themselves despised by that deity. At this point the deity will no longer aid the character, remove any bestowed abilities and block the character from using any spells granted by him. Really upset the entity and the character may find himself on the list of enemies to eliminate.

Good, Neutral and Evil

Many is the time a demon has attempted to conquer the Earth dimension, and many are the entities that are successfully entreated to provide energy for spells to fight these would-be conquerors. A few entities are completely neutral, but those are rare. Because mankind can sometimes be as greedy, petty, or megalomaniacal as these demons, it is often easy for a demon to recruit new Earthly followers and believers to his cause. Cults spring up constantly, dedicated to this entity or that, and sworn to the takeover of the Earth dimension by that being. It is up to the mages and sorcerers of Earth to help keep the balance of the cosmos by opposing these chaotic cults, magicians, and entities in whatever way they can, whenever they can.

All entities can be considered malevolent, benevolent or neutral. Of course, their attitude depends on whether a character is good or evil himself (Tyrannus might seem quite benevolent to his worshipers, while everyone else would see him as a malevolent demon). But no matter whether the entity is chaotic or not, he can usually be entreated by a magician of any belief and will answer. Entities do not take the time to peruse every single entreaty. They sow their favours like seeds, and hope that they take root in soil of their liking. If an entreaty is stated for a specific purpose that is obviously opposed to the entity's desires, he will usually just ignore it, though he may choose, at other times, to punish the entreating party for offending him.

A mage may even call on an entity whom he does not fully understand to

help him in an enchantment, only to later find that entity is opposed to everything he believes in. Once recognized as an enemy, it is very unwise to contact an entity again. Some entreaties are actually methods for focusing the desire or purpose of a mage. By calling upon his dead master or his personal belief in a god to help him, a sorcerer reminds himself of what he stands for and what he must do to stop an opponent. Usually, though, entities are extradimensional existences. The word “demon” is used to refer to evil beings of mystical origin. Demons have greater mystical powers than normal human beings, and usually dwell upon extradimensional worlds. While most demons are born as demons, it is possible for a god to physically degenerate into a life-preying demon .

Demons usually sustain themselves by preying upon lesser creatures (generally astral forms or life essences). Demons often attempt to prey upon the life essences of humans, and also use humans as pawns in schemes to increase their own power. There appear to be three major types of demons. The first type appeared on Earth before the dawn of humanity. These demons, sometimes called the Infernal Gods, were at one time closely associated with the Earth itself.

The Infernal Gods, most of whom were not humanoid in form, later degenerated into preying upon their own kind (since humankind had not yet been born). Those who declared themselves the Gods of Order destroyed most of the elder demons although a few of the most powerful escaped to other dimensions. Gaea infused her essence into all living things and became the goddess known as Mother Earth (The Faerie schools of

magic often invoke her name in their spells).

Long after the departure of the elder demons, a second type of demons arose. These demons possess vast mystical power and dwell in (and sometimes rule) extradimensional realms. To this day, these demons use human beings as pawns or subjects. In dealing with humanity, these demons sometimes falsely claim to be the incarnation of absolute evil, in order to exploit humanity's belief in such a being. All such claims are only elaborate deceptions.

There exists a sub-class of messenger and servant demons who serve the rulers of the demonic realms. These beings derive from the same origin as their masters, but are of lesser power. The third type of demons are also of extradimensional origin, but are nonhumanoid in form and alien in motivation. Some of these demons have appeared on Earth at some point in their existences; others remain in their own realms and seldom deal with humanity.

There are also a number of extradimensional mystical beings of an evil nature whose origins are so shrouded that they cannot be classified as true demons of any of the previous three types. Some are rulers of their own dimensions, and may be evil gods, others are simply extradimensional monsters, or mortals with enormous power. All of the major demons and sorcerers discussed above can grant dimensional energy for spells and all of them are linked with evil and diabolical magic. Invoking one of the evil entities is extremely dangerous,

since they are merciless and regard humans as pawns at best and prey at worst.

The major demons, when in their own realms, are more than a match for all but the most powerful of sorcerers. Regardless of their power, all true demons are irrevocably evil and destructive and should be regarded as monsters.

Before a mage can call on an entity he should know something about him or it. In a polytheistic religion each God and Goddess serves a specific role and fills a certain niche: love, life, war, death, and everything in between; be it Aardvarks or Zebras. One such incredibly vital purpose, believe it or not, is Evil. On the one hand, the Balance Between Good and Evil must perforce have Evil to balance Good, lest the latter become an intolerant conformist theocracy.

Likewise, it also serves as a definition of what not to do for worshipers of all the Good and Neutral gods. It also serves as an excellent plot enabler and antagonist for the heroes and forces of good to fight against. Being the absolute apex of the sliding scale of villain threat, The Chosen One can spend an entire series fighting their way up from the Religion of Evil, the Black Pope, its Dark Messiah, and then fight the God of Evil itself..

In many works, there is a God of Evil. An ultimate embodiment of evil that seeks to either spread unhappiness or kill as much as he/she wants.

Entities of Balance

Pop

Entities of the Infernal

Demons
Aztec
Babylonian
Baltic
Estonian
Hungarian
Hurrian
Inca
Mayan
Mesopotamian
Norse
Primordial
Slavic

Entities of Light

Angels
Aboriginal
Canaanite
Eskimo
Filipino
Islander
Chinese
Korean
Maori
Native American
Voodun

Pantheons which have both Infernal and Light

Afrikan
Celtic
Egyptian
Finnish
Gaulish
Greek
Hindu
Japanese
Roman

4. Magical Items

The PPE stream flows through physical objects as well as living beings. In fact, the flow through some objects is so strong that the items develop powerful mystical properties of their own. King Arthur's sword Excalibur, the Holy Grail, the Philosopher's Stone, and the Spear of Destiny are all examples of such items. Although most magic items gain their peculiar properties through the process of enchantment, a few items are so tightly interconnected with the PPE stream that they possess magical properties from the instant they are created.

To use a magic item, it must be activated, although sometimes activation simply means putting a ring on your finger. Some items, once donned, function constantly. In most cases, though, using an item requires a standard action that does not provoke attacks of opportunity. By contrast, spell completion items are treated like spells in combat and do provoke attacks of opportunity. Activating a magic item is a standard action unless the item description indicates otherwise. However, the casting time of a spell is the time required to activate the same power in an item, regardless of the type of magic item, unless the item description specifically states otherwise. The four ways to activate magic items are described below.

Spell Completion

This is the activation method for scrolls. A scroll is a spell that is mostly finished. The preparation is done for the caster, so no preparation time is needed beforehand as with normal spellcasting. Activating a spell completion item is a standard action.

Spell Trigger

Spell trigger activation is similar to spell completion, but it's even simpler. No gestures or spell finishing is needed, just a special knowledge of spellcasting that an appropriate character would know, and a single word that must be spoken. Spell trigger items can be used by anyone whose class can cast the corresponding spell. The user must still determine what spell is stored in the item before he can activate it. Activating a spell trigger item is a standard action.

Command Word

If no activation method is suggested either in the magic item description or by the nature of the item, assume that a command word is needed to activate it. Command word activation means that a character speaks the word and the item activates. No other special knowledge is needed. A command word can be a real word, but when this is the case, the holder of the item runs the risk of activating the item accidentally by speaking the word in normal conversation. More often, the command word is some seemingly nonsensical word, or a word or phrase from an ancient language no longer in common use.

Activating a command word magic item is a standard action. Sometimes the command word to activate an item is written right on the item. Occasionally, it might be hidden within a pattern or design engraved on, carved into, or built into the item, or the item might bear a clue to the command word. Use activation doesn't mean that if you use an item, you automatically know what it can do. You must know (or at least guess) what the item can do and then use the item in order to activate it, unless the

benefit of the item comes automatically, such as from drinking a potion or swinging a sword.

5. Spells

What energies a magic-wielder draws upon is decided at the outset of the character's creation. Magical energy can be drawn from three different sources: personal, universal, and dimensional. Each source of energy yields a slightly different form of magic, although it is easy to achieve the same result using different sources. Most magicwielding characters have more than one source that they have learned to tap into. Learning the differences between these energies is the key to being an efficient magicwielder.

Personal Energies are derived from the personal energy of the character's soul/mind/body. This energy fuels any power or spell that affects the caster himself or a willing subject; trances, astral form, thought projections, physical alterations, and so forth can all use personal energy. This is his personal PPE.

Universal Energies are gained by tapping this universe's ambient magical energy and channelling it for special effects. It is used for spells and powers affecting the world outside the sorcerer. Teleportations, attacks, illusions, and so on, tap the energy fields of the universe, using the magician as a focus.

Dimensional Energies are used by tapping beings or objects of power dwelling in mystical dimensions, tangential to our own. This form of energy is the least wearing upon the user. The sorcerer may only use these energies for powerful spells, groups of spells, or to ask for things that the being or aspect called upon would and/or could provide. The dimensional

energies are usually gained by the recitation of spells, either ritualized ones found in various mystical texts or by original spells invoking extra-dimensional assistance. If calling upon an extradimensional being it is important to remember that the magic-wielder makes himself known to the being he is calling, and often to other magicwielding beings powerful enough to monitor the use of dimensional energy.

1a. Personal Spells

Personal energy spells, because they primarily affect the user, are usually “quiet” spells and enchantments, that is, no chanting or special gestures are required.

1b. Universal Spells

These spells, because they can affect others, sometimes allow for a save roll by the target to reduce or ignore the affect of the spell. Universal energy spells draw on the ambient energy found in this universe, and a brief chant or gestures are sometimes used by the caster.

1c. Dimensional Spells

These spells are unique. They all draw the energy needed for the spell from another dimension.

1d. Entreaty Spells

These spells request an extra-dimensional being, artifact, or entity to allow its energy to be used by the caster for completion of his spell. These require the caster to call out the name of the being entreated, usually in some prosaic chant. If an entreaty roll is successful, the magic wielder has successfully tapped the dimensional energy. Usually, sorcerers will get best results by using dimensional energy

from friendly sources, but some entities are neutral (not tending toward order or chaos), meaning that they can be called on at any time by any magic wielding character, despite his tendency towards order or chaos.

Sorcerers often call upon extra-dimensional beings, dimensions, and sources of power to tap the energy needed to cast dimensional spells. Such entreaties are so common that extra-dimensional beings seldom investigate the identities and motives of the magic wielders who call upon them. However, the possibility of such investigation always exists if a magic wielder is calling upon a being not associated with his school of magic or if he is abusing the power of an otherwise friendly being.

When an extra-dimensional being does take special notice of a sorcerer, it will almost always do so in order to put a presumptuous sorcerer in his place. If a magic wielder flagrantly abuses dimensional entreaties (by calling upon the same neutral or hostile being more than once per day, or more than five times in one week) the GM can rule that the being’s reaction is automatically hostile. The same procedure can be used if a character abuses entreaties to a being usually friendly (such as a “good” sorcerer using entreaties to a good being to achieve evil goals.

Residual Magical Energy

Spellcasting has a tendency to cause small amounts of magic energy to fragment and 'coat' an area. This stray magical energy can build up and create a variety of strange mystical effects if not periodically cleaned or reclaimed. It can also attract supernatural entities and

other beings, and sometimes even latch on to living beings! This is why taking magical safety precautions is so necessary - a magician's domicile can become chaotic from the unclaimed magical energy fragments.

The easiest and most common way of dealing with it is through the use of the Magi spell of Cleansing. Most alchemists and a few priests will cast this spell (or have an equivalent ritual or other means) for payment. Ley line storms, moving water, forests, earthquakes, and thunderstorms have the effect of recycling magic energy back into the natural world, breaking up residual magical energy and 'recycling' it. Meditation in such an environment is an effective and easy means of freeing oneself from any magical energy fragments that might be attached to objects or people.

Effects of Residual Magical Energy

This is a table of random effects that GMs might find useful at some point. For every two days of standard spellcasting in an area (at least two spells per day) add 1% to the roll on this table (that's how you run into the more dangerous and rare effects). Roll once a week for effects against an area, once a month for each special magic object or magician (if at all), and often when faced with areas like enchanted lakes, faerie forests, and dragon's lairs. Whatever table element is rolled will remain until the area, target object, or afflicted magician is mystically cleansed.

Roll Effect

01-06 No effect: The stray magic energy doesn't cause any problems when there is this little of it.

07-12 Spell Echo: D20 minutes after casting a spell, it will randomly (as in the target is random) manifest itself in the area of its initial casting, as long as sufficient magic energy is present to be drawn. This drain is pretty much automatic, whether drawn from a residual magic energy storage battery, a magical haze, a child, a pet, nonsentient supernatural entity, senile wizard, etc. The drain is often spread out amongst several energy sources.

13-18 Magical Haze: The casting of spells has caused everything in the area of casting (or a magician's clothes and jewelry) to become magically charged to a small degree. The haze is barely visible as a bluish- white glow. Magicians can draw off 1 point of residual magic energy per two levels of experience (Novice, Adept, etc.) per hour from the area/ possessions. If this residual magic energy isn't drawn on, it will tend to build up - each week of existing haze triggers a +3% bonus when rolling on this table, plus this magic energy can fuel other buildup effects.

19-24 Law Weakening: All casters of magic (or the single afflicted wizard or magic object possessor) lose a -2 on their spell strength when casting certain kinds of magic (just illusionary magic, just barrier spells, just body affecting spells, etc). If a spell strength drop isn't appropriate, cut the spell duration or distance by 10%.

25-30 Stray Thoughts: Residual magic energy causes the people in the area (or a person, if that is the focus) to have distracting thoughts (ones that belong to the original possessor of the residual magic energy) Every time a skill is

Roll	Effect
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attempted, the character must make a Psyche Feat roll vs insanity. Failure means a -5% penalty is incurred on that roll.

31-36 Mystic Drain: Magic usage causes an additional D4 residual magic energy to be lost. This energy will eventually fuel wild magics in the area, cause Magical Haze and Spell Echoes, and also attract supernatural creatures.

37-42 Random Spell Effect: A single spell cast often in the area (or by the caster) will take effect at random, when enough magic energy is accumulated to activate the spell. This is very, very common in areas where magicians were using combat magic, since they tend to utilize a couple favored attack spells.

43-48 Creature Attraction: A minor supernatural being migrates to the area. This will probably be some sort of psychic, astral, or Dreamstream entity.

49-54 Law Breaking: The Laws of Magic are warped and broken to some degree, causing the caster of any magic spell, circle, ritual, etc. to perform and IQ roll to successfully cast magic.

Failure means the magic goes wild.

55-60 Stray Thoughts: As before, residual magic energy causes the target or those in the area to think strange things. Every time a skill is attempted, the character must make a roll vs. insanity. Failure means a -10% penalty is incurred on that roll (can't focus).

Everyone in the area will think about depressing, irritating, or out of character things, and meditation becomes difficult.

61-66 Random Psychic Effects: Every six hours, the area's inhabitants (or the afflicted caster) must make a psi save - failure means that the stray residual magic energy triggers latent or even existing psychic power and causes a random minor psychic power to take

Roll	Effect
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effect equal. People in the area might report bouts of miraculous healing, seeing auras or strange visions, levitation, recovery from illness, being able to hear another's thoughts, etc. In some cases this can be scary or dangerous, especially if supernatural forces have been attracted to the area.

67-75 Creature Attraction: A major supernatural being migrates to the area. This will probably be some sort of psychic, astral, or Dreamstream entity (like minor demons and minions).

76-83 Chance of Failure: Any time a spell is cast in the area (or by the afflicted magician), there is a 2% chance per spell level of the spell inexplicably failing.

84-91 Law Disruption: All casters of magic (or the single afflicted wizard or magic object possessor) either lose 25% of the range of the magic, or lose D4 in strength (for combat and defense spells). Roll randomly or choose how/ when this affects magicians.

92-00 Mystic Afterimage: Magic energy binds itself into a cohesive form and takes on independent thought (instinctive or intelligent)! The magic might make itself into a copy of the spellcaster, or will possess an animal or child to create a Channeller type character, or will become a replica of something that the caster or the area's inhabitants spent a lot of time thinking about, etc. There are many mages who have tried to develop magics to harness and control this effect, but none are known to have succeeded.

6. Magic Combat

Needless to say one thing that breaks all the rules in a battle is magic. Spells and artifacts can create almost any condition ranging from the annoying to the truly catastrophic. Spells can act as heavy artillery or air strikes. The procedure for using spells in combat is identical as presented in sections 1 to 8 of the combat section. However sometimes a spell strikes with such devastating effect that even the toughest opponent can be crippled or killed by a single shot. Critical strikes occur when the victim either rolls a natural 1 on his saving throw and or fails his saving throw by a margin of 5 points or more. If damage is involved then it doubles, otherwise it is the duration which doubles.

Countering Spells

Unless otherwise stated under the spell's description, spells can usually be broken or altered by a magic wielding character who meets the following restrictions: the character attempting to break the spell must have knowledge of or access to the spell that he is attempting to break or alter (he cannot attempt to break a spell he has never or seldom experienced); the character attempting to break the spell must make a successful IQ roll. A character cannot counter a spell that uses energy unavailable to him, eg. a character who cannot use dimensional energies cannot attempt to counter a dimensional spell.

Casting Time

Spells drawing upon personal or universal energies go into effect during the magic wielder's part of the round. Dimensional energy spells, because they require a few more seconds to tap into the dimensional energy flow, do not go into effect until the end of the round;

however, the dimensional spell of a caster who won initiative goes into effect before the dimensional spell of a caster who lost initiative. Casting counts as one action.

Number of spells per round

A magic wielder can normally cast one personal or universal spell per round. However, at the beginning of the round, the magic wielder can announce that he will attempt to cast two spells that round. He then makes an IQ roll. If he succeeds he can successfully cast both spells. If the roll fails, he is limited to one spell that round, and a -10% on all effects (in his haste, he has garbled the spell slightly). If the sorcerer succeeds in his attempt to cast two spells in one round, he can cast two personal or two universal spells, or one of each type. A magic wielder cannot cast a dimensional spell in the same round that he casts a personal or universal spell. A magic wielder can cast only one dimensional spell (including entreaty spells) per round, and cannot cast a personal or universal spell in the same round that he cast a dimensional spells.

Range

A spell's range determines how far from you it can reach, as defined in the Range line of the spell description. A spell's range is the maximum distance from you that the spell's effect can occur, as well as the maximum distance at which you can designate the spell's point of origin. If any portion of the spell's area of effect would extend beyond the range, that area is wasted. Standard ranges include:

Self; The spell affects only you.

Touch; You must touch a creature or object to affect it.

Line of sight; The spell reaches as far as the character can see clearly. Otherwise

a measurement in metres or kilometres is given.

Duration

Once you've determined who is affected and how, you need to know for how long. A spell's Duration line tells you how long the magical energy of the spell lasts.

Timed Durations: Many durations are measured in rounds, minutes, hours, or some other increment. When the time is up, the magic goes away and the spell ends. If a spell's duration is variable, the GM rolls it secretly.

Instantaneous: The spell energy comes and goes the instant the spell is cast, though the consequences of the spell may be long-lasting.

Permanent: The energy remains as long as the effect does. The means the spell is vulnerable to being dispelled.

Concentration: The spell lasts as long as you concentrate on it. Concentrating to maintain a spell is a partial action that doesn't provoke attacks of opportunity. Anything that could break your concentration when casting a spell can also break your concentration while you're maintaining one, causing the spell to end. You can't cast a spell while concentrating on another one.

Sometimes a spell lasts for a short time after you cease concentrating. In these cases, the spell keeps going for the stated length of time after you stop concentrating. Otherwise you must concentrate to maintain the spell, but you can't maintain it for more than a stated duration. Also, certain spellcasters can learn to "tie off" concentration spells, maintaining them without thinking about it.

Trigger: Some spells don't need to be discharged immediately. In this case you can hold the discharge of the spell (hold

the charge) indefinitely or until a certain condition is met which triggers it.

Save

Most harmful spells allow an affected creature to make a saving throw to avoid some or all of the effect. The Save line in a spell description defines which type of saving throw the spell allows and describes how saving throws against the spell work.

Standard: This term means that the spell has no effect on an affected creature that makes a successful saving throw.

Partial: The spell causes an effect on a subject. A successful saving throw means that some lesser effect occurs.

Half: The spell deals damage, and a successful saving throw halves the damage taken (round down).

None: No saving throw is allowed.

PPE

The PPE line indicates how much PPE is required to cast the spell. In some cases additional PPE is required to boost the spell or activate other properties.

Distractions

If conditions surrounding a spellcaster are extremely distracting, he must make an IQ roll to get his spell off in one round. If he fails the roll, the spell will take two rounds to cast. Distracting conditions may include:

*Caster has been affected by an opponent's spell or attack this round.

*Caster's friend or loved one is in danger of immediate death.

*An innocent bystander is in danger of immediate death (evil spellcasters are generally not distracted by this).

*Caster's mind has been affected by travel in a sanity-bending or sanity-threatening dimension.

The GM can define other events as distractions. Note that evil spellcasters often endanger bystanders or the loved ones of an opponent in order to gain time to escape or to put their opponent at a disadvantage. The GM should not delay the spellcasting of heroes who are trying to rescue endangered heroes or innocents, but should delay the spellcasting of a hero who ignores the danger to others and continues the battle.

Disruption

The importance of a magic wielding character's concentration and study for the use of magic cannot be overstated. This is why some forces, such as sonics, are so devastating to magic wielders, because they disrupt the ability to concentrate and find the flow of the natural forces. The GM should designate one or two forces that disrupt the use of magic. Possibilities include sonics, monstrous (and greater) physical damage, and the like.

Disruption is different from distraction in that distraction only delays spellcasting due to special circumstances that the caster has some ability to influence (such as rescuing someone in danger) while disruption is more serious and has longer-lasting effects. GMs should not use both disruption and distraction in the same situation. This is one of the many dangers of tampering with magical energies. Magic is a force of nature, and when ignorantly or improperly applied the balance it resides in is disrupted. Sometimes the disruption repairs itself quickly and easily, so a caster may get off lucky if destabilization occurs and was

combining or simulcasting a couple low level spells. The magical effect may dissipate, cause a flash of light and a loud bang, or even backfire on the caster. The stronger the spells that are 'bent' (a metamage term for altering magical forces), the more powerful the magical disturbance and the more likely a dangerous result.

Astral Combat

A favourite tactic among sorcerers is astral combat. Astral combat occurs when the combatants are capable of Astral Projection and choose to enter the astral plane and use it as their battlefield. Magic works for a sorcerer while in astral form and astral combat can be devastating for the combatants while not affecting anything in the physical plane (the "real world"); however, a character who is in astral form can still control his magical items (if any) on the physical plane. Astral combat cannot be seen, heard, or felt by those not in the astral plane, so no one in the real world even knows combat is happening (which is why the "white" sorcerers prefer it, to save lives and reduce damage).

Note: The rule on astral combat not affecting the physical plane is true for the Earth dimension, but does not always apply to other dimensions. Some dimensions are so structured as to allow spells from the astral plane to enter and affect the physical plane. Magic wielders are usually less powerful when in the astral plane than when in the physical plane. A character cannot use his Astral projection spell to force an unwilling opponent to enter the astral plane for astral combat.

Voluntary Reductions in Spell Effects

A character usually casts spells at full power. However, a magic wielder can attempt to “pull his punch”, that is, reduce the effect of a spell he casts. If a magic wielder wants to reduce the effect of an attack or other spell, the player must first make an IQ roll for success. If successful, any or all of the effects associated with the spell (duration of effect, area of effect, damage) can be reduced. A caster can reduce some of the associated effects, while leaving others at maximum.

Restraints

The more powerful a magical spell is, the more gesturing and chanting must be done to achieve the results. If the magic wielder is prevented from completing his gestures or chants, it may stop the spell from being completed. If a magic wielder is somehow blinded, certain spells may not be used as the target cannot be seen. If a magic wielding character is bound (hands tied securely behind his back), he may not use any universal spells. If a magic wielding character is bound and gagged (prevented from speaking clearly), he cannot use any dimensional spells.

A successful Hold when Grappling effectively binds a character. Unless a magical item is used to bind and gag a character and is specifically described as negating all of the victim’s magical spells, a character can always use any personal spells he may have though bound and gagged. If a magic wielding character is blinded (deprived of sight by a blindfold, intense light or darkness, sand thrown in the eyes, etc.), he cannot

use any spell which requires sight such as targeted attacks, and so on.

Mystic Gestalt

On more than one occasion, the members of Earth’s mystical community have demonstrated the ability to enter into a sort of Mystical Gestalt, enabling the magic welders to combine their energies to aid someone. This tactic was instrumental in the defeat of the chaos being who attacked Heaven and Hell. Forming a Mystic Gestalt requires no less than four Characters, all of whom must possess an IQ of at least 17. To create the Gestalt, the mages join hands, and each member must spend at least 25 PPE. In order to form a Gestalt to aid a target, the mages must have some method of actually perceiving that target. A Gestalt cannot benefit a target in another dimension, for example, unless the Occultists can somehow see and hear the target.

3. MAGICAL LOCATIONS ON EARTH

The following locations are found on Earth and are of great importance to magical characters in the Earth dimension.

Aman Sinaya

Home to Mers, Dargons, Sea Sprites, and Turturs.

Aokigahara

Also known as the Suicide Forest or Sea of Trees. A 35-square-kilometre forest that lies at the northwest base of Mount Fuji in Japan. The forest contains a number of rocky, icy caverns, a few of which are popular tourist destinations. Due to the wind-blocking density of the trees and an absence of nearly all wildlife, the forest is known for being exceptionally quiet. The forest has a historic association with demons in Japanese mythology and is a popular place for suicides despite numerous signs, in Japanese and English, urging people to reconsider their actions.

Aotus

Undersea city inhabited by Knas and Locathahs.

Atlantis

Undersea city inhabited by aquatic Atlanteans.

Avernus

Avernus was an ancient name for a crater near Cumae (Cuma), Italy, in the Region of Campania west of Naples. It is approximately 3.2 kilometres in circumference. Within the crater is Lake Avernus (Lago d'Averno). Avernus was

believed to be the entrance to the underworld, and is portrayed as such in the Aeneid of Virgil. On the shores of the lake is the grotto of the Cumaean Sybil and the entrance to a long tunnel (Grotta di Cocceio, ca. 800 metres) leading toward Cumae, where her sanctuary was located. There are also the remains of temples to Apollo and Jupiter.

Basilica City

A magical superhero city which seems to appear in different locations and time.

The Bermuda Triangle

The Bermuda Triangle, also known as the Devil's Triangle, is a loosely defined region in the western part of the North Atlantic Ocean, where a number of aircraft and ships are said to have disappeared under mysterious circumstances. Popular culture has attributed various disappearances to the paranormal or activity by extraterrestrial beings. The first written boundaries date from an article by Vincent Gaddis in a 1964 issue of the pulp magazine *Argosy*, where the triangle's three vertices are in Miami, Florida peninsula; in San Juan, Puerto Rico; and in the mid-Atlantic island of Bermuda. But subsequent writers did not follow this definition.

The Bimini Road

The Bimini Road, sometimes called the Bimini Wall, is an underwater rock formation near North Bimini island in the Bahamas. The Road consists of a 0.8 km long linear feature composed of roughly rectangular to subrectangular limestone blocks. Various claims have been made for this feature being either a wall, road, pier, breakwater, or other man-made structure.

Blarney Castle

Blarney Castle is a medieval stronghold in Blarney, near Cork, Ireland, and the River Martin. Though earlier fortifications were built on the same spot, the current keep was built by the MacCarthy of Muskerry dynasty, a cadet branch of the Kings of Desmond, and dates from 1446. The noted Blarney Stone is found among the niches of the castle.

The Bridgewater Triangle

The Bridgewater Triangle refers to an area of about 520 km² within south eastern Massachusetts in the United States, claimed to be a site of alleged paranormal phenomena, ranging from UFOs to poltergeists and orbs, balls of fire and other spectral phenomena, various "bigfoot" sightings, giant snakes and "thunderbirds", as well as the mutilation of cattle and other livestock.

Specific boundaries of the Bridgewater Triangle are said to encompass the towns of Abington, Rehoboth and Freetown at the points of the triangle, and Brockton, Whitman, West Bridgewater, East Bridgewater, Middleboro, Dighton, Berkley, Raynham, Norton, Easton, Lakeville, Seekonk, and Taunton inside the triangle. According to one tale, the Native Americans had cursed the swamp centuries ago because of the poor treatment they received from the Colonial settlers.

Brú na Bóinne

Brú na Bóinne is a World Heritage Site in County Meath, Ireland and is the largest and one of the most important complex of Megalithic sites in Europe, dating to the Neolithic period. The complex is situated around a wide bend in the River Boyne. The site is a

complex of Neolithic mounds, chamber tombs, standing stones, henges and other prehistoric enclosures, some from as early as 35th century BC - 32nd century BC. The site predates the Egyptian pyramids and was built with sophistication and a knowledge of science and astronomy, which is most evident in the passage grave of Newgrange.

The Cedars of God

The Cedars of God is one of the last vestiges of the extensive forests of the Cedars of Lebanon (*Cedrus libani*) that thrived across Mount Lebanon in ancient times. Their timber was exploited by the Phoenicians, the Assyrians, Babylonians and Persians. The wood was prized by Egyptians for shipbuilding; the Ottoman Empire also used the cedars in railway construction.

Cennet and Cehennem

Cennet and Cehennem (English: heaven and hell) are the names of two big sinkholes on the Toros Mountains, in Mersin Province, Turkey. In mythology, Zeus kept Typhon temporarily in Cehennem before imprisoning him under Mount Etna.

Chaco Canyon

Chaco Culture National Historical Park is a United States National Historical Park hosting the densest and most exceptional concentration of pueblos in the American Southwest. The park is located in northwestern New Mexico, between Albuquerque and Farmington, in a remote canyon cut by the Chaco Wash. Containing the most sweeping collection of ancient ruins north of Mexico, the park preserves one of the United States' most important pre-Columbian cultural and historical areas.

Chichen Itza

Chichen Itza , from Yucatec Maya: Chi'ch'èen Ìitsha'; "at the mouth of the well of the Itza" was a large pre-Columbian city built by the Maya people of the Terminal Classic. The archaeological site is located in the municipality of Tinum, in the Mexican state of Yucatán. Chichen Itza was one of the largest Maya cities and it was likely to have been one of the mythical great cities, or Tollans, referred to in later Mesoamerican literature.

Delphi

Delphi is both an archaeological site and a modern town in Greece on the south-western spur of Mount Parnassus in the valley of Phocis. In myths dating to the classical period of Ancient Greece (510-323 BC), the site of Delphi was believed to be determined by Zeus when he sought to find the centre of his "Grandmother Earth" (Ge, Gaea, or Gaia). He sent two eagles flying from the eastern and western extremities, and the path of the eagles crossed over Delphi where the omphalos, or navel of Gaia was found. Earlier myths include traditions that Pythia, or the Delphic oracle, already was the site of an important oracle in the pre-classical Greek world (as early as 1400 BC) and, rededicated, served as the major site during classical times for the worship of the god Apollo after he slew Python, "a dragon" who lived there and protected the navel of the Earth. "Python" (derived from the verb pythein, "to rot") is claimed by some to be the original name of the site in recognition of Python which Apollo defeated.

Dodona

Dodona in Epirus in northwestern Greece was an oracle devoted to a

Mother Goddess identified at other sites with Rhea or Gaia, but here called Dione, who was joined and partly supplanted in historical times by the Greek deity Zeus. The shrine of Dodona was regarded as the oldest Hellenic oracle, possibly dating to the second millennium BC according to Herodotus. Situated in a remote region away from the main Greek poleis, it was considered second only to the oracle of Delphi in prestige. Priestesses and priests in the sacred grove interpreted the rustling of the oak (or beech) leaves to determine the correct actions to be taken.

According to a new interpretation, the oracular sound originated from bronze objects hanging from oak branches and sounded with the wind blowing, similar to a wind chime. Aristotle considered the region around Dodona to have been part of Hellas and the region where the Hellenes originated. The oracle was first under the control of the Thesprotians before it passed into the hands of the Molossians. It remained an important religious sanctuary until the rise of Christianity during the Late Roman era.

Egyptian Pyramids

The Egyptian pyramids are ancient pyramid-shaped masonry structures located in Egypt. As of November 2008, there are sources citing 138 as the number of identified Egyptian pyramids. Most were built as tombs for the country's pharaohs and their consorts during the Old and Middle Kingdom periods. The earliest known Egyptian pyramids are found at Saqqara, northwest of Memphis. The earliest among these is the Pyramid of Djoser (constructed 2630 BC–2611 BC) which was built during the third dynasty. This pyramid and its surrounding complex were designed by the architect Imhotep,

and are generally considered to be the world's oldest monumental structures constructed of dressed masonry.

Eye of the World

A huge crater in Northern Canada, its history ancient and mysterious, is known as the Eye of the World. The Eskimos in that area say that it is older than mankind. A magic wielder who is at Adept level of mastery or higher can go there and immediately feel its eldritch, evil magic everywhere. It allows access to various mystical dimensions. So many mystical wards and seals guard the dimensional aperture that no one can penetrate them without using the Great Key. The proper incantations must accompany the use of the Great Key for it to open the aperture .

Any Grove of Serenity

Groves are living shrines to fauna and flora, where the Parliament of Nature's agents or others can seek sanctuary and contact the Throne. They are located throughout the world.

Hoàn Kiếm Lake

Hoan Kiem Lake (meaning "Lake of the Returned Sword" or "Lake of the Restored Sword", also known as Hồ Gươm - Sword Lake) is a lake in the historical centre of Hanoi, the capital city of Vietnam. The lake is one of the major scenic spots in the city and serves as a focal point for its public life.

Kitezh

Undersea city inhabited by Kuo Toa, Kopru, and Sharkks.

Lemuria

Undersea city inhabited by aquatic Lemurians.

Loch Ness

Loch Ness is a large, deep, freshwater loch in the Scottish Highlands extending for approximately 37 kms southwest of Inverness. Its surface is 16 mtrs above sea level. Loch Ness is best known for alleged sightings of the cryptozoological Loch Ness Monster, also known affectionately as "Nessie". It is connected at the southern end by the River Oich and a section of the Caledonian Canal to Loch Oich. At the northern end there is the Bona Narrows which opens out into Loch Dochfour, which feeds the River Ness and a further section of canal to Inverness. It is one of a series of interconnected, murky bodies of water in Scotland; its water visibility is exceptionally low due to a high peat content in the surrounding soil.

Lyonese

Undersea city inhabited by Saekonungar, Sea Sprites, Selkies, Sirines, and Homards.

The Moai statues of Easter Island

Moai Listeni or mo'ai, are monolithic human figures carved by the Rapa Nui people from rock on the Chilean Polynesian island of Easter Island between the years 1250 and 1500. Nearly half are still at Rano Raraku, the main moai quarry, but hundreds were transported from there and set on stone platforms called ahu around the island's perimeter. Almost all moai have overly large heads three-eighths the size of the whole statue. The moai are chiefly the living faces (aringa ora) of deified ancestors (aringa ora ata tepuna). The statues still gazed inland across their clan lands when Europeans first visited the island, but most were cast down during later conflicts between clans. The production and transportation of the 887

statues are considered remarkable creative and physical feats.

Mt Olympus

Mount Olympus is the highest mountain in Greece and the second highest mountain in the Balkans. It is located in the Olympus Range on the border between Thessaly and Macedonia, between the regional units of Pieria and Larissa, about 80 kms southwest from Thessaloniki. Mount Olympus has 52 peaks, deep gorges, and exceptional biodiversity. The highest peak Mytikas, meaning "nose", rises to 2,919 metres. It is one of the highest peaks in Europe. Olympus was notable in Ancient Greek Mythology as the home of the Twelve Olympians, on the Mytikas peak. Mount Olympus is also noted for its very rich flora with several species. In myth, Olympus formed after the gods defeated the Titans in the Titan War, and soon the place was inhabited by the gods. It is the setting of many Greek mythical stories.

The Twelve Olympian gods lived in the gorges, where there were also their palaces. Pantheon (today Mytikas) was their meeting place and theater of their stormy discussions. The Throne of Zeus (today Stefani) hosted solely him, the leader of the gods. From there he unleashed his thunderbolts, expressing his godly wrath. The Twelve Olympians included also Hera, Hestia, Demeter, Poseidon, Athena, Apollo, Artemis, Hermes, Aphrodite, Ares and Hephaestus. In Iliad Olympus is referred as great, long, brilliant and full of trees. In Pieria, on Olympus' northern foot, the mythological tradition had placed the nine Muses, patrons of the Fine Arts, daughters of Zeus and the Titanide Mnemosyne : Calliope (Epic Poetry), Clio (History), Erato (Love Poetry),

Euterpe (Music), Melpomene, (Tragedy), Polyhymnia (Hymns), Terpsichore (Dance), Thalia (Comedy) and Urania (Astronomy).

Nazca lines

The Nazca Lines are a series of ancient geoglyphs located in the Nazca Desert in southern Peru. They were designated as a UNESCO World Heritage Site in 1994. The high, arid plateau stretches more than 80 kms between the towns of Nazca and Palpa on the Pampas de Jumana about 400 kms south of Lima. Although some local geoglyphs resemble Paracas motifs, scholars believe the Nazca Lines were created by the Nazca culture between 400 and 650 AD. The hundreds of individual figures range in complexity from simple lines to stylized hummingbirds, spiders, monkeys, fish, sharks, orcas, and lizards. The designs are shallow lines made in the ground by removing the reddish pebbles and uncovering the whitish/grayish ground beneath.

Hundreds are simple lines or geometric shapes; more than 70 are zoomorphic designs of animals such as birds, fish, llamas, jaguars, monkeys, or human figures. Other designs include phytomorphic shapes such as trees and flowers. The largest figures are over 200 mtrs across. Due to the dry, windless, and stable climate of the plateau and its isolation, for the most part, the lines have been preserved. Extremely rare changes in weather may temporarily alter the general designs. As of recent years, the lines have been deteriorating due to an influx of squatters inhabiting the lands.

The Olive trees of Bcheale

The Sisters or The Sisters Olive Trees of Noah are a grove of sixteen olive trees in the Lebanese town of Bcheale.

According to local folklore, the trees are at least 5,000 years old, perhaps 6,000 years old or older. Folk legend also ascribes The Sisters as the source of the olive branch returned to Noah's Ark at the waning of the Biblical Flood. The trees still produce olives, and a preservation effort was undertaken by the non-profit organization Sisters Olive Oil, which marketed oil from these olives.

Petra, Jordan

Petra is a historical and archaeological city in the southern Jordanian governorate of Ma'an that is famous for its rock-cut architecture and water conduit system. Another name for Petra is the Rose City due to the colour of the stone out of which it is carved.

Established possibly as early as 312 BC as the capital city of the Nabataeans, it is a symbol of Jordan, as well as Jordan's most-visited tourist attraction. It lies on the slope of Jebel al-Madhbah (identified by some as the biblical Mount Hor) in a basin among the mountains which form the eastern flank of Arabah (Wadi Araba), the large valley running from the Dead Sea to the Gulf of Aqaba. Petra has been a UNESCO World Heritage Site since 1985. The Nabataeans worshipped the Arab gods and goddesses of the pre-Islamic times as well as a few of their deified kings.

Poseidonis

Undersea city inhabited by Mers, Dargons, and Sirines.

The Ring o' Brodgar

The Ring of Brodgar (or Brogar, or Ring o' Brodgar) is a Neolithic henge and stone circle about 6 miles north-east of Stromness on the Mainland, the largest island in Orkney, Scotland.

St. Patrick's Purgatory

St Patrick's Purgatory is an ancient pilgrimage site on Station Island in Lough Derg, County Donegal, Ireland. According to legend, the site dates from the fifth century, when Christ showed Saint Patrick a cave, sometimes referred to as a pit or a well, on Station Island that was an entrance to Purgatory. Its importance in medieval times is clear from the fact that it is mentioned clearly in texts from as early as 1185 and shown on maps from all over Europe as early as the fifteenth century. It is the only Irish site designated on Martin Behaim's world map of 1492.

Shades of Death Road

Shades Of Death Road, sometimes referred to locally as just "Shades", is a two-lane rural road of about 11.2 kms in length in central Warren County, New Jersey. The road is the subject of folklore and numerous local legends; Ghost Lake (unnamed on U.S. Geological Survey maps) is just off the road, in the state forest south of the I-80 overpass. It was created in the early 20th century when two wealthy local men dammed a creek that ran through the narrow valley between houses they had just built. They gave it its name from the wraithlike vapour formations they often saw rising off it on cooler mornings. They further named the pass Haunted Hollow.

To the right of Ghost lake, there is a small cave, once used by Lenape

Indians. Lenape Lane is an unpaved one-lane dead-end street about 1.1 kms in length running eastward off Shades just north of I-80. It ends at a farmhouse for which it is little more than a driveway, but halfway down there is space to park or turn around next to a wooden structure described as looking like an abandoned stable.

An additional legend claims that sometimes nocturnal visitors to Lenape see an orb of white light appear near the end of the road which chases vehicles back out to Shades Of Death, and if it turns red in the process, those who see it will die. This may be due to an old tree near the end of Lenape that was never cut down when the road was built. As a result, the road forks right before the tree, and a big red reflector has been nailed to the tree to warn drivers. Another legend says that if one circles around the tree and drives down the road again at midnight, a red light will shine and the driver will never survive.

Another legend tells of a bridge where, if drivers stop past midnight with their high beams on and honk their horns three times, they will see the ghosts of two young children who were run over while playing in the road. This legend actually refers to a bridge over the Flatbrook on Old Mine Road, not far from Shades of Death. The bridge is no longer accessible by car as a newer, larger bridge has been built next to it. You can still access the original bridge on foot.

Shadow Island

Formerly known as Terror Island. A dimensional island with an abundance of natural ley line nexuses and Kaijuu. It is

watched over by S.H.A.D.O.W. and various agencies from around the world.

Stonehenge

Stonehenge is a prehistoric monument located in Wiltshire, England, about 3 kms west of Amesbury and 13 kms north of Salisbury. One of the most famous sites in the world, Stonehenge is the remains of a ring of standing stones set within earthworks. It is in the middle of the most dense complex of Neolithic and Bronze Age monuments in England, including several hundred burial mounds. Archaeologists believe it was built anywhere from 3000 BC to 2000 BC.

Temple of Wenchang Wang

This massive Chinese temple is the location where all the Books of Knowledge that pertain to magic are kept. All spells can be found here, if a character has the time to search for it. The temple is guarded by priests conversant in the mystical arts. There are always at least 20 there, all of them are Adepts belonging to a school of magic dedicated to order. These priests are usually quite loyal, though at least one in the past few years betrayed his position in an attempt for more power. These enchanted scrolls record everything that has come to pass which has affected Earth and her Sorcerer Supremes .

Themiscrya

Home island of the Greek Amazons.

Tik'al

Tikal is the ruins of an ancient city found in a rainforest in Guatemala. It is one of the largest archaeological sites and urban centers of the pre-Columbian Maya civilization. It is located in the archaeological region of the Petén Basin

in what is now northern Guatemala. Situated in the department of El Petén, the site is part of Guatemala's Tikal National Park and in 1979 it was declared a UNESCO World Heritage Site. Tikal was the capital of a conquest state that became one of the most powerful kingdoms of the ancient Maya. Though monumental architecture at the site dates back as far as the 4th century BC, Tikal reached its apogee during the Classic Period, ca. 200 to 900 AD. Tikal is the best understood of any of the large lowland Maya cities, with a long dynastic ruler list, the discovery of the tombs of many of the rulers on this list and the investigation of their monuments, temples and palaces.

Tritonis

Undersea city inhabited by Mers, Dargons, Delfins, Sea Sprites, and Shalarin.

Uluru

Uluru, also known as Ayers Rock is a large sandstone rock formation in the southern part of the Northern Territory in central Australia. It lies 335 kms south west of the nearest large town, Alice Springs, 450 kms by road. Uluru is one of Australia's most recognizable natural landmarks. The sandstone formation stands 348 mtrs high, rising 863 mtrs above sea level with most of its bulk lying underground, and has a total circumference of 9.4 kms. Both Uluru and the nearby Kata Tjuta formation have great cultural significance for the Anangu people, the traditional inhabitants of the area, who lead walking tours to inform visitors about the local flora and fauna, bush foods and the Aboriginal dreamtime stories of the area. Uluru is notable for appearing to change colour at different times of the day and

year, most notably when it glows red at dawn and sunset.

Ys

Undersea city inhabited by Sahuagins, Carapaces, and Tako.

2. ARIA MAGICANA

A song mage uses the power of his voice to summon and shape spell energy. The school of song relies on the caster's skill at weaving melody, lyrics, and rhythm to create enchantments of great power.

Song magic functions differently than other spells, under a principle called "earshot". Earshot is defined as: "within the same room as the caster, within 12 metres in a corridor in either direction, or within a 9 metre radius outdoors."

Bards have devoted part of their lives to the magical arts. Range is equal to earshot and how far the Bard can shout. Duration is equal to how long the Bard can sing for.

Song of Accuracy

Save: None

PPE: 15

This song allows the bard to temporarily enchant one missile weapon (although multiple missiles may be enchanted so long as there is sufficient PPE). The missile gains an extra +1 to hit (+1 per additional PPE point), as well as the ability to injure creatures that would normally be immune to non-silvered or non-magical attacks.

Song of the Banshee

Save: Standard for half damage

PPE: 40

This spell deals 6D6 damage to all enemies.

Song of Battle

Save: None

PPE: 20

This song instills courage to all allies in earshot. All affected get +3 on all combat rolls and +2 attacks.

Song of Belief

Save: Standard

PPE: 20

Victims will believe anything the mage says regardless of any doubts they may have.

Song of Binding

Save: Standard

PPE: 20

The bard can paralyze one person per 20 PPE spent. The victims must be inside the range of the song and must listen to the song for at least one round in order to be affected.

Song Of Calamities

Save: None

PPE: 20

This song causes all enemies in earshot to double over in pain and become -3 in all combat rolls.

Song Of Confusion

Save: None

PPE: 30

This song will confuse and disorient any enemy who hears it. Those affected are unable to move or perform any action including attacking or defending until the enchantment is broken.

Song of Conveyance

Save: None

PPE: 5

This spell allows the caster to memorize a speech of up to 10 words per ME (+10 words per PPE), then convey the entire speech to a targeted person or creature in a single melodic shout lasting a second or two.

Song of Discreetness

Save: None

PPE: 5

This song allows the bard to speak to anyone within sight regardless of the distance. He may speak it as a whisper

but the recipient will hear it at normal volume. The bard can only send, he cant hear any response.

Song of Dispelling

Save: None

PPE: 40

When sung this spell-song will instantly dispel all spells and spell effects within range.

Song of Echoes

Save: None

PPE: 5

This song allows the bard to navigate by reflected sound, as a form of echo location. This is the equivalent to navigation at 100%.

Song of Far Seeing

Save: None

PPE: 10

The effects of this are identical to clairvoyance. Upon singing the song, the bard can see any location up to 1 kilometre per ME. He only needs to know the name of the place or a brief description in order to see it. His point of view of this location can rotate up 360 degrees at will, but cannot move. The bard may look at different locations within the duration by naming different places and descriptions, and so may obtain a form of movement in this way.

Song of Freedom

Save: None

PPE: 20

This spell is the opposite of Song of Binding. It can be used to permanently negate all paralyzing effects in the area as well as free anyone bound or locked up.

Song of Fury

Save: Standard

PPE: 50

This song causes all enemies in earshot to convulse as their bones shatter. If the spell is not defended, it causes instant death. (Banshees, Phantoms, and Spectres are not affected because they are not solid). Even if save still lose -3 on all combat rolls for that round.

Song of Laughter

Save: Standard

PPE: 10

The character sings a song that's so funny, ribald, or entertaining that it convulses the victim in paroxysms of laughter that leave him unable to do anything else. -5 on all skill and combat rolls.

Song of PPE

Save: None

PPE: 10

This song allows the bard to transfer his PPE to another recipient for their own use. He can transfer as much PPE as he desires.

Song of Panhandling

Save: Standard

PPE: 10

Every one with in range who fail their save will give the mage some of their pocket change.

Song of Persuasion

Save: Standard

PPE: 30

This spell puts any one enemy under the Bard's control.

Song of Placation

Save: None

PPE: 40

This song negates all forms of mind control, soothes hurt feelings and stops frenzies.

Song of Playing

Save: None

PPE: 10

This bestows on others or oneself the ability to play one type of musical instrument pleasantly.

Song of Protection

Save: Standard

PPE: 30

Once sung this provides the bard and other recipients with a bonus of +1 AR to their armour.

Song of Restoration

Save: None

PPE: 1 per SDC

The spell may be cast on any one including yourself. Its magical power will restore all lost SDC.

Song of Revelation

Save: Standard

PPE: 5

When sung this reveals the magical nature of all within the area of effect. Anything magical will have a soft blue halo about them for the duration of the spell.

Song of Shattering

Save: Standard

PPE: 20

This song will shatter any glass or crystal objects including glasses, bottles and pottery.

Song of Singing

Save: Standard

PPE: 10

This bestows on others or oneself the ability to sing pleasantly.

Song Of Slumber

Save: Standard

PPE: 20

This song will cause a restful peace to fall over all creatures in earshot. This magical restfulness will put them to sleep but if used during combat requires double the amount of PPE.

Song of Striding

Save: None

PPE: 10

When sung this allows the bard and anyone within his immediate vicinity to have their movement rates tripled, and not tire. In this way, many miles may be covered in a matter of hours, with no ill effects on the travellers.

Song of Tales

Save: Standard

PPE: 5

This song allows the bard to create from his memory a realistic three dimensional illusion for all to see. This is especially useful for recounting epic tales in perfect detail.

Song of Truth Save: Standard

PPE: 20

This song allows a mage to see the aura and true form of all within his sight.

3. BIOMANCIC

MAGICANA

Much like Necromancy, Biomancy is often misunderstood by the wider community. The ability alter limbs and organs horrifies many. Yet this ability also allows what is lost to be regenerated and what is rotting to be restored. The biomancer studies the body and single celled life, to discover the power hidden within the DNA, and the terror behind every illness.

All spells in this section have a range which is limited to touch.

Bacteria of Air Breathing

Level: 2

Duration: 1 hour per ME

Save: None

PPE: 10

This bacteria allows water-breathing creatures to comfortably survive in the atmosphere for the duration of the spell.

Bacteria of Ant Climbing

Level: 5

Duration: 1 hour per ME

Save: None

PPE: 25

This bacteria enables the recipient to climb and travel upon vertical surfaces, or even upside down just like an ant. During the course of the spell, the recipient cannot handle objects that weigh less than one pound, for such objects stick to his hands and feet.

Bacteria of Attribute Increase

Level: 8

Duration: 2 hours per ME

Save: None

PPE: 40

This spell creates a symbiotic organism that increases one physical attribute of

the recipient by 1 per ME (SPD is increased by 2 per ME). The attribute to be increased must be selected prior to the creation of the bacteria.

Bacteria of Attribute Reduction

Level: 8

Duration: 2 hours per ME

Save: None

PPE: 40

This spell creates a symbiotic organism that decreases one physical attribute of the recipient by 1 per ME (SPD is decreased by 2 per ME). The attribute to be decreased must be selected prior to the creation of the bacteria.

Bacteria of Blood to Dust

Level: 10

Duration: Instant

Save: Standard

PPE: 50

This bacteria converts blood instantly to an inert substance (dust). This spell will instantly kill any one creature upon which it is cast. Note that this spell is only effective upon creatures which have blood or which need blood to survive. All undead, constructs (including flesh golems), creatures from other planes, and any other monsters that do not need blood to survive are not harmed by this spell.

Bacteria of Branding

Level: 4

Duration: 1 day per ME

Save: Standard

PPE: 20

This bacteria allows the caster to inscribe a mark or writing of up to 1 letter per ME on any object.

Bacteria of Correction

Level: 8

Duration: Instant

Save: None

PPE: 40

This spell creates a collection of bacteria that corrects anything which was the result of a birth defect (eg. blindness, deafness, limp, retardation, etc).

Bacteria of Deforestation

Level: 6

Duration: 1 round per ME

Save: None

PPE: 30

This bacteria destroys all vegetation up to 1 square metre per ME from its starting point.

Bacteria of Depression

Level: 2

Duration: 2 hours per ME

Save: None

PPE: 10

This spell turns a cup of alcohol into a depressant.

Bacteria of Distortion

Level: 8

Duration: 1 hour per ME

Save: Standard

PPE: 40

With this bacteria, the caster can alter his appearance and form or that of another. This includes becoming taller or shorter, thinner, fatter, or in between. Good for disguising oneself.

Bacteria of Earth Transmutation

Level: 4

Duration: Instant

Save: None

PPE: 20

This bacteria may either turn any natural rock or earth of any sort into an equal volume of mud, or vice versa. The depth of the mud can never exceed half its length or width.

Bacteria of Enlargement

Level: 8

Duration: 1 minute per ME

Save: Standard

PPE: 40

This bacteria causes the instant growth of a creature or object, increasing both size and weight. It grows by up to 10% per ME, increasing this amount in height, width, and weight. A table blocking a door would be heavier and more effective, a hurled stone would have more mass (and cause more damage), chains would be more massive, doors thicker, a thin line turned to a sizable, longer rope, and so on. A creature's hit points and attack rolls do not change but damage rolls increase proportionately with size.

Bacteria of Euphoria

Level: 2

Duration: 2 hours per ME

Save: None

PPE: 10

This spell turns a cup of alcohol into an anti depressant.

Bacteria of Fabrication

Level: 8

Duration: Instant

Save: None

PPE: 40

This bacteria converts material of one sort into a product that is of the same material. A wooden bridge can be made from a clump of trees, a rope from a patch of hemp, clothes from flax or wool, and so forth. Magical or living things cannot be created or altered by a fabricate spell. The quality of items made by this spell is commensurate with the quality of material used as the basis for the new fabrication. Articles requiring a high degree of craftsmanship (jewellery, swords, glass, crystal, etc.)

cannot be fabricated unless the caster has that skill.

Bacteria of Face Molding

Level: 2

Duration: 1 day per ME

Save: Standard

PPE: 20

This bacteria allows the caster to alter a person's appearance. This may be either something from his imagination or he can copy the face of another person by ways of a photo, picture or the real person in front of him.

Bacteria of Far Sight

Level: 1

Duration: 1 hour per ME

Save: None

PPE: 5

This bacteria creates a spying device out of an ordinary insect. Upon placing it upon an insect, the spell grants the abilities of limited clairaudience and clairvoyance, centred on the insect. The caster sees and hears what it does.

Bacteria of Fermentation

Level: 2

Duration: Instant

Save: None

PPE: 10

This bacteria turns any liquid into any form of alcohol which the caster has drunk before.

Bacteria of Grafting

Level: 8

Duration: Instant

Save: Standard

PPE: 40

This bacteria allows the caster to graft a limb onto the recipient, it need not be the same type.

Bacteria of Healing

Level: 5

Duration: Instant

Save: None

PPE: 25 for minor, 50 for lethal

This spell turns bacteria into phages a life form that feeds off of viruses. The Biomancer first concentrates on the victim and then slowly creates the phage which is tailored to the virus or ailment. This spell is the bread and butter of the Biomancer community and is often what pays the bills.

Bacteria of Illumination

Level: 2

Duration: 1 hour per ME

Save: Standard

PPE: 10

This bacteria creates a luminous glow, equal to torchlight, on any object it is placed on. If it is placed on the visual organs of a creature blinds it.

Bacteria of Impotence

Level: 3

Duration: Instant

Save: None

PPE: 15

This bacteria causes impotence or sterility.

Bacteria of Infection

Level: 5

Duration: Instant

Save: None

PPE: 25 for minor, 50 for lethal

This spell creates bacteria which mutates into a virus.

Bacteria of Infravision

Level: 1

Duration: 1 hour per ME

Save: None

PPE: 5

This bacteria enables the recipient to see in normal darkness as if it were daylight. Note that strong sources of light (fire, lanterns, torches, etc.) tend to blind this vision, so it does not function efficiently in the presence of such light sources.

Bacteria of Irritation

Level: 4

Duration: 1 minute per ME

Save: Standard

PPE: 20

This bacteria affects the epidermis of the subject creatures. Creatures with very thick or insensitive skins (such as buffalo, elephants, scaled creatures, etc.) are basically unaffected. It begins with the recipient feeling an instant itching sensation on some portion of his body. The victim is so affected that he spends the duration of the spell squirming and twisting. Spell preparations are ruined in the first round this spell is in effect, but not in the following three rounds.

Bacteria of Jumping

Level: 6

Duration: 1 round per ME

Save: None

PPE: 30

This bacteria triples the natural leaping ability of the recipient.

Bacteria of Melding

Level: 9

Duration: Instant

Save: Standard

PPE: 50

This bacteria combines living things, such as a lion and eagle, fish and bird, etc. All those affected must make an Electrocutation saving throw or die from the shock of the melding. Further even if only one lifeform fails to save then the entire melded creature dies.

Bacteria of Mending

Level: 3

Duration: Instant

Save: None

PPE: 15

This bacteria repairs small breaks or tears in objects. It will weld a broken ring, chain link, medallion, or slender dagger. Ceramic or wooden objects with multiple breaks can be invisibly rejoined to be as strong as new. A hole in a leather sack or wineskin is completely healed over. This does not however repair magical items of any type.

Bacteria of Mentality

Level: 10

Duration: Instant

Save: None

PPE: 50

This spell cures any mental disorder. Everything from ADD to psychosis to multiple personalities.

Bacteria of Mental Disorder

Level: 10

Duration: Instant

Save: None

PPE: 50

This spell creates a mental disorder of the caster's choice.

Bacteria of Metal Rotting

Level: 7

Duration: Permanent

Save: None

PPE: 40

This spell creates a bacteria that eats metal for breakfast. It does 1 damage per ME per round to the target metal object.

Bacteria of Metal Strengthening

Level: 10

Duration: Permanent

Save: None

PPE: 50

This spell creates bacteria that can transform any metal into an exceedingly strong, light, and razor sharp edge that never needs to be sharpened.

Unfortunately this spell takes 4 weeks before the effects are finally finished (-1 day per ME). The metal object is placed into the barrel with water filled with the bacteria and sealed. When the object is finally pulled out it will permanently have its weight cut down to 1/8th. If it is a weapon it gains + 4 to overcome AR, and +1 damage per 2 ME. Armour gains a natural AR of + 1 per 2 ME of the mage, and +2 SDC per ME. The objects also gains a crystalline appearance.

Bacteria of Morphine

Level: 4

Duration: 1 hour per ME

Save: Standard

PPE: 20

This spell creates bacteria that when added to a beverage acts as a 100% effective pain killer.

Bacteria of Mutation

Level: 10

Duration: Instant

Save: Standard

PPE: 50

This spell enables the caster to mold living tissues in any way he wishes, such as stretching limbs, thickening flesh until it becomes hard and leathery, or hollowing bones. All the caster needs to do is touch the area to be mutated, and recite the spell. As long as the spell is in effect, the caster may manipulate the body part in question, though once the spell's duration ends, the body part "sets" in its current shape; subsequent shapings must be accomplished through further castings of this spell. The form in which the mutated body part finds itself is permanent unless mutated further, or

undone through a wish. This spell cannot be used against internal organs, and the changes it can perform are largely confined to superficial ones. Each casting of this spell can affect only one part of the body; a caster cannot shift the spell's focus to another body part. The length of time required to perform a given mutation is up to the GM, though complicated tasks should take more time.

Bacteria of Plant Shaping

Level: 1

Duration: Instant

Save: None

PPE: 5

This spell can reshape a tree or a plant. He can alter its position and even twist the trunk and branches.

Bacteria of Purification

Level: 1

Duration: Instant

Save: None

PPE: 5

This spell creates some phages which cleanses any liquid making it drinkable. It will remove the salt from ocean water.

Bacteria of Putrification

Level: 1

Duration: Instant

Save: None

PPE: 5

This spell creates some phages which makes any liquid undrinkable.

Bacteria of Reduction

Level: 7

Duration: 1 minute per ME

Save: Standard

PPE: 40

This bacteria causes the instant reduction of a creature or object, decreasing both size and weight. It shrinks by up to 10%

per ME, decreasing this amount in height, width, and weight. A creature's hit points and attack rolls do not change but damage rolls decrease proportionately with size.

Bacteria of Regeneration

Level: 10

Duration: 1 day per ME

Save: None

PPE: 50

This bacteria allows the recipient to regenerate lost organs and other body parts. However this isn't a fast and easy process with the recipient having to eat twice as much food as normal to give the bacteria something to work with. The bacteria regenerates small body parts like eyes ears and portions of the liver in 48 hours. Medium sized body parts like hands heart and lungs in 5 days, and regenerates a body completely in two weeks.

Bacteria of Regrowth

Level: 6

Duration: 1 round per ME

Save: None

PPE: 30

This bacteria purifies soil, restoring even fallow land and prompting the regrowth of vegetation. Any seeds planted during this period will immediately sprout and then grow as normal.

Bacteria of Resistance

Level: 6

Duration: 1 round per ME

Save: None

PPE: 30

This bacteria for the duration, renders the caster immune to any polymorphing or alteration magic.

Bacteria of Restoration

Level: 9

Duration: Instant

Save: Standard

PPE: 50 +1 per PPE of the original spell/s

This bacteria reverses all previous biomantic transformations performed on the recipient both temporary and permanent.

Bacteria of Rigidity

Level: 7

Duration: 1 hour per ME

Save: Standard

PPE: 30

This bacteria completely paralyzes its victim (except for vital organs like the heart).

Bacteria of Script Alteration

Level: 4

Duration: Instant

Save: None

PPE: 20

This bacteria may be used to;

1) Removes script of either magical or mundane nature from a scroll or from one to two pages of paper, parchment, or similar surfaces. It removes explosive runes, wards, sigils, and symbol, but not remove illusory script.

2) Alter the aforementioned to script to read differently and even add his own material.

Bacteria of Searing Pain

Level: 6

Duration: 1 hour per ME

Save: Standard

PPE: 30

This spell creates a bacteria that will give the victim a searing headache which makes it almost impossible to concentrate on anything. All rolls are -10 and -50%.

Bacteria of Severance

Duration: Instant

Save: Standard

PPE: 25

This bacteria when placed on a limb or joint will cut it off cleanly. Useful for operations.

Bacteria of Stasis

Level: 4

Duration: Instant

Save: Standard

PPE: 20

This bacteria while in effect, ensures that the patient will not be awake while invasive surgery is taking place, and that, while working with the patient's innards (as with the spell transplant), the caster need not worry his patient will die. Even if the heart or other essential organs are being removed, stasis will sustain life at a comatose level - long enough for new organs and other body parts to be transplanted.

Bacteria of Tongues

Level: 2

Duration: 1 hour per ME

Save: None

PPE: 10

This bacteria allows the recipient to understand the spoken words of a creature or read an otherwise incomprehensible written message (such as writing in another language). Magical writing cannot be read, other than to know it is magical, but the spell is often useful when deciphering treasure maps.

Bacteria of Toxicity

Level: 9

Duration: 1 hour per ME

Save: Standard, but even if this fails the victim then gets a save vs poison as well
PPE: 40

This bacteria turns water or food into a poison of the caster's choice. However

the poison must be one the caster has examined before.

Bacteria of Transplant

Level: 9

Duration: 1 round per ME

Save: Standard

PPE: 40

This allows the caster to remove organs (such as eyes, hearts, lungs, and so on but not the brain), and implant them into another body. For this spell to operate, the caster merely touches the part to be removed, and recites the spell. The organ then detaches itself cleanly from the original body, and it can be implanted into its new body. The spell also sustains the organ while it is disconnected, so that no cellular damage occurs. While the transplant spell ensures that the new body will not reject its new organ, and that it will begin functioning as soon as it is connected, the caster may have to mutate some of the tissues surrounding the body cavity beforehand, so that the organ can be accommodated (i.e.: muscles may have to be reshaped, or veins may have to be extended). Once the transplant has been accomplished, the organ works as it normally would, with the only duration being that of the patient's lifespan. This spell allows the transplant of organs between different races.

Bacteria of Transplant II

Level: 9

Duration: 1 round per ME

Save: Standard

PPE: 40

This allows the caster to be able to sustain a brain that has been removed from a source body, and transplant it into another, without fear of having the experiment fail. For every level of the caster, a brain may be sustained for one

minute. In other ways, this spell works in an identical manner to transplant spell I - the caster touches the brain, which then neatly detaches itself from the spinal column. The sustained brain may then be implanted into its new body, though the caster may have to mutate some parts of the recipient body to ensure that the brain will fit, and that it will be connected properly. The brain will not be rejected by the new body, and the only true limit on the spell's effectiveness is the lifespan of the patient afterwards. It should be noted that, for the purposes of determining insanity, this constitutes a major alteration.

Bacteria of Trippin'

Level: 6

Duration: 1 hour per ME

Save: None

PPE: 30

This spell turns a small bottle of wine into a powerful hallucinogen similar to LSD, a single cup putting the recipient into a hallucinogenic haze.

Bacteria of Unlocking

Level: 3

Duration: Instant

Save: None

PPE: 15

The bacteria opens stuck, barred, or locked doors. It opens secret doors, as well as locked or trick-opening boxes or chests. It also loosens welds, shackles, or chains.

Bacteria of Vegetative Protection

Level:

Duration: Permanent

Save: None

PPE: 30

This bacteria converts parts of trees and bushes into a set of armour. The armour

has 4 SDC per ME and 1 AR per 2 ME. Spikes and thorns may also be added which do D4.

Bacteria of Virility

Level: 3

Duration: Instant

Save: None

PPE: 15

This spell turns a cup of any beverage into a cure for impotence or sterility.

Bacteria of Vocal Mail

Level: 3

Duration: 1 day per ME

Save: None

PPE: 20

This bacteria imbues the chosen object with an enchanted mouth that suddenly appears and speaks its message when a specified event occurs. The message, which can be up to 5 words per ME, can be in any language known by the caster. The mouth cannot speak magical spells.

Bacteria of Vocality

Level: 3

Duration: 1 hour per ME

Save: None

PPE: 20

This spell creates bacteria that aids the vocal cords. All vocal skills get a bonus of +20%. As a side effect it also cures laryngitis and any other throat infections.

Bacteria of Water Breathing

Level: 1

Duration: 1 hour per ME

Save: None

PPE: 10

This bacteria allows the recipient to breathe water freely for the duration of the spell. The caster can touch more than one creature with a single casting; in this case the duration is divided by the number of creatures touched.

Bacteria of Welding

Level: 4

Duration: Instant

Save: None

PPE: 20

The bacteria welds an object shut including locking mechanisms.

Bacteria of Wild Growth

Level: 5

Duration: Instant

Save: None

PPE: 25

This bacteria causes normal vegetation to grow, entwine, and entangle to form a thicket or jungle. It affects a radius of 1 square metre per ME. The area must contain brush and trees for this spell to work. Briars, bushes, creepers, lianas, roots, saplings, thistles, thorn, trees, vines, and weeds become thick and overgrown so as to form a barrier. The spell's effects persist in the area until it is cleared by labour, fire, or magical means.

4. CALIGRAMANCY**MAGICANA**

Potent magical forces can be locked in designs, symbols, and diagrams of mystical significance. Caligramancy is the study of magic through the creation of intricate patterns. There are two types of spells involved with Caligramancy; Circles and Wards.

Circles -

A magic circle is circle or sphere of space marked out either to contain energy and form a sacred space, or as a form of magical protection or both. There are many published techniques for casting a circle and many groups and individuals have their own unique methods. The common feature of these practices is that a boundary is traced around the working area. Some witchcraft traditions say that one must trace around the circle three times. There is variation over which direction one should start in. In Wicca a circle is typically nine feet in diameter though the size can vary depending on the purpose of the circle and the preference of the caster. Circles can also be used as barriers for non-magical work such as meditation.

Wards -

What is commonly called a ward is actually a ward phrase made up of one or more mystic symbols. Each symbol is inscribed in order in an appropriate substance and activated by incanting the symbol's power words. Wards are tricky to use. Once empowered anything appropriate to the action or effect will cause the ward to activate. Wards (except for those modified with area-of-effect) only affect one target.

Wards can be carved and glued to or drawn on floors, doors, walls, the decks of ships, trunks, books, weapons, armour, and just about anything one can think of including people. They can be bold and obvious or cleverly concealed among intricate borders and the designs on a book's cover or spine or incorporated in artwork. They can protect or affect the one person or item it has been inscribed upon or it can affect an entire area and all who enter it. Wards are made by drawing, painting, sprinkling powder, etching or carving a ward symbol or series of ward symbols. A ward will remain until triggered unless some form of permanency has been placed on it.

Circle of Air

Level: 1

Range: All within circle

Duration: 1 day per ME or until air runs out

Save: None

PPE: 5

This spell will contain a bubble of oxygen within it until all the air has been breathed and runs out.

Circle of Anchoring

Level: 10

Range: All within circle

Duration: 4 rounds per 5 ME

Save: None

PPE: 50

This prevents all within the circle from being forcibly moved via teleport, banishment or gate. Those protected cannot be sent to another dimension or time.

Circle of Blades

Level: 8

Range: All within circle

Duration: 4 rounds per 5 ME

Save: None

PPE: 40

This creates a wall of whirling razor sharp blades around the circle. The blades do D6 damage per 2 ME of the caster to anyone attempting to pass through them.

Circle of Burrowing

Level: 3

Range: All within circle

Duration: 4 rounds per 5 ME

Save: None

PPE: 15

By drawing a circle around the desired area this spell may be used to excavate or tunnel through it. It will burrow at a rate of 1 metre per minute spewing dirt out behind and around it, so it wouldn't pay to stand too close. Forcefields and magical walls or forces will however block this spell.

Circle of Communication

Level: 2

Range: All within circle, person contacted must be within the same dimension

Duration: 4 rounds per 5 ME

Save: None

PPE: 10

This allows any who stand within the circle to mentally communicate with anyone they know.

Circle of Darkness

Level: 2

Range: All within circle

Duration: 4 rounds per 5 ME

Save: None

PPE: 10

All standing within the circle are enveloped in an impenetrable shadow.

Circle of Diminution

Level: 5

Range: All within circle

Duration: 1 day per ME

Save: Standard

PPE: 25

Anything placed within the circle will be reduced in size by 10% per ME of the caster +10% per level.

Circle of Enlargement

Level: 5

Range: All within circle

Duration: 1 day per ME

Save: Standard

PPE: 25

Anything placed within the circle will be increased in size by 10% per ME of the caster +10% per level.

Circle of Exorcism

Level: 7

Range: All within circle

Duration: Instant

Save: None

PPE: 35

This allows the caster to free anyone within the circle from any form of possession.

Circle of Farhearing

Level: 1

Range: All within circle

Duration: 4 rounds per 5 ME

Save: None

PPE: 5

This grants all within it the power of clairaudience on any area or person that they know.

Circle of Farseeing

Level: 1

Range: All within circle

Duration: 4 rounds per 5 ME

Save: None

PPE: 5

This grants all within it the power of clairvoyance on any area or person that they know.

Circle of Floating

Level: 3

Range: All within circle

Duration: 4 rounds per 5 ME

Save: None

PPE: 15

This allows any who step within the circle to float up at a rate of 1 metre per minute. They will continue to move upwards so long as they remain within the boundaries of the circle. Once they leave it their full weight will be restored.

Circle of Healing

Level: 6

Range: All within circle

Duration: Instant

Save: None

PPE: 30 + see below

Any placed within the circle are healed up to 1 SDC per ME of caster +1 per PPE spent.

Circle of Holding

Level: 4

Range: All within circle

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 20

Anyone caught in the circle when it is activated will be completely paralyzed.

Circle of Identification

Level: 1

Range: All within circle

Duration: Instant

Save: None

PPE: 5

Any standing within the circle will have any item they are carrying identified if they so wish.

Circle of Insight

Level: 7

Range: All within circle

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 35

This confers on any within it precognitive flashes which can be used to determine correctly the procedure for overcoming a problem or surviving (eg. escape a trap, defuse a bomb, etc).

Circle of Invisibility

Level: 8

Range: All within circle

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 40

This renders invisible all within the circle including the circle itself. Even someone with truesight or see the invisible would require a saving throw to see through this.

Circle of Jaunting

Level: 10

Range: All within circle

Duration: Instant

Save: None

PPE: 50

Once activated this circle will teleport all in it to a location of the caster's choosing within the same dimension. The circle burns itself away once used.

Circle of Language

Level: 2

Range: All within circle

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 10

This spell will allow any within it to understand what language is being spoken to them. It may also be used on written material.

Circle of Light

Level: 1

Range: All within circle

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 5

This circle will glow from as low as 1 watt up to 10 watts per ME of caster.

Circle of Protection Angels

Range: All within circle

Duration: 4 rounds per 5 ME

Save: None

PPE: 30

This circle repels any angels preventing them from entering it.

Circle of Protection Animals

Range: All within circle

Duration: 4 rounds per 5 ME

Save: None

PPE: 20

This circle repels any animals preventing them from entering it.

Circle of Protection Cold

Level: 4

Range: All within circle

Duration: 4 rounds per 5 ME

Save: None

PPE: 20

This circle generates heat for all within it equal to the amount necessary to compensate for the level of coldness outside.

Circle of Protection Demons

Level: 6

Range: All within circle

Duration: 4 rounds per 5 ME

Save: None

PPE: 30

This circle repels any demons preventing them from entering it.

Circle of Protection Elementals

Level: 6

Range: All within circle

Duration: 4 rounds per 5 ME

Save: None

PPE: 30

This circle repels any elementals preventing them from entering it.

Circle of Protection Fire

Level: 4

Range: All within circle

Duration: 4 rounds per 5 ME

Save: None

PPE: 20

This circle repels fire and heat preventing those within from being affected by it.

Circle of Protection Insects

Level: 4

Range: All within circle

Duration: 4 rounds per 5 ME

Save: None

PPE: 20

This circle repels any insects preventing them from entering it.

Circle of Protection Lightning

Level: 4

Range: All within circle

Duration: 4 rounds per 5 ME

Save: None

PPE: 20

This circle repels any lightning preventing it from entering.

Circle of Protection Magic

Level: 6

Range: All within circle

Duration: 4 rounds per 5 ME

Save: None

PPE: 30

This circle will repel any one single specific spell which must be declared at the time of activation. Thereafter it will

only deflect that spell and no other. A different circle will be needed for other spells.

Circle of Protection Monsters

Level: 6

Range: All within circle

Duration: 4 rounds per 5 ME

Save: None

PPE: 30

This circle repels any monsters preventing them from entering it.

Circle of Protection Spirits

Level: 6

Range: All within circle

Duration: 4 rounds per 5 ME

Save: None

PPE: 30

This circle repels any spirits preventing them from entering it.

Circle of Protection Undead

Level: 6

Range: All within circle

Duration: 4 rounds per 5 ME

Save: None

PPE: 30

This circle repels any physical undead preventing them from entering it.

Circle of Pulse

Level: 3

Range: All within circle

Duration: 1 day per ME

Save: None

PPE: 15

A modern day variation. Once triggered anything within the circle will receive a massive EMP burst frying anything electrical within. Note the burst does not extend outside the circle.

Circle of Purification

Level: 5

Range: All within circle

Duration: Instant

Save: None

PPE: 25

This circle cleans spoilt, rotten, poisonous, or otherwise contaminated food and water. The items may either be thrown into the circle or the circle drawn around them such as a pond. It can also be used to disinfect an area so that surgery may be performed within the circle.

Circle of Putrefication

Level: 5

Range: All within circle

Duration: Instant

Save: None

PPE: 25

This circle makes clean food and water spoil, turn rotten, poisonous, or become otherwise contaminated. The items may either be thrown into the circle or the circle drawn around them such as a pond.

Circle of Resurrection

Level: 10

Range: All within circle

Duration: Instant

Save: None

PPE: 50

This allows the caster to restore to life any placed within the circle so long as they haven't been dead longer than 1 day per ME of the caster +1 day per level.

Circle of Summoning

Level: 9

Range: Circle

Duration: 4 rounds per 5 ME

Save: None

PPE: 50

This spell allows the caster to summon and question demons of up to 10 SDC per ME of the caster. The Demon will not be able to leave the circle unless

given permission to do so or if the circle is broken.

Circle of Suspended Animation

Level: 7

Range: All within circle

Duration: 1 day per ME +1 day per level

Save: None

PPE: 35

All placed within the circle will have their metabolic functions suspended, frozen in time. This would be most practical if drawn in the back of a truck which was carrying a severely wounded patient.

Circle of Tower

Level: 3

Range: All within circle

Duration: 1 day per ME

Save: None

PPE: 15

This spell raises a cylindrical tower made of earth up to 1 metre height per ME. The width of the tower depends entirely on the diameter of the circle.

Circle of Truth

Level: 3

Range: All within circle

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 15

All within this circle must speak truthfully.

Circle of Undoing

Level: 9

Range: All within circle

Duration: Instant

Save: None

PPE: 50

Any placed within this circle will have any one curse removed. As a side effect this all undoes any magical transformations such as flesh to stone.

Circle of Whirlwind

Level: 8

Range: N/a

Duration: 4 rounds per 5 ME

Save: None

PPE: 40

A whirlwind is created equal to the size of the circle with a rotational speed of ME x10kph, +5kph per level. Any caught in it will be swept up and hurled around unable to perform any actions.

Ward of Alarm Magic

Level: 3

Range: 1 metre per ME radius

Duration: Instant

Save: None

PPE: 15

This single ward responds to the presence of magic energy. It is activated when the warded item is disturbed by being touched by any practitioner of magic, spell casting priests, creatures of magic or supernatural beings, or by the use of magic near it. It sends out a silent alarm to its creator wherever he may be.

Ward of Alarm Silent

Level: 2

Range: 1 metre per ME radius

Duration: Instant

Save: None

PPE: 10

The silent alarm is activated when a warded item (or area) is disturbed and sends out a silent alarm to the caster, only he can hear the alarm in his head. He's likely to have scores of alarms in place, so the magic also enables him to know exactly what the alarm is protecting. The alarm signal will alert him the very instant it has been disturbed, no matter how far away he is, but within the same dimension. If in another dimension then he will immediately be alerted upon return.

Ward of Alarm Siren

Level: 1

Range: 1 metre per ME radius

Duration: Instant

Save: None

PPE: 5

This single ward will create a loud, blaring noise that can be heard within a radius of 2 metres per ME. It is triggered if the warded item is disturbed in any way, even a gentle touch will set it off.

Ward of Blindness

Level: 8

Range: 1 metre per 2 ME radius

Duration: 1 day per ME

Save: Standard

PPE: 40

This ward simply causes blindness until dispelled by some form of remove curse.

Ward of Confusion

Level: 3

Range: 1 metre per 2 ME radius

Duration: 1 round per ME

Save: Standard

PPE: 15

This causes all affected to be dazed and confused about where they are and why they are there.

Ward of Dispelling

Level: 10

Range: 1 metre per 2 ME radius

Duration: Instant

Save: None

PPE: 50

This ward immediately cancels any spell which enters its radius.

Ward of Fear

Level: 8

Range: 1 metre per 2 ME radius

Duration: 1 round per ME

Save: Standard

PPE: 40

This ward instills fear in others causing them to break down and start crying. Prolonged exposure causes the victim to vomit until the attack ceases and run in panic.

Ward of Forgetfulness

Level: 7

Range: 1 metre per 2 ME radius

Duration: 1 round per ME

Save: Standard

PPE: 35

This creates instant amnesia for 1 day per ME of the caster.

Ward of Holding

Level: 6

Range: 1 metre per 2 ME radius

Duration: 1 round per ME

Save: Standard

PPE: 30

Any affected by this ward will be completely paralyzed.

Ward of Jaunting

Level: 9

Range: 2 metre radius per ME

Duration: 1 day per ME

Save: Standard

PPE: 40

Once placed on an enclosed area this will prevent Teleport, Jaunt, Dimension Door or any other form of Transport from passing through.

Ward of Light

Level: 1

Range: 1 metre radius

Duration: 1 day per ME

Save: Standard

PPE: 5

This is the most minor of wards giving off a light glow. It is mainly used for lighting small rooms or tunnels.

Ward of Sleep

Level: 8

Range: 1 metre per 2 ME radius

Duration: 1 round per ME

Save: Standard

PPE: 40

Any affected by this ward will be rendered unconscious.

Ward of Weight

Range: 1 metre per 2 ME radius

Duration: 1 round per ME

Save: Standard

PPE: 50

This causes anything living which enters the area of effect to have their weight increase by 10% per ME of the caster.

5. CARTOMANCY

MAGICANA

Cartomancy draws the energy of fate itself when casting, bringing pure destiny into being with sweeps of their hands. However, Fate is a fickle mistress, and even the most skilled casters occasionally err. Still, a trained caster is capable of amazing magical feats, some that others are entirely incapable of. All spells require some form of western playing card (the type which includes hearts, clubs, diamonds and spades) as a focus to activate.

Aces High

Level: 8

Range: Self

Duration: 1 rounds per ME

Save: None

PPE: 40

This spell does the following for the duration;

- 1) Doubles the hand to hand damage done by the recipient.
- 2) Doubles the recipient's SDC.
- 3) Doubles all attacks and combat bonuses.

Ace in the Hole

Level: 3

Range: Touch

Duration: 1 day per ME

Save: None

PPE: 15

One card being held by the caster can be used to store or force objects/organisms in a "pocket dimension" inside of the card and cause them to re-materialize at will. The card can hold up to 10kgs per ME inside it.

Blackjack

Level: 1

Range: Touch

Duration: Instant

Save: None

PPE: 5

This spell allows the caster to copy a single page of information by placing a card on top of it. The card can then be placed on another blank piece of paper to copy the information on to it.

Black Trump

Level: 6

Range: Touch

Duration: Until it hits something

Save: None

PPE: 30

The caster can magically charge a card which will explode when it hits something. It does D6 damage per ME, +D6 per level of experience. He can charge as many cards as he can hold at once.

Bluff

Level: 6

Range: Line of sight

Duration: 1 minute per ME

Save: Standard

PPE: 30

Convinces all those in the effect radius who fail to save that whatever the caster is saying is true.

Call

Level: 3

Range: Touch

Duration: 1 hour per ME

Save: None

PPE: 15

Grants the caster the ability to see and hear through two magically connected cards. The spell is placed on both cards with one being kept by the caster while the other is placed wherever he wishes to spy on.

Calling Card

Level: 1

Range: Touch

Duration: 1 day per ME

Save: None

PPE: 5

This turns an ordinary playing card into a card bearing a message from the caster. Whoever touches the card will telepathically receive the message implanted on the card. The message can be up to 100 words per ME long.

Card Trick

Level: 1

Range: Touch

Duration: 1 round per ME

Save: None

PPE: 5

This spell will alter any playing card held by the caster to any other type desired by him.

Dead Blind

Level: 1

Range: Touch

Duration: 1 hour per ME

Save: None

PPE: 5

This causes a glowing arrow to appear on top of the card being held by the caster. It is a light green in colour, and wavers around in the general direction of north. The spell will work underground, as well as at sea, and is not affected by a lodestone.

Dead Man's Hand

Level: 5

Range: Touch

Duration: 1 round per ME

Save: None

PPE: 25

The caster can throw any cards in his hands at any incoming projectile attacks, intercepting and parrying them before

they reach him. He can parry up to 1 attack per ME.

Dealer's Choice

Level: 3

Range: Touch

Duration: 1 round per ME

Save: None

PPE: 15

The caster's SPD is increased by +10% per ME, and +1 action per 2 ME.

Deuces Down

Level: 1

Range: Touch

Duration: 1 round per ME

Save: None

PPE: 5

This magic allows the caster to safely fall from any height, enlarging a card to the size of a parachute which the mage can hold on to or stand on. The magic lasts until the trickster's feet land on a solid surface, and he descends at a quick but safe speed with full control over descent direction. One other person of comparable size and weight to the mage can accompany him on the descent by holding tight to him, neither of them will fall unless they decide to let go.

Deuces Wild

Level: 3

Range: 1 metre per ME

Duration: 1 round per ME

Save: None

PPE: 15

This creates an illusionary double of the caster. The double must remain within the range of the spell or disappear, but can otherwise move freely and independently of the caster. The image is completely identical to the caster at the time of the casting. Objects pass straight through the double.

Double Solitaire

Level: 2

Range: Touch

Duration: 1 round per ME

Save: None

PPE: 10

This transforms a card into a bandage which can be wrapped around any wound and automatically stops the bleeding and heals the cut.

Face Card

Level: 4

Range: Touch

Duration: 1 hour per ME

Save: None

PPE: 20

This spell allows the caster to alter their appearance to appear as just about anybody. The alteration is limited to the face, but encompasses the entire appearance. While the does allow for change of sex, drastic alterations in size and features are not possible. This spell can impersonate other faces, but only if the caster has seen the person or has a photograph ready.

Flush

Level: 4

Range: Touch

Duration: Until hits target

Save: None

PPE: 20

This makes a deck of playing cards as hard as steel which when thrown will do 1 damage per ME each. He can affect as many cards as he can hold in his hands.

House of Cards

Level: 6

Range: Touch

Duration: 1 hour per ME

Save: None

PPE: 30

The caster can transform a deck of cards into a normal shelter (cabin, tent, or cave) into a comfortable enchanted shelter. The spell will protect an area 1 metre per 3 ME in side dimensions and height. The spell creates a comfortable environment with controlled humidity and inside the shelter, the temperature will be around 21 degrees Celsius. It will also protect from temperatures from -18 degrees Celsius and 38 degrees Celsius with an increase of two degrees Celsius per level of experience. If temperature exceeds the limits of the spell, increase or decrease (as appropriate) temperature by one degree for every two degree of outside temperature above or below the limits of the spell. The spell keeps the shelter completely water proof and dry in even downpour conditions as well as protecting against snow. The shelter will not protect against most extra-ordinary weather conditions such as mud slides, avalanches, and earthquakes as well as not protecting against most powerful warlock spells. It will also protect against powerful winds of 90 kph with an additional 5 kph per level of experience.

Inside Straight

Level: 3

Range: Touch

Duration: 1 day per ME

Save: None

PPE: 15

Using a deck of cards the mage creates a solid wall of cards (1 metre per ME length x 1 metre per 2 ME of height x 1 metre per 4 ME of depth) of 10 SDC per ME which blocks movement and line of sight.

Joker's Wild

Level: 5

Range: 1 metre per ME

Duration: 1 minute per ME

Save: None

PPE: 25

When cast with another spell it randomly boosts that spell by either +10% range, damage or duration per ME.

Marked Cards

Level: 3

Range: Touch

Duration: 1 hour per ME

Save: None

PPE: 15

The spell changes the composition of playing cards into a magical flash paper-like substance. The cards look and behave like real playing cards but at any time can be willed to ignite by the mage, creating a bright light similar to a flare. All caught in the flash radius must save vs magic or be blinded for D4 melee rounds, suffering -10 to all rolls. He can affect as many cards as he can hold in his hands.

One Eyed Jacks

Level: 2

Range: Touch

Duration: 1 hour per ME

Save: None

PPE: 10

The mage can create a magical adhesive on one side of a card. The card can be stuck to any solid object, and can only be removed by the caster's touch or a PS of 20. If desired the caster can make both sides of a card sticky, allowing the card to hold two objects together like a double sided adhesive strip. This can be used to temporarily secure equipment to a wall, attach a rope or chain to a vehicle or person, hold a door shut, or place sticky patches on a wall for the trickster to climb up or down with.

Poker Face

Level: 2

Range: Touch

Duration: 1 minute per ME

Save: None

PPE: 10

This grants the caster protection from telepathy, control, possession both magical and otherwise.

Raise

Level: 1

Range: Touch

Duration: 1 hour per ME

Save: None

PPE: 5

the caster can enlarge any card and to use as a flotation device. Each card can hold up 10kgs per ME in weight.

Royal Flush

Level: 10

Range: 1 metre radius per ME

Duration: 1 round per ME

Save: None

PPE: 50

The mage tosses a full deck of cards into the air, and the cards starts to fly around the mage like a swarm of gnats. The cards are magically hard and sharp, providing three effects.

1. The randomly flying cards impair line of sight, any ranged attacks through the cloud are made with a -2 penalty.
2. The cards are hard enough to absorb some or all of an attack made through them, and will detonate any missiles or grenades that attempt to pass through the cloud. A missile or grenade will detonate on contact with the card swarm and disperse the cards until the beginning of the next melee round.
3. Any enemy attempting to pass through the swarm or attack into it to engage the mage in melee will suffer cuts from the cards. For every melee

attack made against the mage the attacker suffers D6 damage per ME from card cuts. Moving through the cloud causes the same damage, and enemies staying in the cloud suffer the damage again every melee round.

Straight

Level: 3

Range: Touch

Duration: 1 day per ME

Save: None

PPE: 15

The caster can change a deck of cards into a ladder up to 1 metre per ME long which can hold 10kgs per ME weight.

Straight Flush

Level: 6

Range: 1 metre per ME radius

Duration: Instant

Save: None

PPE: 30

This spell disrupts any other spell currently in use (much like a counter spell).

Wild Card

Level: 4

Range: According to spell

Duration: According to spell

Save: According to spell

PPE: 20

This allows the caster to randomly cast one other cartomancy spell. The caster has no control over what gets cast and it may even be a spell he doesn't already know.

6. CHAOTIC

MAGICANA

Chaos is neither good or evil, but rather simple randomness. There is a danger to this magic as it can sometimes be unpredictable and may have unexpected and unwelcome results.

Absorb

Level: 5

Range: Self

Duration: 1 round per ME

Save: None

PPE: 25

This allows a mage to transform a spell cast at him into magical energy, which he or she can then absorb like normal PPE. This cannot defuse magical barriers, curses, or protection circles (and similar spells). It can only affect spells directly cast upon the mage. The amount of PPE the spell is transformed into is equal to half the amount required of the attacker to cast it (the other half is burned of in the transformation back into magic energy).

Amphibious

Level: 2

Range: Self

Duration: 1 round per ME

Save: Standard

PPE: 10

A simple spell that enables the caster to become totally amphibious and breathe in water effortlessly. He can also swim at twice the normal speed.

Babble

Level: 3

Range: Line of Sight

Duration: 1 hour per ME

Save: Standard

PPE: 15

This spell causes the target's mind to be warped so that when he tries to speak or make any other meaningful noise, it comes out as gibberish. The target will not be aware that he is speaking gibberish, even if it is pointed out to him - he believes he is speaking normally. The target can hear and understand the speech of other people normally. Two people under the effects of this spell will speak entirely different gibberish, being incomprehensible to each other as well as everyone else.

Backfire

Level: 6
Range: Line of Sight
Duration: See below
Save: Standard
PPE: 30

This spell causes the next spell cast to affect the one casting it instead of anyone else.

Chaos Shield

Level: 8
Range: Line of Sight
Duration: Instant
Save: None
PPE: 40

This improbability shield may be cast on oneself or any within line of sight, and acts to prevent any Chaotic magic from working on him.

Deadly Clothing

Level: 2
Range: Line of Sight
Duration: 1 round per ME
Save: None
PPE: 10

When this spell is cast, the target's clothing animates, attempting to strangle, trip, and otherwise harass the target. The target will be unable to cast spells, and suffers a -4 to any actions

other than attempts to get free, and loses 1 point of CON per round in attempting to get free.

Delay Damage

Level: 2
Range: Line of Sight
Duration: Until spell activates
Save: Standard
PPE: 10

This spell causes any damage suffered to not surface for D6 rounds. It can be cast on oneself or anyone within line of sight.

Delay Spell

Level: 2
Range: Line of Sight
Duration: Until spell activates
Save: Standard
PPE: 10

This spell causes the next spell cast to delay in activation for D6 rounds. It can be cast on oneself or anyone within line of sight.

Displace

Level: 10
Range: Line of Sight
Duration: Instant
Save: Standard
PPE: 50

This spell causes a person, object or area to be displaced to a random nearby dimension or alternate world. It can be cast on oneself or anyone within line of sight.

Drunken Teleport

Level: 10
Range: See below
Duration: Instant
Save: Standard
PPE: 50

This spell causes a person to be teleported to the nearest pub or inn. As a side effect though they arrive already

completely intoxicated and barely able to stand. Upon arrival the person must make a PE roll or vomit and fall asleep. The spell caster is able to teleport a maximum weight of 10 kilograms per ME.

Extend Attributes

Level: 3
Range: Line of Sight
Duration: 4 rounds per 5 ME
Save: None
PPE: 15

This spell adds +D6 to one attribute of choice which may include SPD. It can be cast on oneself or anyone within line of sight.

Extend Combat Ability

Level: 3
Range: Line of Sight
Duration: 1 round per ME
Save: None
PPE: 15

This spell adds +D6 to all combat rolls. It can be cast on oneself or anyone within line of sight.

Extend Damage

Level: 3
Range: Line of Sight
Duration: Until spell it is linked to is cast
Save: None
PPE: 15

This spell doubles the amount of damage caused by the next spell cast. It can be cast on oneself or anyone within line of sight.

Extend Duration

Level: 2
Range: Line of Sight
Duration: Until spell it is linked to is cast
Save: None
PPE: 10

This spell doubles the duration of the next spell cast. It can be cast on oneself or anyone within line of sight.

Extend SDC

Level: 3
Range: Line of Sight
Duration: 4 rounds per 5 ME
Save: None
PPE: 15

This spell doubles the recipient's SDC. It can be cast on oneself or anyone within line of sight.

Extend Range

Level: 2
Range: Line of Sight
Duration: Until spell it is linked to is cast
Save: None
PPE: 10

This spell doubles the range of the next spell cast. It can be cast on oneself or anyone within line of sight.

Fall Apart

Level: 3
Range: Touch
Duration: Instant
Save: None
PPE: 15

This spell will disassemble any object within seconds, up to 5 kgs per ME. eg. touching a wagon will cause the wheels to come off and the wagon to collapse into its original pieces.

Invert

Level: 5
Range: Line of Sight
Duration: Instant
Save: None
PPE: 25

When cast upon another spell, this will create a mirror effect upon the spell energies and cause them to have the opposite effect from what they would

normally have. A Fire Ball will become an Ice Ball, doing the same damage with the same range. A Blind spell would become a Sight spell, a Globe of Silence would become a Globe of Noise, and so on. Note that some spells do not have any true opposite (like Call Lightning) and casting this spell on them would either have no effect and increase the destabilization by a greater amount (GM's discretion).

PPE Grenade

Level: 5

Range: Line of Sight

Duration: Instant

Save: Standard

PPE: 25

The PPE grenade is a baseball-sized sphere of energy that the magic user creates and throws at an opponent. If struck, the grenade takes away half the PPE from the target (armour does not protect the user from this spell). The loss of PPE is temporary. The grenade can be thrown up to the caster's normal throwing distance.

Probability Chaos

Level: 6

Range: Line of Sight

Duration: D6 rounds per 5 ME

Save: Standard

PPE: 30

This spell causes minor things to go wrong and unlucky things to happen to any 1 enemy per ME within his line of sight. This may include fumbling strike rolls, failing saves, taking critical damage from a minor blow, etc..

Random Size Change

Level: 4

Range: Line of Sight

Duration: D4 rounds per ME

Save: Standard

PPE: 20

This spell either doubles or halves the victim's size. It can be cast on oneself or anyone within line of sight.

Reassemble

Level: 2

Range: Touch

Duration: Permanent

Save: None

PPE: 10

This spell takes a small piece of a book or other document and recreates the whole book from it. Though the book is only temporary, the mage can copy the knowledge therein into a permanent record. Note that this spell will only recreate knowledge written before the piece being used was lost - if something was recorded afterwards, it will not appear. .

Relentless Missile

Level: 2

Range: Touch

Duration: 1 round per ME

Save: None

PPE: 10 per item

This can be cast on any missile weapon. When fired even if the victim succeeds in evading it, it will turn around and come back for another shot at him. It's pretty much fire and forget. The Relentless Missile will continue until the duration elapses or it hits its target.

Relife

Level: 3

Range: Touch

Duration: 1 minute per ME

Save: None

PPE: 25

This brings someone back to life until the spell expires. The lifeform cannot have been dead longer than ME x 1 month +1 month per level.

Shift Enchantment

Level: 10
 Range: Touch
 Duration: Instant
 Save: Standard
 PPE: 50

This spell allows the caster to shift an enchantment or other magical endowment from one object to another.

Stasis Grenade

Level: 6
 Range: Line of Sight
 Duration: Instant
 Save: Standard
 PPE: 30

When thrown, the targeted area of this grenade becomes a stasis field preventing anything within the field from moving or taking action. The person is stuck until the spell runs out.

Structural Failure

Level: 6
 Range: Line of Sight
 Duration: Instant
 Save: Standard
 PPE: 30

This spell when cast on a coherent structure like a bridge, wall, or house causes it to fail structurally.

Temporary Magic

Level: 5
 Range: Self
 Duration: D6 rounds per ME
 Save: None
 PPE: 25

This spell allows the character to temporarily cast a new spell he has never used before from a school of his choice. The spell cast is entirely random and rolled by the GM.

Undo

Level: 10
 Range: Line of Sight
 Duration: Instant
 Save: None
 PPE: 50

This spell undoes one action which occurred within the last ME x 1 round. This can be used to undo all damage, a death, an accidental shot, etc.

Ventriloquism

Level: 1
 Range: 1 metre per ME radius
 Duration: 1 round per ME
 Save: Standard
 PPE: 5

This spell enables the user to make it sound as if his voice or someone's voice or similar sound is issuing from someplace else, such as from another creature, a statue, from behind a door, down a passage, etc. The caster is able to make his voice sound as if a different creature were speaking or making the noise; of course, in a language known by him or her, or a sound which the caster can normally make. With respect to such voices and sounds, there is a 10% chance per point of intelligence above 12 of the hearer that the ruse will be recognized.

Water to Wine

Level: 1
 Range: Line of Sight
 Duration: Instant
 Save: None
 PPE: 5

This spell causes one liquid to randomly change its contents. An example would be water to wine, beer to lemonade, etc.

6. CHRONOMANCIC

MAGICANA

Chronomancy draw power directly from the energy created by the momentum of time. The lifeline of every living thing forms a current in timespace, and the intertwining currents create the chronoverse.

Age

Level: 8

Range: Line of sight

Duration: 1 hour per ME

Save: Standard

PPE: 40

The character emits a bolt that causes time to accelerate and targets to age rapidly. Any object or organism ages 1 year per ME, +1 year per level for every melee that touch (unless save). An object can be aged to the point that it weakens or decays. For example a character touching a sword may be able to age it to the point that it rusts, for a door it will age it to the point that it warps, for stone it will weather to the point that it will turn to sand, for food it will decay to the point that it becomes rotten or spoiled etc. The effect lasts for 1 hour per ME unless the organism dies or the object is destroyed. He can also do the reverse and rejuvenate organisms.

Astrologos

Level: 9

Range: Line of sight

Duration: Until used

Save: None

PPE: 50

As the Wizard pronounces a long and complicated incantation, a small globe of coruscating light appears and starts to gracefully float about. This glowing sphere looks much like a star from the heavens, and brings luck and fortune to

all those it favours. This spell is used to prevent unexpected difficulties, and may be cast for example, once an ally has been killed and wants to use it to avoid the deadly blow.

Balefire

Level: 10

Range: Line of sight

Duration: Instant

Save: Standard for half damage

PPE: 50 +1 per SDC of enemy

This spell will utterly destroy 1 target, chronoshifting them into oblivion. This spell also has a bizarre side effect. For every 5 PPE required to destroy a target (not including the initial 50), it undoes any action performed for one additional turn by the target, including any damage taken from weapons or spells.

Big Bang

Level: 9

Range: 1 metre radius per 1 ME

Duration: Instant

Save: None

PPE: 50

All including yourself within the radius take D6 damage per 1 ME. This is a spell of last resort.

Black Hole

Level: 10

Range: Line of sight

Duration: 3 rounds per 5 ME

Save: None

PPE: 50

Makes a small hole anywhere within sight where it sucks in everything within 18 metres of it destroying it.

Dark Matter

Level: 8

Range: Line of sight

Duration: Instant

Save: None, dodge only

PPE: 40

The caster summons a large rock from space to hit one target doing 8D6 damage. Wont work if there are a lot of barriers to penetrate, eg. if within a mountain.

Dark Matter Shower

Level: 7

Range: Line of sight

Duration: 1 round per 5 ME

Save: None, dodge only

PPE: 40

The caster summons a shower of smaller rocks from space to hit a 36 metre radius. All within the area will take D6 per 4 ME.

Flux

Level: 6

Range: Line of sight

Duration: Instant

Save: Standard for half damage

PPE: 30

This spell puts one target into a state of temporal flux. The target then rolls 3D6 damage. If 3 sixes are rolled, the target disintegrates.

Gamma Ray

Level: 5

Range: Line of sight

Duration: Instant

Save: Standard

PPE: 25

Causes radiation poisoning to the target. Target loses D6 per round until cured or dead (any heal spell will do).

Hand of Fate

Level: 10

Range: Line of sight

Duration: Instant

Save: None

PPE: 50

This spell may be cast on anyone causing that person's body to Chronoshift back in time, restoring all lost HPs and SDC.

Lost in Time

Level: 7

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 40

1 victim in sight becomes lost in time until the spell lapses.

Phase Shift

Level: 8

Range: Touch

Duration: 3 rounds per 5 ME

Save: Standard

PPE: 40

This spell may be cast on any one bladed weapon or arrow, and causes the item to go slightly out of phase with reality. These phase-shifted weapons go right through armour, and any damage rolled is made straight to SDC.

Presight

Level: 1

Range: See below

Duration: Instant

Save: None

PPE: 2

The Chronomancer may view what is on the other side of a wall from the eyes of a "Future Self" up to a range of 3 metres per 3 ME.

Repulsion Field

Level: 7

Range: Self

Duration: 4 rounds per 5 ME

Save: None

PPE: 40

This spell allows the Chronomancer to surround himself with a force field of

ME x10 SDC. The field will also repel any directional weapon or spell.

Stardust

Level: 8

Level: 8

Range: Touch

Duration: 3 rounds per 5 ME

Save: None

PPE: 40

This spell will create a glittering of stardust, and may be cast on any one weapon. This stardust will double the damage of the weapon, and will light up a radius of 9 metres.

Stasis

Level: 8

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 40

As the wizard mutters a seemingly endless incantation he directs his attention towards a group of victims. As his chanting continues and they see the whole world around them move faster and faster. In real life the Wizard has gradually immersed his targets in a reality where the flow of events has been practically halted completely, effectively locking them in time. All within may not move, attack, cast spells or do anything at all. However those within the Stasis are also totally immune to absolutely any effects from outside, taking effectively no part in the game (for this reason Stasis may also be made to affect a badly injured comrade in order to protect him from further attacks). The field may not be moved or shot across, so may even be used to act as a wall.

Temporal Casualty Loop

Level: 9

Range: Not applicable

Duration: Instant

Save: None

PPE: 50

At any time during the game you may use this spell to undo everything that happened back to 1 minute per 1 ME. There is no choice in the amount of time that is reversed, the full amount must be used.

Temporal Duplicity

Level: 10

Range: Self

Duration: 2 rounds per 5 ME

Save: None

PPE: 50

The Chronomancer draws on their knowledge of time to summon a "Future Self" to join him/her in battle. This "new" Chronomancer is fresh for the fight, and has all of the original's stats and full PPE Points. The "future" Chronomancer may only stay in proximity with the original for a short time before his/her presence starts to corrupt the time line and is forced to return.

Temporal Fireball

Level: 10

Range: Inapplicable

Duration: Instant

Save: None

PPE: 50

This is just like the standard fireball spell with one very important difference; the caster sends it through time, either 1 round per ME back or 2 rounds per ME ahead. However if the latter is chosen the caster must be very careful in casting a fireball into the future. Friends or enemies, even the wizard him self may wind up being caught in the area of effect. If a person or creature dies from a temporal fireball in the past then any damage that he caused in the present

never happened. All rolls and action for the present remain the same but obviously the actions and rolls for a deceased person are discarded. Any person who died in the present because of someone in the past are naturally alive and able to take action as if nothing happened to them (which of course nothing did). Only the wizard who cast the spell knows what truly happened. The caster must specify the distance and direction of the fireball as well as the time frame.

Time Cage

Level: 6

Range: 2 metres per ME, +3 metres per level

Duration: 1 hour per ME, +1 hour per level

Save: Standard

PPE: 30

The character is able to create mesh style cages out of temporal energy and entrap opponents within them. The cage is (1 centimetre per ME thick, +1 centimetre per level) x (15 centimetres per ME radius size for each of the 6 walls, +5 centimetres per level) anywhere within 2 metres per ME, +3 metres per level. Any within the cage find time has stopped inside. To an outside observer, the victims inside will appear to be standing still, while they are actually moving, very slowly. The cage will last 1 hour per ME, +1 hour per level.

Time Capsule

Level: 8

Range: Touch

Duration: Until opened

Save: None

PPE: 40

Everything placed in the time capsule is preserved and doesn't age. The capsule can be up to 20 centimetres diameter per

ME, +20cms per level. When the container is closed the spell is cast. The magic creates an energy field that takes the container and everything inside it out of the normal time continuum. As long as the container remains unopened, the magic remains in effect. The instant it is opened the time capsule spell ends.

Time Retrieval

Level: 10

Range: Up to 10 years per ME +10 per level

Duration: Instant

Save: None

PPE: 50

This spell allows the character to find almost any desired item in an alternate timeline, and "retrieve" it across the eras. It does not let the character visit an alternate time in person.

To grab an item the character must concentrate, undisturbed, for at least one round. He must clearly visualize the item he wants. He should have at least one hand free, the hand will be seen to make reaching motions. He then rolls vs. IQ. A successful roll means that the desired item is in his hand or sitting within arm's reach as he prefers. A failure means that nothing was obtained. A roll of 1 means the wrong item was grabbed. This item will not be immediately dangerous unless he was trying for something dangerous. In theory the character can get anything, in practice some things are so hard to find that it is little use trying for them.

In general the character has a good chance of getting any item that exists in his own world, or any reasonably similar item, any item that ever existed in his own world's past history, or any reasonably similar item. If the desired

item is rumoured to exist or have existed but has never been proven then the GM applies an IQ penalty to each attempt of -4 or worse. However the character cannot get an item that works by natural laws wholly different from those in his own world. For example if the character's world has no magic and he wants a magical item. Whatever he obtains will no longer function on his world. The character can retrieve up to 1 kg per IQ +1 kg per level.

Time Shift

Level: 9

Range: Up to 10 years per ME, +10 per level

Duration: Instant

Save: Standard

PPE: 50

This spell allows the caster to jump a short distance ahead in time. During the time of a character's temporal jump the character is not affected by anything that happens in the normal time line. When the character comes back in the next round to the timeline, he/she will notice the after effects that happened during the previous round. This can also be used on others with the subject reappearing in exactly the same orientation and condition as before. For the subject, no time has passed at all. If the space from which the subject departed is occupied, upon its return to the time stream, it appears in the closest unoccupied space, still in the original orientation (determine the closest space randomly if necessary). Finally this can be used to send bullets, etc one round of time ahead or into the past.

If the location is not known then the character simply transports over to the same geographical location in the other time frame. The character can travel

over a time span of 10 years per ME, +10 per level. The character can affect him self or a victim and 100kgs per ME. As the hero rematerializes, gases and liquids move aside before he solidifies. Normal safeguards prevent the hero from consciously phasing into a solid mass. Extremely dense materials like Neutronium or black holes are not impassable to this character. Naturally the character is able to survive the ravages of crossing time, and as a side effect is also immune to the pressure less environment of outer space and any high pressure areas. Finally the hero instantly knows what year he is in and how to get home. He can perceive any choral wormholes, gates, planar portals, etc and where they go.

Time Vision

Level: 2

Range: 1 year per ME + an equal additional amount per level

Duration: 1 round per ME

Save: None

PPE: 10

This allows the character to see into different time zones both the future and the past. He can look into different years one at a time sequentially, but he can only see into the area identical to where he is standing. He can see up to 1 year per ME + an equal additional amount per level.

Winds of time

Level: 6

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 30

Cupping the glittering sand in his hand, the Wizard blows it towards a comrade, engulfing him in a whirling sandstorm. The target of this spell becomes

unnaturally fast as time flows slower about him, his movements almost a blur to all those that watch. The recipient's SPD becomes x10.

Wormhole

Level: 7

Range: Line of sight

Duration: 3 rounds per 5 ME

Save: None

PPE: 35

With a tremendous effort the Wizard tears apart the very fabric of reality, creating a portal that leads directly to a destination previously visited by him. The gate will be 3x3 metre per 5 ME in size. Anyone both friendly and enemy may enter it.

7. COMBATIC

MAGICANA

Combat spells are used by their casters, mostly in battle, for their offensive capabilities. Combat magic can be separated into three sub-types. The first type of spells, elemental spells, deal a specific type of elemental damage, and are most commonly used against monsters with a specific weakness to that element. The second type, curse spells, are used to disable an opponent, and make dealing damage easier or safer for the mage casting them. Finally, there are support spells, which offer a range of benefits to the caster, such as preventing damage, curing poison, and healing other players.

Acid Storm

Level: 10

Range: 2 metre radius per ME

Duration: 4 rounds per 5 ME

Save: Standard for half damage

PPE: 50

This spell which functions only out of doors causes thin streams of hissing acid to fall within its area of effect. The spell inflicts D4 per ME of the caster. All exposed items in the area are also affected.

Acid Stream

Level: 8

Range: 1 metre per ME

Duration: 4 rounds per 5 ME

Save: Standard for half damage

PPE: 40

The spell causes a thin stream of hissing acid to shoot forth from the caster's outstretched hand, out to the maximum range of the spell. This acid causes D6 damage per ME of the caster.

Action Jackson

Level: 2

Range: Line of sight or self

Duration: 4 rounds per 5 ME

Save: None

PPE: 10 +5 per attack

The caster can land a succession of incredibly quick blows. He can punch/kick/use melee weapons at a rate of +1 attack per 5 PPE.

Agonizing Net

Level: 5

Range: Touch

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 25

The caster generates an inky black net, approximately 1 metre in diameter per 5 ME. The caster has to throw the net (PP and skill bonuses apply). Any being entrapped by the net must roll a saving throw versus pain or fall unconscious from the chilling pain that the net inflicts upon him. The net continues to inflict agony every melee round, and the saving throw versus pain must be re-rolled every round if the victim is still awake. The victim can try to break free of the net if he has PS of 30 or better. The net can withstand (1 SDC per ME) x2 of cutting damage before a hole large enough for a man-sized creature is made.

Alter Target

Level: 4

Range: Line of Sight

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 20

When this spell is cast on a ranged weapon the next shot fired will instead hit a target of the caster's choice. The new target must be within range of the weapon and in line of sight.

Animate Sword

Level: 1

Range: Line of Sight

Duration: See below

Save: None

PPE: 5 +1 per D6

Muttering an ominous litany, the Wizard causes a shimmering and elegant steel sword to appear before him as if from thin air. Floating in the air as if held by some unseen fighter, the sword dashes to engage the Wizard's enemies in a battle to death. The sword may attack any enemy model within 12 metres of the Wizard, counts as magical, has a +3 to hit and causes +D6 per PPE spent. The sword continues attacking the same enemy and vanishes if it gets out of the Wizard's line of sight, if it fumbles or if its target dies. The sword counts as always attacking enemies from the front, and may not charge. The victim of the sword's attacks may evade from combat as usual, but the sword will chase it, ignoring totally other enemies while doing so.

Armour Piercing

Level: 5

Range: Line of sight

Duration: Instant

Save: None

PPE: 25

This spell lets a blade automatically pierce armour in the next attack.

Arrow Attraction

Level: 8

Range: Line of sight

Duration: 4 rounds per 4 ME

Save: Standard

PPE: 40

Any non-magical missiles fired at targets anywhere within (1 metre radius per caster's ME) of cursed characters will redirect themselves at them, selecting the

nearest cursed individual where there is any doubt. Missiles which have insufficient range to reach their new target will fall short and cause no damage. Missiles fired by a cursed character turn around in mid flight and strike them.

Arrow of Return

Level: 2

Range: Touch

Duration: Until fired

Save: None

PPE: 10

This spell can be cast on any arrow. After this once it is fired from a bow, it magically returns to the arrow's quiver, whether or not it hits the target. If it hits the target it does full damage before disappearing and reappearing undamaged in the owner's quiver.

Arrow Storm

Level: 1

Range: Self

Duration: 4 rounds per 5 ME

Save: None

PPE: 5

By touching a quiver of arrows, the caster can enchant them so that an arrow magically springs to hand as soon as the previous arrow is loosed, thus enabling the archer to fire at twice the normal rate.

Bad Ass

Level: 6

Range: Smell

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 30

Tired of beating punks the street up and down, only because they had not realized that YOU are king of the bad asses? Everyone who smells you knows better than to mess with you, or else...

Victims must save vs Spell or be totally intimidated by you (-2 on all combat rolls). They must then make a further save or panic and flee.

Battering Ram

Level: 6

Range: Line of sight

Duration: Instant

Save: None

PPE: 30

This spell temporarily draws on the PS of everyone who the caster touches, and who touch him. The caster can then throw a telekinetic battering ram at anything he can see. It will do the combined physical damage of everyone the spell drew on.

Blade Break

Level: 2

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 10

This spell lets a mage cut through another man's sword in battle like a knife through butter, only magical blades can survive this.

Blade Storm

Level: 8

Range: 5 metre radius per ME

Duration: 4 rounds per 5 ME

Save: Standard for half damage

PPE: 40

Winds swirl about the spellcaster and a white glow emanates from his hands. A shower of twisting mystical blades fly out, doing D4 per ME shredding damage.

Break Shield

Level: 4

Range: Touch

Duration: Instant

Save: None

PPE: 20+

Non magical shields are broken automatically. Magical shields require 1 PPE per 1% chance to break. Greater artifacts and divine instruments are not affected.

Break Weapon

Level: 4

Range: Touch

Duration: Instant

Save: None

PPE: 20+

Non magical weapons are broken automatically. Magical weapons require 1 PPE per 1% chance to break. Greater artifacts and divine instruments are not affected. If a weapon enchanted with a Spirit Enchantment is broken, that spirit is released to its home dimension.

Catapult

Level: 10

Range: 3 metres per ME

Duration: 1 round per ME

Save: None

PPE: 50

This creates a temporary 2 metre x 2 metre size catapult. The character can load one object weighing up to 1 kilo per ME. The object flies in a straight line up to 3 metres per ME in a direction you choose before falling to the ground, stopping early if it impacts against a solid surface. If the object strikes a target they take D6 per ME bludgeoning damage.

Clairaudience

Level: 2

Range: Unlimited

Duration: 4 rounds per ME

Save: None

PPE: 10

Can tune in to any location that have been to before or any person that have met. Can hear distant sounds and voices despite any intervening distance or barriers. This is not hindered by factors that affect normal sound transmission, such as distance, time lag, muffling, distortion, or the absence of a transmitting medium. When the spell operates, it overrides the hero's natural hearing.

Clairvocal

Level: 2

Range: Unlimited

Duration: 4 rounds per ME

Save: None

PPE: 10

Can speak to any any person that have met before. The recipient can hear the caster's voice despite any intervening distance or barriers. This is not hindered by factors that affect normal sound transmission, such as distance, time lag, muffling, distortion, or the absence of a transmitting medium. Only the recipient can hear the message being spoken to him.

Clairvoyance

Level: 2

Range: Unlimited

Duration: 4 rounds per ME

Save: None

PPE: 10

Can tune in to any location that have been to before or any person that have met. Can see distant sights without directly seeing it with his eyes. He is not hindered by any of the factors that affect normal light transmission, such as distance, blockage, obscurement, and time lag. When in use, the spell overrides normal vision.

Cloak of Darkness

Level: 6

Range: 1 metre per ME radius

Duration: 4 rounds per 5 ME

Save: None

PPE: 30

When this spell is cast, the caster and any group accompanying him are cloaked in a zone of magical darkness. Any outside the area of effect cannot see anything inside the darkness, but those inside it can see out. Missile fire into the zone is subject to a -5 to hit, and it is impossible for a spellcaster outside the zone to direct an individually targeted spell at any creature within it.

Cloak of Mist

Level: 1

Range: Self or line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 5 +1 per additional round

This spell surrounds the target with a thick cloud of dark fog, and opponents find it extremely difficult to focus on him as his outline becomes an indistinct blur of vapour. This spell may target anyone in the line of sight of the Wizard. Enemies are -6 to hit the caster. +2 to stealth.

Crystal Cage

Level: 9

Range: Self

Duration: Indefinite

Save: None

PPE: 50

The caster captures himself in a crystal cage. He may not be attacked and spells have no effect on him. The caster may not move, cast spells or attack. The cage can only be broken by the caster punching through one of the walls from the inside. Any punch will do it.

Delay Spell

Level: 1

Range: Self

Duration: See below

Save: None

PPE: Equal to the conjoined spell

This spell is cast in conjunction with another spell to be cast at the same time by the same caster. Any interruption in the casting of either spell will cause both to be wasted and any PPE invested to be lost. The delayed spell will not take effect until a designated time has elapsed or a specific trigger condition has been met within the time limit of the spell's duration. The condition must be simple and clearly and unambiguously stated or the GM should feel free to misinterpret it to the most adverse effect. After the casting, the designated time or condition may not be altered by the caster. If a condition is set but not met by the time the spell expires then the delayed spell effect is lost. The caster may dispel them automatically given one round to do so.

Drain Magic

Level: 10

Range: Line of sight

Duration: Instant

Save: Standard

PPE: 50

This spell allows the caster to drain all the PPE from one target creature and add it to his own. Any spellcaster type are struck unconscious for 1 turn per PPE drained, non spellcasters remain conscious. Undead and ethereal creatures are destroyed. Demons and elementals are banished.

Enchant Weapon

Level: 8

Range: Touch

Duration: 4 rounds per 5 ME

Save: None

PPE: 40

This spell allows the caster to enchant one ordinary weapon by touching it. An enchanted weapon has no special powers, but counts as a magical weapon for the purposes of hitting creatures only affected by magic weapons and will do full damage to them.

Enflame Sword

Level: 9

Range: Touch

Duration: 4 rounds per 5 ME

Save: Standard for half damage

PPE: 50

By touching the blade of a sword, the caster invokes a blazing fire along the whole length of the blade. This fire will not harm the blade, but anything that comes in contact with its flame will suffer an additional D4 points of fire damage. There is also a 50% chance of it igniting anything flammable which it touches.

Enhanced Hearing

Level: 1

Range: Self or touch

Duration: 1 round per ME

Save: None

PPE: 5

This spell increases hearing far beyond that of a normal person and gives the being that ability to hear tiny, almost inaudible sounds. At 25 metres, he can hear sounds as quiet as 1 decibel. At 50 metres, he can hear sound down to 10 decibels. At 120 metres he can hear down to 30 decibels. Ability is reduced for when there are noises of 70 decibels or more. -3 metres for 70 db and -1 metre for every 10 db thereafter. Has ability to estimate distance, estimate speed of sound approach or departure, and recognize a voice. Gives bonuses of

+1 to Parry, +2 to Evade, and +6 to Initiative.

Enhanced Vision

Level: 1

Range: Self or touch

Duration: 1 round per ME

Save: None

PPE: 5 +5 per additional increase

This spell increases sight far beyond that of a normal person, doubling it. Gives bonuses of +6 to Initiative. For each additional 5 PPE used the sight of the character doubles again.

Enlarging Missile

Level: 4

Range: Touch

Duration: Until fired

Save: None

PPE: 20

This spell enchants one missile (arrow, quarrel, bullet, etc) per 2 ME. The missile does not change when the spell is cast, but when it is shot the effects of this spell become clear. The missile then enlarges, growing +10% per ME. For every 50% the missile grows, the damage is increased by D6. If the missile is large enough it can also cause knockdown.

Exchange Injuries

Level: 8

Range: Line of Sight

Duration: Instant

Save: Standard for half damage

PPE: 40

This spell allows the caster to swap SDC and wounds with any one victim in sight. This is useful if the victim barely has a scratch and the caster is severely wounded.

Exploding Cut

Level: 8

Range: Touch
 Duration: Instant
 Save: Standard for half damage
 PPE: 40

This spell charges up a blade so that after the blade cuts an enemy, the cut explodes! This does D6 damage per 4 ME of the mage.

Extend Range

Level: 2
 Range: Touch
 Duration: Until used
 Save: None
 PPE: 10

When cast on a missile weapon, this spell doubles the weapon's effective range.

Eye Spy

Level: 2
 Range: Touch
 Duration: 1 round per ME
 Save: None
 PPE: 10

When cast on a missile weapon, this spell enchants it with a limited form of clairvoyance. Arrows, darts, javelins, and daggers are most often used for this spell, but any weapon which can be carried and thrown may be affected by this spell. Once the missile is fired or thrown the wizard will be able to switch his vision to the missile's vantage point. Thus, he will be able to see anything that would be visible to him if he were flying alongside the missile. Any enhanced vision the caster already has is also allowed.

Far Sleep

Level: 5
 Range: Line of sight
 Duration: 4 rounds per 5 ME
 Save: Standard
 PPE: 25

The victim is convinced that now would be a good time to catch up on sleep (even in combat).

Fireball

Level: 4
 Range: Line of sight
 Duration: Instant
 Save: Standard for half damage
 PPE: 20 +1 per point of damage
 This spell may be cast at a single target, with a blast radius of 1 metre per 3 ME (+1 per level). It does 4D6 initial damage +1 point of damage per additional PPE spent on the spell. If cast at an object or structure which is flammable then it has a 60% chance to ignite.

First Aid

Level: 2
 Range: Touch
 Duration: Instant
 Save: None
 PPE: 10 +1 per SDC healed
 The Wizard kneels beside an injured companion and uses his arcane knowledge of magic to mend his bleeding wounds as quickly as possible. It may not be cast if there are any enemies close as the Wizard really needs to concentrate to cast this spell. This spell will seal any cut no matter how severe but not mend bones or heal internal damage.

Flare

Level: 1
 Range: 10 metres per ME
 Duration: 1 round per ME
 Save: None
 PPE: 5
 This spell creates a tiny but brilliant spark of light that is used as a beacon. The mystical flare is created at an altitude of 10 metres per ME in the air,

where it will slowly drift downwards for two melees before ending. While the maximum height of the flare is 200 metres, the flare itself can be seen as far as 8 kilometres away.

Fleet Feet

Level: 10

Range: Self

Duration: 4 rounds per 5 ME

Save: None

PPE: 50

This spell may be cast on any one character, including the caster himself. The affected character may move at double normal speed for one turn. Obstacles and difficult ground affect the character as normal, although modifications are applied to the increased move rate - thus, a character under the effects of the spell crosses difficult ground; the spell doubles his movement and the terrain halves it, so he moves at his normal rate.

Gleaming Missile

Level: 2

Range: Line of sight

Duration: Instant

Save: Standard for half damage

PPE: 10 +10 per additional set of damage, still determined by ME (eg 20 PPE would equal 4D6 per 5 ME, 30 PPE would mean 6D6 per 5 ME). The caster performs a ranged attack which hits automatically. 2D6 damage per 5 ME.

Glowing Blade

Level: 1

Range: Touch

Duration: 4 rounds per 5 ME

Save: None

PPE: 5

This spell causes the mages blade to glow with the equivalent light of a camp fire.

Golden Scimitar

Level: 2

Range: Line of sight

Duration: Instant

Save: Standard for half damage

PPE: 10 per rotating scimitar

Choose a first target in line of sight and within 36 metres. If multiple scimitars are used they will line up next to each other 10 cms apart, and will launch together. The rotating magical scimitar does 3D6.

The Grey Cyclone

Level: 5

Range: Line of sight with 36 metre radius

Duration: 3 rounds per 5 ME

Save: Standard for half damage

PPE: 25

This small whirlwind unleashes all the destructive force of the elements on all those unfortunate enough to find themselves in it, and gradually diminishes in power until only a gentle breeze is left where before was a raging cyclone. All whether friend or foe, within the area, suffer 5D6 per round caught in it. During the next turn the caster may move the template up to 6 metres in any direction (even diagonally) and roll 4D6 (one less than before) against all in or passing through it. This process continues, reducing each turn by one the damage dice caused, until they reach the value of zero (i.e. after 5 turns). Models within the Grey Cyclone may not use ranged attacks, and the area covered by the template blocks totally ranged attacks that cross it (i.e. the Cyclone may also be used as a wall to protect those behind it against missile attacks).

Hail of Arrows

Level: 1

Range: Line of sight
 Duration: Instant
 Save: Standard for half damage
 PPE: 2 +1 per additional set of arrows in each volley (amount in each set still determined by ME).
 The caster opens his arms and between his palms a fascis of sharp, pointed arrows emerges. Fire 1 arrow per 5 ME. Use own strike bonuses for determining ability to hit. D6 damage per arrow.

Heavy Metal

Level: 4
 Range: Line of sight
 Duration: 1 round per ME
 Save: None
 PPE: 20
 Choose anyone within the casters line of sight who is wearing armour. The target's armour AR improves by +1.

Ice Shards

Level: 2
 Range: Line of sight
 Duration: Instant
 Save: None
 PPE: 10
 The moisture in the caster's hand freezes and shatters into thousands of tiny needle-sharp ice shards which are then propelled to a target. Each shard does 1 piercing damage with up to 1 shard per ME (+1 per level).

Ignite missile

Level: 2
 Range: Line of sight
 Duration: Instant
 Save: None
 PPE: 10
 This spell may be cast upon arrows, crossbow bolts, or other missiles or thrown weapons. When the missile is fired or propelled at a target, it bursts into flames in mid-flight, causing D4

additional point of damage when it hits, and igniting any flammable object struck.

Ignore Death

Level: 10
 Range: Self or line of sight
 Duration: Instant
 Save: None
 PPE: 50
 Anyone just killed is revived with their SDC restored to 1 but any wounds fully healed.

Insight

Level: 2
 Range: Self or line of sight
 Duration: 1 round per ME
 Save: None
 PPE: 10 per person
 Insight causes the Wizard to be able to react better and have more intuition and know-how, and for this reason has the effect of increasing any skill rolls by +2. Alternatively this spell may also be cast to reroll the dice once if the recipient does not accept the first result of a skill roll, the second result must be accepted even if it's effects are worst than the first. Finally Insight may also be cast if the players are unable to make sense of a particular situation, and the DM should give them some more or less helpful hint in this event (NEVER a direct suggestion).

Invisibility

Level: 2
 Range: Self or line of sight
 Duration: 1 round per ME
 Save: None
 PPE: 10
 The caster becomes invisible with all the usual bonuses and penalties.

Lightning

Level: 4

Range: Line of sight

Duration: Instant

Save: Standard for half damage

PPE: 20 + 1 per point of damage

The caster draws electrical energy from the atmosphere and directs it at a target. It does 4D6 initial damage +1 point of damage per additional PPE spent on the spell. A lightning bolt causes damage directly to SDC disregarding armour.

Lightning Armour

Level: 6

Range: Self or touch

Duration: 4 rounds per 5 ME

Save: None

PPE: 30

The subject of this spell cannot be wearing metal armour of any sort, nor carrying a metallic weapon. The creature touched has his armour or garments charged with negative electricity, and skin to skin contact with another creature will cause D6 electrical damage straight to SDC with no saving throw, as will contact through a conductor. Anyone striking the protected creature with a conductive object must save vs. paralyzation at -1 or drop the object due to temporary numbness in the member holding the weapon. Those within 5' of a character with this spell in effect may catch a faint scent of ozone and feel their hair standing a bit on end.

Lightning Draw

Level: 1

Range: Self or line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 5

The caster can instantly summon any weapon into one or both of his hands. +1 initiative per 3 ME.

The Magic Eye

Level: 3

Range: Line of sight

Duration: 1 round per 5 ME

Save: None

PPE: 15

By means of this spell the Wizard is able to see what lies beyond a target closed door or chest. These may be even out of the Wizard's line of sight. The party gains +1 to the surprise roll against groups of monsters set up in a room explored this way. The wizard is also allowed to roll for each trap within the room (or on the chest) in attempting to discover it (adding any bonuses the Wizard may have as usual), notice that no attempt to deactivate any trap may be done at this stage.

Manacles

Level: 2

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 10 per victim

One victim is trapped at his current spot by an invisible manacle. He can still move his arms and one leg but not the other leg.

Multiple Ballistic

Level: 3

Range: Touch

Duration: Until used

Save: Standard for each missile

PPE: 10 per replica

By touching a missile (including arrows, bolts, bullets, stones, etc) the caster can enchant it so that when fired or thrown it creates a replica of itself to hit the target. The strike is only rolled once, either all the missiles strike or they all fail.

Phased Weapon

Level: 8

Range: Touch

Duration: 1 round per ME

Save: Standard for half damage

PPE: 40

This spell enchants a weapon so that it becomes intangible or ghost like. The weapon can be any kind of weapon, blade or blunt. Arrows can even be enchanted by this spell. While enchanted with this spell, the weapon can pass through non-living solid objects including armour. It will remain phased until it hits living tissue (including plants). In effect it bypasses any armour or other protection as if the victim was AR 10. This spell can be cast on most magical weapons as well as normal weapon.

Rally

Level: 2

Range: Line of sight

Duration: Instant

Save: None

PPE: 10

This spell may be cast on a creature which has just been routed. The effects of Fear or Terror are immediately cancelled, and the creatures can move and act normally.

Repair Weapon

Level: 2

Range: Touch

Duration: Instant

Save: None

PPE: 10

This spell repairs any weapon. It can also be used to take all of the rust off a blade and sharpen it to perfection.

Ribbon Shield

Level: 1

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 5

This spell makes a piece of ribbon held by the recipient to swirl around at high speed and entangle an attacker. The SDC of the ribbon is increased by 1 per ME.

Sapphire Arch

Level: 4

Range: Self or line of sight

Duration: Instant

Save: Standard if desired

PPE: 20 per person

The caster or someone in his line of sight is teleported to an area well known to the caster.

See Clearly

Level: 2

Range: Self

Duration: 1 round per ME

Save: None

PPE: 10

This spell allows the caster to see through smoke, fog, rain, and airborne dust as clearly as day, without problem. It can also allow the person to see underwater without distortion, as if the water were clear as air.

Shelter

Level: 4

Range: Touch

Duration: 1 hour per ME

Save: None

PPE: 20

This spell transforms a normal shelter (cabin, tent, or cave) into a comfortable enchanted shelter. The spell will protect an area 1 metre per 3 ME in side dimensions and height. The spell must have a structure to be based on including a room, tent, cave, pit shelter with a canvas cover, or similar structure with four walls and a ceiling. A cave could have canvas closing the entrance. When the spell is cast, a glowing aura is

created which seals any small openings in the shelter.

The spell creates a comfortable environment with controlled humidity and inside the shelter, the temperature will be around 21 degrees Celsius. It will also protect from temperatures from -18 degrees Celsius and 38 degrees Celsius with an increase of two degrees Celsius per level of experience. If temperature exceeds the limits of the spell, increase or decrease (as appropriate) temperature by one degree for every two degree of outside temperature above or below the limits of the spell. The spell keeps the shelter completely water proof and dry in even downpour conditions as well as protecting against snow. The shelter will not protect against most extra-ordinary weather conditions such as mud slides, avalanches, and earthquakes as well as not protecting against most powerful warlock spells. It will also protect against powerful winds of 90 kph with an additional 5 kph per level of experience.

Signal

Level: 1

Range: 1 metre per ME

Duration: 4 rounds per 5 ME

Save: None

PPE: 2

This spell shoots a signal flare into the sky. It may only be used outside, and straight up into the air. When it explodes, it is visible for up to ten miles on a clear night.

Slippery Ground

Level: 10

Range: Line of sight

Duration: Permanent

Save: None

PPE: 50

This spell covers a patch of ground (or other surface) with a slippery substance similar to oil or slime. It covers a radius of 1 metre per ME. Characters attempting to move over, or in combat within, the affected area must make a PP roll each round or fall down. Those who fall may do nothing but parry or spend a round regaining their feet.

The Sword of Judgment

Level: 3

Range: Self

Duration: 1 combat

Save: Standard for half damage

PPE: 15

Holding his hands together, the Wizard begins to chant and soon the misty outline of a sword can be seen coalescing in his closed fists. Soon the lithe and graceful shape of a steel great sword, the Sword of Judgment itself, becomes clear to sight, its razor-like blade cutting through foes as the Wizard handles it with deadly accuracy. This spell lasts for the duration of the combat in which it is cast, or until the Wizard chooses to end its effects. While brandishing the Sword of Judgment, the Wizard gains a bonus of +3 to strike, and causes 4D6 damage. The Sword counts as a magical sword affecting all supernatural enemies.

Targeting

Level: 2

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 10

This spell takes away any negatives that might be involved in hitting an object.

Veil of Fog

Level: 6

Range: Line of sight

Duration: 3 rounds per 5 ME

Save: None

PPE: 30

Dark strands of grey mist unleash from the Wizard's open palms and congeal around the surrounding area, covering it in a thick and shadowy fog. The Veil of Fog affects all the area in the Wizard's line of sight for three turns, after which it dissipates. All models within this area count as partially covered when being targets for ranged attacks. Moreover for the first turn all affected friendly models can automatically dodge any hits. In the next two turns, as the fog slowly thins out, this rule does not apply, but the players do still have a bonus of +3 to dodge to reflect their enhanced ability to conceal themselves in the remaining fog and elude enemies.

Weapon Link

Level: 10

Range: Touch

Duration: Instant

Save: None

PPE: 50 for the link, +5 each time summoned.

This spell links the mage to one specific weapon which can be summoned into his hands at any time (but not sent back to its origin point).

Wild Wind

Level: 7

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 40

A lateral column of wind is created with a 1 metre per 2 ME radius. Missile fire in the area of effect is at a -5 penalty.

Victims are staggered in the first round, must fight to maintain balance, and may perform no other actions. In subsequent rounds, victims must test PS to move

toward caster at half standard rate maximum. Other movement is not affected. The caster may swing the column of wind from side to side or up and down up to 90 degrees each round. Newly affected victims fight for balance in first round, then move toward caster at reduced rate, but only if they pass a PS test. This spell can cause immeasurable mischief in settled districts, particularly in enclosed spaces. The effect is similar to a mini-hurricane, scattering light objects everywhere. The GM should improvise additional damage and disorder to the setting according to the circumstances.

Wind Blast

Level: 1

Range: Line of sight

Duration: Instant

Save: Standard

PPE: 2 per PS point

The Wizard points his hand towards a chosen direction, releasing a howling blast of wind, that appears as a horizontal whirlwind, knocking back all who stand in its path. This spell affects a corridor 3 metres wide and up to 30 metres long starting from the Wizard. It must be perfectly straight and follow a cardinal or diagonal direction. All within the Wind Blast, whether friend or foe, are affected. For every 1 PS that the wind is greater than the victim's PS the victim is pushed back 3 metres. Victims striking immovable objects are halted and sustain damage as determined by the GM.

8. COMMON

MAGICANA

Common spells can be learnt by anyone regardless of their class, even villagers. These spells are often underestimated, thought of as “harmless gimmicks”, effectively 0 level spells. Nevertheless they can be very helpful or make life more interesting and comfortable – you can even make partially or as a whole your living with them. All are level 1 and require 5 PPE to use.

Acid Trip

Range: Touch

Duration: 10 minutes per ME

Save: Standard

This spell duplicates the effects of a mild hallucinogenic drug, with all the side effects and dangers as well.

Acquisition

Range: Line of sight

Duration: Instant

Save: Standard

This spell enables you to take one visible object of your choice from anyone in sight.

Aura of Comfort

Range: Self

Duration: 1 hour per ME

Save: None

This spell will lessen negative climate effects, keep little pests out of the area of effect and the like, and generally make travelling for those in the area of effect more desirable. Aura of Comfort protects from the heat (with heat levels of 25° to 45° being reduced to 25°, above that, subtract 20°.) and cold (from +10° to -10°, temperature is set to +10°; if temperature sinks lower, the spell will add 20° to the actual temperature. It will block normal rain and snow completely.

Sleet or hail can get through to a certain degree, causing a lot of humidity to collect in the Aura and thus reducing visibility effectively to 5'. This mist forms after D4 hours.

Bad Lighting

Range: 1 metre radius per ME

Duration: 1 round per ME

Save: None

This dims the all the lights within the spell's range to barely visible.

Barrier

Range: Touch

Duration: 4 rounds per 5 ME

Save: None

Any 1 door can be converted into a magical barrier which can only be broken by casting Counterspell or some other form of dispellment.

Bigby's Groping Hand

Range: Line of sight

Duration: Instant

Save: None

Invented by Bigby, a wizard with dementia. This spell allows you to quickly telekinetically pinch or grope someone's private areas.

Bigby's Middle Finger

Range: Line of sight

Duration: 1 round per 5 ME

Save: None

This spell projects the illusion of giant hand with a raised middle finger, or whatever is the rudest possible sign in that culture.

Bigby's Pimp Slap

Range: 1 metre per 5 ME

Duration: Instant

Save: Standard

This spell allows the caster to slap a victim's face. It does no damage but does

sting and leaves a temporary red mark on their face.

Bond

Range: Touch

Duration: 4 rounds per 5 ME

Save: None

Temporarily binds solid objects together. Living substances cannot be bonded. Undead may be affected by Bond. A door or lid temporarily sealed shut with this ritual is as durable as the material surrounding the magical bond. Typical uses for magical glue include emergency repairs, fastening ropes to sheer surfaces, improvising tools, setting time-delayed booby-traps, and so forth.

Bright Light

Range: Touch

Duration: 4 rounds per 5 ME

Save: None

This spell can be cast onto any object to create a luminous flame, as if cast by a bright torch or lamp. The flame will move with the object. The flame cannot be doused by normal means, and gives off no heat, as it is a purely magical fire. Therefore it will deal no damage.

Camp Fire

Range: Touch

Duration: 1 hour per ME

Save: None

No matter how hard the rain is pouring down, this spell will work. Logs and pieces of woods from the immediate vicinity will fly towards a spot marked by the caster, position themselves in a perfect pile and ignite. Further this special camp fire cannot be extinguished by neither wind nor water. It will simply burn - radiating heat and light for the duration or until the caster dispels it. When the camp fire's duration time expires, or it is dispelled, it will turn cold

immediately, thereby making any tracking from the heat of the camp fire impossible.

Can Trip

Range: Line of sight

Duration: Instant

Save: Standard

This spell telekinetically pushes a victim's legs, tripping them.

Carry Voice

Range: Self

Duration: 1 minute per ME

Save: None

This spell simply allows sound to carry over any background noise. It is very useful for public speakers and entertainers who wish to be able to carry on speech over a crowd without the use of artificial augmentation such as a megaphone. Some would consider the spell a form of artificial augmentation but it works quite differently. No matter how loud any background sound is, the people within the area of effect will hear clearly what the spell caster speaks. The speech can be anywhere from a whisper or a yell and will still be heard.

Clean

Range: 1 metre per ME radius

Duration: Permanent

Save: None

This is an often overlooked but important spell used for domestic purposes. The magical energy of the spell magical removes dirt, grime, stains, and whatever else the mage considers unclean. The spell normally does not get rid of diseases and bacteria although it will get rid of fleas, ticks, and other similar vermin.

Colour

Range: Self

Duration: 1 round per ME

Save: None

This spell allows you to change colours to an object. It must be from the visible spectrum (red, orange, yellow, green, blue, indigo, or violet). You cannot change an object's pattern, such as adding or removing stripes or polka dots, but you can change the colour in a pattern. For instance you could change your clothes to be the same colour of an enemy militia, change your hair colour, make a paladin's sword pink, change your skin colour, etc.

Compass

Range: Touch

Duration: 1 round per ME

Save: None

This cantrip causes a glowing arrow to appear in the cupped palm of the wizard. It is a light green in colour, and wavers around in the general direction of north. The spell will work underground, as well as at sea, and is not affected by a lodestone, but may sometimes be completely off (10% chance).

Cook

Range: Touch

Duration: Instant

Save: None

This spell allows for the instant creation of a meal. Allows for the cooking of 1 kg of food per ME, +1 kg per level of experience. All ingredients must be available or will be left out of the cooking. The cooking will kill any bacteria in the food and the caster will be warned if any of the materials being used are tainted. The spell cooks the meal at whatever the cooking level of the caster. Any left over materials such as bird feathers, onion peels, or hide are put to one side by the spell.

Copy

Range: Touch

Duration: Instant

Save: None

This spell enables the caster to make a perfect copy of a map, letter, or any other written or drawn document. The caster must have a blank parchment or a book with blank pages of sufficient size to hold the copy. The caster holds the blank object over the object to be copied, then casts the spell; the copy immediately appears on the formerly blank object. The copy is permanent and is a perfect duplicate of the original. It can also be used to copy spells from a new spell book into the caster's spell book, assuming the caster's spell book is of sufficient size to contain the new spells.

Cough

Range: Line of sight

Duration: 1 round per ME

Save: Standard

If the person fails their save, they will find themselves choking up and will have a hard time speaking with a -4 skill modifier to any public speaking abilities and otherwise are extremely hard to understand. As well, if the target attempts to cast a spell, they will automatically fail if it has any verbal components.

Count

Range: Touch

Duration: Instant

Save: None

By touching a pile of coins, bills or any other form of money you will know exactly how much total there is and how many of each type. It can also be used on grain, rice, etc.

Counterspell

Range: Line of sight

Duration: Instant

Save: None

Instantly dispels any Common spell.

Destroy Magic

Range: 36 metre radius

Duration: 4 rounds per 5 ME

Save: None

While this is in effect no Common magic will function.

Detect PPE

Range: Self

Duration: 4 rounds per 5 ME

Save: None

Reveals the presence of spells, rituals, and artifact magical effects in the area of effect. Does not indicate sorcerers, priests, or other beings with the ability to do sorcery (except beings of a magical nature, like dragons and demons). Does indicate permanent and temporary holy ground. Does indicate the presence of runes, and therefore reveals a sorcerer's focus, thaumaturgic forms, and other enchanted artifacts, whether currently active or inactive.

Detect Poison

Range: Self

Duration: Instant

Save: None

This spell allows the caster to test his food or drink for poisons.

Dirty

Range: 1 metre per ME radius

Duration: Until cleaned

Save: Standard

You can soil, spot, and sully walls, floors, dishes, garments, or the like, leaving them dusty, filthy, or stained. It can be cleaned again just like anything else. You could dirty yourself so that

you look like you climbed out of a sewer when you need to fake an alibi, make something look worthless so it is overlooked, soil someone's tunic/pants to embarrass them, leave suspicious stains on the carpet ranging from mud tracked in to skid marks left by a dog wiping his butt, etc.

Distract

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: Standard

The caster superimposes a mental block against recall of events that have occurred in the past one minute per ME. This does not create or alter memories, but interrupts them by triggering in the victim a common memory fault "drawing a blank," as folks say. Animals, monstrous beings, and stupid humanoids may not test to resist.

Dry

Range: Touch

Duration: 1 round per ME

Save: None

The caster is instantly able to dry any garments and items. All water will be removed.

Fake Clothing

Range: Self

Duration: 1 hour per ME

Save: Standard

This spell creates illusionary clothing and allows the creation of almost any type of clothing, fancy to plain and linen to silk or velvet. The spell gives no protection for the elements but does work as a disguise and can be cast over other clothing. In most cases, unless a viewer has a reason to suspect an illusion, do not give the viewer an automatic saving throw. If a viewer discovers that the clothing is an illusion,

the illusion will not disappear but the viewer will be able to see it as an illusion though imperfections and possibly a slightly ghostlike property.

Fast Dresser

Range: Self
Duration: Instant
Save: None

When cast, all the clothes of the caster will suddenly fly towards him and slide on in the proper order. Any form of clothing will be affected by this spell - robes, dresses and even full suits of armour. The dressing will take less than a round to complete, which is very practical if one has to leave a place in a hurry.

Finger of Death

Range: Touch
Duration: Instant
Save: Standard for half damage
1 victim in sight takes 1 damage per ME.

Flavour

Range: Touch
Duration: 1 minute per ME
Save: Standard
You can give a substance a better, worse, or different flavour. You could, for example, make porridge taste like lobster bisque. You do not change the substance's quality or wholesomeness. Spoiled food remains spoiled, a poisoned drink is still deadly, inedible material provides no nourishment, a twig tastes like steak, make a cheap spice taste like a rare an expensive one, make a dwarf's ale taste fruity, make a gourmet chef's work taste sour or make cheap inn food taste good.

Gust of Wind

Range: Line of sight
Duration: Instant

Save: Standard, roll for each object
Any 1 victim in sight has all their possessions blown off them including their clothes.

Healing

Range: Touch
Duration: Instant
Save: None
Restore 1 SDC point per 2 ME.

Hex

Range: Line of sight
Duration: Until used
Save: None
Can be cast onto any 36 metre radius within line of sight. Any that walk through it take 1 damage per ME.

Immobility

Range: Touch
Duration: 4 rounds per 5 ME
Save: Standard
Paralyze 1 victim.

Invisible Clothing

Range: Touch
Duration: 1 rounds per ME
Save: None
This spell can both be a nuisance spell and a spell for an exhibitionist. When the spell is cast, all of the clothing of the target (which can include the spell cast) appears to disappear although the clothing remains and simply becomes invisible. If the target does not expect this, they may be disconcerted for several moments.

Know Direction

Range: Self
Duration: 1 rounds per ME
Save: None
Know Direction allows the caster to instantly know the direction of north just

like the skill, but with automatic success in any circumstances.

Know Recipe

Range: Self

Duration: Instant

Save: None

This allows the caster to instantly learn the recipe for how a food was prepared just by touching it.

Light Fall

Range: Self

Duration: 4 rounds per 5 ME

Save: None

This spell causes the caster or recipient to fall half the normal speed and thus halve the effective distance fallen. It also gives the falling character time to react, allowing him to turn a fall into an effective jump, thus quartering normal damage.

Light Travel

Range: Self

Duration: 1 hour per ME

Save: None

Equipment becomes lighter to carry around. Weight of carried equipment is reduced to a tenth of its original weight. Up to 2 pounds per ME is affected, +2 per level. Items that are picked up during the duration of the spell are enlightened (up to the maximum allowed affected weight of the spell). Likewise, dropped items regain their original weight.

Lubricate

Range: Touch

Duration: Instant

Save: None

This will lubricate an area of 10 square centimetres per ME in a temporary, frictionless, non-flammable grease. Normally used in testing new machinery, emergency lubrication, and temporary

lubrication in extremely high-temperature environments.

Magic Marker

Range: Touch

Duration: 1 day per ME

Save: None

The caster may use this spell to mark an item of his property with an indelible rune identifying it as his own if, for example, it should be stolen. Nothing short of a Dispel Magic can get rid of the Mark, although the caster may remove it at will. Chiseling or scraping it off will only reveal another underneath.

Mesmerism

Range: Touch

Duration: 4 rounds per 5 ME

Save: Standard

The victim forgets everything from the last 1 minute per 1 ME until the spell expires.

Perfume

Range: Self

Duration: 1 hour per ME

Save: None

This spell creates a pleasing scent. The scent can be highly individualized by the spell caster. It will cover over any body odour but has the disadvantage of being able to be easily detected by any creature with a strong sense of smell.

Preserve

Range: Touch

Duration: 1 day per ME

Save: None

Preserve will halt the process of decay on a volume of organic matter approximately equal in size to the caster's closed fists. During this time food or spell ingredients will not suffer from normal aging effects, although they can still be ruined by any other normal

means. Upon the expiration of the spell, the substances will be once again subject to decay as they normally would.

Reflection

Range: Self

Duration: Instant

Save: None

Any Common spell cast on the player is reflected back onto the caster.

Restore Colour

Range: Touch

Duration: Permanent

Save: None

This is a relatively simple spell but is a very useful domestic type spell. Over time, colours can fade through sunlight or by being exposed to the elements.

This spell restores colours to faded materials even if the colour has completely faded. This spell is believed to have been invented to restore manuscripts that had faded to the point that they could no longer be read. It was found to be useful for a great many other materials than faded books.

Signal

Range: 1 km radius per 2 ME

Duration: 4 rounds per 5 ME

Save: None

Signal is a spell which launches straight up into the sky and explodes into a highly visible flare, depending on weather conditions.

Slow Motion

Range: Touch

Duration: 4 rounds per 5 ME

Save: Standard

One victim's SPD is halved.

Smelt

Range: 1 metre per ME

Duration: 1 round per ME

Save: None

This spell makes an existing fire hot enough to melt objects for the duration of the spell.

Speed

Range: Touch

Duration: 4 rounds per 5 ME

Save: None

One victim's SPD is doubled.

Spell Steal

Range: Line of sight

Duration: Instant

Save: None

Instantly and permanently learn any 1 Common spell that see being used.

Stink

Range: Self or touch

Duration: 1 hour per ME

Save: Standard

This spell creates an unpleasant odour. The victim can be made to smell like a ripe fart, or worse.

Stitch

Range: Touch

Duration: Permanent

Save: None

This spell allows you to magically sew seams in textiles or leather. You can create new stitching or repair old work. You can fix rips, holes, and tears. If you have thread on hand, the stitches you make remain after the effect ends, but they are no stronger or weaker than normal stitching. You also can sew without thread, but then the seams last only an hour. You can also stitch together clothing that will fall apart in an hour.

Wardrobe Malfunction.

Summon Storm

Range: Line of sight

Duration: 10 rounds per 5 ME
 Save: None
 Can summon a rainstorm to cover a 36 metre area within line of sight.

Water Walking

Range: Self
 Duration: 4 rounds per 5 ME
 Save: None
 Can use this walk on top of any water until the spell expires.

Weather Divination

Range: Self
 Duration: Instant
 Save: None
 This spell is used to know the weather for the next hour per ME.

9. D'ARQUE

MAGICANA

The magic of shadows and the night, drawing most of their spells from the shadowscape. The places where light and darkness meet have long symbolized opposition and balance, the clash of good and evil, even of chaos and law. The School of D'arqueness teaches mages to use these contrasts to reach the secret source and union of all shadow and harness its power.

Absorb the D'arque

Level: 4
 Range: 3 metre per ME range, +3 metres per level
 Duration: 1 minute per ME
 Save: Standard
 PPE: 20

This spell absorb the shadows of others making the caster stronger from within a 3 metre per ME range, +3 metres per level, over a 1 metre per ME radius +1 metre per level. For each shadow he absorbs he temporarily gains +1 to PS, PE and SPD.

D'arque Armour

Level: 3
 Range: Line of sight
 Duration: 1 round per ME
 Save: None
 PPE: 15

This spell creates an armour of d'arqueness which instead of taking damage absorbs it and sends it into the Shadowscape. It can take 1 damage per ME + an equal amount per level, + however much PPE the caster invests into it in a 1 for 1 ratio.

D'arque Betrayal

Level: 5
 Range: Touch or line of sight

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 25

This spell allows the caster to use a weapon to attack the victim's shadow and have the damage transferred directly to the victim's SDC. This essentially allows him to bypass any armour or fields.

D'arque Blow

Level: 3

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 15

This spell allows the caster to have his arm or leg emerge through the victim's shadow and attack him from behind.

D'arque Claws

Level: 2

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 10

This spell creates 1 centimetre long claws made of shadow which extend from the caster's fingers. They do D6 plus PS damage bonus.

D'arque Exorcism

Level: 5

Range: Line of sight

Duration: Instant

Save: Standard

PPE: 25

This spell banishes any Shadow entities in the area back to their home plane. This includes Shadows who have possessed a lifeform. A Shadow which successfully saves instead loses half its SDC.

D'arque Form

Level: 8

Range: Self

Duration: 1 minute per ME +1 per level

Save: Standard

PPE: 40

This spell transforms all or part of one's body into a living shadow. The transformation is accomplished by mentally shunting the matter of his body into the dimension from which he draws his form and replacing it with a corresponding amount of D'arqueness. His mind remains in this dimension to control the form which has taken the place of his body. While in this form the character is invisible to heat, motion, and many other kinds of sensors. He weighs a mere 1/16th of his normal mass (or 1/4 of the shadow form mass) and can travel under doors, through cracks, etc.

Gases and fumes do half damage, plus the character is immune to drugs that must be ingested or injected. In the 2-D form the character has 100% Stealth, but his speed is limited to half. The character can take himself and up to 100lbs of matter into the 2-D realm. Can merge with any size shadow becoming a part of it. However strong light (300 watts) will force him out of the shadow.

D'arque Hell

Level: 5

Range: Touch

Duration: 1 hour per ME +1 hour per level

Save: Standard

PPE: 25

This spell causes the victim to fixate unreasonably on the subject of his fear to the point where he starts seeing things out of the corner of his eye related to the fear. As the day goes on the victim becomes more and more divorced from reality, which becomes more eerily surreal and seems to conspire against the

victim digging up long buried memories and forcing him to confront the fear in the most dramatic manner possible. These episodes only occur when the victim is alone but the victim will seem paranoid and jumpy seeing hallucinations and mishearing conversation in the worst way.

D'arque Hiding

Level: 6

Range: Line of sight

Duration: 1 hour per ME

Save: None

PPE: 30

With this spell the caster creates for himself a dwelling inside a shadow. The temporary home is 1 metre squared per ME and can be entered by anyone the caster allows in. The area can be shattered by a powerful light being shone on it.

D'arque Hold

Level: 2

Range: Touch or line of sight

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 10

This spell paralyses any spirit or astral entity.

D'arque Message

Level: 2

Range: Anywhere on the same planet

Duration: 4 rounds per 5 ME

Save: None

PPE: 10

This spell allows the caster to speak to someone he knows by talking through the recipient's shadow. This is auditory only, there is no visual. However if the caster prefers he need not speak and instead just listen in to whats going on near the recipient.

D'arque Revelations

Level: 2

Range: Touch or line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 10

This spell allows the caster to read a victim's shadow and learn what he is (mutant, mage, etc), his level, his true form (if disguised) and his alignment.

D'arque Shadowplay

Level: 1

Range: Touch or line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 5

This spell allows the caster to manipulate a victim's shadow to jump around, make obscene hand gestures, etc. Although a very minor spell this could be very disconcerting for the victim.

D'arque Shadows

Level: 4

Range: Touch or line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 20

This spell allows the caster to animate and control a victim's own shadow. It may be commanded to do such things as take away a weapon or directly attack the victim. The shadow's combat stats will be the same as its victim's. It is however susceptible to light.

D'arque Shield

Level: 2

Range: Line of sight

Duration: 1 round per ME

Save: Standard

PPE: 10

This is identical to the armour spell but instead it is used to form a shield which

may vary in size from a buckler to a full body shield. It can take 1 damage per ME + an equal amount per level, + however much PPE the caster invests into it in a 1 for 1 ratio.

D'arque Shroud

Level: 5

Range: Touch or line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 20

The caster is able to completely hide in shadows and is difficult to detect even by magical means.

D'arque Travel

Level: 6

Range: See below

Duration: Instant

Save: None

PPE: 30

The caster is able to teleport between any shadows within his line of sight or 1 metre per ME +1 metre per level, whichever is greater.

D'arque Travel II

Level: 8

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 40

The caster must first know D'arque Travel I before learning this. With this spell the caster can use any shadow as a gateway to any other shadow in the same world. The gateway is large enough to allow one normal sized person to pass through at a time.

D'arque Travel III

Level: 10

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 50

The caster must first know D'arque Travel II before learning this. With this spell the caster can use any shadow as a gateway to the Shadowscape. The gateway is large enough to allow one normal sized person to pass through at a time.

D'arque Vision

Level: 1

Range: Self

Duration: 1 hour per ME

Save: None

PPE: 5

This allows the caster to see in complete darkness as if it were daylight.

D'arque Vision II

Level: 2

Range: Self

Duration: 1 round per ME

Save: None

PPE: 10

This spell allows the caster to see through smoke, fog, rain, and airborne dust as clearly as day, without problem. It can also allow the person to see underwater without distortion, as if the water were clear as air.

D'arque Voyeur

Level: 3 Range: Line of sight

Duration: 1 round per ME

Save: None

PPE: 15

This spell allows the caster to see an area by looking through a victim's shadow. This is visual only, there is no auditory.

D'arque Wall

Level: 4

Range: Line of sight

Duration: 1 round per ME

Save: None

PPE: 20

The spell creates a wall of d'arqueness of (1 metre per ME length x 1 metre per 2 ME of height x 1 metre per 4 ME of depth) which functions exactly as D'arque Armour. It can take 1 damage per ME + an equal amount per level, + however much PPE the caster invests into it in a 1 for 1 ratio.

D'arqueness

Level: 3

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 15

This spell creates shadows around the victim's eyes blinding him.

Fear the D'arque

Level: 3

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 15

This spell creates emit an area of d'arqueness of 1 metre radius per ME (+5 metres per level) over 1 metre per ME per level. Any caught in it will feel an unexplainable fear of the dark, and must make a saving throw vs. insanity or else he will be permanently afflicted with the phobia. Thereafter the victim will always suffer a -4 penalty on all rolls whenever attempting to do anything in darkened conditions. The field completely negates any form of nightsight, darksight or thermal vision. Only the character can see in his field.

Summon Elemental

Level: 9

Range: Line of Sight

Duration: 10 rounds per 5 ME

Save: None

PPE: 40

This spell conjures up an element of shadow to serve and protect the spellcaster. The elemental lasts until slain, or when the caster dies, cancels the spell, or can no longer see the elemental. The elemental has attributes and SDC identical to the caster along with the abilities and bonuses from the Shadow Elemental.

10. DIABOLICAL

MAGICANA

Infernal welders are the most evil, corrupted, sadistic and violent wizards of all. Dark magic utilizes the devastating power of oblivion, a force that seeks nothing but death and destruction.

Witch-hunters all over the world seek out and burn on the stake hundreds of Dark Wizards, for the practice of Dark magic has long since been forbidden among most races. But this is still not enough to dissuade the many who nevertheless seek to master it, blinded by its promises of supremacy and power. Dark Magic is as varied as are the forces of evil, it allows to summon undead creatures, bestow terrible curses and spread pain and havoc among opponents. They channel the deadly forces of evil into spells that wreak pain and misery onto opponents, in the form of curses and maledictions.

Acid Spray

Level: 2

Range: Line of Sight

Duration: 1 round of damage per 5 ME

Save: Standard for half damage

PPE: 10

This spell causes the caster's hands to emit a spray of corrosive acid. This acid does 2D6 damage per 5 ME.

Awaken Wight or Wraith

Level: 3

Range: Line of Sight

Duration: Instant

Save: None

PPE: 15

The caster must break into a tomb, barrow, or grave to initiate the spell. Once this spell has been cast, a single inhabitant of the barrow will awaken and

become a Wight or Wraith. This however does not confer control.

Attract Demon

Level: 6

Range: Touch

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 30

This spell makes the tagged victim incredibly attractive to demons and similar malign spirits. Any demon within up to 1km per ME will eventually be attracted to the person.

Attract Undead

Level: 6

Range: Touch

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 30

This spell makes the tagged victim incredibly attractive to all forms of undead including zombies, ghouls, skeletons, etc. Any undead within up to 1km per ME will eventually be attracted to the person.

Bane

Level: 6

Range: Line of Sight

Duration: 4 rounds per 5 ME

Save: Standard for half damage

PPE: 30

This spell will create a cloud of poisonous gas that will envelope a 36 metre area. All characters in that room will suffer 2D6 damage per 5 ME for each round they are in that area.

Banefire

Level: 8

Range: Line of Sight

Duration: 1 round per 10 PPE

Save: None

PPE: 40

The caster's open palms fill with unearthly black fire and as he completes the invocation he hurls a searing sphere of burning darkness that engulfs and consumes his opponents, causing terrible pain and agony. All within a 36 metre radius suffer 5D6 damage for 1 round per 10 extra PPE.

Bedamn Thy Own Soul

Level: 10

Range: Self

Duration: Instant

Save: None

PPE: 50

When a caster fears they are about to die they may decide to avoid entering the afterlife by casting their own soul adrift. In this case he becomes either a Wraith or a Wight, with an equal chance of either.

Black Channels

Level: 9

Range: Line of Sight

Duration: See below

Save: Standard

PPE: 50

This spell has the power to channel the evil forces of black magic. It may be cast on any Undead in the caster's line of sight, healing all its wounds as dark power surges through it (this may even be done once the creature has been killed, bringing it back to life).

Alternatively Black Channels may be targeted at a recently slain ally or enemy, effectively turning it into an undead creature. Such a creature is under the total control of the caster, and has the same attributes, special abilities and equipment as it had before being killed. An ally that has been turned into an Undead must be "killed" again and taken to a healer to be able to resurrect it.

Black Widow

Level: 4

Range: Self

Duration: Until thrown

Save: None

PPE: 20

This spell creates 1 per 4 ME magical spider shaped blades. When thrown, these blades do D6 damage to any creature in the casters line of sight. In addition the blades inject lethal poison on a successful strike.

Blind

Level: 1

Range: Touch

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 5

This nasty spell causes the victim's eyes to hemorrhage, causing 1 point of damage and effectively blinding him. Any healing will repair the eyes including the natural healing of time.

Blister

Level: 1

Range: Touch

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 5

Blister causes the skin of the unfortunate target of this spell to sprout blisters all over his skin. This is very painful, and will cause the target to get a -1 to his next initiative. It will also cause 1 damage per level of the caster.

Blood Fire

Level: 10

Range: Line of Sight

Duration: 1 round +1 round per additional PPE spent

Save: Standard

PPE: 50

This spell ignites the oxygen in a persons blood and literally causes them to burn within. It does D20 internal damage per round.

Bounce Back

Level: 8

Range: Line of Sight

Duration: Instant

Save: None

PPE: 40

This enables the caster to reflect any spell back at the caster. The victim then suffers the effect of the spell that was intended for the caster.

Burning Wind

Level: 4

Range: Line of Sight

Duration: Instant

Save: Standard

PPE: 20 +1 per D4 damage

Burning wind causes a wind of hot air to appear in the area. It causes D4 damage per PPE added to it by the caster to all creatures affected by it.

Cardiac Arrest

Level: 5

Range: Line of Sight

Duration: Instant

Save: Standard

PPE: 30

The victim of the spell suddenly suffers from pains in their chest that will disrupt their concentration, causing them to loose their initiative, half their attacks, and be at -6 on all rolls. After D4 rounds it becomes an actual heart attack.

Choke

Level: 7

Range: Line of Sight

Duration: 3 rounds

Save: Standard

PPE: 40

The victim suddenly clutches his throat and has great trouble breathing. Dark wisps of smoke begin to seep from his mouth and nostrils as his lungs fill with noxious fumes. Select a single target within the caster's line of sight. The target may only stagger 3 metres per round. Unless the caster has been killed in the meantime, the victim dies from asphyxiation at the end of the third turn. Undead and demons cannot be the target of this spell.

Cloud of Chaos

Level: 6

Range: Line of Sight

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 30

This spell paralyses all enemies within a 36 metre radius.

Condemn Living to Undeath

Level: 10

Range: Touch

Duration: 1 hour per ME

Save: Standard

PPE: 50

This spell is one of the most feared and despised of curses. If this person fails to save their soul has been compromised, although the victim is usually unaware of the curse except for a general sense of uneasiness. If the victim dies during the duration of the curse, they will become a Spectre haunting either the area they died in or the place of burial. There are several ways to avoid this curse. One is to get the caster to dispel it. Other ways include receiving a divine blessing. If the character dies in a holy or sacred area their soul is safe as well although they are of course dead.

Cracks Call

Level: 4

Range: Line of Sight

Duration: Permanent

Save: None

PPE: 20

The caster draws a massive surge of grim energy into his fist and then strikes the ground creating a large crack in the earth. This crack travels from the caster in a straight line until it hits a wall breaking it open and creating a 1 metre per 5 ME deep rift.

Create Drought

Level: 9

Range: 10 metre radius per ME

Duration: 1 day per ME

Save: None

PPE: 50

This spell is designed to hurt or control people by killing crops and damaging food reserves. A drought is the absence of moisture, i.e. rain or snowfall.

Without sufficient water even in mild temperatures, the growth of vegetation is stunted, fruits and crops are smaller, and plants begin to wither and die after more than four days without any water.

Furthermore humans and wildlife are endangered from the lack of water. The water table continues to drop and may dry up. Wildlife will leave the area in search of new watering holes and vegetation becomes dry, leading to an increased likelihood of brush fires (40% chance per day).

Curse of the Horned One

Level: 7

Range: Line of Sight

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 40

This spell is very destructive, but does not cause any immediate damage. When attacking, dodging, or performing any other combat roll a cursed character

loses all his bonuses. Spells and potions are cut in half. This spell may be countered only with a sacred artifact or a Blessing.

The Curse of Years

Level: 10

Range: Line of Sight

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 50

The caster ends the incantation and targets one victim. The target loses 1 PE per round. If the victim's PE reaches zero, he dies and can never be raised.

After the caster is slain all PE are automatically restored.

Dance of Despair

Level: 8

Range: Line of Sight

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 40

One victim in sight can be made to dance insanely. Each round the victim breaks 1 random limb until on the fifth round his spine snaps.

Danse

Level: 4

Range: Line of Sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 20

The caster enables the horde of undead with a surge of energy. The spell allows the caster to double their attacks per melee and give them +2 to hit.

The Dark

Level: 5

Range: Self

Duration: 4 rounds per 5 ME

Save: None

PPE: 25

The caster's body begins to dissolve into smoke. That caster may then move through any solid object on his next move as if it weren't there. If the caster ends his movement in a solid object or wall he is instantly destroyed. In this form he may not attack or be harmed but he can cast spells.

Dark Bolt

Level: 6

Range: Line of Sight

Duration: Instant

Save: Standard for half damage

PPE: 30

This spell may be cast vertical, horizontal or diagonal direction. The bolt will travel in a straight line until it strikes a wall or closed door. It will inflict D6 damage per 4 ME on any in its path.

Death Frenzy

Level: 8

Range: Line of Sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 40

The caster gives all allies that are in his line of sight a burst of hyperactivity. Their SPD and attacks per melee are doubled, also gaining +2 to hit and +20 SDC. Once the spell lapses all affected are vaporized by the chaos within them.

Depression

Level: 7

Range: Line of Sight

Duration: 1 hour per ME

Save: Standard

PPE: 40

The caster sends a flow of darkness into the victim's brain. The darkness sets itself in and makes the victim deeply depressed. All rolls are lowered by -5 and -50%.

Destabilize Daemon

Level: 9

Range: Line of Sight

Duration: Instant

Save: Standard

PPE: 50

The caster destabilizes the target daemon's body. Unless the daemon resists successfully it is forced back to its home realm.

Destroy Spirit

Level: 5

Range: Line of Sight

Duration: Instant

Save: Standard

PPE: 25

Undead animated by spirits cease to be animated (i.e., skeletons, zombies, mummies, etc., collapse; if the body was magically sustained, it may decompose in a matter of seconds). Aethyrial undead and daemons are not destroyed, but robbed of their magical power; they cannot manifest in the mundane world, nor affect the mundane world in any way. In game terms they disappear.

Doppelganger

Level: 10

Range: Line of Sight

Duration: Until killed

Save: None

PPE: 50

This spell will create an evil double of any character the caster can see. All of the character is duplicated including attributes, remaining PPE, and SDC. The doppelganger will feel an unreasoning hatred to his double and will try to kill him.

Drain Life

Level: 10

Range: Touch

Duration: Until contact broken

Save: Standard

PPE: 50

The Wizard fiercely grasps a single adjacent enemy in a vice-like grip in an attempt to drain its life-force. This spell automatically does 1 SDC per 3 ME per round and transfers it into himself giving him energy and vigour.

Escape

Level: 6

Range: Self

Duration: Instant

Save: None

PPE: 30

This spell allows the caster to disappear and instantly teleport to a destination previously determined by him.

Extend Service

Level: 3

Range: Self

Duration: Equal to original spell

Save: None

PPE: Equal to original spell

In return for gifts of fresh blood of the caster, an imp, daemon steed, or daemon creature already summoned and controlled extends its servitude by the original amount. There is no limit to how many times the servitude may be extended.

Fear

Level: 5

Range: Line of Sight

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 25

This spell causes any one character to become so fearful that he fights at -6 on all combat rolls and will not attack instead attempting to retreat.

Flesh Flaying

Level: 10

Range: Line of Sight

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 50

The target of this spell must be in the Wizard's line of sight. The victim immediately loses 10% of his SDC and 1 point of current PS and PE per round as his flesh begins to blubber and blister and the skin starts to flay away from its body.

Hate

Level: 8

Range: Line of Sight

Duration: 1 day per ME

Save: Standard

PPE: 40

The caster chooses what he wants the victim to hate, and then transmits them into the mind of the victim. The victim will then attempt to kill or destroy the source of his hate every time he encounters it.

Hold Daemon

Level: 5

Range: Line of Sight

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 30

The caster can paralyze a daemon's physical body.

Infernal Aura

Level: 7

Range: Self

Duration: 4 rounds per 5 ME

Save: None

PPE: 40

The caster seems to grow horns and fangs as his fingers lengthen into great talons and huge scales fall over his eyes. Until he is slain he gains +3 attacks, +6 to hit, +30 SDC and +3 on all saves.

Infernal Bolt

Level: 6

Range: Line of Sight

Duration: Instant

Save: Standard for half damage

PPE: 30

This spell conjures up 1 magical missile per 4 ME, which may be fired at any target the caster can see. The missiles do 1 damage per ME each.

Infernal Destruction

Level: 7

Range: Touch

Duration: Instant

Save: Standard

PPE: 40

This spell causes a large volume of inorganic material to simply vanish and cease to exist as if it had never been. This effect is instantaneous, and remains permanent. Only a chronal spell can bring the lost matter back into existence. The volume that is destroyed can be is 5 kgs per ME.

Infernal Portal

Level: 5

Range: Line of Sight

Duration: 1 round per ME

Save: None

PPE: 25

The caster opens a temporary portal through to the realm of the Entroscape.

Infernal Vortex

Level: 9

Range: Line of Sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 50

The caster gathers a terrifying whirlwind of primal entropy, capable of destroying everything it touches. It covers a 36 metre radius area. Each turn the GM must choose a direction in which the

vortex will move and then roll a D6 x3 metres to determine how far it will move (this makes it fairly unreliable). Any solid object the vortex passes through is utterly destroyed (it will make holes through walls if it crosses one). Anyone it passes through must pass an immediate PS test or be sucked into the heart of the Entroscape, where he is lost forever. At the end of each turn all adjacent to the vortex will be struck by a bolt of warp lightning for 5D6.

Infernal Web

Level: 5

Range: Line of Sight

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 25

This spell weaves an intricate web of mental and arcane energy between those affected by it. This web allows everyone involved in it to feel the pain of every blow, every spell, every fall that the others connected to them suffer. The caster targets only one individual at first, sending out a spiralling eldritch ray which automatically strikes the head of the first target. This victim gains a Will saving throw to resist the effects. If they pass they cancel the entire spell and it does not affect the others around them. However if they fail the spell then spreads out like a disease by firing smaller rays from the head of the first individual affected to strike all allies within 1 metre per ME of them. These subjects also gain a will save which can if successful not include them as it negates the magic for them only. If all secondary targets pass their save the spell fizzles and is cancelled.

Intestinal Tentacles

Level: 8

Range: Line of Sight

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 40

When this spell is cast the intended target must save or have his intestines burst out of his body with enough force to instantly kill the victim. They will stretch out to their maximum length of 30ft and begin attacking the closest sentient creature by lashing out and striking its victims with a successful attack roll (using the caster's strike). Once they have successfully attacked and strangled their first victim they will attack the next closest target (closest to the body) and will continue this cycle until either destroyed or dispelled. The intestines have an AR 10.

Invite Daemonic Possession

Level: 8

Range: Self

Duration: 1 hour per ME

Save: None

PPE: 40

This spell is used by the caster to allow a lesser daemonic presence to enter his mind and control it. There are two ways for this spell to be used. The first is to use this spell after entering a pact with a summoned and bound daemon. In this case the two bargain, and the daemon will often teach the caster a spell or give them some piece of important knowledge in exchange for the use of the practitioners body. Since it has the willing assistance of the caster, it may also use any skills of the practitioner as well as access to all the practitioner's knowledge and experiences.

Once the task is completed the daemon may leave the body if it has a beneficial relationship with the caster. However after the allotted time is up, the daemon will usually leave the body whether or

not the task was completed. However daemons like running amok and may on occasion refuse to relinquish control. In this case the round after the daemon refused to leave, the caster may seek to contest the daemon's control. The second way to use it is to force the daemon into him and steal all his powers for the duration.

Leprosy

Level: 5

Range: Touch

Duration: Instant

Save: Standard

PPE: 25

This spell afflicts the victim with leprosy. It may be cured with a remove curse type spell

Pain

Level: 4

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 20

Pain causes a target to be hit with an intense amount of pain. The victim is forced to his knees in pain, -5 on all rolls. No spellcasting or any kind of concentration possible by victim.

Pestilent Breath

Level: 6

Range: 1 metre radius per 4 ME

Duration: Instant

Save: Standard

PPE: 30

The caster takes a deep breath and exhales a foul, black vapour. All those adjacent suffer D6 damage per 3 ME.

Phase Shift

Level: 8

Range: Self

Duration: 4 rounds per 5 ME

Save: None

PPE: 40

This spell will allow the caster to become intangible. While intangible, the character may not attack or be attacked. Magical proficiency and resistance are not affected. If the Warlock becomes tangible in rock, the character is trapped forever.

Plague

Level: 10

Range: Touch

Duration: Until cured

Save: Standard

PPE: 50

This is a spell of epic evil used by only the most insane villainous figures of any campaign setting. The spell creates a mystical plague which clings to the fur of all rats within the large area of effect. The caster usually summons or captures a large amount of vermin and encases them inside a deep pit lined with metallic doors which lead into a major city's sewer system. The caster can empower 10 normal sized rats per ME. The spell doesn't end with the rats that the caster empowers with the disease, but spreads to other rats that the carrier rats come into contact with in the sewers or houses of the people they're meant to infect. This spell can cause a massive epidemic which has the potential to kill millions of people. Once loosed on the populace the Plague spreads on its own without the need of the spell through the rats that come into contact with it at first and then becomes airborne among the infected populace.

Poison Weapon

Level: 5

Range: Touch

Duration: 1 minute per ME

Save: Standard

PPE: 25

The caster must have a weapon for this to work. The caster licks his weapon, adding a lethal poison to its edge.

Possession

Level: 8

Range: Line of Sight

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 40

Dark, tentacle-like tendrils shoot out of the Wizard's outstretched palm and fly straight towards an opponent in at least partial line of sight, sticking like suckers to his head and limbs. The moment one of these tendrils touches the forehead of the victim his mind will be totally blanked out, leaving the body as a puppet in the evil Wizard's hands.

Possess Other

Level: 9

Range: Line of Sight

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 50

This horrible spell invites a lesser daemon to possess a target. The targets full name and location must be known, and an item of the victim's must be in the caster's hand. Furthermore the caster must know the name of the daemon that they will possess them with, and it must have been a daemon that has been summoned and bound by the caster before.

Psychosis

Level: 10

Range: Line of Sight

Duration: 1 day per ME

Save: Standard

PPE: 50

This spell causes the victim to develop a paranoid form of insanity, he will trust

no one and become gradually more psychotic. He will not notice anything different about himself but each day his homicidal rages will increase at -1 save (cumulative) until he is completely uncontrollable. Any cure insanity type spell can remove this.

Putrefy

Level: 4

Range: Touch and 1 cubic foot radius

Duration: Instant

Save: None

PPE: 20

This spell makes clean food and water spoil, turn rotten, poisonous, or become otherwise contaminated. Up to 1 cubic foot of food and drink per level can be thus made unsuitable for consumption.

Raise Undead

Level: 4

Range: Line of Sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 20

As the caster finishes his incantation, the ground begins to heave slightly, then buckles upwards as 1 Skeleton per 3 ME pull themselves out of the earth, ready to obey his commands.

Raise the Lost

Level: 8

Range: Line of Sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 40

This spell enables the caster to reanimate all defeated undead within a 36 metre radius of him. These monsters rise up from the floor, with all lost SDC restored, and attack their enemies again.

Raven

Level: 2

Range: N/a

Duration: 1 hour per ME

Save: None

PPE: 10

The caster creates a large black bird of prey, which he can control and use for spying on an area. He has a telepathic connection to the bird, and can see and hear what it sees and hears (it also has night vision). The caster however cannot use other spells through the bird.

Rip Organ

Level: 8

Range: Touch

Duration: Instant

Save: Standard

PPE: 40

With a flick of the wrist and a few words the caster can literally teleport any internal body organ of a creature within range into his or her hand causing massive internal damage and instant death.

Rot

Level: 7

Range: Touch

Duration: 1 round per ME

Save: Standard

PPE: 35

This curse rapidly rots the body of the intended victim, at a rate of 1 SDC per ME per round.

Ruin Weapon

Level: 4

Range: Touch

Duration: Instant

Save: Standard

PPE: 20

The caster must strike or otherwise be in contact with the victim's weapon. The weapon then shatters. This does not affect magical weapons.

Rust

Level: 3

Range: Line of Sight

Duration: Instant

Save: None

PPE: 15

This spell causes any one non magical metal weapon or piece of armour to become brittle and useless that it can be never used again.

Shield of Hate

Level: 4

Range: Line of Sight

Duration: 4 rounds per 5 ME or until depleted

Save: None

PPE: 20

A barrier of force of ME x2 SDC surrounds and protects the caster's body.

Slow

Level: 4

Range: Line of Sight

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 20

The caster sends waves of darkness into a victim with the result that it slows him down. SPD is halved as are any combat and PP rolls.

Steal Daemonic Energy

Level: 3

Range: Line of Sight

Duration: Until used

Save: Standard

PPE: 15

The caster can drain the PPE of any one daemon in sight and immediately use it himself.

Stone Glance

Level: 8

Range: Line of Sight

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 40

This spell turns any one character the caster can see into stone.

Strength of Rage

Level: 6

Range: Self or line of Sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 30

The recipient's muscles begin to bulge and flex. Until the spell lapses he gains +10 PS.

Suicide

Level: 10

Range: Touch

Duration: Instant

Save: Standard

PPE: 50

The caster must touch the victim and tell him how terrible life is. If the spell succeeds the victim grows hateful of life, and will try to kill him self.

Summon Daemon

Level: 9

Range: Self

Duration: 1 hour per ME

Save: None

PPE: 50

This spell summons a Daemon of the caster's choice from the Realm of Chaos and binds it to him for the duration. It will obey all his orders.

Summon Nightmare Steed

Level: 8

Range: Self

Duration: 1 hour per ME

Save: None

PPE: 40

A nightmare steed is summoned from another realm and manifested in substantial form. It is then bound to

serve the caster for the duration of the ritual effect, and may be commanded to perform tasks at the caster's request.

Transfusion Heal

Level: 5

Range: 1 metre radius per ME

Duration: Instant

Save: Standard

PPE: 25

This spell causes the victim to heal the caster by giving him his hit points. The victim takes an equal amount of damage.

Undead Armour

Level: 2

Range: 1 metre radius per ME

Duration: 4 rounds per 5 ME

Save: None

PPE: 10

This disgusting spell strips the flesh and bones from a nearby corpse and magically adheres the flesh to the caster to provide them more cushioning against blows and cuts when in melee combat with an enemy. The armour is AR 10, +1 per 2 ME of caster.

Unholy Summoning

Level: 6

Range: Touch

Duration: Instant

Save: Standard

PPE: 30

The victim's abdomen appears to bloat to an enormous size during the casting of the spell. At the end of the spell the caster must cut open the victim's abdomen, allowing the blood and bile soaked vermin within to escape from their body to attack all those directed so by the caster. The exploding chest wound kills the victim of course. The number of rats that are given birth by the caster equal 10 x the caster's ME and they all spread out to attack. Each rat has

a bite attack which deals D3 points of piercing damage on a successful attack. Each rat has 5 hit points and a AR 8 and are easily killed alone, but as a horde they can deal a lot of damage to an enemy before being defeated.

Visions of Horror

Level: 5

Range: Line of Sight

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 30

The caster sends signals out into the brain of the victim that distort his vision. The victim will see everyone as horrors and beasts from hell. This experience is so terrifying that the Victim is rendered helpless. The victim can only lay on the ground shaking and crying watching visions of death explode into his mind.

Wall of Darkness

Level: 6

Range: Line of Sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 30

As he finishes the incantation, the caster holds the scrap of cloth in the air, and it appears to expand and darken, making a wall of darkness up to 36 metres wide, 6 metres deep and 9 metres high. The wall of darkness block line of sight, and ranged attacks and spells may not be done across it. All enemies must make a successful test against Sanity to enter the darkness.

11. DIVINE MAGICANA

Divine spells take their name from the fact that they are mainly granted to casters by the grace of their patron deity. Those endowed with Divine Magic (mainly going by the name of Priests, Clerics, Healers) are diligent and contemplative and focus much of their magic in the arts of healing and protecting. In fact where other colleges seek power through destruction, these mages see importance in preservation and defence, and possesses an unsurpassable arsenal of healing spells. Against creatures, such as daemons and the Undead, that know nothing but violence Divine magic offers the most powerful and devastating spells, calling upon the glowing energy of light to tear apart such abominations.

Antidote

Level: 3

Range: Line of sight

Duration: Instant

Save: None

PPE: 15

This spell may be cast on any one including yourself, who has suffered damage from any type of poison. The spell removes the poison and restores all SDC lost through poison (also includes toxins and venoms).

Atonement

Level: 3

Range: Line of sight

Duration: Instant

Save: None

PPE: 15

This spell is used by the caster to remove the burden of unwilling or unknown deeds from the person who is the subject of the atonement. The spell removes the

effects of magical alignment change as well. The person seeking the atonement spell must either be truly repentant or not have been in command of his own will when the acts to be atoned for were committed. Your GM will judge this spell in this regard, noting any past instances of its use upon the person. Deliberate misdeeds and acts of knowing and willful nature cannot be atoned for with this spell (see the quest spell). A character who refuses to accept an atonement is automatically considered to have committed a willful misdeed.

Aura of Protection

Level: 4

Range: Self or line of sight

Duration: 3 rounds per 5 ME

Save: None

PPE: 20

This spell adds +5 to save, dodge and parry against attacks from Undead creatures and Daemons, and +1 to against all other attacks.

Banish Fear

Level: 2

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 10

Every ally in the Wizard's line of sight when the spell is cast becomes completely immune to fear even the magical type.

Benediction

Level: 2

Range: Line of sight

Duration: 3 rounds per 5 ME

Save: None

PPE: 10

When raising up a Benediction the recipient (who must be specified beforehand and may not be yourself) is

blessed and gains double their normal attacks per melee. This Prayer may also be used to counteract a Curse.

Bless/ Curse

Level: 3

Range: 1 metre per ME radius

Duration: 1 day per ME or until air runs out

Save: Standard

PPE: 15

Upon uttering the bless spell, the caster raises the morale of friendly creatures by +1 per 3 ME. Furthermore, it raises their strike rolls by +1 per 5 ME. This spell can be reversed to curse an enemy which lowers morale -1 per 3 ME and strike by -1 per 5 ME.

Bless Grave

Level: 6

Range: Touch

Duration: Instant

Save: None

PPE: 30

This spell renders the contents of a grave useless to necromancers. A dead body in a blessed grave is rendered unusable; it is just the same as dirt. If some undead resides within a grave hit with this spell, it will be dispelled (destroyed, killed, banished from the world). This spell will not affect an undead not in a grave.

Bless Meal

Level: 3

Range: Touch

Duration: +1 day per ME

Save: None

PPE: 15

This spell prevents the spoilage of food and drink due to time. As well it changes the aspect of the material so that pests like rats and other vermin will not consume or even gnaw on the material

not even if they are very hungry. It also prevents magical food from spoiling.

Blinding Light

Level: 4

Range: Line of sight

Duration: 3 rounds per 5 ME

Save: None

PPE: 20

Holding the candle with both hands, the Wizard starts to chant. Magically a pure white flame starts burning with growing intensity, until the light becomes so strong that the candle cannot be watched directly. This blinding light is an incredible distraction to all enemies, but allies seem not to be bothered at all by it. The Blinding Light affects all enemies within the line of sight of the Wizard, who suffer a -5 penalty to all strikes (both for close combat and ranged attacks). Moreover the Wizard may not be the target of any missile fire as it is impossible to aim in his direction.

Cleanse

Level: 2

Range: Line of sight

Duration: Instant

Save: None

PPE: 10

This spell immediately cleans anything it is cast on as if the person had just had a long soak in a bath. It also removes any leeches or other infestations on the skin.

Combine

Level: 2

Range: Touch

Duration: 1 round per ME

Save: None

PPE: 10

Using this spell, three to five casters combine their abilities so that one of them casts spells and turns undead at an enhanced level. The highest level caster

(or one of them, if two or more are tied for highest) stands alone, while the others join hands in a surrounding circle. The central mage casts the combine spell. He temporarily gains one level for each mage in the circle as well as all the PPE from each mage. The level increase affects turning undead and spell details that vary with the caster's level. Note that the central caster gains no additional spells and that the group is limited to his current spell knowledge. The encircling mages must concentrate on maintaining the combine effect. If any of them has his concentration broken, the combine spell ends immediately. If the combine spell is broken while the central mage is in the act of casting a spell, that spell is ruined just as if the caster was disturbed. Spells cast in combination have the full enhanced effect, even if the combine is broken before the duration of the enhanced spell ends.

Conscience

Level: 5
 Range: Line of sight
 Duration: 1 round per ME
 Save: Standard
 PPE: 25

The victim of this spell is struck by pangs of conscience and remorse. He will relive all of his worst sins and break down, start crying and beg for mercy until the spell expires. Even if the victim does save he will be -3 on all rolls for the next round. From third level on the attack also causes the victim to vomit until the attack ceases.

Conviction

Level: 6
 Range: Line of sight
 Duration: 1 round per ME
 Save: None
 PPE: 30

This spell causes the caster's attributes to temporarily increase and match that of any one opponent (unless they are already higher). This affects PS, PP, PE, SPD, AR and SDC.

Create Food and Water

Level: 7
 Range: All within circle
 Duration: 4 rounds per 5 ME
 Save: Standard
 PPE: 35

When this spell is cast, the user causes food and/or water to appear. The food created is highly nourishing, and he can create up to 1 square metre per 4 ME.

Cure/ Cause Blindness

Level: 8
 Range: All within circle
 Duration: 1 day per ME
 Save: Standard
 PPE: 40

By touching the creature afflicted, the caster employing the spell can permanently cure most forms of blindness. Its reverse, cause blindness, requires a successful touch upon the victim, and if the victim then makes the saving throw, the effect is negated.

Cure/ Cause Critical Wounds

Level: 5
 Range: All within circle
 Duration: 1 day per ME
 Save: None
 PPE: 25

The cure critical wounds spell is a very potent version of the cure light wounds spell. The caster lays his hand upon a creature and heals 2 hit points of damage from wounds or other damage per ME. The spell does not affect creatures excluded in the cure light wounds spell explanation. Its reverse, cause serious wounds, operates in the same fashion as

other cause wounds spells. Caused wounds heal as do wounds of other sorts.

Cure/ Cause Disease

Level: 8

Range: Touch

Duration: Instant

Save: None

PPE: 40

The caster cures most diseases including those of a parasitic, bacterial, or viral nature by placing his or her hand upon the diseased creature. The affliction rapidly disappears thereafter, making the cured creature whole and well in from 1 turn to 1 week, depending on the kind of disease and the state of its advancement when the cure took place. The reverse of the cure disease spell is cause disease. To be effective, the caster must touch the intended victim, and the victim must fail the saving throw. The disease caused will begin to affect the victim in 1-6 turns, causing the afflicted creature to lose 1 hit point per turn, and 1 point of strength per hour, until the creature is at 10% of original hit points and strength, at which time the afflicted is weak and virtually helpless.

Cure/ Cause Light Wounds

Level: 3

Range: All within circle

Duration: 4 rounds per 5 ME

Save: None

PPE: 15

Upon laying his or her hand upon a creature, the caster causes 1 hit points of wound or other injury damage per 2 ME to the creature's body to be healed. This healing will not affect creatures without corporeal bodies, nor will it cure wounds of creatures not living or those which can be harmed only by iron, silver, and for magical weapons. Its reverse, cause light wounds, operates in the same

manner; and if a person is avoiding this touch, a melee combat "to hit" die is rolled to determine if the cleric's hand strikes the opponent and causes such a wound. Note that cured wounds are permanent only insofar as the creature does not sustain further damage, and that caused wounds will heal -or can be cured -just as any normal injury will.

Cure/ Cause Serious Wounds

Level: 5

Range: All within circle

Duration: 4 rounds per 5 ME

Save: None

PPE: 30

Upon laying his or her hand upon a creature, the caster causes 1 hit points of wound or other injury damage per ME to be healed. This healing will affect only those creatures listed in the cure light wounds spell explanation. Cause serious wounds, the reverse of the spell, operates similarly to the cause light wounds spell, the victim having to be touched first.

Cure Undeath

Level: 10

Range: Touch

Duration: Instant

Save: Standard

PPE: 50

This spell restores back to full humanity anyone who had been magically or supernaturally altered into a Vampire, Werewolf, Wraith, Zombie, etc.

Danger Sense

Level: 2

Range: Self

Duration: 4 rounds per 5 ME

Save: None

PPE: 10

The Wizard intones an invocation of warning and protection and his eyes become surrounded with a gentle pale

light. His senses become more and more aware of danger, as if the Wizard is somehow warned of potential hazards and perils. For the duration of this spell treat as if the recipient had the Danger Sense power.

Death Throes

Level: 2

Range: Line of sight

Duration: Instant

Save: Standard

PPE: 10

Any 1 undead per ME will explode like shrapnel, doing D6 per level to everything within a 3 metre radius of the explosion.

Dentistry

Level: 2

Range: Touch

Duration: Instant

Save: Standard

PPE: 10

This spell allows the mage to perform any dental work. He can use this spell to painlessly clean, remove, repair, improve or straighten teeth.

Diagnosis

Level: 1

Range: Touch

Duration: 1 minute per ME

Save: N/a

PPE: 5

By carefully laying on hands, the Necromancer can sense the subtle currents of living energy within an organism. This spell allows the caster to detect any flaws within this energy flow and use his knowledge of anatomy to diagnose ailments and internal injuries.

Dispel Magic

Level: 9

Range: 1 metre per ME radius

Duration: Instant

Save: None

PPE: 50

When cast this spell neutralizes or negates the magic it comes in contact with as follows: a dispel magic will not affect a specially enchanted item such as a scroll, magic ring, wand, rod, staff, miscellaneous magic item, magic weapon, magic shield, or magic armour. It will destroy magic potions, remove spells cast upon persons or objects, or counter the casting of spells in the area of effect. If more than 50 PPE has been used to cast the magic being dispelled then it will require additional PPE to remove.

Divine Birth

Level: 2

Range: Touch

Duration: Instant

Save: None

PPE: 10

This allows anyone in the process of giving birth to do so successfully. It is used more when complications have set in.

Divine Inspiration

Level: 1

Range: Self or line of sight

Duration: 3 rounds per 5 ME

Save: None

PPE: 5

The recipient (who must be specified beforehand) is imparted with wisdom and may translate any runes, spells, spell scrolls, etc.

Divine Justice

Level: 10

Range: Line of sight

Duration: Instant

Save: Standard

PPE: 50

One opponent is struck dead by a bolt of Divine Fire. If the victim saves then loses half his SDC.

Divine Protection

Level: 4

Range: Line of sight

Duration: Until used

Save: None

PPE: 20

The recipient of Protection (who must be specified beforehand) may negate 1 set of damage that he took that round.

Enchanted Weapon

Level: 8

Range: Touch

Duration: 1 round per ME

Save: None

PPE: 40

This spell turns an ordinary weapon into a magical one which will do injury to the supernatural, including any ethereal.

Thus arrows, axes, bolts, bows, daggers, hammers, maces, spears, swords, etc. can be made into enchanted weapons.

Two small (arrows, bolts, daggers, etc.) or one large (axe, bow, hammer, mace, etc.) weapon can be affected by the spell. Note that successful hits by enchanted missile weapons cause the spell to be broken, but that otherwise the spell duration lasts until the time limit based on the level of experience of the user casting it expires, i.e. 40 rounds (4 turns) in the case of an 8th level magic-user.

Exorcise

Level: 4

Range: 1 metre per ME radius

Duration: Instant

Save: None

PPE: 20

The spell of exorcism will negate possession of a

creature or an object by any outside or supernatural force. This includes control of a creature by some force in an object, possession by magic jar spell, demonic possession, curse, and even charm, for the exorcise spell is similar to a dispel magic spell. Furthermore, it will affect a magical item if such is the object of the exorcism. Thus a soul object of any sort which comes under successful exorcism will make the life force of the creature concerned wholly inhabit its nearest material body, wholly and completely. The exorcise spell, once begun, cannot be interrupted, or else it is spoiled and useless.

Fertility

Level: 3

Range: Touch

Duration: Instant

Save: None

PPE: 15

This spell cures any infertility in either gender.

Final Rest

Level: 10

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 50

The ritual of the Final Rest was created long time ago to bring peace to the restless undead creatures and protect the bodies of the recently dead from the corrupting power of necromantic magic. As the Wizard chants his whole figure starts to glow dimly, bathing the surrounding area in pale white light.

This spell may be cast during combat and affects all the lesser Undead (skeletons and zombies) within line of sight of the Wizard killing them instantly. Other undead creatures behind or otherwise out of sight of the wizard

but within a 3 metre per 5 ME radius instead suffer 5D6 damage. This spell may also be cast on a slain comrade, or on any corpse, making it impossible to raise it as an Undead creature.

Flagellance

Level: 5

Range: Self

Duration: 1 round per ME

Save: None

PPE: 30

For every 1 damage inflicted on the caster he temporarily gains +1 SDC. eg. 12 damage would equal +12 SDC.

Goodberry

Level: 4

Range: Touch

Duration: Until consumed

Save: None

PPE: 20

Casting a goodberry spell upon a handful of freshly picked berries makes all of them magical. The caster (as well as any other caster of the same faith) can immediately discern which berries are affected. A detect magic spell discovers this also. Berries with the magic either enable a hungry creature of approximately man-size to eat one and be as wellnourished as if a full normal meal were eaten, or else cure D6 SDC of physical damage from wounds or other similar causes. The spell will affect as many berries as the caster can hold in his hands.

Group Heal

Level: 9

Range: Line of sight

Duration: Instant

Save: Standard for half damage

PPE: 50

Huddling in a group the caster utters the incantation of this powerful spell (to

receive benefits from this spell recipients must be adjacent). All within the group are fully healed.

Heal Scar

Level: 1

Range: Touch

Duration: Instant

Save: None

PPE: 5

This instantly removes any scars and restores any PB which was lost as a result of it.

Heal/Harm

Level: 8

Range: N/a

Duration: Instant

Save: None

PPE: 40

The very potent heal spell enables the user to wipe away disease and injury in the creature who receives the benefits of the spell. It will completely cure any and all diseases and/or blindness of the recipient and heal all hit points of damage suffered due to wounds or injury. It dispels the feeblemind spell. Naturally, the effects can be negated by later wounds, injuries, and diseases. The reverse, harm, infects the victim with a disease and causes loss of all hit points, as damage, leaving only 1%, if a successful touch is inflicted.

Heal Sprain

Level: 1

Range: Touch

Duration: Instant

Save: None

PPE: 5

This spell heals sprains, torn ligaments, and other minor injuries to tendons, muscles, and ligaments and immediately cancels their crippling effects.

Healing

Level: 4

Range: Line of sight

Duration: Instant

Save: None

PPE: 20

The Wizard may choose any ally within line of sight and heal him to full SDC.

Heroes Feast

Level: 9

Range: 1 metre per 2 ME radius

Duration: Until consumed

Save: None

PPE: 50

This spell enables the caster to bring forth a great feast that serves as many creatures as the priest has levels of experience. The spell creates a magnificent table, chairs, service, and all the necessary food and drink. The feast takes one full hour to consume, and the beneficial effects do not set in until after this hour is over. Those partaking of the feast are cured of all diseases, are immune to poison for 12 hours, and are healed of D4 points of damage per ME after imbibing the nectar like beverage that is part of the feast. The ambrosia like food that is consumed is equal to a bless spell that lasts for 12 hours. Also, during this same period, the people who consumed the feast are immune to fear, hopelessness, and panic. If the feast is interrupted for any reason, the spell is ruined and all effects of the spell are negated.

Hold Person

Level: 5

Range: 1 metre per 2 ME radius

Duration: 1 round per 2 ME

Save: Standard

PPE: 25

This spell holds immobile, and freezes in places 1 humans or humanoid creatures

per 3 ME. Persons making their saving throws are totally unaffected by the spell.

Hold Portal

Level: 1

Range: 1 metre per 2 ME radius

Duration: 1 round per ME

Save: Standard

PPE: 5

This spell magically bars a door, gate or valve of wood, metal or stone. The magical closure holds the portal fast just as if it were securely stopped and locked. Note that any extra-dimensional creature will shatter, such a held portal. A user of four or more experience levels higher than the spell caster can open the held portal at will. A knock spell or dispel magic spell will negate the hold portal. Held portals can be broken or battered down.

Holy Avatar

Level: 10

Range: Touch

Duration: 4 rounds per 5 ME

Save: None

PPE: 50

The use of this spell brings forth very potent energies to the caster's disposal. It creates an energy duplicate of him with identical attributes, skills and abilities with the following exceptions; its SDC are +10 per ME and strike +1 per 3 ME. It can fight independently of the caster or directly under his control.

Holy Cleansing Flame

Level: 8

Range: Touch

Duration: 4 rounds per 5 ME

Save: None

PPE: 40

This spell causes one touched sword to become a magical flaming weapon for

the duration of the spell. Inflammable creatures receive an additional D6 damage while flammable creatures receive +3D6 damage. Flammable objects struck will be set aflame. The sword of cleansing flame has great power against Daemons and supernatural beings causing +4D6 damage. Also Daemons and elementals hit by the cleansing flame must save or be banished instantly.

Holy Rain

Level: 8

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: Standard for half damage

PPE: 40

When this spell is cast a rain of holy water comes down over the area designated by the caster. Any evil creatures in the area of effect take 1 damage per 2 ME of the caster straight to SDC. For undead and evil entities the damage is 1 per ME. Creatures wounded by the spell cannot regenerate the damage suffered.

Holy Symbol

Level: 8

Range: Line of sight

Duration: 1 round per ME

Save: Standard for half damage

PPE: 40

The priest casting this spell inscribes a glowing symbol in the air or upon any surface, according to his desire. Any creature looking at the completed symbol must roll a successful saving throw vs. spell or suffer the effect. The particular symbol used is selected by the caster at the time of casting. The caster will not be affected by his own symbol. It has the following effects:

Hopelessness - Creatures seeing it must turn back in dejection or surrender to

capture or attack unless they roll successful saving throws vs. spell. Its effects last for 3D4 turns.

Pain - Creatures affected suffer -5 penalties to their attack rolls and -3 penalties to their PP ability scores due to wracking pains. The effects last for 2D10 turns.

Persuasion - Creatures seeing the symbol become friendly to the caster who scribed the symbol for D20 turns unless a saving throw vs. spell is successful.

Holy Water

Level: 2

Range: Touch

Duration: 1 week per ME

Save: None

PPE: 10

This transmutation imbues 1 litre of water per ME with positive energy, turning it into holy water which can harm evil supernatural creatures.

Holy Word

Level: 10

Range: Line of sight

Duration: Instant

Save: Standard

PPE: 50

Uttering a holy word spell creates magic of tremendous power. It drives off evil creatures from other planes, forcing them to return to their own planes of existence, provided they are not already there. Creatures so banished cannot return for at least 1 day per ME. The spell further does D6 damage per ME to any undead (physical or spirit) and evil entities.

Hydrate

Level: 3

Range: Touch

Duration: Instant

Save: Standard

PPE: 15

This fully rehydrates someone who is dehydrated.

Immobilize

Level: 5

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 30

This spell may be cast on up to 1 enemy per 4 ME within your line of sight. As long as the spell is in effect the victim is totally paralyzed.

Invisibility to Undead

Level: 1

Range: 1 metre per ME radius

Duration: 1 round per ME

Save: Standard

PPE: 5

This spell causes affected undead to lose track of and ignore the warded creature for the duration of the spell.

Mend Bone

Level: 2

Range: Line of sight

Duration: Instant

Save: Standard

PPE: 10

With this spell the caster may mend any broken bones. It will be as good as new when the spell is complete. If interrupted while casting, the bone will be mended only partly.

Messenger

Level: 2

Range: 10 metres per ME radius

Duration: 1 day per ME

Save: Standard

PPE: 10

This spell enables the caster to call upon a small creature of at least animal intelligence to act as his messenger. The

spell does not affect giant animals and it does not work on creatures of higher Intelligence. If the creature is within range, the animal advances toward the caster and awaits his bidding. The mage can communicate with the animal in a crude fashion, telling it to go to a certain place, but directions must be simple. The spellcaster can attach some small item or note to the animal. If so instructed, the animal will then wait at that location until the duration of the spell expires. When the spell's duration expires, the animal or bird returns to its normal activities.

Pacifism

Level: 2

Range: Line of sight

Duration: 4 rounds per 5 ME or until wounded

Save: Standard

PPE: 10

This spell may be cast on anyone calming him. If in battle then the victim may not attack or cast spells until it is wounded. Outside of battle it dramatically improves a persons disposition towards the caster.

Prayer

Level: 4

Range: 1 metre per ME radius

Duration: 1 round per ME

Save: Standard

PPE: 20

By means of the prayer spell, the caster brings special favour upon himself and his party and causes harm to his enemies. Those in the area at the instant the spell is completed are affected for the duration of the spell. When the spell is completed, all attack and damage rolls and saving throws made by those in the area of effect who are friendly to the caster gain +1 bonuses per 3 ME, while

those of the caster's enemies suffer -1 per 3 ME penalties.

Protection from Evil/Good

Level: 6

Range: Self or line of sight

Duration: 1 minute per ME

Save: Standard

PPE: 30

When this spell is cast, it creates a magical barrier around the recipient at a distance of 1 metre per ME. The barrier moves with the recipient and has three major effects: First, all attacks made by evil or evilly enchanted creatures against the protected creature receive a penalty of -1 per 4 ME to each attack roll, and any saving throws caused by such attacks are made by the protected creature with a +1 bonus per 4 ME.

Second, any attempt to exercise mental control over the protected creature (if, for example, it had been charmed by a vampire) or to invade and take over its mind (as by a ghost's magic jar attack) is blocked this spell. Note that the protection does not prevent a vampire's charm itself, nor end it, but it does prevent the vampire from exercising mental control through the barrier. Likewise, an outside life force is merely kept out, and would not be expelled if in place before the protection was cast.

Third, the spell prevents bodily contact by creatures of an extraplanar or conjured nature (such as aerial servants, elementals, imps, invisible stalkers, salamanders, water weirds, xorn, and others). This causes the natural (body) weapon attacks of such creatures to fail and the creature to recoil if such attacks require touching the protected creature. Animals or monsters summoned or

conjured by spells or similar magic are likewise hedged from the character.

Protection from Undead Attacks

Level: 6

Range: Self or touch

Duration: 1 round per ME

Save: None

PPE: 30

This spell affords the caster or touched creature partial protection from undead such as shadows, wights, wraiths, spectres, or vampires and certain weapons and spells that drain energy levels. The protected creature suffers only normal hit point damage from the attack and does not suffer any drain of experience or Strength, regardless of the number of levels the attack would have drained.

Regenerate

Level: 10

Range: Touch

Duration: Instant

Save: None

PPE: 50

This spell may be cast on anyone restoring any lost limbs or organs.

Resurrection

Level: 10

Range: Touch

Duration: Instant

Save: None

PPE: 50

This spell may be cast at any time once an ally has been slain, even after some time. The Wizard carefully unfolds the cloth over the dead comrade's chest, and his chanting causes it to grow in size until it covers the corpse completely as if it were a shroud. The restoring properties of the cloth sink slowly into the body of the fallen Hero: wounds close, breathing starts again, and after a

few moments the eyelids flicker and open. The recently-dead ally is restored to life at 1 SDC.

Righteous Anger

Level: 4

Range: Line of sight

Duration: 3 rounds per 5 ME

Save: None

PPE: 20

The recipient is filled with a Divine wrath and gains +5 to hit and +2 to do a critical.

Sanctuary

Level: 10

Range: 3 metre radius

Duration: 3 rounds per 5 ME

Save: None

PPE: 50

A sanctuary is then created that extends for a 3 metre radius of the clergyman. No ally in this sanctuary is subject to attack or an enemy spell. Allies are unaffected, and may attack and cast spells as usual. Enemies starting within the sanctuary are hurled out to the nearest available space and take D6 damage.

Sleep of Ages

Level: 6

Range: Line of sight

Duration: 4 rounds per 5 ME or until woken

Save: Standard

PPE: 30

By whispering the incantation of this spell, and waving in a gentle arc his hands filled with burned incense dust, the Wizard allows the powder to gradually pour from the gaps between his fingers. He then proceeds to blow the air-borne incense towards the direction of a 1 opponent per 4 ME. The target falls to the ground in a deep sleep, and

remains asleep permanently until woken. A sleeping creature can be woken by any comrade next to him, but the waker must spend a full turn shaking the sleeper into wakefulness and cannot do anything else at the same time. A sleeping creature can be struck with a +6 bonus to strike, and the striker adds 2D6. The blow(s) then wake the sleeper, if the creature is still alive.

The Spear of Light

Level: 9

Range: Line of sight

Duration: Instant

Save: Standard for half damage

PPE: 50

The Wizard flings the dust in the air and his continuous chanting causes it to coalesce into a spear forged of pure, shimmering light. He then points his finger towards a single enemy, hurling the spear at it. The Spear of Light may target any enemy in direct line of sight, regardless of the range. It automatically hits and causes 5D6 against it as normal. If the target is an Undead creature or Daemon 10D6 are rolled instead as the forces of light tear them apart.

Sphere of Elemental Protection

Level: 7

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 40

This spell may only be cast upon the spellcaster. When the spell is cast choose one of the following: air, earth, fire, or water. Any damage dealt to you from a source of the element type you choose is negated.

Spiritual Weapon

Level: 3

Range: Line of sight

Duration: 1 round per ME

Save: Standard for half damage

PPE: 15

By calling upon his deity, the caster of a spiritual weapon spell brings into existence a field of force shaped vaguely like a weapon of the caster's choice. As long as the caster concentrates upon the weapon, it strikes at any opponent within its range, as desired. Each round the caster can choose to attack the same target as the previous round or switch to a new target that he can see anywhere within his maximum range. The spiritual weapon's chance to successfully hit is equal to that of the caster, in addition it strikes as a magical weapon with a bonus of +1 for every three experience levels of the spellcaster. The base damage inflicted when it scores a hit is D6 per 4 ME. The weapon strikes in the same direction as the caster is facing, so if he is behind the target, all bonuses for rear attack are gained along with the loss of any modifications to the target's AR for shield and PP.

Strength of Life

Level: 3

Range: Line of sight

Duration: Until depleted

Save: None

PPE: 15

The Wizard lights the candle and uses it to light an incense stick, causing it to burn with a pungent smelling grey smoke. He then directs this enchanted cloud to envelope a single hero, assuming the shape of a wispy plate armour with SDC equal to it. This powerful spell may target any ally in the Wizard's direct or partial line of sight and within a 36 metre radius. The wispy armour sits on top of normal armour with no hindrance and disappears once depleted.

Surgery

Level: 4

Range: Touch

Duration: 1 round per ME

Save: Standard

PPE: 20

This spell allows the caster to perform surgery via a form of telekinesis and not require any intrusive cutting open of the skin. As part of the spell he can see inside the body and will be aware of everything within. However he will be so focussed on this as to be oblivious to what is going on around him. Because the patient's body is never opened there is no risk of post-operative infection for elective surgery and no bleeding.

Surgical Removal

Level: 4

Range: Touch

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 20

This spell allows the caster to remove defective organs (or parts of organ) or large tumours from the subject's body via a form of teleportation. It also allows him to remove damaged or dysfunctional body parts (even liposuction). Because the patient's body is never opened there is no risk of post-operative infection for elective surgery and no bleeding.

Tranquillity

Level: 2

Range: Touch

Duration: 4 rounds per 5 ME

Save: None

PPE: 10

This removes any pain from an injured or diseased person.

12. DRAGON MAGIC

Arcane or Atlantean magic, the language of order, is a celestial energy derived from the phase transitions of PPE—if PPE were water, then arcane would be steam pressure. Chaotic in nature, arcane is so similar to an element it might as well be one, for all magical intents and purposes. The user is capable of performing magical feats through being taught by a dragon, siphoning magic from a dragon or being melded mentally with a dragon. It also works for dragons who perform magic as well.

Acid Arrow

Level: 2

Range: Line of sight

Duration: Instant

Save: None

PPE: 10 +10 per additional D6

The mage creates a magical arrow that speeds to its target. The arrow inflicts D6 points of acid damage per 2 ME of the user. For every level that the caster has achieved, the acid lasts for another round, unless somehow neutralized, inflicting another D6 per 2 ME damage each round.

Air Walk

Level: 1

Range: Self or touch

Duration: 1 round per ME

Save: None

PPE: 5

This spell enables a creature, which can be as large as the largest giant, to tread upon air just as if it were solid ground. Moving upward is similar to walking up a hill; a maximum upward angle of 45 degrees is possible at one-half the creature's movement rate. Likewise, a maximum downward angle of 45 degrees at the normal movement rate is possible. An air-walking creature is

always in control of its movement rate, save when a wind is blowing. In this case the creature gains or loses 10 feet of movement for every 10 miles per hour of wind velocity.

Alarm

Level: 1

Range: Touch

Duration: 1 hour per ME

Save: None

PPE: 5

When an alarm spell is cast, the user causes a selected area to react to the presence of any creature larger than a normal rat—anything larger than about one-half cubic foot in volume or more than about three pounds in weight. The area of effect can be a portal, a section of floor, stairs, etc. As soon as any creature enters the warded area, touches it, or otherwise contacts it without speaking a password established by the caster, the alarm lets out a loud ringing that can be heard clearly within a 10 metre radius per ME.

Animal Growth/ Shrink

Level: 2

Range: Touch

Duration: 1 round per ME

Save: None

PPE: 10

When this spell is cast, the user causes all designated animals, up to a maximum of 1 per 2 ME, to grow to twice their normal size. The effects of this growth are doubled Hit Dice (with improvement in attack rolls) and doubled damage in combat. The reverse Shrink Animal, reduces animal size by half and likewise reduces Hit Dice, attack damage, etc.

Animate Dead

Level: 2

Range: 1 metre radius per ME

Duration: 10 minutes per ME

Save: None

PPE: 10 per skeleton or zombie

This spell creates the lowest of the undead monsters, skeletons or zombies, from the bones or bodies of dead humans. The effect is to cause these remains to become animated and obey the commands of the caster. The skeletons or zombies will follow, remain in an area and attack any creature (or just a specific type of creature) entering the place, etc. The spell will animate the monsters until they are destroyed or until the magic is dispelled. The user is able to animate 1 skeleton or 1 zombie per ME.

Animate Object

Level: 4

Range: 1 metre per ME

Duration: 10 minutes per ME

Save: None

PPE: 20

This powerful spell enables the user casting it to imbue inanimate objects with mobility and a semblance of life. The animated object then attack whomever or whatever the cleric first designates. The speed of movement of the object is dependent upon its means of propulsion and its weight. Thus a large stone pedestal would rock forward at SPD 1 per round, a stone statue would move at 4 per round, a wooden statue 8 per round, on ivory stool of light weight would move at 12. The damage caused by the attack of an animated object is dependent upon its form and composition. Light, supple objects can only obscure vision, obstruct movement, bind, trip, smother, etc. Light, hard objects can fall upon or otherwise strike for D4 points of damage or possibly obstruct and trip as do light, supple objects. Hard, medium weight objects

can crush or strike for 2D4 damage, those larger and heavier doing 3D6, 4D4, or even 5D4 damage.

Anti Magic Shell

Level: 4

Range: 1 metre per ME radius

Duration: 1 round per ME

Save: Standard

PPE: 50

By means of an anti-magic shell, the user causes an invisible barrier to surround him, and this moves with him. This barrier is totally impervious to magic and magic spell effects (this includes such attack forms as breath weapons, gaze weapons, and voice weapons). It thus prevents the entrance of spells or their effects, and it likewise prevents the function of any magical items or spells within its confines. It prevents the entrance of charmed, summoned, and conjured creatures. However, normal creatures (assume a normal troll rather than one conjured up, for instance) can pass through as can normal missiles. While a magic sword would not function magically within the shell, it would still be a sword.

Armour

Level: 5

Range: Self or touch

Duration: 1 round per ME

Save: None

PPE: 25

By means of this spell, the user creates a magical field of force that serves as if it were armour of AR of 8 +1 per 2 ME. The armour spell does not hinder movement, adds no weight or encumbrance, nor does it prevent spellcasting. It lasts until successfully dispelled or until the wearer sustains cumulative damage totalling greater than his own hit points.

Astral Spell

Level: 1

Range: Self or touch

Duration: 1 metre per ME radius

Save: None

PPE: 5

By means of the astral spell a user is able to project his astral body into the Astral Plane, leaving his physical body and material possessions behind. Only certain magic items which have multi-planed existence can be brought into the Astral Plane. The user can take up to one other creature per 2 ME with him or her by means of the astral spell, providing the creatures are linked in a circle with him.

Augury

Level: 2

Range: Self

Duration: Instant

Save: None

PPE: 10

The user casting an augury spell seeks to divine whether an action in the immediate future (within 3 turns) will be for the benefit of, or harmful to, the party.

Blade Barrier

Level: 5

Range: 1 metre per ME radius

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 25

The user employs this spell to set up a wall of circling, razor-sharp blades. These whirl and flash in endless movement around an immobile point. Any creature which attempts to pass through the blade barrier suffers D8 damage per 2 ME.

Bless/ Curse

Level: 3

Range: 1 metre per ME radius

Duration: 1 day per ME or until air runs out

Save: Standard

PPE: 15

Upon uttering the bless spell, the caster raises the morale of friendly creatures by +1 per 3 ME. Furthermore, it raises their strike rolls by +1 per 5 ME. This spell can be reversed to curse an enemy which lowers morale -1 per 3 ME and strike by -1 per 5 ME.

Blink

Level: 4

Range: 1 metre per 2 ME radius

Duration: 1 round per ME

Save: Standard

PPE: 20

By means of this spell, the user causes his material form to blink out and back to this plane once again in random period and direction during the duration of each minute the spell is in effect. During this he will appear again 2 metres distant from his previous position (direction is determined by roll of D8: 1 = right ahead, 2 = right, 3 = right behind, 4 = behind, 5 = left behind, 6 = left, 7 = left ahead, 8 = ahead). If some object is already occupying the space where the spell caster is indicated as blinking into, his or her form is displaced in a direction away from original (round starting) position for any distance necessary to appear in empty space, but never in excess of an additional 10 metres. During and after the blink segment of a round, the spell caster can be attacked only by opponents able to strike both locations at once, e.g. a breath weapon, fireball, and similar wide area attack forms.

Burning Hands

Level: 2

Range: 1 metre per 2 ME radius

Duration: 1 round per ME

Save: None

PPE: 10

When the user casts this spell, jets of searing flame shoot from his or her fingertips. Any creature in the area of flames takes 1 damage per ME, and no saving throw is possible. Inflammable materials touched by the fire will burn, i.e. cloth, paper, parchment, thin wood, etc.

Chain Lightning

Level: 4

Range: 1 metre per 2 ME radius

Duration: 1 round per ME

Save: Standard

PPE: 20

This spell creates an electrical arc that begins as a single stroke of lightning, 2 metres wide, commencing from the fingertips of the caster. Unlike a lightning bolt spell, chain lightning strikes one object or creature initially, then arcs to a series of other objects or creatures within range, losing energy with each jump.

The bolt initially inflicts D6 damage per ME of the caster. After the first strike, the lightning arcs to the next nearest object or creature. Each jump reduces the strength of the lightning by D6. Each creature or magical object hit receives a saving throw vs. spell. Success on this save indicates the creature suffers only half damage from the bolt. The chain can strike as many times (including the first object or creature) as the spell caster has ME, although each creature or object can be struck only once. The bolt continues to arc until it has struck the appropriate number of objects or creatures, until it strikes an object that grounds it (interconnecting iron bars of a large cell

or cage, a large pool of liquid, etc.), or until there are no more objects or creatures to strike. Direction is not a consideration when plotting chain lightning arcs.

Chariot of Sustarre

Level: 4

Range: 1 metre per 2 ME radius

Duration: 1 round per ME

Save: Standard

PPE: 20

When this spell is cast, it brings forth a large, flaming chariot pulled by two fiery horses from the elemental plane of Fire. These appear in a clap of thunder amid a cloud of smoke. The vehicle moves at 24 on the ground, 48 flying, and can carry the caster and up to seven other creatures of man-size or less (the passengers must be touched by the caster to protect them from the flames of the chariot). Creatures other than the caster and his designated passengers sustain D6 fire damage per 3 ME each round if they come within five feet of the horses or chariot. The caster controls the chariot by verbal command, causing the flaming steeds to stop or go, walk, trot, run or fly, and turn left or right as he desires. Note that the chariot of Sustarre is a physical manifestation and can sustain damage. The vehicle and steeds are struck only by magical weapons or by water (one quart of which inflicts 1 point of damage), they are AR 14, and each requires 30 points of damage to dispel. Naturally, fire has absolutely no effect upon either the vehicle or its steeds, but magical fires other than those of the chariot can affect the riders. Other spells, such as a successful dispel magic or holy word, will force the chariot back to its home plane, without its passengers.

Charm Person

Level: 9

Range: 1 metre per 2 ME radius

Duration: 1 round per ME

Save: Standard

PPE: 50

This spell will affect any single person or mammal it is cast upon. The creature then will regard the user who cast the spell as a trusted friend and ally to be heeded and protected. The spell does not enable the user to control the charmed creature as if it were an automaton, but any word or action of his will be viewed in its most favourable way. Thus, a charmed creature would not obey a suicide command, but might believe that the only chance to save the user's life is if the creature holds back an onrushing red dragon for "just a round or two".

Clairaudience

Level: 1

Range: Special

Duration: 1 round per ME

Save: None

PPE: 5

The clairaudience spell enables the user to concentrate upon some locale and hear in his or her mind whatever noise is within a 3 metre radius of his determined clairaudience locale centre. Distance is not a factor but the locale must be known, i.e. a place familiar to the caster or an obvious one (such as behind a door, around a corner, in a copse of woods, etc.). Only sounds which are normally detectable by the user can be heard by use of this spell.

Clairvoyance

Level: 1

Range: Special

Duration: 1 round per ME

Save: None

PPE: 5

Similar to the clairaudience spell, the clairvoyance spell empowers the user to see in his mind whatever is within sight range from the spell locale chosen.

Distance is not a factor, but the locale must be known or obvious.

Furthermore, light is a factor whether or not the spell caster has the ability to see into the infrared or ultraviolet spectrums. If the area is dark, only a 1 metre radius from the centre of the locale of the spell's area of effect can be clairvoyed; otherwise, the seeing extends to normal vision range. Metal sheeting or magical protections will foil a clairvoyance spell. The spell functions only on the plane on which the user is at the time of casting.

Clone

Level: 10

Range: Touch

Duration: 1 day per ME

Save: Standard

PPE: 50 +10 per additional day per ME

This spell creates a duplicate of a person. This clone is in all respects the duplicate of the individual, complete to the level of experience, memories, etc. However, the duplicate is the person, so that if the original and a duplicate exist at the same time, each knows of the other's existence; and the original person and the clone will each desire to do away with the other, for such an alter-ego is unbearable to both. Note that the clone will become the person as he existed at the time at which the flesh was taken, and all subsequent knowledge, experience, etc. will be totally unknown to the clone. Also, the clone will be a physical duplicate, and possessions of the original are another matter entirely.

Cloudkill

Level: 3

Range: 1 metre per 2 ME radius

Duration: 1 round per ME

Save: Standard

PPE: 15

This spell generates a billowing cloud of ghastly yellowish green vapours which is so toxic as to do D6 per ME and save versus poison at -4. The cloudkill moves away from the spell caster at 1 metre per round, rolling along the surface of the ground. A wind will cause it to alter course, but it will not move back towards its caster. A strong wind will break it up in 4 rounds, and a greater wind force prevents the use of the spell. Very thick vegetation will disperse the cloud in two rounds. As the vapours are heavier than air, they will sink to the lowest level of the land, even pour down den or sinkhole openings; thus, it is ideal for slaying nests of giant ants, for example.

Command

Level: 6

Range: Hearing range

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 30

This spell enables the caster to issue a command of a single word. The command must be uttered in a language which the spell recipient is able to understand. The individual will obey to the best of his ability only so long as the command is absolutely clear and unequivocal, i.e. "Suicide!" could be a noun, so the creature would ignore the command. A command to "Die!" would cause the recipient to fall in a faint or cataleptic state for 1 round, but thereafter the creature would be alive and well. Typical command words are: back, halt, flee, run, stop, fall, fly, go, leave, surrender, sleep, rest, etc. Undead are not affected by a command.

Creatures with intelligence of 13 or more

are entitled to a saving throw versus magic.

Comprehend Languages

Level: 1

Range: Self

Duration: 1 round per ME

Save: Standard

PPE: 5

When this spell is cast, the user is able to understand the spoken words of a creature or read an otherwise incomprehensible written message (such as writing in another language). In either case, he must touch the creature or the writing. Note that the ability to read does not necessarily impart understanding of the material, nor does the spell enable the caster to speak or write an unknown language. Written material can be read at the rate of one page or equivalent per round. Magical writing cannot be read, other than to know it is magical, but the spell is often useful when deciphering treasure maps. This spell can be foiled by certain warding magics and it does not reveal messages concealed in otherwise normal text.

Cone of Cold

Level: 2

Range: 1 metre per 2 ME radius

Duration: 1 round per ME

Save: None

PPE: 10

When this spell is cast, it causes a cone-shaped area originating at the user's hand and extending outwards in a cone 1 metre long per ME of the caster. It drains heat and causes D4 damage +1 per ME, +D4 per level.

Conjure Elemental

Level: 9

Range: 1 metre per 2 ME radius

Duration: 1 round per ME

Save: Standard

PPE: 50

There are actually four spells in one as respects conjure elemental. The user is able to conjure an air, earth, fire or water elemental. It is possible to conjure up successive elementals of different type if the caster has enough PPE. The elemental conjured up must be controlled by the user, i.e. the caster must concentrate on the elemental doing his or her commands, or it will turn on the user and attack.

Contingency

Level: 9

Range: Self

Duration: 1 day per ME

Save: None

PPE: 50 +5 per additional day

By means of this spell the user is able to place another spell upon his person so that the latter spell will come into effect under the conditions dictated during the casting of the contingency spell. The contingency spell and the spell it is to bring into effect are cast at the same time (the one turn casting time indicated is the total for both castings). The spell to be brought into effect by the prescribed contingency must be one that affects the person (feather fall, levitation, fly, feign death, etc.). The conditions needed to bring the spell into effect must be clear, although they can be rather general. For example, a contingency spell cast with an airy water spell might prescribe that any time the user is plunged into or otherwise engulfed in water or similar liquid, the airy water spell will instantly come into effect.

Control Undead

Level: 5

Range: 1 metre per 2 ME radius

Duration: 1 round per ME

Save: Standard

PPE: 25

This spell enables the user to command 1 undead per ME for a short period of time. Those creatures under the control of the user can be commanded by the caster if they are within hearing range. There is no language requirement either.

Control Weather

Level: 3

Range: 1 metre per 2 ME radius

Duration: 1 day per ME

Save: Standard

PPE: 15

The control weather spell allows a user to change the weather in the area he is in at the time the spell is cast. The spell will affect the weather for from 4D10 hours in an area of from 4D4 square metres. It requires 1 turn to cast the spell, and an additional D4 turns for the effects of the weather to be felt. The control weather spell will not radically change the temperature, i.e. from below zero to a 100 degree temperature heat wave.

Create Food and Water

Level: 7

Range: All within circle

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 35

When this spell is cast, the user causes food and/or water to appear. The food created is highly nourishing, and he can create up to 1 square metre per 4 ME.

Cure/ Cause Blindness

Level: 8

Range: All within circle

Duration: 1 day per ME

Save: Standard

PPE: 40

By touching the creature afflicted, the caster employing the spell can permanently cure most forms of blindness. Its reverse, cause blindness, requires a successful touch upon the victim, and if the victim then makes the saving throw, the effect is negated.

Cure/ Cause Critical Wounds

Level: 5

Range: All within circle

Duration: 1 day per ME

Save: None

PPE: 25

The cure critical wounds spell is a very potent version of the cure light wounds spell. The caster lays his hand upon a creature and heals 2 hit points of damage from wounds or other damage per ME. The spell does not affect creatures excluded in the cure light wounds spell explanation. Its reverse, cause serious wounds, operates in the same fashion as other cause wounds spells. Caused wounds heal as do wounds of other sorts.

Cure/ Cause Disease

Level: 7

Range: Touch

Duration: Instant

Save: None

PPE: 40

The caster cures most diseases including those of a parasitic, bacterial, or viral nature by placing his or her hand upon the diseased creature. The affliction rapidly disappears thereafter, making the cured creature whole and well in from 1 turn to 1 week, depending on the kind of disease and the state of its advancement when the cure took place. The reverse of the cure disease spell is cause disease. To be effective, the caster must touch the intended victim, and the victim must fail the saving throw. The disease caused will begin to affect the victim in 1-6

turns, causing the afflicted creature to lose 1 hit point per turn, and 1 point of strength per hour, until the creature is at 10% of original hit points and strength, at which time the afflicted is weak and virtually helpless.

Cure/ Cause Light Wounds

Level: 3

Range: All within circle

Duration: 4 rounds per 5 ME

Save: None

PPE: 15

Upon laying his or her hand upon a creature, the caster causes 1 hit points of wound or other injury damage per 2 ME to the creature's body to be healed. This healing will not affect creatures without corporeal bodies, nor will it cure wounds of creatures not living or those which can be harmed only by iron, silver, and for magical weapons. Its reverse, cause light wounds, operates in the same manner; and if a person is avoiding this touch, a melee combat "to hit" die is rolled to determine if the cleric's hand strikes the opponent and causes such a wound. Note that cured wounds are permanent only insofar as the creature does not sustain further damage, and that caused wounds will heal -or can be cured -just as any normal injury will.

Cure/ Cause Serious Wounds

Level: 6

Range: All within circle

Duration: 4 rounds per 5 ME

Save: None

PPE: 30

Upon laying his or her hand upon a creature, the caster causes 1 hit points of wound or other injury damage per ME to be healed. This healing will affect only those creatures listed in the cure light wounds spell explanation. Cause serious wounds, the reverse of the spell, operates

similarly to the cause light wounds spell, the victim having to be touched first.

Deafness

Level: 8

Range: 1 metre per 2 ME radius

Duration: 1 day per ME

Save: Standard

PPE: 40

The deafness spell causes the recipient to become totally deaf and unable to hear any sounds. The victim is allowed a saving throw vs. spell. An affected creature has a -1 penalty to its surprise rolls unless its other senses are unusually keen.

Death Fog

Level: 10

Range: 1 metre per 2 ME radius

Duration: 1 round per ME

Save: Standard

PPE: 50

The casting of a death fog spell creates an area of solid fog that has the additional property of being highly acidic. The vapours are deadly to living things, so that vegetation exposed to them will die—grass and similar small plants in two rounds, bushes and shrubs in four, small trees in eight, and large trees in 16 rounds. Animal life not immune to acid suffers damage according to the length of time it is exposed to the vapours of a death fog, as follows: 1st round: D4, 2nd round: 2D4, 3rd round: 3D4, 4th and each succeeding round: 4D4. The death fog otherwise resembles the 2nd-level fog cloud: rolling, billowing vapours that can be moved only by a very strong wind. Any creature attempting to move through the death fog progresses at a rate of but one foot per unit of normal movement rate per round. A gust of wind spell cannot affect it. A fireball, flame strike, or a

wall of fire can bum it away in a single round.

Deepockets

Level: 3

Range: Self

Duration: 1 round per ME

Save: Standard

PPE: 15

This spell enables the caster to specially prepare a garment so as to hold far more than it normally could. A finely sewn gown or robe of high quality material is fashioned so as to contain numerous hand sized pockets; 1 per ME. The deepockets spell then enables these pockets to hold a total of 100 pounds (five cubic feet in volume) as if it were only 10 pounds of weight. Furthermore there are no discernible bulges where the special pockets are. Each special pocket is actually an extradimensional holding space. If the spell duration expires while there is material within the enchanted pockets, or if a successful dispel magic is cast upon the enchanted garment, all the material suddenly appears around the wearer and immediately falls to the ground. The caster can also cause all the pockets to empty with a single command.

Detect Charm

Level: 1

Range: 1 metre per ME radius

Duration: 1 round per ME

Save: None

PPE: 5

When used by a caster this spell will detect whether or not a person or monster is under the influence of a charm spell.

Detect/ Undetectable Lie

Level: 1

Range: Self

Duration: 4 rounds per 5 ME

Save: None

PPE: 5

When the caster employs this spell the recipient is immediately able to determine if truth is being spoken. Its reverse, undetectable lie, makes bald face untruths seem reasonable, or simply counters the detect lie spell powers.

Detect Magic

Level: 1

Range: 1 metre per ME radius

Duration: 4 rounds per 5 ME

Save: None

PPE: 5

When the detect magic spell is cast, the caster detects magical radiations in a path 1" wide, and up to 3" long, in the direction he is facing. The caster can turn 60' per round.

Dig

Level: 9

Range: 1 metre per 2 ME radius

Duration: 1 round per ME

Save: Standard

PPE: 50

A dig spell enables the caster to excavate 50 cubic feet per ME of earth, sand, or mud per round. The hole thus dug is a cube 5' per side. The material thrown from the excavation scatters evenly around the pit.

Dimension Door

Level: 8

Range: Special

Duration: Instant

Save: None

PPE: 40

By means of a dimension door spell, the caster instantly transfers himself or herself up to 3" distance per level of experience of the spell caster. This special form of teleportation allows for

no error, and the caster always arrives at exactly the spot desired whether by simply visualizing the area (within spell transfer distance, of course) or by stating direction such as "30 inches straight downwards," or "upwards to the northwest, 45 degree angle, 42 inches." If distances are stated and the caster arrives with no support below his or her feet (i.e., in mid-air), falling and damage will result unless further magical means are employed. All that the magic-user wears or carries, subject to a maximum weight equal to 5,000 gold pieces of non-living matter, or half that amount of living matter, is transferred with the caster.

Dispel Magic

Level: 9

Range: 1 metre per ME radius

Duration: Instant

Save: None

PPE: 50

When cast this spell neutralizes or negates the magic it comes in contact with as follows: a dispel magic will not affect a specially enchanted item such as a scroll, magic ring, wand, rod, staff, miscellaneous magic item, magic weapon, magic shield, or magic armour. It will destroy magic potions, remove spells cast upon persons or objects, or counter the casting of spells in the area of effect. If more than 50 PPE has been used to cast the magic being dispelled then it will require additional PPE to remove.

Divination

Level: 3

Range: 1 metre per ME radius

Duration: 4 rounds per 5 ME

Save: None

PPE: 15

Similar to an augury spell, a divination spell is used to determine information regarding an area. The area can be a small woods, large building, or section of a dungeon level. In any case, its location must be known. The spell gives information regarding the relative strength of creatures in the area; whether a rich, moderate or poor treasure is there; and the relative chances for incurring the wrath of evil or good supernatural, super powerful beings if the area is invaded and attacked.

Dream

Level: 3

Range: 1 metre per 2 ME radius

Duration: 1 minute per ME

Save: None

PPE: 15

The dream spell enables the caster, or a messenger touched by the caster, to send messages to others in the form of dreams. At the beginning of the spell, the caster must name the recipient or identify him by some title that leaves no doubt as to his identity. As the caster completes the spell, the person sending the spell falls into a deep trancelike sleep, and instantaneously projects his mind to the recipient. The sender then enters the recipient's dream and delivers the message unless the recipient is magically protected. If the recipient is awake, the message sender can choose to remain in the trancelike sleep. If the sender is disturbed during this time, the spell is immediately cancelled and the sender comes out of the trance. The whereabouts and current activities of the recipient cannot be learned through this spell. The sender is unaware of his own surroundings or the activities around him while he is in his trance.

He is totally defenceless, both physically and mentally (i.e., he always fails any saving throw) while in the trance. Once the recipient's dreams are entered, the sender can deliver a message of any length, which the recipient remembers perfectly upon waking. The communication is one-way, the recipient cannot ask questions or offer information. Nor can the sender gain any information by observing the dreams of the recipient. Once the message is delivered, the sender's mind returns instantly to his body. The duration of the spell is the time required for the sender to enter the recipient's dream and deliver the message. The reverse of this spell, nightmare, enables the caster to send a hideous and unsettling vision to the recipient, who is allowed a saving throw vs. spell to avoid the effect. The nightmare prevents restful sleep and causes D10 hit points of damage. The nightmare leaves the recipient fatigued and unable to regain spells for the next day.

Duo Dimension

Level: 6

Range: 1 metre per 2 ME radius

Duration: 1 round per ME

Save: Standard

PPE: 30

A duo-dimension spell causes the caster to have only two dimensions, height and width but no depth. He is thus invisible when a sideways turn is made, and this invisibility can only be detected by means of a true seeing spell or similar means. In addition, the duo-dimensional caster can pass through the thinnest of spaces as long as they have the proper height according to his actual length going through the space between a door and its frame is a simple matter. The caster can perform all actions on a

normal basis. He can turn and become invisible, move in this state, and appear again next round and cast a spell, disappearing on the following round. Note that when turned the caster cannot be affected by any form of attack.

Earthquake

Level: 8

Range: 10 metres per 2 ME radius

Duration: 1 round per ME

Save: None

PPE: 40

When this spell is cast a local tremor of fairly high strength rips the ground. The shock is over in one melee round. The earthquake affects all terrain, vegetation, structures, and creatures in its locale.

Effects are as follows:

Cave or cavern collapses roof

Cliffs crumble causing landslide

Ground cracks open, causing creatures to fall in and be killed as follows:

Marsh drains water off to form muddy, rough ground

Tunnel caves in

Vegetation wither, trees are uprooted and fall

All structures -Sustain from 6D10 points of structural damage; those taking full damage are thrown down in rubble

Enchant Item

Level: 10

Range: 1 metre per 2 ME radius

Duration: 1 round per ME

Save: Standard

PPE: 50

This is a spell which must be used by a caster planning to create a magic item. The enchant an item spell prepares the object to accept the magic to be placed upon or within it. The item to be magicked must meet the following tests: 1) it must be in sound and undamaged condition; 2) the item must be the finest

possible, considering its nature, i.e. crafted of the highest quality material and with the finest workmanship. The item to be prepared must be touched manually by the spell caster. This touching must be constant and continual during the casting time which is a base 16 hours plus an additional 8-64 hours (as the user may never work over 8 hours per day, and haste or an other spells will not alter time required in any way, this effectively means that casting time for this spell is 2 days + 1-8 days).

All work must be uninterrupted, and during rest periods the item being enchanted must never be more than 1' distant from the spell caster, for if it is, the whole spell is spoiled and must be begun again. (Note that during rest periods absolutely no other form of magic may be performed, and the user must remain quiet and in isolation.) At the end of the spell, the caster will "know" that the item is ready for the final test. He will then pronounce the final magical syllable, and if the item makes a saving throw (which is exactly the same as that of the magic-user who magicked it) versus magic, the spell is completed. (Note that the spell caster's saving throw bonuses also apply to the item, up to but not exceeding +3.)

A result of 1 on the D20 always results in failure, regardless of modifications. Once the spell is finished, the user may begin to place the desired dweomer upon the item, and the spell he plans to place on or within the item must be cast within 24 hours or the preparatory spell fades, and the item must again be enchanted. Each spell subsequently cast upon an object bearing an enchant an item spell requires 4 hours + 4-8 additional hours per spell level of the magic being cast.

Again, during casting the item must be touched by the magic-user, and during rest periods it must always be within 1' of his or her person.

This procedure holds true for any additional spells placed upon the item, and each successive dweomer must be begun within 24 hours of the last, even if any prior spell failed. No magic placed on or into an item is permanent unless a permanency spell is used as a finishing touch, and this always runs a risk of draining a point of constitution from the magic-user casting the spell. It is also necessary to point out that while it is possible to tell when the basic (enchant an item) spell succeeds, it is not possible to tell if successive castings actually take, for each must make the same sort of saving throw as the item itself made. naturally items that are charged -rods, staves, wands, javelins of lightning, ring of wishes, etc. -can never be made permanent. Scrolls or magic devices can never be used to enchant an item or cast magic upon an object so prepared.

Enchanted Weapon

Level: 7

Range: Touch

Duration: 1 round per ME

Save: None

PPE: 40

This spell turns an ordinary weapon into a magical one which will do injury to the supernatural, including any ethereal. Thus arrows, axes, bolts, bows, daggers, hammers, maces, spears, swords, etc. can be made into enchanted weapons. Two small (arrows, bolts, daggers, etc.) or one large (axe, bow, hammer, mace, etc.) weapon can be affected by the spell. Note that successful hits by enchanted missile weapons cause the spell to be broken, but that otherwise the

spell duration lasts until the time limit based on the level of experience of the user casting it expires, i.e. 40 rounds (4 turns) in the case of an 8th level magic-user.

Energy Sword

Level: 8

Range: 1 metre per 2 ME radius

Duration: 1 round per ME

Save: Standard

PPE: 40

Upon casting this spell, the user brings into being a shimmering sword-like plane of force. The spell caster is able to mentally wield this weapon (to the exclusion of activities other than movement), causing it to move and strike as if it were being used by a fighter. The basic chance for the Sword to hit is the same as the caster's. The sword has no magical strike bonuses, but it can hit any sort of opponent, even those normally struck only by +3 weapons or astral, ethereal or out of phase; and it will penetrate any armour rating on a roll of 17-20. It inflicts D6 per 2 ME hit points on opponents of man-size or smaller, and 5-30 on opponents larger than man-sized. It can be used to subdue. It lasts until the spell duration expires, a dispel magic is used successfully upon it or its caster no longer desires it.

Enlarge/ Reduce

Level: 6

Range: 1 metre per ME radius

Duration: 1 round per ME

Save: Standard

PPE: 30 +10 per each +10% of growth or shrink

This spell causes instant growth of a creature or object in both size and weight. It can be cast upon only a single creature or object. The effect of the

enlargement spell is to increase the size of a living creature (or a symbiotic or community entity) by 1% per ME. The maximum volume of living material which can be initially affected is 10 cubic feet for non-living matter, 5 cubic feet per ME of the user. While magical properties are not increased by this spell a huge +1 sword is still only +1, a staff-sized wand is still only capable of its normal functions, a giant-sized potion merely requires a greater fluid intake to make its magical effects operate, etc. weight, mass and strength are.

Thus a table blocking a door would be heavier and more effective; a hurled stone would have more mass (and be more hurtful providing enlargement took place just prior to impact); chains would be more massive; doors thicker; a thin line turned to a sizable, longer rope; and so on. Likewise, a person 12' tall would be as an ogre, while an 18' tall person would actually be a giant for the duration of the spell. The reverse spell, reduce, will negate the effects or actually make creatures or objects smaller in the same ratios as the regular spell application functions. Unwilling victims of the spell, or its reverse, are entitled to a saving throw, which, if successful, indicates the magic does not function, and the spell is wasted.

Entangle

Level: 1

Range: 1 metre per ME radius

Duration: 1 round per ME

Save: None

PPE: 5

By means of this spell the user is able to cause plants in the area of effect to entangle creatures within the area. The grosses, weeds, bushes, and even trees wrap, twist, and entwine about creatures,

thus holding them fast for the duration of the spell. If any creature in the area of effect makes its saving throw, the effect of the spell is to slow its movement by 50% for the spell duration.

Erase

Level: 1

Range: Touch

Duration: Permanent

Save: None

PPE: 5

The erase spell removes writings of either magical or mundane nature from a scroll or one or two pages or sheets of paper, parchment or similar surfaces. It will not remove explosive runes or a symbol (see these spells hereafter), however.

Exorcise

Level: 4

Range: 1 metre per ME radius

Duration: Instant

Save: None

PPE: 20

The spell of exorcism will negate possession of a creature or an object by any outside or supernatural force. This includes control of a creature by some force in an object, possession by magic jar spell, demonic possession, curse, and even charm, for the exorcise spell is similar to a dispel magic spell. Furthermore, it will affect a magical item if such is the object of the exorcism. Thus a soul object of any sort which comes under successful exorcism will make the life force of the creature concerned wholly inhabit its nearest material body, wholly and completely. The exorcise spell, once begun, cannot be interrupted, or else it is spoiled and useless.

Explosive Runes

Level: 6

Range: Touch

Duration: Until triggered

Save: Standard

PPE: 30

By tracing the mystic runes upon a book, map, scroll, or similar instrument bearing written information, the user prevents unauthorized reading of such. The explosive runes are difficult to detect. When read, the explosive runes detonate, delivering a full D6 per 2 ME hit points of damage upon the reader, who gets no saving throw, and either a like amount, or half that if saving throws are made, on creatures within the blast radius. The user who cast the spell, as well as any other users he instructs, can use the instrument without triggering the runes. Likewise, the magic-user can totally remove them whenever desired. They can otherwise be removed only by a dispel magic spell, and the explosive runes last until the spell is triggered. The instrument upon which the runes are placed will be destroyed when the explosion takes place unless it is not normally subject to destruction by magical fire.

Fabricate

Level: 9

Range: 1 metre per 2 ME radius

Duration: Permanent

Save: None

PPE: 50

By means of this spell, the caster is able to convert material of one sort into a product that is of the same material. Thus the spellcaster can fabricate a wooden bridge from a clump of trees, a rope from a patch of hemp, clothes from flax or wool, and so forth. Magical or living cannot be created or altered by a fabricate spell. The quality of items

made by this spell is commensurate with the quality of material used as the basis for the new fabrication. If a mineral is worked with, the area of effect is reduced by a factor of one cubic foot per level instead of one cubic yard. Articles requiring a high degree of craftsmanship (jewellery, swords, glass, crystal, etc.) cannot be fabricated unless the wizard otherwise has great skill in the appropriate craft.

Faithful Hound

Level: 5

Range: N/a

Duration: 1 day per ME

Save: None

PPE: 25

By means of this spell, the user summons up a phantom watchdog that only he can see. He may then command it to perform as guardian of a passage, room, door, or similar space or portal. The phantom watchdog immediately commences a loud barking if any creature larger than a cat approaches the place it guards. As the faithful hound is able to detect invisible creatures and ward against the approach of ethereal creatures, it is an excellent guardian. It does not react to illusions that are not at least quasi-real. If the intruding creature exposes its back to the watchdog, the dog delivers a vicious attack striking for 3D6 points of damage. It is able to hit opponents of all types, even those normally subject only to magical weapons of +3 or greater. The faithful hound cannot be attacked, but it can be dispelled.

Feather Fall

Level: 2

Range: 1 metre per 2 ME radius

Duration: 1 round per ME

Save: None

PPE: 10

When this spell is cast, the creature(s) or objects affected immediately assumes the mass of a feathery piece of dawn. Rate of falling is thus instantly changed to a mere constant 2' per second or 12' per segment, and no damage is incurred when landing when the spell is in effect. However, when the spell duration ceases, normal rate of fall occurs. The spell can be cast upon the user or some other creature or object up to the maximum range of 1" per level of experience of the spell caster. The feather fall affects an area of 1 cubic inch, and the maximum weight of creatures and/or objects cannot exceed a combined total equal to a base 2,000 gold pieces weight plus 2,000 gold pieces weight per level of the spell caster.

Feeblemind

Level: 8

Range: 1 metre per 2 ME radius

Duration: 1 round per ME

Save: Standard

PPE: 40

This spell is used against people or creatures causing the subject's intellect to degenerate to that of a moronic child. The subject remains in this state until a heal or wish spell is used to cancel the effects.

Find Familiar

Level: 2

Range: N/a

Duration: Permanent

Save: None

PPE: 10

A familiar is of certain benefit to a caster as the creature adds to the spell caster's hit points, it conveys its sensory powers to its master, and it can converse with and will serve as a guard/scout/spy as

well. However the user has no control over what sort of creature will answer the summoning, or if any at all will come, and the power of the conjuration is such that it can be attempted but once per year. The user has absolutely no control over what sort of a creature appears to become his or her familiar. This will be determined on the table below:

Roll D20 Familiar Sensory Powers

1-4 Cat - excellent night vision & superior hearing

5-7 Crow or Hawk - very superior distance vision

8-10 Owl - screech night vision equals human daylight visual ability, superior hearing

11-13 Toad - wide angle vision

14-16 Weasel - superior hearing & very superior olfactory power

17-18 Imp

19-20 Quasit

Normal familiars have 2-4 hit points and AR of 7 (due to size, speed, etc.). Each is abnormally intelligent and totally faithful to the magic-user whose familiar it becomes. The number of the familiar's hit points is added to the hit point total of the magic-user when it is within 12" of its master, but if the familiar should ever be killed, the magic-user will permanently lose double that number of hit points. A familiar will fight for the life of the user it serves only in a life and death situation, and imps and quasits will be 90% likely not to do so at the risk of their own life.

Find the path

Level: 1

Range: 1 metre per ME radius

Duration: 1 minute per ME

Save: None

PPE: 5

By use of this spell, the user is enabled to find the shortest, most direct route that he is seeking, be it the way to or from or out of a locale. The locale can be outdoors or underground, a trap or even a maze spell. The spell will enable the user to select the correct direction which will eventually lead him or her to egress, the exact path to follow (or actions to take), and this knowledge will persist as long as the spell lasts.

Find Traps

Level: 1

Range: 1 metre per ME radius

Duration: 1 round per ME

Save: None

PPE: 5

When a user casts a find traps spell, all traps concealed normally or magically of magical or mechanical nature become visible to him or her.

Fire Seeds

Level: 6

Range: Touch

Duration: Until thrown

Save: None

PPE: 30

This spell can be cast to transform up to 1 acorn per ME into special grenade like missiles that can be hurled. An attack roll is required to strike the target, and proficiency penalties are added. Each acorn burn upon striking any hard surface, causing D6 damage per 3 ME and ignite any combustible materials within a 1 metre diameter of the point of impact.

Fireball

Level: 4

Range: Line of sight

Duration: Instant

Save: Standard

PPE: 20 +10 for each additional D6 damage

A fireball is an explosive burst of flame which detonates with a low roar and delivers D6 damage per ME of the caster plus and additional D6 per 10 PPE spent. Besides causing damage to creatures, the fireball ignites all combustible materials within its burst radius, and the heat of the fireball will melt soft metals such as gold, copper, silver, etc. Items exposed to the spell's effects must be rolled for to determine if they are affected. Those who make saving throws manage to dodge, fall flat or roll aside, taking half damage each and every one within the blast area.

Fire Shield

Level: 5

Range: Self

Duration: 1 round per ME

Save: None

PPE: 25

By casting this spell the user appears to immolate himself or herself, but the flames are thin and wispy, shedding light equal only to half that of a normal torch (15' radius of dim light). Any creature striking the spell caster with body or hand-held weapons will inflict normal damage upon the user, but the attacker will take double the amount of damage so inflicted. The flames are hot, and any cold-based attacks will be saved against at -2 on the dice, and either half normal damage or no damage will be sustained.

Firestorm/ Firequench

Level: 8

Range: 1 metre per ME radius

Duration: Instant

Save: Standard

PPE: 40

When a fire storm spell is cast, the whole area is shot through with sheets of

roaring flame that equal a wall of fire spell in effect. Creatures within the area of fire and 10 feet or less from the edge of the affected area receive D8 per ME damage. Creatures that roll successful saving throws vs. spell suffer only one-half damage. The reverse spell, fire quench, smothers twice the area of effect of a fire storm with respect to normal fires, and the normal area of effect with respect to magical fires.

Fire Trap

Level: 6 Range: 1 metre per 2 ME radius

Duration: 1 round per ME

Save: Standard

PPE: 30

Any closable item (book, box, bottle, chest, coffer, coffin, door, drawer, and so forth) is affected by a fire trap spell, but the item so trapped cannot have a second spell such as hold portal or wizard lock placed upon it. A knock spell will not affect a fire trap in any way as soon as the offending party enters/touches, the trap will discharge. The caster can use the trapped object without discharging it. When the trap is discharged there will be an explosion and all creatures within this area must make saving throws versus magic. Damage is D4 per 2 ME.

Flame Arrow

Level: 2

Range: Touch

Duration: 1 round per ME

Save: None

PPE: 10

Once the user has cast this spell, he is able to touch one arrow or crossbow bolt (quarrel) per segment for the duration of the flame arrow. Each such missile so touched becomes magic, although it gains no bonuses "to hit". Fiery missiles

inflict normal damage +1 per ME of fire damage.

Flame Strike

Level: 5

Range: 1 metre per ME radius

Duration: 1 round per ME

Save: Standard

PPE: 25

When the user calls down a flame strike spell, a column of fire roars downward in the exact location called for by the caster. If any creature is within the area of effect of a flame strike, it must make a saving throw. Failure to make the save means the creature has sustained D8 per ME of damage; otherwise it takes half damage.

Flight

Level: 1

Range: Self

Duration: 1 minute per ME

Save: None

PPE: 5

This spell enables the user to bestow the power of magical flight. The creature affected is able to move vertically and/or horizontally at a rate of SPD 1 per ME (half that if ascending, twice that if descending in a dive).

Floating Disc

Level: 2

Range: 1 metre per 2 ME radius

Duration: 1 round per ME

Save: None

PPE: 10

With this spell, the caster creates the circular plane of null-gravity which is concave, 3' in diameter, and holds 1,000 gold coin weight per ME of the user casting the spell. The disc floats at approximately 3' above the ground at all times and remains level likewise. It maintains a constant interval of 6'

between itself and the magic-user if unbidden. It will otherwise move within its range, as well as along with him at a rate of 6", at the command of the user. If the spell caster moves beyond range, or if the spell duration expires, the floating disc winks out of existence and whatever it was supporting is precipitated to the surface beneath it.

Fool's Gold

Level: 1

Range: 1 metre per ME radius

Duration: 1 round per ME

Save: Standard

PPE: 5

Copper coins can temporarily be changed to gold pieces, or brass items turned to solid gold for the spell duration by means of this dweomer. Any creature viewing fools gold is entitled to a saving throw which must be equal to or less than its intelligence score, but for every level of the user the creature must add 1 to his dice score, so it becomes unlikely that fools gold will be detected if it was created by a high level caster.

Forbiddance

Level: 1

Range: 1 metre per ME radius

Duration: 1 round per ME

Save: Standard

PPE: 5

This spell can be used to secure a consecrated area. The spell seals the area from teleportation, plane shifting, and ethereal penetration. At the option of the caster, the ward can be locked by a password, in which case it can be entered only by those speaking the proper words. Otherwise, the effect on those entering the enchanted area is based on their alignment, relative to the caster's. The most severe penalty is used.

Alignment identical: No effect. If password locked, cannot enter area unless password is known (no saving throw).

Alignment different with respect to law and chaos: Save vs. spell to enter the area; if failed, suffer D6 points of damage per 5 ME. If password locked, cannot enter unless password is known. Alignment different with respect to good and evil: Save vs. spell to enter this area; if failed, suffer D6 points of damage per 4 ME. If word locked, cannot enter unless password is known. The attempt does cause damage if the save is failed. Once a saving throw is failed, an intruder cannot enter the forbidden area until the spell ceases. The ward cannot be dispelled by a caster of lesser level than the one who established it. Intruders who enter by rolling successful saving throws feel uneasy and tense, despite their success.

Force Cage

Level: 4

Range: 1 metre per 2 ME radius

Duration: 1 round per ME

Save: Standard

PPE: 20

This powerful spell enables the caster to bring into being a cube of force, but it does not have solid walls of force; it has alternating bands of force with 1/2-inch gaps between. Thus, it is truly a cage rather than an enclosed space with solid walls. Creatures within the area of effect of the spell are caught and contained unless they are able to pass through the openings and of course all spells and breath weapons can pass through the gaps in the bars of force of the forcecage. A creature with magic resistance has a single attempt to pass through the walls of the cage. If the resistance check is successful, the

creature escapes. If it fails, then the creature is caged. Note that a successful check does not destroy the cage, nor does it enable other creatures (save familiars) to flee with the escaping creature. The forcecage is also unlike the solid-walled protective device, cube of force, in that it can be gotten rid of only by means of a dispel magic spell or by the expiration of the spell.

Forget

Level: 5

Range: 1 metre per 2 ME radius

Duration: Permanent

Save: Standard

PPE: 30

By means of this dweomer the caster causes creatures within the area of effect to forget the events of the previous round (1 minute of time previous to the utterance of the spell). For every 3 ME of the spell caster another minute of past time is forgotten. Naturally, forget in no way negates any charm, suggestions, geases, quests, or similar spells, but it is possible that the creature who caused such magic to be placed upon the victim of a forget spell could be forgotten by this means. A heal or restoration spell, specially cast for this purpose, will restore the lost memories, as will a wish, but other means will not serve to do so.

Freezing Sphere

Level: 8

Range: 1 metre per 2 ME radius

Duration: 1 round per ME

Save: Standard

PPE: 40

Freezing Sphere is a multi-purpose dweomer of considerable power. If the caster opts, he may create a globe of matter at absolute zero temperature which spreads upon contact with water

or liquid which is principally composed of water, so as to freeze it to a depth of 6 inches over an area equal to 10 square metres per ME of the user casting the spell. The spell can also be used as a thin ray of cold which springs from the caster's hand and inflicts 4 hit points of damage per ME of the caster upon the creature struck, with a saving throw versus magic applicable, and all damage negated if it is successful (as the ray is so narrow a save indicates it missed), but the path of the ray being plotted to its full distance, as anything else in its path must save (if applicable) or take appropriate damage.

Gate

Level: 8

Range: 1 metre per 2 ME radius

Duration: 1 round per ME

Save: None

PPE: 40

The casting of a gate spell has two effects: first, it causes an ultra-dimensional connection between the plane of existence the caster is on and that plane on which dwells a specific being of great power, the result enabling the being to merely step through the gate, or portal, from its plane to that of the user; second, the utterance of the spell attracts the attention of the dweller on the other plane. When casting the spell, the user must name the demon, devil, demi-god, god, or similar being he desires to make use of the gate and come to the cleric's aid. There is a 100% certainty that something will step through the gate. The actions of the being which comes through will depend on many factors, including the alignment of the user, the nature of those in company with him or her, and who or what opposes or threatens the caster. The being gated in will either return

immediately (very unlikely) or remain to take action.

Glasee

Level: 1

Range: 1 metre per 2 ME radius

Duration: 1 round per ME

Save: None

PPE: 5

By means of this spell the user is able to make a section of metal, stone or wood as transparent as glass to his gaze, or even make it into transparent material up to 1 metre thick.

Glyph of Warding

Level: 8

Range: 1 metre x 1 metre radius per 3 ME

Duration: 1 round per 2 ME

Save: Standard

PPE: 40

A glyph of warding is a powerful inscription magically drawn to prevent unauthorized or hostile creatures from passing, entering, or opening. It can be used to guard a small bridge, ward an entry, or as a trap on a chest or box. For every square metre of area to be protected, 1 segment of time is required to trace the warding lines from the glyph, plus the initial segment during which the sigil itself is traced. When the spell is completed the glyph and tracery become invisible, but any creature touching the protected area without first speaking the name of the glyph to serve as a ward will be subject to the magic it stores. Saving throws apply, and will either reduce effects by one-half or negate them according to the glyph employed. Typical glyphs shock for 2 points of electrical damage per ME of the spell caster, explode for a like amount of fire damage, paralyze, blind, or even drain a life energy level.

Grease

Level: 1

Range: 1 metre per 2 ME radius

Duration: 1 round per ME

Save: Standard

PPE: 5

A grease spell covers a material surface with a slippery layer of a fatty, greasy nature. Any creature entering the area or caught in it when the spell is cast must save vs. spell or slip, skid, and fall.

Those who successfully save can reach the nearest nongreased surface by the end of the round. Those who remain in the area are allowed a saving throw each round until they escape the area. If the initial saving throw is failed, the creature immediately drops the item. A saving throw must be made each round the creature attempts to use the greased item. The caster can end the effect with a single utterance; otherwise it lasts for three rounds plus one round per level.

Guards and Wards

Level: 9

Range: 1 metre per ME radius

Duration: 1 hour per ME

Save: Standard

PPE: 50

This special and powerful spell is primarily used to defend the user's stronghold. The following take place in the area of effect upon casting of the spell:

1. All corridors become misty, and visibility is reduced to 10'.
2. All doors are wizard locked.
3. One door per level of experience of the magic-user is covered by an illusion as if it were a plain wall.
4. Stairs are filled with webs from top to bottom.
5. Where there are choices in direction - such as a cross or side passage - a minor confusion-type spell functions so as to

make it 50% probable that intruders will believe they are going in the exact opposite direction.

6. The whole area radiates magic.

7. The magic-user can place one of the following additional magics:

A. Dancing lights in four corridors, or

8. Magic mouths in two places, or

C. Stinking Clouds in two places, or

D. Gust of wind in one corridor or room, or

E. Suggestion in one place.

Note that items 3 and 7 function only when the magic-user is totally familiar with the area of the spell's effect. Dispel magic can remove one effect, at random, per casting of a dispel. A remove curse will not work.

Gust of Wind

Level: 3

Range: 1 metre x 1 metre per 3 ME

Duration: 1 round per ME

Save: Standard

PPE: 15

When this spell is cast, a strong puff of air originates from the user and moves in the direction he is facing. The force of this gust of wind is sufficient to extinguish candles, torches, and similar unprotected flames. It will cause protected flames such as those of lanterns to wildly dance and extinguish. It will also fan large fires outwards 1' to 6' in the direction of the wind's movement. It will force back small flying creatures 1" to 6" and cause man-sized ones to be held motionless if attempting to move into its force, and similarly slow large flying creatures by 50% for 1 round. It will blow over light objects.

Haste

Level: 5

Range: Self or touch

Duration: 1 round per ME

Save: Standard

PPE: 25

When this spell is cast, affected creatures function at double their normal movement and attack rates. Thus, a creature moving at 6" and attacking 1 time per round would move at 12" and attack 2 times per round. Note that this spell negates the effects of a slow spell (see hereafter).

Heal/Harm

Level: 8

Range: N/a

Duration: Instant

Save: None

PPE: 40

The very potent heal spell enables the user to wipe away disease and injury in the creature who receives the benefits of the spell. It will completely cure any and all diseases and/or blindness of the recipient and heal all hit points of damage suffered due to wounds or injury. It dispels the feeblemind spell. Naturally, the effects can be negated by later wounds, injuries, and diseases. The reverse, harm, infects the victim with a disease and causes loss of all hit points, as damage, leaving only 1%, if a successful touch is inflicted.

Heroes Feast

Level: 10

Range: 1 metre per 2 ME radius

Duration: Until consumed

Save: None

PPE: 50

This spell enables the caster to bring forth a great feast that serves as many creatures as the priest has levels of experience. The spell creates a magnificent table, chairs, service, and all the necessary food and drink. The feast takes one full hour to consume, and the

beneficial effects do not set in until after this hour is over. Those partaking of the feast are cured of all diseases, are immune to poison for 12 hours, and are healed of D4 points of damage per ME after imbibing the nectar like beverage that is part of the feast. The ambrosia like food that is consumed is equal to a bless spell that lasts for 12 hours. Also, during this same period, the people who consumed the feast are immune to fear, hopelessness, and panic. If the feast is interrupted for any reason, the spell is ruined and all effects of the spell are negated.

Hold Person

Level: 5

Range: 1 metre per 2 ME radius

Duration: 1 round per 2 ME

Save: Standard

PPE: 25

This spell holds immobile, and freezes in places 1 humans or humanoid creatures per 3 ME. Persons making their saving throws are totally unaffected by the spell.

Hold Portal

Level: 1

Range: 1 metre per 2 ME radius

Duration: 1 round per ME

Save: Standard

PPE: 5

This spell magically bars a door, gate or valve of wood, metal or stone. The magical closure holds the portal fast just as if it were securely stopped and locked. Note that any extra-dimensional creature will shatter, such a held portal. A user of four or more experience levels higher than the spell caster can open the held portal at will. A knock spell or dispel magic spell will negate the hold portal. Held portals can be broken or battered down.

Ice Storm

Level: 7

Range: 1 metre per 2 ME radius

Duration: 1 round per ME

Save: None

PPE: 35

When this spell is cast, the user causes either great hail stones to pound down in an area and inflict from D6 hit points of damage per 3 ME on any creatures within the area of effect; or the ice storm can be made to cause driving sleet and both blind creatures within its area of effect for the duration of the spell and cause the ground in the area to be icy, thus slowing movement within by 50% and making it 50% probable that a moving creature will slip and fall when trying to move.

Identify

Level: 1

Range: Touch

Duration: 1 round per ME

Save: None

PPE: 5

When an identify spell is cost, an item may be touched and handled by the user in order that he may possibly find what dweomer it possesses. The item in question must be held or worn as would be normal for any such object, i.e. a bracelet must be placed on the spell caster's wrist, a helm on his or her head, boots on the feet, a cloak worn, a dagger held, and so on. If it has charges, the object will reveal the exact number.

Imprisonment/ Freedom

Level: 10

Range: Touch

Duration: 1 day per ME

Save: Standard

PPE: 50 +10 per each additional day

When an imprisonment spell is cast and the victim is touched, the recipient is

entombed in a state of suspended animation in a small sphere far below the surface of the earth. The reverse (freedom) spell will cause the appearance of the victim at the spot he, she or it was entombed and sunk into the earth. The spell only works if the name and background of the victim are known.

Incendiary Cloud

Level: 10

Range: 1 metre x 1 metre per 2 ME radius

Duration: 1 round per ME

Save: Standard

PPE: 50

This dense vapour cloud billows forth, and on the 3rd round of its existence it begins to flame, causing D4 hit point per ME of the user who cast it for each round that the victim is in it. Any successive rounds of existence are simply harmless smoke which obscures vision within its confines.

Infravision

Level: 1

Range: Self

Duration: 1 round per ME

Save: None

PPE: 5

By means of this spell the user enables the recipient of infravision to see light in the infrared spectrum. Thus, differences in heat wave radiations can be seen up to 6". Note that strong sources of infrared radiation (fire, lanterns, torches, etc.) tend to blind or cast "shadows" just as such light does with respect to normal vision, so the infravision is affected and does not function efficiently in the presence of such heat sources.

Insect Plague

Level: 7

Range: 1 metre radius per ME

Duration: 1 round per ME

Save: None

PPE: 35

When this spell is cast a horde of creeping, hopping, and flying insects swarm in a thick cloud. These insects obscure vision, limiting it to 3". Creatures within the insect plague sustain 1 hit point of damage for each melee round they remain in it due to the bites and stings of the insects, regardless of armour class. The referee will cause all creatures with fewer than five hit dice to check morale. Creatures with two or fewer hit dice will automatically move at their fastest possible speed in a straight line in a random direction until they are not less than 24" distant from the cloud of insects. Creatures with fewer than five hit dice which fail their morale check will behave likewise. Heavy smoke will drive off insects within its bounds. Fire will also drive insects away; a wall of fire in a ring shape will keep the insect plague outside its confines, but a fire ball will simply clear insects from its blast area for 1 turn. Lightning and cold/ice act likewise. The insects swarm in an area which centres around a summoning point determined by the spell caster, which point can be up to 36" distant.

Invisibility

Level: 6

Range: 1 metre per 2 ME radius

Duration: 1 round per ME

Save: Standard

PPE: 30

This spell causes the recipient to vanish from sight and not be detectable by normal vision or even infravision. Of course, the invisible creature is not magically silenced with respect to noises normal to it. The spell remains in effect until it is magically broken or dispelled, or the user or the other recipient cancels

it or until he, she or it attacks any creature. Thus, the spell caster or recipient could open doors, talk, eat, climb stairs, etc., but if any form of attack is made, the invisible creature immediately becomes visible, although this will allow the first attack by the creature because of the former invisibility. Even the allies of the spell recipient cannot see the invisible creature, or his, her or its gear, unless these allies can normally see invisible things or employ magic to do so.

Jump

Level: 1

Range: 1 metre per 2 ME radius

Duration: 1 round per ME

Save: None

PPE: 5

When this spell is cast, the individual is empowered to leap up to 1 metre per ME forward or 1 metre per 2 ME straight upward.

Knock

Level: 1

Range: 1 metre per 2 ME radius

Duration: 1 round per ME

Save: None

PPE: 5

The knock spell will open stuck or held or wizardlocked doors. It will also open barred or otherwise locked doors. It causes secret doors to open. The knock spell will also open locked or trick-opening boxes or chests. It will loose shackles or chains as well. If it is used to open a wizard-locked door, the knock does not remove the former spell, but it simply suspends its functioning for 1 turn. In all other cases the knock will permanently open locks or welds although the former could be closed and locked again thereafter. It will not raise bars or similar impediments (such as a

portcullis). The spell will perform two functions, but if a door is locked, barred, and held, opening it will require two knock spells.

Levitate

Level: 3

Range: 1 metre per 2 ME radius

Duration: 1 round per ME

Save: Standard

PPE: 15

When a levitate spell is cast, the user can place it upon his or her person, or upon some other creature, subject to a maximum weight limit of 1,000 gold pieces equivalence per ME. If the spell is cast upon the person of the he can move vertically at a rate of 20' per round. If cast upon another creature, the magic-user can levitate it at a maximum vertical movement of 10' per round.

Horizontal movement is not empowered by this spell, but the recipient could push along the face of a cliff, for example, to move laterally. The spell caster can cancel the spell as desired. If the recipient of the spell is unwilling, that creature is entitled to a saving throw to determine if the levitate spell affects it.

Light/Dark

Level: 1

Range: Line of sight

Duration: 1 round per ME

Save: None

PPE: 5

This spell causes excitation of molecules so as to make them brightly luminous. The light thus caused is equal to torch light in brightness. The light spell is reversible, causing darkness in the same area and under the same conditions, except the blackness persists for only one-half the duration that light would last.

Lightning Bolt

Level: 4

Range: 1 metre per ME radius

Duration: Instant

Save: Standard

PPE: 20

Upon casting this spell the user releases a powerful stroke of electrical energy which causes damage equal to D6 per ME of the caster to creatures within its area of effect, or 50% of such damage to such creatures which successfully save versus the attack form. The lightning bolt will set fire to combustibles, sunder wooden doors, splinter up to 1' thickness of stone, and melt metals with a low melting point (lead, gold, copper, silver, bronze). Saving throws must be made for objects which withstand the full force of a stroke (cf. fireball). The area of the lightning bolt's effect is determined by the spell caster, just as its distance is. The stroke can be either a forking bolt 1" wide and 4" long, or a single bolt 1/2" wide and 8" long. If the full length of the stroke is not possible due to the interposition of non-conducting barrier (such as a stone wall), the lightning bolt will double and rebound towards its caster, its length being the normal total from beginning to end of stroke, damage caused to interposing barriers notwithstanding.

Locate/Obscure Object

Level: 1

Range: 1 metre per ME radius

Duration: 1 round per ME

Save: None

PPE: 5

This spell aids in location of a known or familiar object. The user casts the spell, slowly turns, and knows when he is facing in the direction of the object to be located, provided the object is within range. The spell will locate such objects

as apparel, jewellery, furniture, tools, weapons, or even a ladder or stairway. By reversal (obscure object), the user is able to hide an object from location by spell, crystal ball, or similar means. Neither application of the spell will affect a living creature.

Lower/Raise Water

Level: 3

Range: 1 metre radius per ME

Duration: 1 round per ME

Save: None

PPE: 15

The user casting a lower water spell causes water or similar fluid in the area of effect to sink away. Lowering is 5% of original effect for every ME of the caster. The reverse of the spell causes the water or similar fluid to return to its normal highest level.

Magic Missile

Level: 2

Range: Line of sight

Duration: Instant

Save: Standard

PPE: 10 +10 per additional missile

Use of the magic missile spell creates one magical missile which darts forth from the caster's fingertip and unerringly strikes its target. Each missile does D6 of damage per 2 ME. +1 missile per additional 10 PPE spent.

Magic Mouth

Level: 1

Range: 1 metre per ME

Duration: 1 day per ME

Save: None

PPE: 5

When this spell is cast the user empowers the chosen object with an enchanted mouth which suddenly appears and speaks the message which the spell caster imparted upon the

occurrence of a specified event. The magic mouth can speak any message of 2 words per ME or less in a language known by the spell caster, over a 1 turn period from start to finish. It cannot speak magic spells. The mouth moves to the words articulated, so if it is placed upon a statue, for example, the mouth of the statue would actually move and appear to speak. Of course, the magic mouth can be placed upon a tree, rock, door or any other object excluding intelligent members of the animal or vegetable kingdoms. The spell will function upon specific occurrence according to the command of the spell caster.

Mending

Level: 3

Range: 1 metre per 2 ME radius

Duration: Permanent

Save: None

PPE: 15

This spell repairs small breaks in objects. It will weld a broken ring, chain link, medallion or slender dagger, providing but one break exists. Ceramic or wooden objects with multiple breaks can be invisibly rejoined to be as strong as new. A hole in a leather sack or wineskin is completely healed over by a mending spell. This spell will not repair magic items of any kind.

Message

Level: 1

Range: Line of sight

Duration: Instant

Save: None

PPE: 5

When this spell is cast the user can whisper a message and secretly, or openly, point his or her finger while so doing, and the whispered message will travel in a straight line and be audible to

the creature pointed at. The message must fit spell duration, and if there is time remaining, the creature who received the message can whisper a reply and be heard by the spell caster. Note that there must be an open and unobstructed path between the spell caster and the recipient of the spell.

Meteor Swarm

Level: 9

Range: 1 metre per ME

Duration: 1 round per ME

Save: Standard

PPE: 50

A meteor swarm is a very powerful and spectacular spell which is similar to a fireball in many aspects. When it is cast, 1 sphere per 2 ME spring from the outstretched hand of the user and streak in a straight line up to the distance demanded by the spell caster, up to the maximum range. Any creature in the straight line path of these missiles will receive the full effect of the missile, or missiles, without benefit of a saving throw. The "meteor" missiles leave a fiery trail of sparks, and each bursts as a fireball. The spheres each do D4 per 3 ME bursting in a diamond or box pattern. Each has a half a metre per ME diameter area of effect. A saving throw for each area of effect will indicate whether full hit points of damage, or half the indicated amount of damage, will be sustained by creatures within each area.

Mind Blank

Level: 8

Range: Self or touch

Duration: 1 round per ME

Save: Standard

PPE: 40

When the very powerful mind blank spell is cast, the recipient is totally protected from all devices and/or spells

which detect, influence, or read emotions and/or thoughts. Cloaking protection also extends to prevention of discovery or information gathering by crystal balls or other scrying devices, clairaudience, clairvoyance, communing, contacting other planes, or wish-related methods (wishing, limited wish, alter reality).

Mirror Image

Level: 6

Range: 1 metre per 2 ME radius

Duration: 1 round per ME

Save: None

PPE: 30 +10 per additional image

When a mirror image spell is invoked the spell caster causes from 1 exact duplicates of himself per 4 ME to come into being around his person. These images do exactly what the user does, and as the spell causes a blurring and slight distortion when it is effected, it is impossible for opponents to be certain which are the phantasms and which is the actual user. When an image is struck by a weapon, magical or otherwise, it disappears, but any other existing images remain intact until struck. The images seem to shift from round to round, so that if the actual user is struck during one round, he cannot be picked out from amongst his or her images the next. At the expiration of the spell duration all images wink out.

Neutralize/ Cause Poison

Level: 8

Range: Touch

Duration: Instant

Save: None

PPE: 40

By means of a neutralize poison spell, the user detoxifies any sort of venom in the creature or substance touched. Effects of the spell are permanent only

with respect to poison existing in the touched creature at the time of the touch, i.e. creatures (or objects) which generate new poison will not be permanently detoxified. The reversed spell poison, likewise requires an attack (a "to hit" touch which succeeds), and the victim is allowed a saving throw versus poison. If the latter is unsuccessful, the victim is killed by the poison.

Passwall

Level: 8

Range: 1 metre per 2 ME radius

Duration: 1 round per ME

Save: Standard

PPE: 40

A passwall enables the spell caster to open a passage through wooden, plaster, or stone walls; thus he and any associates can simply walk through. The spell causes a 2 metre wide by 4 metre high by 10 metre deep opening. Note several of these spells will form a continuing passage so that very thick walls can be pierced.

Permanency

Level: 10

Range: 1 metre per ME radius

Duration: Permanent

Save: None

PPE: 50

This spell affects the duration of certain other spells, making the duration permanent.

Plane Shift

Level: 10

Range: Self or touch

Duration: Instant

Save: Standard

PPE: 50

When the plane shift spell is cast, the user moves himself or some other creature to another plane of existence.

The recipient of the spell will remain in the new plane until sent forth by some like means. If several persons link hands in a circle, up to 1 person per ME can be affected by the plane shift at the same time. An unwilling victim must be touched in order to be sent thusly; and in addition, the creature also is allowed a saving throw, and if the latter is successful the effect of the spell is negated.

Polymorph Other

Level: 9

Range: Touch

Duration: 1 round per ME

Save: Standard

PPE: 50

The polymorph other spell is a powerful magic which completely alters the form and ability, and possibly the personality and mentality, of the recipient. It then acquires all of the form and abilities of the creature it has been polymorphed into.

Polymorph Self

Level: 9

Range: Self

Duration: 1 round per ME

Save: None

PPE: 50

When this spell is cast the user is able to assume the form of any creature from as small as a wren to as large as a hippopotamus and its form of locomotion as well. The spell does not give the other abilities (attack, magic, etc.) nor does it run the risk of changing personality and mentality. Thus, a user changed to an owl could fly, but his or her vision would be human; a change to a black pudding would enable movement under doors or along halls and ceilings, but not the pudding's offensive or defensive capabilities. Naturally, the

strength of the new form must be sufficient to allow normal movement. The spell caster can change his or her form as often as desired, the change requiring only 5 segments.

Protection from Missiles

Level: 9

Range: Self or touch

Duration: 1 round per ME

Save: None

PPE: 50

By means of this spell the user bestows total invulnerability to hurled and projected missiles such as arrows, axes, bolts, javelins, small stones and spears. Furthermore it causes a reduction of 1 from each die of damage inflicted by large and/or magical missiles such as ballista missiles, catapult stones, and magical arrows, bolts, javelins, etc. Note however that this spell does not convey any protection from such magical attacks as fireballs, lightning bolts, or magic missiles.

Purify/Putrefy Food and Drink

Level: 7

Range: 1 cubic metre per 3 ME diameter

Duration: Instant

Save: None

PPE: 35

When cast the spell will make spoiled, rotten, poisonous or otherwise contaminated food and/or water pure and suitable for eating and/or drinking. Up to 1 cubic foot of food and/or drink can be thus made suitable for consumption. The reverse of the spell putrefies food and drink, even spoiling holy water. Unholy water is spoiled by purify water.

Quest

Level: 10

Range: Touch

Duration: 1 week per ME

Save: None

PPE: 50 +10 per additional week

The quest spell enables the caster to require the affected creature to perform a service and return to the caster with proof that the deed was accomplished. The quest can, for example, require that the creature locate and return some important or valuable object, rescue a notable person, release some creature, capture a stronghold, slay a person, deliver some item, and so forth. If the quest is not properly followed, due to disregard, delay, or perversion, the creature affected by the spell loses 1 from its saving throw rolls for each day of such action. This penalty is not removed until the quest is properly pursued or the caster cancels it. There are certain circumstances that will temporarily suspend a quest, and others that will discharge or cancel it. If cast upon an unwilling subject, the victim is allowed a saving throw.

However if the person quested agrees to a task, even if the agreement is gained by force or trickery, no saving throw is allowed. If a quest is just and deserved, a creature of the caster's religion cannot avoid it, and any mature of the caster's alignment saves with a -4 penalty to the saving throw, in any case. A quest cannot be dispelled but can be removed by a priest of the same religion or of higher level than the caster. Some artifacts and relics might negate the spell, as can direct intervention by a deity. Likewise, an unjust or undeserved quest grants bonuses to its saving throws, or might even automatically fail.

Raise Dead

Level: 9

Range: Touch

Duration: Instant

Save: None

PPE: 50 +10 per additional week

When the user casts a raise dead spell he can restore life. The length of time which the person has been dead is of importance, as the caster can raise dead persons only up to a certain point, the limit being 1 week per ME. Note that the body of the person must be whole, or otherwise missing parts will still be missing when the person is brought back to life. Furthermore, the raised person is weak and helpless in any event, and he will need one full day of rest in bed for each day he was dead.

Ray of Enfeeblement

Level: 10

Range: 1 metre per ME

Duration: 1 round per ME

Save: Standard

PPE: 50

By means of a ray of enfeeblement a user weakens an opponent, reducing strength and attacks which rely upon it to 1.

Read/ Unreadable Magic

Level: 1

Range: Touch

Duration: 1 hour per ME

Save: None

PPE: 5

By means of a read magic spell the user is able to read magical inscriptions on objects like books, scrolls, weapons and the like which would otherwise be totally unintelligible to him or her. (The personal books of the magic-user, and works already magically read, are intelligible.) This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a curse scroll. Furthermore, once the spell is cast and the user has read the magical inscription, he is thereafter able to read that particular writing without

recourse to the use of the read magic spell. The reverse of the spell, unreadable magic, makes such writing completely unreadable to any creature, even with the aid of a read magic, until the spell wears off or the magic is dispelled.

Regenerate

Level: 10
Range: Touch
Duration: Instant
Save: None
PPE: 50

When a regenerate spell is cast, body members (fingers, toes, hands, feet, arms, legs, tails, or even the heads of multi-headed creatures), bones, or organs will grow back. The process of regeneration requires but 1 round if the member(s) severed is (are) present and touching the creature, D8 turns otherwise.

Remove/Cause Curse

Level: 10
Range: Touch
Duration: Permanent
Save: Standard
PPE: 50

Upon casting this spell the user is usually able to remove a curse whether it be on an object, a person, or in the form of some undesired sending or evil presence. Note that the remove curse spell will not affect a cursed shield, weapon or suit of armour, for example, although the spell will typically enable the person afflicted with any such cursed item to be rid of it. The reverse of the spell bestow curse lowers one ability of the victim to 3 (your GM will determine which by random selection); reduce the victim's "to hit" and saving throw by -4; make the victim to drop whatever he is holding. It is possible to devise his own

curse, and it should be similar in power to those shown.

Remove/Cause Fear

Level: 8
Range: Touch
Duration: Instant
Save: None
PPE: 40

By touch the user instills courage in the spell recipient removing any magically or otherwise induced fear. The reverse of the spell, cause fear, causes the victim to flee in panic at maximum movement speed away from the caster for 1 round per ME of the caster causing such fear. Of course, cause fear can be countered by remove fear and vice versa.

Resist Cold

Level: 6
Range: Self or touch
Duration: 1 round per ME
Save: None
PPE: 30

When this spell is placed on a creature it's body is inured to cold. The recipient can stand zero degrees Celsius without discomfort, even totally nude. Any damage sustained is one-quarter of damage normal from that attack form.

Resist Fire

Level: 6
Range: Self or touch
Duration: 4 rounds per 5 ME
Save: None
PPE: 30

When this spell is placed upon a creature it's body is toughened to withstand heat, and boiling temperature is comfortable. The recipient of the resist fire spell can even stand in the midst of very hot or magical fires such as those produced by red-hot charcoal, a large amount of burning oil, flaming swords, fire storms,

fire balls, meteor swarms, or red dragon's breath -but these will affect the creature, to some extent. The recipient of the spell gains a bonus of +3 on saving throws against such attack forms, and all damage sustained is reduced by 50%; therefore, if the saving throw is not made, the creature sustains one-half damage, and if the saving throw is made only one-quarter damage is sustained. Resistance to fire lasts for 1 turn for each level of experience of the cleric placing the spell.

Sanctuary

Level: 10
Range: 1 metre per ME radius
Duration: 1 round per ME
Save: None
PPE: 50

When the user casts a sanctuary spell no magic will function within its sphere of influence. Note that this spell does not prevent the operation of area attack magic from outside (fireball, ice storm, etc.).

Shatter

Level: 8
Range: Touch
Duration: Instant
Save: None
PPE: 40

The shatter spell affects non-magical objects of crystal, glass, ceramic, or porcelain such as vials, bottles, flasks, jugs, windows, mirrors, etc. Such objects are shattered into dozens of pieces by the spell. The object can be no larger than 30 cubic centimetres per ME.

Shield

Level: 3
Range: Self
Duration: 1 round per ME
Save: None

PPE: 15

When this spell is cast, an invisible shield manifests itself on an arm of the caster's choice. This shield will totally negate any magic and non magic attacks which strike it. It provides the equivalent protection of AR 18.

Shocking Grasp

Level: 2
Range: Touch
Duration: 1 round per ME
Save: Standard
PPE: 10

When the user casts this spell, he develops a powerful electrical charge which gives a jolt to the creature touched. The shocking grasp delivers D8 damage +1 per ME.

Shout

Level: 2
Range: Self or touch
Duration: 1 round per ME
Save: Standard
PPE: 10

When a shout spell is cast, the user gives himself tremendous vocal powers. The caster can emit an ear-splitting noise that has a principal effect in a cone shape radiating from his mouth to a point 30 feet away. Any creature within this area is deafened for 2D6 rounds and suffers 2D6 points of damage. A successful saving throw vs. spell negates the deafness and reduces the damage by half. Any exposed brittle or crystal substance subject to sonic vibrations is shattered by a shout, while those brittle objects in the possession of a creature receive the creature's saving throw. The shout spell cannot penetrate the silence spell.

Silence

Level: 3

Range: 1 metre per ME radius

Duration: 1 round per ME

Save: Standard

PPE: 15

Upon casting this spell, complete silence prevails in the area of its effect. All sound is stopped, so all conversation is impossible, spells cannot be cast, and no noise whatsoever issues forth. The spell can be cast into the air or upon an object. The spell can be cast upon a creature, and the effect will then radiate from the creature and move as it moves. If the creature is unwilling, it saves against the spell.

Sleep

Level: 5

Range: 1 metre per 2 ME radius

Duration: 1 round per ME

Save: Standard

PPE: 25

When a user casts a sleep spell, he will usually cause a comatose slumber to come upon one or more creatures.

Awakening requires 1 complete melee round.

Slow

Level: 5

Range: Self or touch

Duration: 1 round per ME

Save: Standard

PPE: 25

A slow spell causes affected creatures to move and attack at one-half of the normal or current rate. Thus, it negates a haste spell, has cumulative effect if cast upon creatures already slowed, and otherwise affects magically speeded or slowed creatures. The magic will affect as many creatures as the caster has ME.

Speak with Animals

Level: 1

Range: Self or touch

Duration: 1 minute per ME

Save: None

PPE: 5

By employing this spell the user is empowered to comprehend and communicate with any animal which is not mindless. He is able to ask questions, receive answers, and generally be on amicable terms with the animal. It allows conversation only with basically normal, non fantastic creatures such as apes, bears, cats, dogs, elephants, and so on.

Speak with Dead

Level: 1

Range: Self or touch

Duration: 1 minute per ME

Save: None

PPE: 5

Upon casting a speak with the dead spell, the user is able to ask several questions of a dead creature in a set period of time and receive answers according to the knowledge of that creature.

Speak with Monsters

Level: 1

Range: Self or touch

Duration: 1 minute per ME

Save: None

PPE: 5

When cast, the speak with monsters spell enables the user to converse with any type of creature that has any form of communicative ability (including empathic, tactile, pheromonic, etc.). That is, the monster understands, in its own language or equivalent, the intent of what is said to it by the priest and vice versa. All creatures of the same type as that chosen by the user can likewise understand if they are within range. The user can speak to different types of

creatures during the spell duration, but he must speak separately to each type.

Speak with Plants

Level: 1

Range: Self or touch

Duration: 1 minute per ME

Save: None

PPE: 5

When cast a speak with plants spell enables the user to converse, in very rudimentary terms, with all sorts of living vegetables. He can question plants as to whether or not creatures have passed through them, cause thickets to part to enable easy passage, require vines to entangle pursuers, and similar things.

Spider Climb

Level: 1

Range: Self or touch

Duration: 1 round per ME

Save: None

PPE: 5

A spider climb spell enables the recipient to climb and travel upon vertical surfaces just as a giant spider is able to do, i.e. at 3" movement rate, or even hang upside down from ceilings. Note that the affected creature must have bare hands and feet in order to climb in this manner. During the course of the spell the recipient cannot handle objects which weigh less than 50 g.p., for such objects will stick to the creature's hands/feet, so a caster will find it virtually impossible to cast spells if under a spider climb dweomer.

Spiritual Hammer

Level: 5

Range: Line of sight

Duration: 1 round per ME

Save: Standard for half damage

PPE: 25

The caster brings into existence a field of force which is shaped vaguely like a hammer. This area of force is hammer-sized, and as long as the user who invoked it concentrates upon the hammer, it will strike at any opponent within its range as desired. The force area strikes as a magical weapon equal to one plus per 3 levels of experience of the spell caster for purposes of being able to strike creatures, although it has no magical plusses whatsoever "to hit", and the damage it causes when it scares a hit is D6 per 3 ME.

Sticks to Snakes/ Snakes to Sticks

Level: 4

Range: 1 metre radius per ME

Duration: 1 round per 2 ME

Save: None

PPE: 20

By means of this spell the user is able to change 1 stick to a snake for each ME. These snakes will attack as commanded by the user. There must, of course, be sticks or similar pieces of wood (such as torches, spears, etc.) to turn into snakes. Note that magical items such as staves and spears which are enchanted are not affected by the spell. Only sticks within the area of effect will be changed. The reverse changes snakes to sticks for the duration appropriate, or it negates the sticks to snakes spell.

Stinking Cloud

Level: 4

Range: 1 metre per 3 ME radius

Duration: 1 round per ME

Save: Standard

PPE: 20

When a stinking cloud is cast, the user causes a billowing mass of nauseous vapours to come into being anywhere within line of sight of his position. Any creature caught within the cloud must

save versus poison or be helpless due to nausea from 2D6 rounds. Those which make successful saving throws are helpless only for as long as they remain within the cloud, and for the round after they emerge, because of its irritating effects on visual and olfactory organs.

Stone to Flesh/ Flesh to Stone

Level: 10
Range: Touch
Duration: Instant
Save: Standard
PPE: 50

The stone to flesh spell turns any sort of stone into flesh if the recipient stone object was formerly living, it will restore life (and goods), although the survival of the creature is subject to the usual system shock survival dice roll. Any formerly living creature, regardless of size, can be thus returned to flesh. The reverse will turn flesh of any sort to stone, just as the stone to flesh spell functions. All possessions on the person of the creature likewise turn to stone.

Stonetell

Level: 1
Range: Self or touch
Duration: 1 round per ME
Save: None
PPE: 5

When the user casts a stone tell upon an area, the very stones will speak and relate to the caster who or what has touched them as well as telling what is covered, concealed, or simply behind the place they are. The stones will relate complete descriptions as required.

Strength

Level: 6
Range: Self or touch
Duration: 1 round per ME
Save: None

PPE: 30
Application of this spell increases the strength of the character by +1 per ME.

Succor

Level: 10
Range: N/a
Duration: Instant
Save: None
PPE: 50

By casting this spell the user creates a powerful magic in some specially prepared object—a string of prayer beads, a small clay tablet, an ivory baton, etc. This object radiates magic, for it contains the power to instantaneously transport its possessor to the sanctuary of the user who created its magic. Once the item is enchanted, the creator must give it willingly to an individual, at the same time informing him of a command word to be spoken when the item is to be used. To make use of the item, the recipient must speak the command word at the same time that he rends or breaks the item. When this is done, the individual and all that he is wearing and carrying (up to the maximum encumbrance limit for the character) are instantly transported just as if the individual were capable of speaking a word of recall spell. No other creatures can be affected.

Suggestion

Level: 8
Range: Hearing
Duration: 1 round per ME
Save: Standard
PPE: 40

When this spell is cast by the user, he influences the actions of the chosen recipient by utterance of a few words, phrases, or a sentence or two suggesting a course of action desirable to the caster. The creature to be influenced must, of course, be able to understand the user's

suggestion, i.e., it must be spoken in a language which the spell recipient understands. The suggestion must be worded in such a manner as to make the action sound reasonable; a request asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act will automatically negate the effect of the spell. However, a suggestion that a pool of acid was actually pure water, and a quick dip would be refreshing, is another matter; or the urging that a cessation of attack upon the user's party would benefit a red dragon, for the group could loot a rich treasure elsewhere through co-operative action, is likewise a reasonable use of the spell's power. If the recipient creature makes its saving throw, the spell has no effect. Note that a very reasonable suggestion will cause the saving throw to be made at a penalty (such as -1, -2, etc.) at the discretion of your GM. Undead are not subject to suggestion.

Sunray

Level: 5

Range: 1 metre per ME radius

Duration: 1 round per ME

Save: Standard

PPE: 25

With this spell the caster can evoke a dazzling beam of light each round in which no action other than movement is performed. The sunray is like a ray of natural (plus special) sunlight. All creatures in the area of effect must roll successful saving throws vs. spell or be blinded for D4 rounds, those using infravision at the time for 2D8 rounds. Creatures to whom sunlight is harmful or unnatural suffer permanent blindness if the saving throw is failed, and are blinded for 2D6 rounds if the saving throw is successful. Undead caught

within the sunray's area of effect receive D6 points of damage per ME. In addition, the ultraviolet light generated by the spell inflicts damage on fungoid creatures and subterranean fungi just as if they were undead.

Telekinesis

Level: 8

Range: 1 metre per ME radius

Duration: 1 round per ME

Save: Standard

PPE: 40

By means of this spell the user is able to move objects by force of will, moving them mentally. The telekinesis spell causes the desired object to move vertically or horizontally. Movement is 2" the first round, 4" the second, 8" the third, 16" the fourth, and so on, doubling each round until a maximum telekinetic movement of 1,024" per round is reached. Note that telekinesis can be used to move opponents who fall within the weight capacity of the spell, but if they are able to employ as simple a counter-measure as an enlarge spell, for example (thus making the body weight go over the maximum spell limit), it is easily countered. Likewise, ambulation or some other form of motive power if the recipient of the spell is not able to ambulate, counters the effect of telekinesis, provided the velocity has not reached 16" per round.

Teleport

Level: 9

Range: Known area or line of sight

Duration: Instant

Save: None

PPE: 50

When this spell is used the user instantly transports himself along with a certain amount of additional weight (which is upon or being touched by the caster) to a

well known destination or somewhere within line of sight. Distance is not a factor but interplane travel is not possible by means of this teleport spell. The spell caster is able to teleport a maximum weight of 10 kilograms per ME.

Timestop

Level: 10

Range: 1 metre per ME radius

Duration: 1 round per ME

Save: Standard

PPE: 50

Upon casting a time stop spell, the user causes the flow of time to stop in the area of effect, and outside this area the sphere simply seems to shimmer for an instant. During the period of spell duration, the user can move and act freely within the area where time is stopped, but all other creatures there are frozen in their actions, for they are literally between ticks of the time clock, and the spell duration is subjective to the caster. No creature can enter the area of effect without being stopped in time also, and if the user leaves it, he immediately negates the spell. When spell duration ceases, the user will again be operating in normal time.

Tongues

Level: 1

Range: Self or touch

Duration: 4 rounds per 5 ME

Save: None

PPE: 5

This spell enables the user to speak the language of any creature inside the spell area, whether it is a racial tongue or an alignment language. The reverse of the spell cancels the effect of the tongues spell or confuses verbal communication of any sort within the area of effect.

True Seeing

Level: 1

Range: Self or touch

Duration: 1 round per ME

Save: None

PPE: 5

When the caster employs this spell all things within the area of the true seeing effect appear as they actually are. Secret doors become plain. The exact location of displaced things is obvious. Invisible things and those which are astral or ethereal become quite visible. Illusions and apparitions are seen through. Polymorphed, changed, or magicked things are apparent.

Vampiric Touch

Level: 10

Range: Touch

Duration: 1 round per ME

Save: Standard

PPE: 50

When the caster touches an opponent in melee with a successful attack roll, the opponent loses D6 hit points per ME. The spell is expended when a successful touch is made or one turn passes. The hit points are added to the caster's total, with any hit points over the caster's normal total treated as temporary additional hit points. Any damage to the caster is subtracted from the temporary hit points first. The creature originally losing hit points through this spell can regain them by magical or normal healing. Undead creatures are unaffected by this spell.

Ventriloquism

Level: 1

Range: 1 metre per ME radius

Duration: 1 round per ME

Save: Standard

PPE: 5

This spell enables the user to make it sound as if his voice or someone's voice or similar sound is issuing from someplace else, such as from another creature, a statue, from behind a door, down a passage, etc. The caster is able to make his voice sound as if a different creature were speaking or making the noise; of course, in a language known by him or her, or a sound which the caster can normally make. With respect to such voices and sounds, there is a 10% chance per point of intelligence above 12 of the hearer that the ruse will be recognized.

Wall of Fire

Level: 8

Range: 1 metre per ME radius

Duration: 1 round per ME

Save: Standard

PPE: 40

The wall of fire spell brings forth a blazing curtain of magical fire. The wall of fire inflicts D4 damage per ME upon any creature passing through it. Creatures within 1 metre of the wall take 10% damage. Creatures especially subject to fire may take additional damage, and undead always take twice normal damage. Only the side of the wall away from the spell caster will inflict damage. The spell creates a sheet of flame up to 2 metres square per ME, or as a ring with a radius of up to 1 metre per ME, and a height of 30 centimetres per ME. The former is stationary, while the latter moves as the user moves.

Wall of Fog

Level: 1

Range: 1 metre per ME radius

Duration: 1 round per ME

Save: Standard

PPE: 5

By casting this spell, the user creates a billowing wall of misty vapours in any area within the spell range. The wall of fog obscures all sight, normal and infravision, beyond two feet. The caster may create less vapour if he wishes. The wall must be a roughly cubic or rectangular mass, at least ten feet wide in its smallest dimension. The duration can be halved by a moderate wind, and they can be blown away by a strong wind.

Wall of Force

Level: 6

Range: 1 metre per ME radius

Duration: 1 round per ME

Save: Standard

PPE: 30

A wall of force spell creates an invisible barrier in the locale desired by the caster, up to 30 centimetres high x 1 metre per ME long. The wall of force cannot move and is totally unaffected by most spells, including dispel magic. But a disintegrate spell will immediately destroy it, as will a rod of cancellation or a sphere of annihilation. Likewise, the wall of force is not affected by blows, missiles, cold, heat, electricity, etc. Spells and breath weapons cannot pass through it in either direction, although dimension door, teleport, and similar effects can bypass the barrier. The caster can if desired form the wall into a spherical shape with a radius up to 30 centimetres per ME.

Wall of Ice

Level: 4

Range: 1 metre per ME radius

Duration: Until melts

Save: None

PPE: 20

When this spell is cast, a sheet of strong, flexible ice is created. The wall is primarily defensive, stopping pursuers

and the like. The wall is one inch thick per ME of the user, and covers a 1" square area per ME. Any creature breaking through the ice will suffer 2 hit points of damage per inch of thickness of the wall, fire-using creatures will suffer 3 hit points, cold-using creatures only 1 hit point when breaking through. If this spell is cast to form a horizontal sheet to fall upon opponents, it has the same effect as an ice storm's hail stones in the area over which it falls. Magical fires such as fireballs and fiery dragon breath will melt a wall of ice in 1 round, though they will cause a great cloud of steamy fog which will last 1 turn, but normal fires or lesser magical ones will not hasten its melting.

Wall of Iron

Level: 6

Range: 1 metre per 2 ME radius

Duration: Instant

Save: None

PPE: 30

When this spell is cast, user causes a vertical iron wall to spring into being. Typically, this wall is used to seal off a passage or close a breach, for the wall inserts itself into any surrounding material if its area is sufficient to do so. The wall of iron is one quarter of an inch thick per ME of the spell caster. The user is able to evoke an area of iron wall 15 square feet for each ME. If the wall is created in a location where it is not supported, it will fall and crush any creature beneath it. The wall is permanent, unless attacked by a dispel magic spell, but subject to all forces a normal iron wall is subject to, i.e. rust, perforation, etc.

Wall of Thorns

Level: 4

Range: 1 metre per ME radius

Duration: 1 round per ME

Save: None

PPE: 20

The wall of thorns spell creates a barrier of very tough, pliable green tangled brush bearing needle-sharp thorns as long as a person's finger. Any creature breaking through (or merely impacting upon) the wall of thorns takes 8 hit points of damage plus an additional amount of hit points equal to the caster's ME. The wall will be 30 centimetres per ME high x 1 metre per ME long. If the wall of thorns is chopped at, it will take at least 4 turns to cut a path through a 1" thickness. Normal fire will not harm the barrier, but magical fires will burn away the barrier in 2 turns with the effect of creating a wall of fire while doing so.

Water/Air Breathing

Level: 1

Range: Self or touch

Duration: 1 round per ME

Save: None

PPE: 5

The recipient of a water breathing spell is able to freely breathe underwater for the duration of the spell. The reverse, air breathing, allows water breathing creatures to comfortably survive in the atmosphere for an equal duration.

Web

Level: 4

Range: 1 metre per 2 ME radius

Duration: 1 round per ME

Save: Standard

PPE: 20

A web spell creates a many layered mass of strong, sticky strands similar to spider webs, but far larger and tougher. These masses must be anchored to two or more points; floor and ceiling, opposite walls, etc. diametrically opposed. The web spell covers a maximum area of 8 cubic

inches, and the webs must be at least 1" thick, so a mass 4" high, 2" wide, and 1" deep may be cast. Creatures caught within webs, or simply touching them, become stuck amongst the gluey fibres. Creatures with less than 13 strength must remain fast until freed by another or until the spell wears off. Creatures with strength between 13 and 17 can break through 1' of webs per turn. Creatures with 18 or greater strength break through 1' of webs per round. (N.B. Sufficient mass equates to great strength in this case, and great mass will hardly notice webs.) Strong and huge creatures will break through 1' of webs per segment. It is important to note that the strands of a web spell are flammable. Any fire; torch, flaming oil, flaming sword, etc. will set them alight and burn them away in a single round.

Wind Walk

Level: 2

Range: Self or touch

Duration: 1 hour per ME

Save: Standard

PPE: 10

This spell enables the caster and possibly one or two other persons, to alter the substance of his or her body to cloud-like vapours. A magical wind then wafts the user along at a speed of up to 60" per turn, or as slow as 6" per turn, as the spell caster wills. Persons wind 'walking' are not invisible but appear misty and are transparent.

Wizard Eye

Level: 1

Range: 1 metre per ME radius

Duration: 1 round per ME

Save: None

PPE: 5

When this spell is employed the caster creates an invisible sensory organ which

sends visual information to him or her. The wizard eye travels at 3" per round, viewing an area ahead as a human would or 1" per round examining the ceiling and walls as well as the floor ahead and casually viewing the walls ahead. The wizard eye can "see" with infravision at up to 60' distant in brightly lit areas. The wizard eye can travel in any direction as long as the spell lasts.

Wizard Lock

Level: 6

Range: Touch

Duration: 1 day per ME

Save: Standard

PPE: 30 +5 per additional day

When a wizard lock spell is cast upon a door, chest or portal, it magically locks it. The wizard-locked door or object can be opened only by breaking, a dispel magic, or a knock spell.

Word of Recall

Level: 7

Range: N/a

Duration: Instant

Save: None

PPE: 35

The word of recall spell takes the caster instantly back to his sanctuary when the word is uttered. The sanctuary must be specifically designated in advance by the caster. It must be a well known place, but it can be any distance from him, above or below ground. The user is able to transport in addition to himself 250 gold pieces weight cumulative per ME.

Wraith Form

Level: 4

Range: Self or touch

Duration: 1 round per ME

Save: Standard

PPE: 20

When this spell is cast, the caster and all of his gear become insubstantial being subject only to magical or special attacks, including those by weapons of +1 or better, or by creatures otherwise able to affect those struck only by magical weapons. Undead of most sorts will ignore an individual in wraithform. The caster can pass through small holes or narrow openings, even mere cracks, with all he wears or holds in his hands, as long as the spell persists. Note, however, that the caster cannot fly without additional magic. A successful dispel magic spell forces the caster in wraithform back to normal form.

13. DREAMSPEAK

MAGICANA

Dream mages wield magic connected with sleep and dreaming. Their spells give them greater control over their own dreams, others dreams, and access to a bizarre realm called the dreamscape.

Alter Allegiance

Level: 6

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 30 per victim

With a deep, powerful tone of voice, the Wizard points his finger at 1 enemy, looking at him straight into the eyes and pronouncing words of leadership and control. Affected enemies become submissive and are soon under the full control of the Wizard.

Burnout

Level: 10

Range: Line of sight

Duration: Instant

Save: Standard

PPE: 50

This spell forces every spell in the target's arsenal to be cast all at once, using up their entire PPE and essentially frying the person's mind. While none of the spells work properly the light show is pretty.

Courage

Level: 3

Range: See below

Duration: 4 rounds per 5 ME

Save: Standard for half damage

PPE: 15

Gathering all his fellow companions around him the Wizard waves an enchantment of fury and courage, filling their hearts with unreasoning rage so that

they will never back off, even when confronted with the most terrifying of creatures. All will be totally immune to the effects of fearsome monsters, as well as all pacifying spells (such as Sleep, Tranquillity, Peace, etc).

Deep Fear

Level: 3

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 20

This spell calls up a memory or image of the target's most terrifying dream. He will be unable to do anything until the dream elapses.

Disillusion

Level: 4

Range: See below

Duration: 4 rounds per 5 ME

Save: Standard for half damage

PPE: 20

The Wizard may use this spell to spread doubt and uncertainty among his opponents. He bellows the incantation of power this spell requires, and the moment he finishes, his enemies begin to doubt their cause, and are thoroughly disheartened. They become aware of their own mortality and are resigned to the fact they will be killed. All enemies are -4 on all combat rolls and saves.

Divination Interference

Level: 6

Range: 3 metres radius per ME

Duration: 1 round per ME

Save: None

PPE: 30

This spell creates massive interferences that disturb and block all attempts to use divination in or through the area that is protected by the spell. The Interference cannot be detected through magic but a

distinct resonance can be felt if someone comes near the area of effect. If someone attempts to scry through the Interference the caster only feels an unpleasant overwhelming interference created by the spell. The Interference spell can be destroyed only by a successful dispel magic.

Dream Armour

Level: 2

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 10

This spell may only be cast in the dreamscape and gives the caster armour while there. The armour has a SDC value equal to the caster's ME x10.

Dream Monster

Level: 4

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 20

This spell permits the caster to create a monster in the dreamscape. It will obey its creator completely.

Dream Story

Level: 6

Range: Line of sight

Duration: 2 rounds per ME

Save: Standard

PPE: 30

This spell requires the caster to construct, in his mind, a dream. Once the dream is constructed it may be targeted as a spell or bound into other dream spells. The caster then enters into the mind of the subject and implants that dream sequence within the subject's imagination. If the subject is asleep during the spell effect, the subject has the dream immediately. If the subject is

awake, the subject has the dream the next time he falls asleep. The subject may unconsciously attempt to resist the dream sending. A successful test means the subject remains asleep and dreaming, but is aware that he's having a dream. The subject may then choose to wake up and interrupt the dream, or continue to observe the dream in a conscious manner.

A failed test means the subject remembers the dream after he awakes, and is convinced that the dream is his own, and that it has some deep significance. The caster maintains a telepathic link with the dreamer for the duration of the dream, seeing everything he experiences. This can be useful into tricking information out of someone. It can also be used to send a series of bogus divine visions. The subject may or may not be convinced that these divine visions are genuine, but if he does not believe them genuine, he may suspect some malign force within himself producing the visions. It can also be used to send a series of dreams featuring horrible atrocities performed by midgets for example. This could eventually lead to a phobia or even hatred for midgets.

Dreamless

Level: 5

Range: Line of sight

Duration: Instant

Save: Standard

PPE: 25

This spell causes its target to skip dreaming during his next sleep. If a character does not dream in a number of days exceeding one third of his ME he must save versus insanity or lose a point of ME for one day. The victim will continue losing ME until he starts dreaming again. The save is -1 after the

first night and an additional -1 each night of no sleep after that, cumulative. As the ME continues to drop the character will become irritable, unable to concentrate, unstable and eventually psychotic.

Dreamscape Levitation

Level: 1

Range: Self

Duration: 4 rounds per 5 ME

Save: None

PPE: 5

This spell allows the caster to fly in the dreamscape.

Dreamscape Teleportation

Level: 5

Range: Unlimited

Duration: Instant

Save: None

PPE: 25

This spell allows the caster to instantly teleport to anywhere in the dreamscape that desire. If separated from friends can teleport straight to them.

Dreamscape World

Level: 10

Range: Inapplicable

Duration: 1 day per ME

Save: None

PPE: 50

This spell permits the caster to imagine and then create his own realm within the dreamscape. The caster must fit this dreamworld into the dreamscape by making entrances and exits that do not disrupt the geometry of the dreamscape too much. The caster might, for example, add a door in a wall that opens onto their dream realm, or make a road fork and lead off the map into their addition to the dreamscape. The size of the dreamworld is limited only by the caster's imagination. The caster may

arrange the rules and geometry to his whim. The dreamworld is self-sustaining and lasts until disrupted by an outside force. This spell takes a long time but the exact amount depends on the time and complexity of the dreamworld. While in a dreamworld he has created the caster may pull his physical body into the dreamworld. He may return, to his point of departure, at will.

Eavesdream

Level: 1

Range: Inapplicable

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 5

This spell grants power only within the dreamscape. It permits the caster to listen to and glance at, as in a crowded room, all the personal dreams nearby, searching for content (phrases, scenes, etc.) of interest. Once the caster has found such a dream he may identify its connection point.

Ethereal Gate

Level: 2

Range: Line of sight

Duration: 1 round per ME

Save: None

PPE: 10

This spell opens a gate from the dreamscape into the ethereal plane (the far spirit plane). This spell only has an effect if cast while on the dreamscape. The gate is rectangular and opens in front of the caster. While there probably is a way of figuring out what part of the ethereal plane a gate opens into, the process is sufficiently weird to appear random. Gates opened in one part of the ethereal realm do open repeatedly into the same place in the mirror realm. Gates open near features (non-flat) areas of the ether.

Evil Twin

Level: 5

Range: Line of sight

Duration: Instant

Save: Standard for half damage

PPE: 25

This spell works only in the dreamscape. It creates a duplicate of the victim that hates him. It shares the targets motivations and personality except it will try to kill him. The evil twin exists only in the dreamscape and lasts until destroyed in combat or dismissed by its creator.

Foresight

Level: 8

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 40

Altering the very fabric of existence, the Wizard will be able to see events yet to happen and act accordingly. Foresight allows the recipient to see incoming blows as well as faults in opponent's defenses and will be given all the time to use this to his advantage. To represent this the recipient of this spell may choose to re-roll a single dice roll during each turn, OR force a re-roll on a dice rolled against him (from a monster attacking him, a trap, spell and so on).

Fortitude

Level: 8

Range: Self or touch

Duration: Instant

Save: None

PPE: 40

Muttering soothing words the Wizard does what he can to mend the wounds of an injured comrade. Not only is physical damage healed this way, such is the power of the reassuring words spoken by the Wizard that the hero stands up

ignoring all pain, ready to face his foes with renewed energy as his soul is filled with vigour and enthusiasm. By means of this spell the Wizard may heal all SDC.

Guardian

Level: 9

Range: Line of sight

Duration: 1 hour per ME

Save: None

PPE: 50

The caster must pick and visualize a particular equipment set and attitude for person on whom the spell is cast. The spell creates a copy of the target, as visualized, that exists in the target's dreams. It uses the target's stats and may have dream images of any equipment long used by and familiar to the target. The guardian attacks anything hostile that invades the target's dreams and may move into the dreamscape near the target's dreams to attack things influencing dreams, e.g. the guardian can go after a mage throwing an Eavesdream spell. The caster may, with agreement of two people and ability to reach the dreamscape, take a guardian from one person's dream to another (both must be dreaming), effectively transferring the guardian.

Heal Dreams

Level: 3

Range: Line of sight

Duration: Instant

Save: None

PPE: 15

This spell causes a dream self of a material creature or a dream monster to heal any damage taken. This spell only works in the dreamscape and only heals damage done on the dreamscape; the exception is that damage done to the body by a Real Dream spell may

reversed by dream healing if it is done before the character awakens.

Hypnopedia

Level: 4

Range: Line of sight

Duration: Instant

Save: None

PPE: 20

This spell requires the caster to construct, in his mind, a dream that demonstrates and teaches a skill he has. Once the dream is constructed, for a given skill it may be targeted as a spell or bound into other dream spells. The targeted individual will experience the dream the next several times they sleep. No more than the initial percentage of the skill may be learned in this manner.

Journey in Dreams

Level: 6

Range: Inapplicable

Duration: Special

Save: None

PPE: 30

This spell shifts the caster, bodily, into the dreamscape. The caster may wake up and reenter the waking world at any time but his body appears at the real world location corresponding to his current position in the dreamscape. The spell is considered to end when the caster re-enters the waking world.

Mass Dream

Level: 2

Range: 1 metre radius per ME

Duration: Until awoken normally

Save: None

PPE: 20

This spell causes the target to share their next dream with everyone who is asleep within the area of effect. This spell may be cast with a spell that causes or modifies dreams to cause the mass

dream to be the dream caused by the other spell.

Mass Sleep

Level: 5

Range: 1 metre per ME

Duration: Special

Save: Standard

PPE: 25

This spell causes all within the area of effect that can sleep to go to sleep. If they have a reason not to fall asleep then they get a save vs spell, at +3 if in combat or other high adrenaline type situations. The sleep lasts as long as it would normally or 10 minutes (whichever is longer), unless the subject is vigorously awakened. A character that takes damage will wake up immediately.

Mind Control

Level: 7

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 35

The caster can control 1 enemy for the duration.

Mirror Gate

Level: 2

Range: Line of sight

Duration: 1 round per ME

Save: None

PPE: 10

This spell opens a gate from the dreamscape into the mirror realm. This spell only has an effect if cast while on the dreamscape. The gate is rectangular and opens in front of the caster. It tends to form in a wall of the mirror realm like an additional mirror window, but is transparent in both directions. See: Mirror Magic for a description of the mirror realm. While there probably is a way of figuring out what part of the

mirror realm a gate opens into the process is sufficiently weird to appear random. Gates opened in one part of the dreamscape do open repeatedly into the same place in the mirror realm.

Nightmare

Level: 4

Range: Line of sight

Duration: Until awoken

Save: Standard

PPE: 20

This spell causes its target to have a nightmare the next time they dream. This spell may be cast with other spells that create or cause dreams to make those dreams a nightmare. A nightmare is different from other dreams in that it terrifies the dreamer, to some degree independent of its content. This nightmare will awaken the dreamer or completely disrupt their sleep. The dreamers PE goes down by 10% during the 12 hours after a nightmare. If the person in question has a nightmare the next time they sleep then the PE goes down again by 10% of the maximum. A good nights sleep restores a 10% block.

Panic

Level: 4

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 20

Uttering the words of this spell the Wizard fills the mind of an opponent with hellish visions of burning death and destruction. Seized by sudden panic, the target will mindlessly run in a desperate attempt to find refuge from this imaginary firestorm. The Wizard may choose a single enemy in his line of sight as the target of this spell.

Pleasant Dreams

Level: 1

Range: Line of sight

Duration: Until awoken

Save: Standard

PPE: 5

This spell causes its target to have a pleasant dream the next time they dream.

This spell may be cast with other spells that create or cause dreams to make those dreams seem pleasant. Useful for those having restless nights.

Recall Dream

Level: 1

Range: Line of sight

Duration: Instant

Save: None

PPE: 5

This spell permits a willing target to remember dreams from their previous sleep with complete clarity.

Sleep Eternal

Level: 9

Range: Line of sight

Duration: Special

Save: Standard

PPE: 50

This spell causes the target to fall into a coma. The spell may be reversed with a wake spell and in some cases by traditional methods, e.g. a handsome prince kissing a handsome princess. The spell reduces the target's metabolism and draws modest amounts of PPE out of the environment to keep them healthy.

Soul Share

Level: 9

Range: Line of sight

Duration: 3 rounds per 5 ME

Save: Standard for half damage

PPE: 40

The Wizard may use this spell to forge a magical bond between himself and one

of his companions. Chanting upon the silver chain, the Wizard holds one end of it in each hand. He then bring the two ends of the chain together and joins them with a flash of purple light. At that instant, a magical bond is formed between the Wizard and an ally, and their souls become like one. The Wizard's characteristics are identical to the chosen bonder's when these are higher than his. In the same way the target of this spell improves his attributes when they are lower than the Wizard's. Remember that this balancing of characteristics does not affect SDC. Moreover always the starting attributes are considered when determining this spell's effects, so the Wizard does not gain any bonus from armour or weapons carried by the other.

Spasm

Level: 10

Range: Line of sight

Duration: Instant

Save: Standard for half damage

PPE: 50

The Wizard chants a brooding incantation while holding the black opal with both hands so that nobody may see it but him. He then slowly uncovers the stone so that only a single opponent may look into it. Unable to keep his eyes away from it, the enemy will be seized by visions of all his innermost fears coming to life, dark and creepy claws cutting through his flesh and haunting, evil eyes staring at him and glowing in the complete darkness that now surround him. The target of this spell will suffer 12D6 damage the very moment this spell is cast as he is torn apart by the Spasm.

Telepathy

Level: 4

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 20

Using telepathic powers unique to his college, the Wizard attempts to scan through the thoughts of enemy models standing beyond a closed door, gaining understanding of their strategy and spoiling any attempt on their side to ambush the heroes. This spell may only be cast if the Wizard is in line of sight of a closed door. If there are no monsters beyond the door the spell has no effect other than informing the Wizard that no enemies await in the room.

Trace Teleport

Level: 8

Range: Line of sight

Duration: Instant

Save: None

PPE: 40

The caster learns exactly where a person who has just teleported has gone (so long as it is on the same planet).

Vanquish

Level: 6

Range: Line of sight

Duration: 3 rounds per 5 ME

Save: None

PPE: 30

The Wizard's voice becomes clear and strong as he intones a long-forgotten battle-song that tells of epic heroes and proud warriors in eternal battle against the forces of evil. This hymn pierces the hearts of all friends nearby, filling them with great conviction and dedication. From the moment this spell is cast and for the duration of the entire combat, all allies within the line of sight of the Wizard gain a bonus of +3 to their combat rolls and saves. This spell may be cast again during the same combat in order to add again these bonuses.

The Vengeful Seeker

Level: 5

Range: Line of sight

Duration: Instant

Save: Standard for half damage

PPE: 25

As the Wizard channels all his feelings of hatred and vengeance into the amethyst crystal, he crushes it with his bare hands so that only a single purple shard is left floating in mid-air. He then directs it to seek out and cut down a single enemy model with its razor-sharp edges. The amethyst shard will seek out the chosen enemy and cause 4D6 damage, ignoring all bonuses due to armour.

Wake

Level: 1

Range: Line of sight

Duration: Instant

Save: None

PPE: 5

This spell will awaken a person or creature no matter how under they are. Used on injured people, this can be unhealthy. If under the effects of a spell then require +1 PPE per PPE used in the original spell. It will force a person out of the dreamscape even if trapped.

14. ELEMENTAL AIR

MAGICANA

Air is a wild and mercurial element, flowing like quicksilver in a dance that many perceive, but few understand. The power of air is that of motion, from the tiniest manipulation to the greatest translocation. Air embodies all manner of weather, from the gentle breeze to the raging storm. In addition, Air is the medium of voice and speech, and the wind may carry a mage's words far from his lips to where they are most needed. Air is lively and unpredictable, as quick to change as the weather.

Air Armour

Level: 6

Range: Self or touch

Duration: 1 rounds per ME or until depleted

Save: None

PPE: 30

A thin layer of air surrounding the caster is enhanced so that it now forms an armour, with SDC equal to 10 per ME, and AR 18 (+1 per additional 5 PPE spent). This armour retains the transparent properties of clear air and the recipient can easily see through the Air Armour. Those observing the target see his outline as slightly blurred or obscured, although not in such a way that he is more difficult to strike in combat.

Air Boat

Level: 8

Range: Line of sight

Duration: 1 hour per ME

Save: None

PPE: 40

This spell must be cast under a cloudy sky. The caster points at a cloud, which immediately descends toward him. As it

comes closer, the cloud changes shape, becoming any sort of vessel imagined by the wizard (a dragon-shaped galley, a one-man dinghy, etc.). Although the Airboat is made of cloud, it feels solid and can support the weight of the caster plus two passengers per level of the caster. It flies as a hoverer and can fly at any speed up to 1kph per ME, +1 per level. The caster maintains total telepathic control over the airboat's speed and direction. While controlling the vessel, the wizard is able to perform other actions.

Area of Cold

Level: 10

Range: 1 metre radius per ME

Duration: 1 round per ME

Save: Standard for half damage

PPE: 50

This spell drastically lowers the temperature within its area of effect. It inflicts D6 damage per ME of the caster per round to all creatures within the area of effect. Creatures immune to cold do not suffer this damage; others are allowed saving throws for half damage. Objects must save vs. cold with a -2 penalty or be destroyed. This spell does not interfere with missile fire within the area of effect, but missiles will have to make saving throws or be destroyed.

Bane

Level: 4

Range: See below

Duration: 4 rounds per 5 ME

Save: Standard for half damage

PPE: 20

This spell will create a cloud of poisonous gas that will envelope one room (or a radius of 9mtrs outdoors). All characters in the area will suffer 2D6 damage.

Breath of Life

Level: 8
 Range: Touch
 Duration: Instant
 Save: None
 PPE: 40

This spell may be cast on any one including yourself. Its magical power will fully restore all lost SDC.

Circle of Hail

Level: 6
 Range: Line of sight
 Duration: 1 minute per ME
 Save: Standard for half damage
 PPE: 30

Through this spell, the caster can create a heavy downpour of snow and ice within the affected area of (1 metre x 1 metre x 1 metre) per ME radius. Anybody in the circle will suffer D6 damage per round, movement slowed by one-third, and the sense of hearing and vision will be impaired. This magic can be done indoors and outdoors.

Chain Lightning

Level: 10
 Range: Line of sight
 Duration: Instant
 Save: Standard for half damage
 PPE: 50

The Wizard raises both arms and unleashes a terrible bolt of lightning that strikes one enemy after the other with the brutal force of the elements. It will inflict D6 damage per ME on all that stand in its path within a 36 metre radius around the caster.

Clear Air

Level: 2
 Range: Line of sight
 Duration: 4 rounds per 5 ME
 Save: None
 PPE: 10

This spell forms a sphere of breathable, sweet air with a radius of 1 metre per ME. The spell acts only to purify air, eg. counteract a brimstone spell, not create air where there was none. It will remove all pollutants, including but not limited to: smoke, poison gas, dust and anything of a particulate size of than a grain of sand or less from its area of effect. It will not affect natural moisture in the air at all. It will also reduce the duration of any gas based magics or attacks that are affected.

Cloud Armour

Level: 4
 Range: Line of sight
 Duration: 1 round per ME
 Save: None
 PPE: 20

A clouds surrounds the caster before hardening into a suit of armour. The armour will be AR 10, +1 per ME. A cloud must be present for this to work.

Cloud Castle

Level: 10
 Range: 10 metre radius per ME, +10 metres per level
 Duration: 1 day per ME
 Save: None
 PPE: 50

Using this magic the caster can harden and then sculpt, cut and shape real clouds into architectural shapes and structures with walls, floors, windows, cathedral ceilings, corridors, tunnels, mazes, etc. The magic holds the shapes and features as well as makes them solid enough to stand and walk on. The castle can float up to 10 metres per ME off the ground.

Cloud of Choking

Level: 2
 Range: Line of sight

Duration: 1 rounds per ME

Save: Standard

PPE: 10

This magic enables the caster to surround a victim with a cloud of dense white, toxic, mist (30 x 30 x 30 metre maximum area). Victims caught in the cloud will be unable to breathe properly will take D6 per ME and save versus poison at -4, and be -6 on all rolls.

Cloud of Mist

Level: 2

Range: Line of sight

Duration: 1 round per ME

Save: Standard

PPE: 10

This magic enables the caster to create a cloud of dense white, humid, mist (30 x 30 x 30 metre maximum area). Victims caught in the cloud will be unable to see anything beyond it and their vision is impaired; they can see no more than 90 centimetres in front of them and those images are only blurry shapes unless within 30 cms. While in the cloud, victims will be -6 on all rolls involving sight.

Cloud Prison

Level: 5

Range: Line of sight

Duration: 1 day per ME

Save: Standard

PPE: 30

A sphere of clouds encircle the area and harden into a porous prison of 1 metre radius per ME, and 10 SDC per ME. A cloud must be present for this to work.

Cloud of Slumber

Level: 4

Range: Line of sight

Duration: 1 hour per ME

Save: Standard

PPE: 20

This spell creates a (30 x 30 x 30 metre maximum area) cloud which magically induces sleep instantly on all who pass through it. Those who fail to make a successful save will sleep until the cloud dissipates. They cannot be roused, unless dragged from the cloud. in which case they will wake in D4 rounds.

Cloud of Smoke

Level: 6

Range: Line of sight

Duration: 1 round per ME

Save: Standard

PPE: 30

This creates a cloud of dense, black, smoke that covers a (30 x 30 x 30 metre maximum area). Victims caught in the cloud can not see out of it and the smoke prevents them from seeing more than 90 centimetres in front of their face. All rolls are at -8. Likewise those outside the smoke cloud cannot see those inside it.

Cloud of Steam

Level: 6

Range: Line of sight

Duration: 1 round per ME

Save: Standard

PPE: 30

This creates a cloud of steam that covers a (30 x 30 x 30 metre maximum area). Anyone caught in the cloud or passing through it will take 1 point of scalding damage per ME for each round spent in the cloud, as well as being temporarily blinded for D6 rounds. While in the cloud, victims cannot see and are in pain with -6 to all rolls.

Cloud of Transport

Level: 2

Range: Line of sight

Duration: 1 hour per ME

Save: None

PPE: 10

A fluffy cloud takes on the shape of a chariot or wagon and hardens, allowing it to be pulled by animals. It can hold up to one person per ME. A cloud must be present for this to work.

Cloud Weapon

Level: 2

Range: Line of sight

Duration: 1 round per ME

Save: None

PPE: 10

A fluffy cloud descends into the caster's hand. It then takes on the shape of a weapon and hardens able to do 1 point of damage per ME. A cloud must be present for this to work.

Cyclone

Level: 10

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 50

Casting this spell creates a tornado-like structure of wind that can be controlled by the caster. The structure will automatically be twice as tall as it is wide. It will have a 1 metre radius per ME +2 metres per level anywhere in line of sight with a rotational speed of 10kph per ME +5kph per level.

Breeze (1-16 kph): This speed is hardly noticeable, but will sweep away any gases of any sort.

Strong Wind (17-32 kph): Winds of this speed are more noticeable and may affect missile fire. Vision may be impaired as well from dust storms, depending on the terrain.

Violent Wind (18-48 kph): This wind speed drives any small flying creatures (birds of eagle size or less) from the sky,

and missile fire suffers a penalty of one half. Sailing becomes difficult as well.

Gale Force (49-80 kph): At this level flying becomes impossible by any natural means or by man-sized creatures. Missile fire is impossible. Small ships may be capsized. Small creatures are pinned down. Creatures weighing less than 50 pounds caught in the path of the cyclone must make Agility feat rolls or be caught up in the cyclone. If successful they are instead throw out of the path in a random direction suffering 2D8 points of damage.

Storm (81-112 kph): Winds of this speed impede flying for all sizes of creatures. Trees of small size are uprooted, and roofs are torn from houses. Man-sized and smaller creatures caught in the path of the cyclone, must make successful Agility Feat Rolls against the Skill rank of the caster or be caught up into the cyclone. If the are successful they are thrown free in a random direction and suffer 3D8 points of damage.

Hurricane: (113-288 kph): Winds of this speed are devastating. All creatures smaller than the cyclone caught in the path of the cyclone must make successful PP rolls or be caught up into the cyclone. If the are successful they are thrown free in a random direction and suffer 4D8 points of damage. All creatures who are caught up into the cyclone will remain their until the duration of the spell. When the spell ends they will suffer falling damage according to the height of the cyclone, unless they may fly free. Also, anyone caught in the path of the cyclone as strong as gale force or more must make successful PS rolls or lose any items in their hands.

Cyclone Shield

Level: 6

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 30

This spell creates a pocket tornado around the caster. Said tornado adds -10 to the casters physical elusiveness against hurled missiles like arrows and spears. This increases to - 20 for heavier objects due to the fact the tornado obscures the caster's position. The shield adds -5 to the caster's physical elusiveness against swords, etc. The vortex has a PS of 18, +1 per 5 PPE, and people must make a strength roll to force their way through the vortex to grab the caster.

Electro Charge

Level: 4

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 20

This spell will temporarily electrify one character's weapon, giving them +2D6 damage. The spell must be cast on a metal weapon.

Favourable Winds

Level: 2

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 10

The caster has limited control over the wind within the area of the effect. If there is no wind, he can cause a modest but steady breeze. If there is a light or moderate wind, he can make the wind steady and somewhat stronger or weaker. If there is a strong wind, he can moderate it. In any case, he can control the direction of the wind in the area of

effect. He can affect a radius of 10 metres per ME.

Feather Light

Level: 2

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 10

This spell may be cast on any character, including yourself. It lifts the character into the air, and move at SPD x3.

Fog

Level: 2

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 10

This spell causes a slow, cold swirling in the air. If cast over a body of water it will cause a dense bank of fog in about a minute. The fog spreads out from the area of effect and then behaves as normal for the conditions.

Genie

Level: 4

Range: N/a

Duration: Until task is performed

Save: None

PPE: 20

This spell conjures up a genie who will do one of the following, open up any door within sight OR do 5D6 damage to attack any enemy within your line of sight.

Gust of Wind

Level: 1

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 2

This spell affects all within your line of sight, including yourself. All affected have their SPD doubled.

Harden Air

Level: 6

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 30

This spell turns air into a substance with the strength of sandstone. It adds +10 SDC per ME. The air still looks like air. The shape hardened must be relatively simple unless the caster takes a long time visualizing said shape first. The air will not become more massive as a result of this spell. Objects encased in this hard air may still breathe.

Heal Air Elemental

Level: 2

Range: Line of Sight

Duration: Instant

Save: None

PPE: 10 +1 per SDC

This spell fully heals an air elemental.

Hermes

Level: 10

Range: Self

Duration: 1 round per ME

Save: None

PPE: 50

This spell transforms the caster into an air elemental for the duration. He is not susceptible to the various control and summoning spells and need not eat or breathe. If the caster is hit with a dismiss air elemental spell this will end the Hermes spell rather than banishing the caster to the plane of air. The caster has any wind damage he takes halved. He has all the standard powers of an air elemental.

Hold Air Elemental

Level: 8

Range: Line of Sight

Duration: 1 round per ME

Save: None

PPE: 40

This spell permits the caster to paralyze an air elemental.

Lethal Vapours

Level: 4

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: Standard for half damage

PPE: 20

This spell summons up a cloud of awful, poisonous vapours. They do 1 damage per ME per round of poison damage.

Lightning Aura

Level: 6

Range: Self or touch

Duration: 4 rounds per 5 ME

Save: Standard for half damage

PPE: 30

This spell surrounds the caster in a lightning aura. Any touching him take D6 per 2 ME.

Lightning Bolt

Level: 8

Range: Line of sight

Duration: Instant

Save: Standard for half damage

PPE: 40

With a clap of thunder a bolt of searing lightning leaps from the Wizard's outstretched palms, incinerating all those unfortunate enough to find themselves in its path. This spell may be cast in a horizontal, vertical, or diagonal direction. The bolt will travel in a straight line until it strikes a wall or closed door. It will inflict 5D6 damage on all that stand in its path.

Lightning Immunity

Level: 2

Range: Self or touch

Duration: 4 rounds per 5 ME

Save: None

PPE: 10

This spell grants the recipient total immunity to lightning damage.

Lightning Strike

Level: 4

Range: Line of sight

Duration: Instant

Save: Standard for half damage unless wearing metal (see below)

PPE: 20

A flashfire escapes from the casters fingers. It flows over 15 adjacent metres. Everybody in the beam is hit and take 4D6 damage each. If the foe wears a helm or metal armour (chain, plate) then double this.

Mistwalk

Level: 1

Range: Self

Duration: 4 rounds per 5 ME

Save: None

PPE: 5

This spell permits the caster to walk on mist, fog, or other air-aligned vapours as if they were a solid surface. The caster can also walk up the side of fairly sheer walls of fog, etc. with relative ease. The caster uses his normal walking movement on the level and half his normal walking movement while climbing.

Muffle Sound

Level: 2

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 10

Sounds within the sphere of effect cannot be heard by beings outside it. Beings within the sphere of effect can hear one another, though at a greatly reduced volume. Caster hears all sounds clearly at an amplified volume within area of effect. The radius is 1 metre per 2 ME.

Poison Cloud

Level: 5

Range: Line of sight

Duration: See below

Save: Standard for half damage

PPE: 25

This spell creates up to 18 square metres of poison gas anywhere in the caster's line of sight. The cloud doesn't block movement or line of sight. Any character within or passing through it suffers 2D6 damage for each round in it. It lasts until the spellcaster dies, cancels the spell, or can no longer see the square.

Propel Missile

Level: 2

Range: Line of sight

Duration: Instant

Save: None

PPE: 10

This spell allows a caster to greatly enhance the effectiveness of missile weapons by increasing the force and accuracy with which they strike. The spell adds a +1 to the attackers strike and 1 to damage.

Protection from Elementals

Level: 9

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 50

This spell creates an invisible barrier that prevents the entry of any elementals. It has a radius of 1 metre per ME.

Rainstorm

Level: 3

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 15

The caster summons a torrential fall of rain on a 12 metre radius he can see. Any characters caught under the torrent have their SPD reduced to one third and must keep rolling PP not to slip over. Also visibility within the rain is almost zero.

Reproduce Sound

Level: 2

Range: Line of hearing

Duration: 4 rounds per 5 ME

Save: None

PPE: 10

This spell can be used to recreate any sound the caster has heard before.

Resist Cold

Level: 1

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 5

This spell confers total immunity to all cold, even magical.

See Through Smoke

Level: 1

Range: Line of Sight

Duration: 1 rounds per ME

Save: None

PPE: 5

The recipient of this spell can see through smoke, fog and other visible gases as if it was normal air. It should be noted that while the recipient can see through the gases, it does not make him immune to the gases in any way.

Summon Elemental

Level: 8

Range: Line of Sight

Duration: 10 rounds per 5 ME

Save: None

PPE: 40

This spell conjures up an element of air to serve and protect the spellcaster. The elemental lasts until slain, or when the caster dies, cancels the spell, or can no longer see the elemental. The elemental has attributes and SDC identical to the caster along with the abilities and bonuses from the Air Elemental.

Swift Wind

Level: 1

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 5

This spell may be cast on anyone including yourself. Its powerful burst of energy enables the recipient to double his attacks per melee.

Tempest

Level: 4

Range: Line of sight

Duration: Instant

Save: Standard, use for dodge

PPE: 20

This creates a small whirlwind that envelops one victim of your choice. He will then be lifted into the air and thrown out in one random direction doing 3D6 collision damage.

Thunderclap

Level: 6

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 30

This spell finishes with the caster clapping his hands. Everyone within

hearing range of the caster takes D6 impact damage per 2 ME.

Vortex Prison

Level: 6

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 30

This spell creates an incredible vortex of air with a radius of 1 metre per ME. The caster may walk in and out of the vortex as if it were clear air. Otherwise the vortex will not permit anything to exit it and will suck in anything that touches it that fails to save vs spell. Use PS versus PS roll with the vortex having a PS of 20 +1 per 2 ME. Exiting the vortex does D6 per ME. It is possible to fly over the top but this requires a PP roll with recapture and 8D6 of impact damage if you fail.

The vortex appears to be smoked glass with dust and fog writhing around in it and is remarkably quiet.

Wall of Wind

Level: 7

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 30

This spell may be cast on any character, including yourself. It creates a wall of swirling wind around that character that defeats ALL projectile spells and weapons (except lightning) fired at (or by) that character. The size is (1 metre per ME length x 1 metre per 2 ME of height x 1 metre per 4 ME of depth).

15. ELEMENTAL

EARTH MAGICANA

Earth is the basis of natural cycles, and thus has power over all of nature - animals, plants, insects, even the land itself. It is a tough and steadfast Element, offering protection from physical threat to those in its embrace. The power of Earth is as vast as mountains, and a mage must be hardy and tough to channel such power without permanent harm.

Avalanche

Level: 8

Range: 10 metres per ME

Duration: Instant

Save: None

PPE: 40

This spell triggers an avalanche if the conditions are correct for an avalanche. The avalanche may be a rock slide, made of snow, or even a mud slide. This spell cannot create any sort of disaster out of thin air; the initial conditions for the avalanche must be there. The targeting roll gives the starting position of an avalanche. Its size and violence are the province of the referee who must determine what initial conditions the mage has available.

Boulder

Level: 2

Range: See below

Duration: 5 rounds

Save: None

PPE: 10

A large stone ball manifests itself next to the caster. The boulder rolls in the same direction until it hits a wall or object larger than it or its time expires. It dissolves after 5 rounds. The first round it rolls 12 metres, second round it rolls 9, etc. Those hit take 4D6 damage the first

round, 3D6 damage the second round, etc.

Burrow

Range: Line of Sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 10

This spell allows the caster to dig a hole in earth. He may choose to have the excavated material pile up at the edge of the hole or to have it slip off deeper into the earth. The hole takes 1 minute to excavate per 100 cubic metres.

Circle of Stones

Level: 8

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 40

This spell enchants 1 large stone per ME to take up orbit around the caster and swoop and swirl to attempt to intercept incoming physical attacks. For every pair of stones that whirl and dance around the caster the caster receives a +1 AR bonus against all physical attacks. The stones attempt to swoop and dive in front of any physical attack including those from behind and continue to offer their protection of the caster is asleep or unconscious or blinded or surprised.

Collapse

Level: 2

Range: See below

Duration: Instant

Save: None

PPE: 10

The caster selects 1-18mtrs in a straight line that they can see; the roof over these collapses, and any character underneath the collapsing rocks suffers 2D6 damage to their SDC.

Create Pit

Level: 1

Range: Line of sight

Duration: Instant

Save: None

PPE: 5

Through the use of this spell, a 6 metre by 6 metre pit is created in the ground. Note that the pits created by this spell are fairly easy to get out of, merely taking 3 melee actions (one to get up and two to climb out).

Crevasse

Level: 1

Range: Line of sight

Duration: Instant

Save: None

PPE: 5

The earth before the caster starts to tear apart. A dangerous crevasse tries to find its way. The caster can make it between 6-18 metres long and 3-9 metres deep. The crevasse goes through walls. The affected wall has a passable opening now.

Dao

Level: 4

Range: Line of sight

Duration: Instant or 1 round per 5 ME

Save: None

PPE: 20

This spell conjures up a Dao who will do one of the following: gives any ally in your line of sight +5 in combat for 1 round per 5 ME of caster, or attacks any enemy within your line of sight doing 5D6.

Demeter

Level: 10

Range: Self

Duration: 1 round per ME

Save: None

PPE: 50

This spell transforms the caster into an earth elemental for the duration. He is not susceptible to the various control and summoning spells and need not eat or breathe. If the caster is hit with a dismiss earth elemental spell this will end the Demeter spell rather than banishing the caster to the plane of earth. The caster has any physical damage he takes halved. He has all the standard powers of an earth elemental.

The Dwellers Below

Level: 3

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: Standard, use to dodge tentacles

PPE: 15

Deadly, slimy tentacles emerge suddenly from the ground under the target. They grab any enemy within a 36mtr radius of the caster. Victims may not move and are -6 in combat.

Earth Fist

Level: 8

Range: Self

Duration: 4 rounds per 5 ME

Save: None

PPE: 40

By drawing on the primal powers of Earth, the caster causes his or her fist to turn into extremely dense rock. When attacking with an Earth Fist, the character does 9D6 damage. Treat as a blunt weapon.

Earthquake

Level: 3

Range: 36 metre radius

Duration: 2 rounds per 5 ME

Save: None

PPE: 15

The earthshaking scatters objects and forces everyone to make PP rolls to remain standing. All movement is

reduced to one quarter (round down). All combat rolls are modified by -4.

Earth Rise

Level: 3

Range: Normal throwing distance

Duration: Until strikes something

Save: None but can dodge by rolling over 12

PPE: 15

This spell infuses one pebble with a massive amount of Earth Magic. This pebble can then be thrown at any one character you can "see". In mid-flight, this pebble will transform into a boulder without changing velocity. This boulder will do 4D6 damage to whatever is struck.

Earth Sight

Level: 1

Range: Line of Sight

Duration: 1 round per ME

Save: None

PPE: 5

This spell allows the caster to see 1 inch through stone or earth per ME.

Earth Sink

Level: 1

Range: Line of sight

Duration: Instant

Save: None

PPE: 5 per square metre

This spell is the opposite of Earth Rise, and can be used to rob one pile of rocks of its vital essence. This pile will then shrink in size until it is no more than a pile of pebbles.

Earth Wall

Level: 4

Range: Line of sight

Duration: See below

Save: None

PPE: 20

This spell creates up to (1 metre per ME length x 1 metre per 2 ME of height x 1 metre per 4 ME of depth) of solid stone which blocks movement and line of sight. They need not be adjacent, but they all must be within the line of sight of the spellcaster. Each stone lasts until the spellcaster dies, cancels the spell, or can no longer see the square, or until a cumulative total of caster's ME x10 is inflicted on the wall.

Embed

Level: 6

Range: Line of Sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 30

This spell enables the caster to push something he has a firm grip on into rock and entrap it, either part way in or completely in.

Flesh to Stone

Level: 10

Range: 1 metre per 5 ME

Duration: Until reversed

Save: Standard

PPE: 50

Turn any 1 victim to stone like the effects of a medusa. This spell can also be used in reverse.

Flying Stones

Level: 2

Range: Line of Sight, 1 metre per ME

Duration: 1 rounds per ME

Save: None

PPE: 10 +1 per pound

Rocks and boulders spit from the ground at the feet of the caster. Can throw 5 pounds per ME +5 per level. it is possible to send separate stones at several different targets all at once, as long as the total weight does not exceed the spell maximum.

Geo Shards

Level: 3

Range: Line of sight

Duration: Instant

Save: Standard for half damage

PPE: 15

This spell causes a radius of 1-18 metres of area the caster can see to explode forth with razor sharp crystals. Any caught in it suffer 3D6 damage.

Geyser

Level: 6

Range: Line of Sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 30

This spell will create a geyser where there was none before. Hot, sulfurous water will begin spurting out of the ground forcefully and can be directed by the caster. Any hit by the scalding water will take D4 points of burn damage per ME.

Hammer of Earth

Level: 9

Range: Self

Duration: 4 rounds per 5 ME

Save: Standard for half damage

PPE: 50

This spell summons forth a battle hammer in the likeness of the one used by ancient Earth Spirits. When using this hammer, you gain +8 to strike and do 8D6 damage. After the spell expires or if the caster ever loses contact with the hammer, it shatters into dust. Note: This hammer does double damage to Fire, Wind, and Water Elementals. If the hammer is ever used to attack an Earth Elemental, it shatters.

Heal Body

Level: 9

Range: Touch

Duration: Instant

Save: None

PPE: 40

This spell may be cast on anyone including yourself. Its magical power will fully restore all lost SDC.

Heal Earth Elemental

Level: 2

Range: Line of Sight

Duration: Instant

Save: None

PPE: 10 +1 per SDC

This spell fully heals an earth elemental.

Hold Earth Elemental

Level: 8

Range: Line of Sight

Duration: 1 round per ME

Save: None

PPE: 40

This spell permits the caster to paralyze an earth elemental.

Landslide

Level: 4

Range: Line of sight

Duration: Instant

Save: None

PPE: 20

All victims in a room in line of sight of the caster are slid to one side of the room. They are packed together there.

Lava Blast

Level: 6

Range: Line of Sight

Duration: Instant

Save: None

PPE: 30

Produces a blast of red-hot lava. The stream of lava shoots out of the hand of the caster doing D6 per ME +D6 per level, over 1 metre per ME +4.5 per level. Anything combustible instantly catches alight. The lava cools shortly

after impact and must then be removed by the target otherwise the hardened lava will slow him by 25% because of all of the extra weight. It will also improve his AR by 1 because of the hardness of the rock.

Magnetite

Level: 4

Range: Touch

Duration: 1 round per ME

Save: None

PPE: 20

This spell gives metal a strong magnetic field that causes the treated metal (iron, nickel) to exert a pull on other ferromagnetic metal with a PS of 1 per ME, +1 per level.

PPE Storage

Level: 2

Range: Touch

Duration: 1 day per ME

Save: None

PPE: 10

This spell allows the caster to dump PPE into a crystal, gem or other form of earthen material to be retrieved later when needed. The object can hold up to 2 PPE per ME, any more and it explodes.

Oresome Armour

Level: 6

Range: Self or touch

Duration: 1 round per ME or until destroyed

Save: None

PPE: 30

This spell may be cast on anyone including yourself. A thin layer of rock surrounds the caster in the form of armour, with SDC equal to 10 per ME and AR 18 (+1 per additional 5 PPE spent).

Pass Through Rock

Level: 3

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 15 per person

This spell may be cast on anyone including yourself. The recipient shivers when he touches the wall. He becomes one with the stones. He can move this turn right through stone but if he isn't out of it by the time the spell expires his flesh stays stone and he will die a horrible death.

Protection from Elementals

Level: 9

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 50

This spell creates an invisible barrier that prevents the entry of any elementals. It has a radius of 1 metre per ME.

Quicksand

Level: 6

Range: Line of sight

Duration: Permanent

Save: None

PPE: 30

This spell will open up a quicksand pit beneath any character in the spell caster's line of sight. Its size will be 2 metre radius per 5 ME x 1 metre depth per 5 ME. Consult your GM for its effects.

Refine

Level: 1

Range: Line of Sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 5

This spell is cast on any earth materials and causes it to separate into its

component minerals. One kilogram per ME per round may be sorted, +1kg per level. The caster must know of the existence of a fraction and have seen it in order to tune the spell to bring it out. So it is vital that he have the Maths skill.

Rock Skin

Level: 3

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 20

This spell may be cast on anyone. The recipient gains +10 SDC per 5 ME and immunity to any fire spell.

Separate Ore

Level: 2

Range: Touch

Duration: Permanent

Save: None

PPE: 10

This is used to separate mined ores from waste and by type. All materials within a 1 metre per ME diameter from the caster's hand will be sorted into piles by mineral and non mineral types.

Shatter Shock

Level: 4

Range: See below

Duration: Permanent

Save: None

PPE: 20

When invoking this spell, the spellcaster draws on the powers of the stone beneath them, then slams their fist into the ground. This shock creates a mole-tunnel effect for up to 6D6 metres (the caster can choose less, but not more) straight in any direction the caster chooses. Note: This spell passes right under or through magical doors and walls and any other obstruction until it reaches its maximum length.

Stone Speak

Level: 1

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 2

This spell may only be cast upon the spellcaster. It grants the ability to talk to rocks, which must answer truthfully.

Summon Elemental

Level: 8

Range: Line of Sight

Duration: 10 rounds per 5 ME

Save: None

PPE: 40

This spell conjures up an element of earth to serve and protect the spellcaster. The elemental lasts until slain, or when the caster dies, cancels the spell, or can no longer see the elemental. The elemental has attributes and SDC identical to the caster along with the abilities and bonuses from the earth elemental.

16. ELEMENTAL FIRE**MAGICANA**

Fire is the destroyer. It brings ruin and cataclysm with it wherever it goes, and comes the closest out of any natural element to being a power of Death. It is the gleam on the edge of a blade, the rage that propels the berserker's limbs, the inferno that reduces a mighty fortress to ashes and rubble. Yet for all this, Fire is not an intrinsically evil Element, for what it leaves in its wake is purified, made stronger for that which could not consume it. Fire is like an unruly beast, a beast that will respect and obey only those mightier than itself.

Apollo

Level: 10

Range: Self

Duration: 1 round per ME

Save: None

PPE: 50

This spell transforms the caster into a fire elemental for the duration. He is not susceptible to the various control and summoning spells and need not eat or breathe while in contact with fire. If the caster is hit with a dismiss fire elemental spell this will end the Apollo spell rather than banishing the caster to the plane of fire. The caster has any fire damage he takes halved but protection from cold or acid spells thrown on the caster automatically fail. Being surrounded by water ends this spell. He has all the standard powers of a fire elemental.

Armour of Embers

Level: 6

Range: Self or touch

Duration: 1 rounds per ME or until depleted

Save: None

PPE: 30

A cloud of red-hot embers envelops the recipient of this spell protecting the recipient from harm. This armour has SDC equal to 10 per WIS and AR 18 (+1 per additional 5 PPE spent). Contact with the outside field of this armour burns severely, inflicting 4D6 damage to those that try and touch it, or surrounding objects that come into contact with it. It is controlled enough that the wearer's clothing and personal effects are not harmed. This armour keeps the recipient warm if it is cold, and provides protection from all fire and heat based attacks (they inflict no damage).

Ball of Flame

Level: 3

Range: Line of Sight

Duration: 1 round of damage per 5 ME or until extinguished by normal means

Save: Standard for half damage

PPE: 15

This spell can be cast on any character, enveloping it in a ball of flame. It will inflict 2D6 damage each round.

Breathe Fire

Level: 6

Range: Self

Duration: 1 round per ME

Save: Standard for half damage

PPE: 30

The caster can breathe fire for the duration of the spell. Area of effect is a cone, the narrow tip beginning at the caster and extending 1 metre per ME, with a base 1 metre per 4 ME wide. All targets within this area are automatically hit and suffer D6 per ME, +D6 per level. Flammable targets take extra damage.

Breathe Smoke

Level: 1

Range: Self

Duration: 4 rounds per 5 ME

Save: None

PPE: 5

This spell protects the caster from the dangers of breathing smoke, brimstone, and other noxious materials.

Burn Liquid

Level: 5

Range: Line of Sight

Duration: Instant

Save: None

PPE: 25

This spell transforms any fluid into the equivalent of lamp oil. The substance remains flammable until mixed with a substantial amount of normal water or other non-flammable fluids. The caster can affect up to one handful per ME, +1 per level.

Burning Fist

Level: 2

Range: Line of Sight

Duration: Until punch

Save: Standard

PPE: 10

This spell may only be cast on anyone. The next attack he performs deals +D6 damage.

Burning Vengeance

Level: 4

Range: Line of Sight

Duration: 4 rounds per 5 ME

Save: Standard for half damage

PPE: 20

The caster enhances any one weapon in sight. As long as he has the weapon: Strike +2, damage +3D6. This may also include 1 arrow or 1 bullet.

Burning Wind

Level: 2

Range: Line of Sight

Duration: 1 round per ME

Save: None

PPE: 10

This spell produces incredibly hot wind in a path 1 metre per ME. It causes sunburn on any exposed skin and will hurt the eyes.

Cleansing Flames

Level: 6

Range: Line of Sight

Duration: Instant

Save: Standard

PPE: 30

This spell can be used to perform an exorcism on any possessed creature.

Courage

Level: 1

Range: Line of Sight

Duration: See below

Save: None

PPE: 5

This spell can be cast on anyone. The next time that recipient attacks, he gains +1 on all rolls and one extra attack. The spell is broken when the recipient's current foe is vanquished.

Crown of Fire

Level: 3

Range: See below

Duration: Instant

Save: Standard for half damage

PPE: 15

Any and all characters within a 6mtr radius of the caster suffer a blast of flame. The caster then rolls 3D6 damage for all caught in it.

Delayed Ignition

Level: 3

Range: Touch

Duration: 1 hour per ME

Save: None

PPE: 15

This spell may be cast on any flammable material. When the spell is cast a trigger condition, not too complex, is established. If the trigger condition is met, the object bursts into flames. The mass limit is 10 kgs per ME, +10 per level.

Dragon Armour

Level: 4

Range: Line of Sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 20

This spell may be cast on anyone. The recipient gains +10 SDC per 5 ME and immunity to any fire spell.

Efreeti

Level: 5

Range: Line of Sight

Duration: Until end of combat

Save: None

PPE: 25

This spell conjures up an Efreeti who will do one of the following: inflict up to 5D6 divided any way you wish to attack up to 5 enemies in your line of sight, or 5D6 against 1 enemy within your line of sight.

Endow With Fire

Level: 4

Range: Touch

Duration: Until used

Save: None

PPE: 20

This spell allows a wizard to change the nature of normal weapons into flaming ones when used. This may be cast either on melee weapons or on batches of missile weapons (arrows, bullets, bolts). The flaming characteristic of a weapon does not appear until the weapon is used, and then lasts until the first time it hits something. Weapons do an additional

+D4 per 3 ME. This however can be regulated by the caster. So if he could normally do +4D4 then he can choose to do anywhere between +D4 to +4D4.

Extended Fireball

Level: 5

Range: Line of Sight

Duration: Instant

Save: Standard for half damage

PPE: 25 + 5 per round held

This spell is identical to Fireball but for every round that the caster holds onto the fireball its damage increases by +D6. Can hold onto the fireball for maximum of 1 round per 3 ME.

Fireball

Level: 5

Range: Line of Sight

Duration: Instant

Save: Standard for half damage

PPE: 25

This spell affects a 9 metre radius area. Any character in this area suffers 4D6 damage.

Fire Hearing

Level: 1

Range: Line of Sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 5

This spell allows the caster to use any fire source as an extension of his hearing. For any fire source that is locked on to, he can hear all that is within a 1 metre per ME radius of the fire.

Fire Message

Level: 1

Range: Line of Sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 5

This spell allows the caster to send messages via fire.

For the spell to work the caster must prepare a fire at least the size of a small campfire and he must know the general location of the fire to which he wishes to send his message. Anyone within sight of the target fire can see a fiery image of the written message. But if nobody is near the fire then the spell fails.

Fire Shield

Level: 2

Range: Line of Sight

Duration: 4 rounds per 5 ME

Save: Standard for half damage

PPE: 10

This spell may be cast on any character, including yourself. It forms a protective barrier of fire around that character. Any other character who steps within it suffers D6 damage per 4 ME of caster.

Fire Sight

Level: 1

Range: Line of Sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 5

This spell allows the caster to use any fire source as an extension of his sight. For any fire source that is locked on to, he can see all that is within a 1 metre per ME radius of the fire.

Fire Stream

Level: 6

Range: Line of Sight

Duration: 1 round of damage per 5 ME

Save: Standard for half damage

PPE: 30

A stream of liquid fire erupts from the caster's fingertips. This spell may be cast on any one target the caster can see.

Damage is affected by distance:

1 metre = 6D6

3 metres = 5D6

6 metres = 3D6

9 metres = 2D6

12 metres = 1D6

15 metres = No Damage

Flames of the Phoenix

Level: 7

Range: Touch

Duration: Instant

Save: None

PPE: 40

Passing his hand over the bare wounds of an injured companion, the Wizard causes small flames to burn all over them. While this process is extremely painful, when the flames are finally extinguished all wounds seem to have disappeared, as if the fire had reduced them all to ashes. All SDC are restored.

Flames of Truth

Level: 3

Range: Line of Sight

Duration: 1 round per ME

Save: Standard for half damage

PPE: 15

This spell is most useful for interrogation. If the victim tells a lie, he instantly feels searing pain and takes D6 SDC damage.

Flaming Hand of Destruction

Level: 7

Range: Touch

Duration: Instant

Save: Standard for half damage

PPE: 40

As the Wizard shouts with rage, his closed fists start to burn with scorching red flames. Although the magical fire mysteriously does not consume this flesh, the Wizard is visibly wrecked by terrible pain and as he reaches out and grabs a nearby opponent he rapidly incinerates it, engulfing it in a

destructive firestorm. The victim takes 12D6 directly to his SDC. The Wizard's hands return to normality the beginning of the next exploration turn.

Heal Fire Elemental

Level: 2

Range: Line of Sight

Duration: Instant

Save: None

PPE: 10 +1 per SDC

This spell fully heals a fire elemental.

Hideous Revenge

Range: Line of Sight

Duration: 1 round per ME

Save: Standard

PPE: 50

The spell will set the recipients skin ablaze, scarring the entire body and melting the skin, making the effective PB 1. The fire only does 1 point of pain damage every turn, slowly torturing the person to death, but does no real damage except for that of the marring of facial features.

Hold Fire Elemental

Level: 8

Range: Line of Sight

Duration: 1 round per ME

Save: None

PPE: 40

This spell permits the caster to paralyze a fire elemental.

Immolate

Level: 8

Range: Self

Duration: Instant

Save: Standard for half damage

PPE: 40

The caster envelops him/herself in a ball of flame. Any characters adjacent to the caster immediately suffer 3D6 damage

per 5 ME, and the caster is reduced to half SDC.

Inferno of Doom

Level: 10

Range: Line of Sight

Duration: Instant

Save: Standard for half damage

PPE: 50

The ultimate spell of flaming destruction, the Inferno of Doom is the hardest spell to master, but is also the maximum aspiration of any Fire Wizard, for it is capable of incinerating many opponents at a time in a raging storm of bright red fire. All within the 36mtr radius are automatically hit and suffer 7D6 damage per 5 ME.

Phoenix Pyre

Level: 10

Range: See below

Duration: Instant

Save: None

PPE: 50

The Wizard recites the ritual by means of which the Phoenix maintains its immortality and, much to the surprise of all his comrades, he engulfs an ally that has been slain in a burning storm of red flames, leaving only a pile of ash where the corpse was lying. Suddenly the mound starts to move and the recently dead comrade digs his way out of the ash, restored to full life. This spell may only be cast the turn following the comrade's death, before the Wizard does anything else, and has a range of 36 metres (since this spell requires a full turn to cast the Wizard cannot move before casting it, so he must be within 36 metres of the hero in the moment in which he gets killed).

Protection from Elementals

Level: 9

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 50

This spell creates an invisible barrier that prevents the entry of any elementals. It has a radius of 1 metre per ME.

Purple Sun

Level: 3

Range: Line of Sight

Duration: See below

Save: Standard

PPE: 15

A tiny (30cm radius) sun appears within sight of the caster. Any underneath it within a 36 metre radius are captured and can do nothing for 4 rounds per 5 ME. The caster may move the Sun and its captives 6 metres each turn. This moving of the Sun counts as an action.

Restore from Fire

Level: 3

Range: Touch

Duration: See below

Save: Standard

PPE: 15

Upon completing this spell, any one item measuring up to 2 centimetres per ME cubed may be selected, and any burns on that item will be instantly removed, and the item restored to its original condition. Even a fragment of the item is sufficient to fully restore it.

Smoke Cloud

Level: 4

Range: Line of Sight

Duration: 1 attack each

Save: Standard for half damage

PPE: 20

This spell creates a wall of smoke of 1 metre per ME radius, +1 per level.

Summon Elemental

Level: 8

Range: Line of Sight

Duration: 10 rounds per 5 ME

Save: None

PPE: 40

This spell conjures up an element of fire to serve and protect the spellcaster. The elemental lasts until slain, or when the caster dies, cancels the spell, or can no longer see the elemental. The elemental has attributes and SDC identical to the caster along with the abilities and bonuses from the Fire Elemental.

Supernatural Fire

Level: 4

Range: Touch

Duration: 1 round per ME

Save: Standard

PPE: 20

This spell causes magical fire to appear on any melee weapons. This fire does not damage the weapon in any way and the flame's power will enable non-magical to affect the supernatural.

Wall of Fire

Level: 5

Range: Line of Sight

Duration: Until dispelled or extinguished

Save: Standard for half damage

PPE: 25

The caster builds up a sizzling wall of fire of (1 metre per ME length x 1 metre per 2 ME of height x 1 metre per 4 ME of depth). The wall does 4D6 to any stepping through it. The wall of fire blocks line of sight.

Weld

Level: 5

Range: Touch

Duration: Instant

Save: None

PPE: 25

This spell allows the caster to spot weld any two pieces of stone or metal he touches. This spell can be reversed only by brute force. It is especially useful for sealing entrances and exits in a hurry, or turning chain mail into a giant inconvenience.

Wings of Flame

Level: 6

Range: Line of Sight

Duration: 1 attack each

Save: Standard for half damage

PPE: 30

This spell summons up 1 blue flaming birds per ME. These birds can be used to attack any target the caster can see. The birds may all attack the same target, or may attack different ones. Each bird does 4D6 damage.

17. ELEMENTAL VOID

MAGICANA

The void is the element that is in opposition to all others. It is virtually unknown because it is so hard to manipulate and often kills researchers. The Void, as the elemental plane of vacuum is called, is virtually empty. There are creatures in it but they are memories or potentials until they encounter matter or energy at which point they become active and regain their material existence, voraciously consuming that matter.

Anti PPE

Level: 10

Range: Line of sight

Duration: Instant

Save: Standard for half damage

PPE: 50

This spell causes PPE within a living creature to transform into void doing 1 point of damage per PPE in the target.

Breathe in Vacuum

Level: 2

Range: Self

Duration: 5 minutes per ME

Save: None

PPE: 10

This spell allows the mage to breath clean air even in a void or hostile environment.

Calm of the Void

Level: 1

Range: Special

Duration: 1 hour per ME

Save: None

PPE: 5

This spell calms the caster and creates a sense of inner peace. Useful when trying to remain calm in a highly stressful situation.

Condemned Shelter

Level: 4

Range: Touch, 1 metre per 5 ME area

Duration: Permanent

Save: None

PPE: 20 +1 per damage point inflicted

This spell transforms the wall, beams and roof in the affected area making them old, rusting and about to collapse.

Disintegration Shield

Level: 4

Range: Self

Duration: 1 round per ME

Save: None

PPE: 20 +1 per damage point inflicted

This spell transforms the recipient's PPE into ablative armour against disintegration or energy damage (but not fire). The number of points of protection is equal to how much damage is inflicted. Each time damage is done an equal amount of PPE is drained from the caster, until he no longer has enough.

Gravity Crush

Level: 6

Range: Line of sight

Duration: 1 round per ME +1 per level

Save: Standard

PPE: 30

This spell causes every one in a 1 square metre radius per ME to feel their personal gravity increase 6 fold.

Hades

Level: 10

Range: Self

Duration: 1 round per ME

Save: None

PPE: 50

This spell transforms the caster into a void elemental for the duration. He is not susceptible to the various control and summoning spells and need not eat or breathe while in contact with the void. If

the caster is hit with a dismiss void elemental spell this will end the Hades spell rather than banishing the caster to the vacuum plane. The caster has any void damage he takes halved. He has all the standard powers of a void elemental.

Heal Void Elemental

Level: 2
 Range: Line of Sight
 Duration: Instant
 Save: None
 PPE: 10 +1 per SDC
 This spell fully heals a void elemental.

Heat Vision

Level: 1
 Range: Self
 Duration: 1 minute per ME
 Save: None
 PPE: 5
 This spell allows the caster to see heat and thermo images.

Hold Void Elemental

Level: 8
 Range: Line of Sight
 Duration: 1 round per ME
 Save: None
 PPE: 40
 This spell permits the caster to paralyze a void elemental.

Protection from Elementals

Level: 9
 Range: Line of sight
 Duration: 4 rounds per 5 ME
 Save: None
 PPE: 50
 This spell creates an invisible barrier that prevents the entry of any elementals. It has a radius of 1 metre per ME.

Summon Elemental

Level: 8
 Range: Line of Sight

Duration: 10 rounds per 5 ME

Save: None

PPE: 40

This spell conjures up an element of void to serve and protect the spellcaster. The elemental lasts until slain, or when the caster dies, cancels the spell, or can no longer see the elemental. The elemental has attributes and SDC identical to the caster along with the abilities and from a void elemental.

Vacuum Blast

Level: 7
 Range: Line of sight
 Duration: Instant
 Save: None
 PPE: 40
 This spell sends a void blast to the target which reduces his PE by 1 per ME, for 1 round per ME. The victim's PE however cannot drop below zero, once it reaches this he is rendered unconscious.

Vacuum Cleanse

Level: 1
 Range: Line of sight
 Duration: Instant
 Save: None
 PPE: 5
 This spell completely cleans a 1 square metre per ME area of all dust and dirty particles.

Vacuum Flight

Level: 4
 Range: Special
 Duration: 4 rounds per 5 ME
 Save: None
 PPE: 20
 This spell allows the caster to propel himself even while in a vacuum or zero gravity, allowing him to fly at 4 kph per ME.

Vacuum Lift

Level: 4
 Range: Line of sight
 Duration: 1 minute per ME
 Save: None
 PPE: 20

This spell creates a sphere of zero gravity around the caster or another. The sphere is just large enough to hold the recipient and can be shifted at a rate of 2 kph per ME.

Vacuum Knockout

Level: 5
 Range: Line of sight
 Duration: Instant
 Save: Standard
 PPE: 25

This spell draws all of the air out of the target's lungs and knocks him out. He later recovers normally.

Vacuum of Silence

Level: 1
 Range: Self
 Duration: 1 minute per ME
 Save: None
 PPE: 5

This spell creates a field of absolute silence around the caster. He can not be heard while this spell is in effect.

Vacuum Parry

Level: 5
 Range: Self
 Duration: 1 round per ME
 Save: None
 PPE: 25

This spell makes all attacks aimed at the caster miss! It creates a mini vortex which sucks in all range attacks against the caster (including energy). The only disadvantage is that the mage cant fire at any body either (although spells can still be cast).

Vacuum Pick

Level: 1
 Range: Line of sight
 Duration: Instant
 Save: None
 PPE: 5

This spell is placed on a key hole. When the mage turns his hand this spell allows him to open any mechanical lock.

Vacuum Pull

Level: 4
 Range: Line of sight
 Duration: 4 rounds per 5 ME
 Save: None but can resist pull via PS checks
 PPE: 20

This spell creates a mini vortex which pulls all within the area of 1 square metre per ME towards it very quickly. The pull is equal in PS to the caster's ME.

Vacuum Seal

Level: 6
 Range: Line of sight
 Duration: 4 rounds per 5 ME
 Save: None
 PPE: 30

This spell sucks all of the oxygen out of a 1 square metre per ME area. This allows food to keep six times longer.

Void Immunity

Level: 8
 Range: Self or line of sight
 Duration: 1 hour per
 Save: None
 PPE: 40

This spell causes the recipient to be able to tolerate the void and associated effects. This spell also renders breathing unnecessary for its duration and gives a person's body vacuum integrity.

Void PPE

Level: 9

Range: Line of sight

Duration: Instant

Save: Standard for half loss

PPE: 50

This spell causes the casters PPE to reach out and drain the PPE of other mages and charged magic items, within a radius of one square metre per ME.

it and may not recharge within 3 metres of it.

Void Portal

Level: 10

Range: Line of sight

Duration: 1 round per ME

Save: Standard

PPE: 50

This spell opens a portal into the void through which the caster may throw enemies to a horrible fate. The pull is equal in PS to the caster's ME.

Void Shield

Level: 10

Range: Self

Duration: Instant

Save: None

PPE: 50

This spell summons up a force shield of void energy shaped to the caster's whim. It does D6 of disintegration damage per ME to anything touching it, including projectiles and energy attacks.

Wall of Nothing

Level: 7

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 40

This spell allows the caster to summon up a wall of nothingness shaped to his whim. It can be up to (1 metre per ME length x 1 metre per 2 ME of height x 1 metre per 4 ME of depth). Spells and magic items will not work while within

18. ELEMENTAL

WATER MAGICANA

Water reflects the nature of reality in its shining surface, offering a unique perspective to those who gaze upon it, revealing things that may not be apparent to one's own limited perspective. Peering deeper, however, one discovers a second aspect of Water: that of change. Water is a great agent of change, transforming all things that feel its fluid touch. Water is a subtle Element, full of uncharted currents and mysterious eddies; only those with steadfast purpose and acuity of perception can peer into its depths.

Acid Hands

Level: 2
 Range: Line of Sight
 Duration: 1 round of damage per 5 ME
 Save: Standard for half damage
 PPE: 10
 This spell causes the caster's hands to emit a spray of corrosive acid. This acid does 2D6 damage per 5 ME.

Acid Shield

Level: 4
 Range: Line of Sight
 Duration: 1 round per ME
 Save: None
 PPE: 20
 This spell creates a shield around the caster or any within sight that blocks the passage of all acid.

Acid Storm

Level: 4
 Range: Line of Sight
 Duration: 1 round of damage per 5 ME
 Save: Standard for half damage
 PPE: 20

This spell affects a 6 metre radius area. Any character in this area suffers 4D6 damage per 5 ME.

Acidic Vapours

Level: 4
 Range: Line of Sight
 Duration: See below
 Save: Standard for half damage
 PPE: 20
 This spell creates up to an 18 metre radius of acidic vapours. This does not block movement or line of sight. Any character within or passing through a section suffers 2D6 damage for each metre passed through. Each vapour section lasts until the spellcaster dies, cancels the spell, or can no longer see it.

Anchor of Force

Level: 8
 Range: Line of Sight
 Duration: 1 hour per ME
 Save: None
 PPE: 40
 This spell creates a magical anchor with a chain that will allow the caster's ship to hold its position even in a storm.

Aquakinesis

Level: 5
 Range: Line of Sight
 Duration: 1 round per ME
 Save: None
 PPE: 25
 This spell permits the caster to reach out through a pool or lake, forming arms or other shapes out of the water. The caster may exert his strength through the water arms. His arms must be immersed in the water for the spell to work. The caster can use these arms to cast spells and the spells originate at the hands of those arms. The arms can take damage equal to the caster's total SDC, and its stretching ability is dependent on the

amount of water available for it to draw on.

Armour of the Shell Fish

Level: 5

Range: Touch

Duration: 1 round per ME

Save: None

PPE: 25

This spell turns any sea shell into armour. The shell expands until it is large enough to fit the caster. It has 10 SDC per ME.

Bands of Mist

Level: 2

Range: Line of Sight

Duration: 1 round per ME

Save: Standard

PPE: 10

This spell calls into existence three misty rings around a single target. A character caught in these bands cannot attack, defend, or move, but may cast spells.

Blizzard

Level: 3

Range: Line of Sight

Duration: Instant

Save: Standard for half damage

PPE: 15

This spell may be cast on any one character, pelting him with icicle blades. It will inflict 3D6 of damage.

Breathe under Water

Level: 1

Range: Line of Sight

Duration: 1 round per ME

Save: None

PPE: 5

This spell allows the recipient to draw oxygen from the water as fish do.

Buoyancy

Level: 2

Range: Line of Sight

Duration: 1 round per ME

Save: Standard

PPE: 10

When this spell is cast upon an object or person they receive the ability to float in any liquid as though they were made of a light buoyant material. If cast underwater, the target will immediately begin to rise to the surface at a rate of 10 feet per second. The caster may affect up to a 10 pounds per ME plus 10 per level.

Call Fog

Level: 4

Range: Line of Sight

Duration: 1 round per ME

Save: None

PPE: 20

This spell cast near most any substantial body of water will cause huge volumes of fog to rise from the water. The fog will only be large enough to affect the body of water it is over.

Chill

Level: 1

Range: Touch

Duration: Instant

Save: None

PPE: 2

This spell causes D6 of SDC damage to anyone adjacent to the spellcaster.

Cloud of Healing

Level: 8

Range: Line of Sight

Duration: Instant

Save: None

PPE: 40

This spell will create a cloud of healing vapours which will totally heal all the SDC of everyone within 3 metres per 5 ME radius.

Cold Shield

Level: 4

Range: Line of Sight

Duration: 1 round per ME

Save: None

PPE: 20

This spell totally protects the recipient from the effects of cold and any cold damage.

Control Ship

Level: 3

Range: Line of Sight

Duration: 1 hour per ME

Save: None

PPE: 20

For the duration the caster is able to steer his ship from anywhere on it, open or close any hatches, tie, untie, pull, coil, or uncoil any ropes, as well as raise, lower, and move any of the sails on this ship that he can see.

Corrode

Level: 4

Range: Line of Sight

Duration: 1 hour per ME

Save: None

PPE: 20

This spell causes the object touched to be subjected to the type of corrosion that would result from soaking in sea water for a year. The touch ends the spell and the spell fades without effect if no metal object is touched by the end of the duration. Normal steel armor and arms would be rendered rusty, rotten and worthless. Gold objects would simply become tarnished. Enchanted objects are given a save of 5x embedded PPE +2x charged or recharging PPE. The caster may obtain 2x maximum mass, 2x duration, or +1 touch for +1 PPE.

Create Sail

Level: 4

Range: Line of Sight

Duration: 1 hour per ME

Save: None

PPE: 20

This spell allows the caster to create a sail using a sufficient body of water. The sail can be of any design and will function exactly as a fabric sail.

Deny Entry

Level: 6

Range: Line of Sight

Duration: 1 round per ME

Save: None

PPE: 30

This spell allows the caster to prevent anyone from forcefully boarding the ship. Planks (if made of normal wood) will crack and break. People jumping onto the boat will get knocked off by booms or ropes will move and tangle them up, pulling them off the ship.

Depth Charge

Level: 8

Range: Line of Sight

Duration: 1 round per ME

Save: None

PPE: 40

This spell causes the water at the chosen point to explode outwards with tremendous concussive force, causing D6 damage per ME, +D6 per level of the caster to all within 6 metre radius. Any living thing within a 12 metre radius is additionally stunned by the shockwave for D4 rounds (save for no effect). This spell does not work above water. It can also be used to cause hull damage to ships passing through the waters above.

Drown

Level: 5

Range: Line of Sight

Duration: 1 minute per ME

Save: None

PPE: 25

This spell forms a body of water around the victim's head. The victim can hold his breath, but once he lets go will start drowning.

Electric Eel

Level: 6

Range: Line of Sight

Duration: 1 minute per ME

Save: Standard

PPE: 30

The spell, when cast, fills the caster with electrical power, which appears to crawl in ribbons across the caster's body, and which may be discharged by touch. The spell causes a total of D6 per 2 ME electrical damage per level of the caster; however, the caster may choose to release this energy in two consecutive rounds, dividing the power as desired. A normal "to hit" roll must be made to strike the target, who may save for half damage as normal. Any portion of the charge left unused at the end of the second round dissipates harmlessly. Should the caster be struck by a metal melee weapon whilst still charged, the entire remaining power of the Lightning Touch is automatically conducted down the weapon into the attacker (no saving throw). The caster takes normal damage from the attack.

Flow Sails

Level: 4

Range: Line of Sight

Duration: 1 hour per ME

Save: None

PPE: 20

The caster can summon a steady strong wind that will blow in any direction desired for his ship only. This wind should be sufficient to propel his vessel at full speed.

Flow Through

Level: 2

Range: Line of Sight

Duration: 1 round per ME

Save: None

PPE: 10

This spell permits a water elemental to become far more watery and flow through small cracks and gaps and so pass a barrier they otherwise might not be able to. The water elemental will reform involuntarily when it reaches the far side.

Freeze

Level: 3

Range: Line of Sight

Duration: Indefinite

Save: Standard

PPE: 15

This spell calls up a hand of ice which grips and freezes one target the spellcaster can "see". This character cannot move, attack, or defend (etc.) until they break the spell. This spell can be broken at once or on a future turn by rolling a save.

Freezing Cone

Level: 7

Range: 1 metre per ME

Duration: Instant

Save: Standard for half damage

PPE: 35

This spell causes a cone of intense cold 1 metre long per ME with a 60 degree apex angle to spring from the casters fingers. It does D6 of cold damage per 2 ME. This spell will also freeze any liquid it hits, and extinguish fires.

Freezing Wind

Level: 3

Range: Line of Sight

Duration: 1 round per ME

Save: Standard for half damage

PPE: 15

This spell produces an incredibly chilling wind in a path 1 metre per ME. It causes a cold burn on any exposed skin and will hurt the eyes.

Frostbite

Level: 4

Range: Line of Sight

Duration: Instant

Save: Standard

PPE: 20

This spell causes the victim's hands and feet to get frostbitten, as if from exposure to extreme cold. The victim gets a save against this effect, but it must be made at -2. When affected by Frostbite the victim will fight with -4 and -40% on all rolls. These effects persist until the victim's extremities are defrosted either by magical healing or heat. Note that any extremity in a frostbitten state for more than 3 hours could potentially become gangrenous.

Glowing Longitude

Level: 1

Range: Line of Sight

Duration: 1 round per ME

Save: None

PPE: 5

This spell creates writing in any body of water that tells the caster what his exact latitude and longitude is.

Heal Water Elemental

Level: 2

Range: Line of Sight

Duration: Instant

Save: None

PPE: 10 +1 per SDC

This spell fully heals a water elemental.

Hold Water Elemental

Level: 8

Range: Line of Sight

Duration: 1 round per ME

Save: None

PPE: 40

This spell permits the caster to paralyze a water elemental.

Hydroblast

Level: 2

Range: Line of Sight

Duration: Instant

Save: None

PPE: 10

This spell may be cast on anyone in your line of sight, blasting it with a vortex of water. The victim takes 3D6 in damage.

Ice Armour

Level: 3

Range: Line of Sight

Duration: 1 round per ME

Save: None

PPE: 15

This spell may be cast on any one character who is wearing armour. That character's armour's SDC is doubled, and absorbs the effects of fire spells.

Ice Arrow

Level: 3

Range: Line of Sight

Duration: Until used

Save: Standard for half damage

PPE: 15

The caster can create an arrow of ice from any water source he touches. He then picks a target within sight and the arrow flies towards it. The arrow does D4 per 3 ME +1 point per level.

Ice Phasing

Level: 3

Range: Line of Sight

Duration: 1 round per ME

Save: None

PPE: 15

This spell permits the recipient to walk through ice as if it is fog or swim through it as if it is water. The caster determines which.

Ice Shards

Level: 2

Range: Line of Sight

Duration: Instant

Save: None

PPE: 10

The caster whips his arm as if flinging a handful of small objects. Moisture within the air coalesces into slivers of ice near the caster's hand which fly in a cloud towards the target. The caster can fling 1 shard per ME, +1 per level with each shard doing D4 damage. Physical armour provides protection against Ice Shards.

Ice Shield

Level: 4

Range: Line of Sight

Duration: 1 round per ME

Save: Standard

PPE: 20

This spell may be cast on any character, including yourself. It forms a protective barrier of frost around that character. Any character who steps within a Radius of 1 metre will suffer D6 damage, and becomes frozen.

Ice Storm

Level: 4

Range: Line of Sight

Duration: 1 round per ME

Save: Standard for half damage

PPE: 20

This spell creates a blizzard of ice that affects a radius of 6 metres. Everyone in that area takes 3D6 damage per round.

Ice Wall

Level: 1

Range: Line of Sight

Duration: See below

Save: None

PPE: 5

This spell creates up to (1 metre per ME length x 1 metre per 2 ME of height x 1 metre per 4 ME of depth) metres of solid ice. These walls block movement, but not line of sight. Each ice section lasts until the spellcaster dies, cancels the spell, or can no longer see it, or until a cumulative total of 10 SDC per 3 ME damage is inflicted on the wall.

Liquefy

Level: 8

Range: Line of Sight

Duration: 1 round per ME

Save: None

PPE: 40

This spell transforms the caster temporarily into liquid identical to the Alter Physical Structure Liquid major power.

Locate Ship

Level: 2

Range: Line of Sight

Duration: 1 round per ME

Save: None

PPE: 10

The caster must first cast this on any ship he is currently on. He can later determine the direction and location of his ship if it is within 10kms per ME, +10 per level.

Mind Freeze

Level: 3

Range: Line of Sight

Duration: 1 round per ME

Save: Standard

PPE: 15

This spell ravages the mind of any 1 victim and goes into shock.

Mini Rainstorm

Level: 3

Range: Line of Sight

Duration: 1 round per ME

Save: None

PPE: 15

This spell creates a small black storm cloud (about three cubic feet) which will hover over the victim's head. While there, the cloud will rain constantly and drench the victim to the bone. The cloud cannot be chased off without the use of magic and it will get under umbrellas, into buildings, etc.

Navigate

Level: 2

Range: Line of Sight

Duration: 1 hour per ME

Save: None

PPE: 10

While concentrating the caster can learn the following about his location: north direction, location on world (if the stars are out), depth of water, the height of the tide and current state, maximum height of tide and time to reach apogee, local air currents and speeds.

Poseidon

Level: 10

Range: Self

Duration: 1 round per ME

Save: None

PPE: 50

This spell transforms the caster into a water elemental for the duration. He is not susceptible to the various control and summoning spells and need not eat or breathe. If the caster is hit with a dismiss water elemental spell this will end the Poseidon spell rather than banishing the caster to the plane of water. The caster has any liquid or cold damage he takes halved. He has all the standard powers of a water elemental.

Protection from Elementals

Level: 9

Range: Line of sight

Duration: 1 round per ME

Save: None

PPE: 50

This spell creates an invisible barrier that prevents the entry of any elementals. It has a radius of 1 metre per ME.

Pure

Level: 1

Range: Line of Sight

Duration: Instant

Save: None

PPE: 5

This spell may be cast on any one character, including yourself. Its magical power will eliminate any poison, venom or other toxins from the victim's body.

Purify Water

Level: 2

Range: Line of Sight

Duration: 1 round per ME

Save: None

PPE: 10

This spell can purify any water so that it is suitable for drinking. In the case of sea water it removes the salt content.

Rain Shield

Level: 2

Range: Line of Sight

Duration: 1 round per ME

Save: None

PPE: 10

This spell creates a shield around the caster or any within sight that blocks the passage of any and all water. In simple terms, this spell creates a sort of telekinetic umbrella that will only block water. This spell conveys no protection from Water Elementals. If cast underwater, the caster will be

surrounded by a bubble of air. This bubble will rise to the surface unless the caster concentrates on staying at the same depth. Under no circumstances can the caster direct the bubble to descend, nor can it hold more than the caster.

Repair Breach

Level: 1

Range: Line of Sight

Duration: 1 hour per ME

Save: None

PPE: 5

The caster can temporarily repair any one hole in the ship's hull. The hole can be up to 1 square inch per ME, +1 per level.

Sailor's Blessing

Level: 4

Range: Touch

Duration: 1 hour per ME

Save: None

PPE: 20

This spell alters the molecular configuration of a boat or similar vessel, and keeps it upright in any weather. The boat will not sink or capsize despite the wildest storms, and only magic can dictate otherwise.

Sea Blade

Level: 3

Range: Touch

Duration: 1 minute per ME

Save: None

PPE: 15

This spell turns a pile of water into a sword which does D6 damage per 4 ME.

Sea Cloak

Level: 8

Range: Line of Sight

Duration: 1 round per ME

Save: None

PPE: 40

This spell can turn anything in a body of water invisible. In the case of a ship, everything aboard would become invisible for the duration. The displaced water will also be hidden by this spell.

Silent Waters

Level: 1

Range: 1 metre per 2 ME radius

Duration: 1 minute per ME

Save: Standard

PPE: 5

This spell, provides the caster and/or a number of others with a personal aura of silence which extends 1 metre per 2 ME radius from the recipient's body. The aura absorbs sound, and renders the recipient invisible to sonar. Spellcasters are unable to use their powers under the effects of this spell, although already-cast spell will function normally. A saving throw is permitted for unwilling recipients of this spell. Silent Waters can be used offensively, silencing enemy spellcasters, if desired.

Sleep

Level: 1

Range: Line of Sight

Duration: Until save

Save: Standard

PPE: 5

This spell puts a victim into a deep sleep. The spell can be broken at once or on a future turn by a save. May not be used against the undead.

Slick

Level: 1

Range: Line of Sight

Duration: Until evaporates

Save: None

PPE: 2

The caster selects a 3-18mtr radius he can see; this section is covered with a slick of water and is very slippery. Any

character who walks through a square that is slicked must roll under their PP or fall over.

Slipstream

Level: 1

Range: Self or touch

Duration: 1 round per ME

Save: None

PPE: 5

This spell creates a fast stream of water centred on the recipient which is subject to his will. It allows the recipient to move effortlessly through the water, in any direction, at up to 360'. The Slipstream itself cannot be used for offence - the recipient cannot command the stream to blast a foe, for instance - but a single being may be sucked along in the recipient's wake, if the enchanted being so desires. The spell is primarily used for transportation purposes, or to provide greater maneuverability in combat. It does not function above the water. The caster's swimming SPD is doubled.

Sonar

Level: 1

Range: 100 metres per ME

Duration: 1 minute per ME

Save: None

PPE: 5

This spell, grants the recipient the sonar-based echo-location ability possessed by most cetaceans. The enchanted being emits a series of high-frequency clicks (provided by the spell, not the recipient's voice) which fan out from the recipient in a 60-degree arc, (and bounce back, providing a sonar picture in the recipient's mind. This spell negates the need for normal sight.

Soothing Waters

Level: 5

Range: Touch

Duration: 1 hour per ME

Save: None

PPE: 25

The use of this spell creates a room-sized pool of hot water, suitable for bathing in. The outside of the sphere is opaque, so that passers-by cannot intrude on the bathers, but those in the bath can see out. The water is always at the desired temperature of the caster, provided he is actually in the water, and constantly refreshes itself throughout the duration of the spell. It is possible to drink the bathwater, but this has two side-effects. Anyone foolish, or desperate enough to do so, must save vs poison at +2 or fall immediately ill, retching and choking, due to the oils and soaps in the water. Anyone who becomes ill will be at -2 to all proficiencies for the next 12 hours.

Furthermore, at the conclusion of the spell, the bath and its water disappear, so that anyone who has drunk the bathwater to slake a thirst may end up very thirsty after all.

However anyone spending the entire spell duration immersed in the bath will regain double the normal amount of SDC they would have recovered. Furthermore, the noise of the falling water has the effect of calming the thoughts of those nearby, such double the normal amount of PPE is recovered.

Speak with Sea Creatures

Level: 1

Range: Line of Sight

Duration: 1 hour per ME

Save: None

PPE: 5

This spell allows the caster to understand and speak to any aquatic animals.

Sphere of Water

Level: 3

Range: Line of Sight

Duration: 1 hour per ME

Save: None

PPE: 15

This spell creates a 1 metre per 2 ME sphere filled with breathable water (choice of salt or fresh) for aquatic base life.

Submerge Boat

Level: 7

Range: Line of Sight

Duration: 1 hour per ME

Save: None

PPE: 40

This spell allows any ship to submerge creating a pocket of air around it and sail under the sea to a depth of 1 km per ME.

Summon Elemental

Level: 8

Range: Line of Sight

Duration: 10 rounds per 5 ME

Save: None

PPE: 40

This spell conjures up an element of water to serve and protect the spellcaster. The elemental lasts until slain, or when the caster dies, cancels the spell, or can no longer see the elemental. The elemental has attributes and SDC identical to the caster along with the abilities and bonuses from the Water Elemental.

Summon Fish

Level: 3

Range: Line of Sight

Duration: 1 round per ME

Save: None

PPE: 15

This spell summons various sea life (if any are present in the nearest body of water). The caster can summon up to 1

animal per 2 ME, the type available is up to the GM.

Summon Ship

Level: 9

Range: Line of Sight

Duration: 1 day per ME

Save: None

PPE: 50

The caster must first cast this on any ship he is currently on. He can later summon this ship, causing it to set sail under its own power for the closest accessible point to him.

Tidal Armour

Level: 6

Range: Self or touch

Duration: 1 rounds per ME or until depleted

Save: None

PPE: 30

A layer of water giving the appearance of a raging ocean surrounds the caster so that it now forms an armour, with SDC equal to 10 per ME, and AR 18 (+1 per additional 5 PPE spent). This armour retains the transparent properties of clear water and the recipient can easily see through the Armour. Those observing the target see his outline as slightly blurred or obscured, although not in such a way that he is more difficult to strike in combat. This armour also protects to wearer from airborne effects, toxins, gases, etc. and allows the wearer to breathe under water for the duration of the armour. Any clothing or personal effects on the recipient of the armour that are not properly protected a drenched at the end of the duration, further any such items or articles of clothing that are delicate in nature may be damaged by the raging seas of protection that cover them.

Tsunami

Level: 5

Range: Line of Sight

Duration: Instant

Save: None

PPE: 25

This spell deals 6D6 damage (rolled once) to all characters within 3mtr long x 1mtr high per 5 ME wall of water.

water. If the caster successfully hits with the water whip in melee, the target suffers damage equal to D4 per 3 ME, +1 point per level of the caster.

Veil of Mist

Level: 3

Range: Line of Sight

Duration: 1 round per ME

Save: None

PPE: 15

This spell may be cast on anyone hero. On the recipient's next move, they are covered by a veil of mist and may move unseen.

Water Transport

Level: 10

Range: Special

Duration: Instant

Save: None

PPE: 50

This spell lets the caster enter the water at one point and leave it at a distant point of his choosing, so long as the water is of sufficient body to contain him. The destination must either be within line of sight, a place well known to the person or a location which have an image of. If the caster is hazy as per his destination, his arrival point will be likewise hazy.

Water Whip

Level: 3

Range: Touch

Duration: 1 round per ME

Save: Standard

PPE: 15

With this spell, the caster causes a crystal clear blue whip to form in his hand - the weapon is made entirely of

19. FAERIE

MAGICANA

Druids and Rangers embrace a vitalistic vision of nature in which the whole world contains an amount of magical fluid that gives life and fertility to everything, and that is present in large amount in the element of water. In fact the Earth is seen as a living being, where the rivers and streams act as the means by which this life-force flows to feed all creatures and plants. They believe that violence is the entity that most interferes with the serenity of life, and for this reason have an unsurpassed arsenal of calming and pacifying spells. Everything must be free to manifest to the full its wish to live, from plants and animals to molds and fungus. Druids construct circles of stone monoliths in the countryside to channel their magic in yearly rituals they perform to bring fertility to the soil. In fact Faerie magic is tightly linked to the flow of the seasons, as its energy flows freely in spring, only to hide in the deepest recesses of trees during the winter.

Absorb

Level: 5

Range: Line of sight

Duration: 1 day per 5 ME

Save: None

PPE: 25

This spell is cast on any one item containing silver. This item will then function temporarily as a "Spell Ring", being able to absorb the effects of one spell cast upon or around the character holding the item.

After Clap

Level: 4

Range: Line of sight

Duration: See below

Save: None

PPE: 20

This spell covers each magic user in the spell caster's party with an aura which will double the effect of the next spell cast.

Age Plant

Level: 3

Range: Line of sight

Duration: Instant

Save: None

PPE: 15

This spell enables the caster to affect the aging of any plant, seed or tree. The process can operate either forward or backward, causing flowers to blossom, seeds to sprout and grow, and trees to bear fruit; or fruit to turn to blossoms, trees to become saplings, and new shoots to turn to seeds. The change in age, either forward or backward, is chosen by the mage at the time of casting. The changes associated with normal or reversed growth occur instantaneously. Plants can be altered in age up to 5 years per ME of the caster.

Alter Plant

Level: 1

Range: Self

Duration: 1 round per ME

Save: None

PPE: 5

The caster can change any plant of one type into any other type with which he is familiar (includes fruits and vegetables).

Ambush

Level: 1

Range: Self

Duration: 1 round per ME

Save: None

PPE: 5

The caster blends into the shadows and may attack as if invisible next turn. May not be cast on others.

Animate Plant

Level: 3

Range: Line of sight or a radius of 10 metres per ME, +10 per level

Duration: 1 round per ME

Save: None

PPE: 15

Plants will obey simple telepathic commands and perform actions they are normally not capable of. He can manipulate all plants causing any vines, weeds, shrubs, or trees to trap and ensnare or cover a victim. The plants cannot move from the soil which they are rooted into. Tree limbs may be capable of knocking someone out.

Anti Vermin Barrier

Level: 1

Range: Line of sight

Duration: 1 round per ME

Save: None

PPE: 5

With this spell, the caster creates an invisible force field that repels nonmagical insects, rodents, spiders, snakes, worms, and similar vermin of normal sizes. The area affected is 1 metre radius per ME. The barrier affects summoned creatures.

Back to Nature

Level: 5

Range: Touch, 1 metre radius per ME

Duration: Instant

Save: None

PPE: 25

This spell turns man-made objects into their nearest natural equivalent - buildings turn into rock formations or groves of trees, roads turn into meadows, and man-made items turn to small rocks

or shrubbery. Other man-made features are converted as the GM (and the mage) sees fit. The newly created vegetation will be identical to the natural vegetation found in the area with some discretion on the part of the mage. Living things inside the area of effect are not affected.

Ball of Thorns

Level: 4

Range: Throwing range

Duration: Instant

Save: None

PPE: 20

This spell allows the caster to create and throw a smooth, dark sphere of wood which will burst into hundreds of sharp thorns when it hits something solid. When the ball hits a solid surface it will burst doing D6 points of shrapnel damage per ME to anyone in the area. Anyone who is in contact with the sphere when it bursts takes double damage. Even if the ball doesn't hit anything solid, it will burst D6 rounds after being thrown, as specified by the caster when the spell is cast. This feature can be used to make the ball burst in air or detonate after a certain amount of time. If the caster fumbles his throwing roll, he might well drop the ball, causing it to explode next to him.

The Biting Maelstrom

Level: 4

Range: Line of sight

Duration: 1 round per ME

Save: Standard for half damage

PPE: 20

Throwing the fangs and thorns into the air, the Wizard bellows a complicated incantation. In a matter of seconds they start whirling furiously, spinning around in ever-increasing circles as more and more biting shards are magically being created. Soon enough a maelstrom of

fangs, talons, claws and thorns hurtles menacingly towards the chosen opponent, biting and cutting through it in a savage surge of violence. This powerful spell distributes 10 points of damage or more (in the case of critical wounds) in the following way. The first target must be in direct line of sight. It will suffer 10D6. This process continues, hitting one enemy after the other over a 36 metre radius.

Blade Dance

Level: 3

Range: Line of sight

Duration: 4 rounds per 4 ME

Save: None

PPE: 15 + 5

This spell, when cast on a weapon, will allow that weapon to attack on it's own. The spell requires at least 15 PPE Points to cast, and may be used indefinitely, provided the caster expends another 5 PPE Points for each additional set of rounds he wants the spell to continue. The blade will attack any one target the caster can "see", or the strongest monster in the room, at the caster's discretion.

Blind Faith

Level: 2

Range: Line of sight

Duration: 1 round per 4 ME

Save: None

PPE: 10

The focus of this chant receives a strange sense of calm and focus. The recipient then gets their bonus to strike and attacks doubled.

Branch Walking

Level: 1

Range: Self

Duration: 1 round per ME

Save: None

PPE: 5

Even the most delicate of vines or tree limbs will support the subject's weight, allowing him to climb even the most fragile trees or walk from tree to tree through (or on) the canopy of a forest.

Burnished Gauntlet

Level: 1

Range: Line of sight

Duration: Instant

Save: Standard

PPE: 2

A burnished gauntlet appears in thin air and may be sent to strike one character the caster can "see". When struck, the victim is knocked out.

The Cape of Thorns

Level: 5

Range: Self

Duration: 1 round per ME

Save: None

PPE: 25

With a sweeping movement of the arm the Wizard envelopes a cape of wickedly barbed thorns around himself. While giving additional protection, the Cape of Thorns also threatens to injure enemies foolish enough to attack the Wizard in close combat. Only the Wizard may be affected by this spell, and the effects last until the end of the next exploration turn. The Cape of Thorns increases the Wizard's SDC by ten. Moreover for every hand to hand hit against the wizard the attacker automatically suffers D6 damage per 5 ME as well. Enemies using long weapons aren't affected.

Cat Claws

Level: 5

Range: Self or touch

Duration: 1 round per ME

Save: None

PPE: 25

This spell gives the recipient 1 claw on each finger, which do D4 damage each.

Clear Path

Level: 3

Range: 1 metre radius per ME

Duration: 1 minute per ME

Save: None

PPE: 15

This spell opens a clear footpath through thickets, tangles creepers, and other jungle-like obstructions and clearly displays water, swamp, and other obstacles that do not part efficiently. The footpath returns to normal after.

The Cloak of Nature

Level: 5

Range: Line of sight

Duration: Instant

Save: None

PPE: 25

The Wizard causes a shallow pool of green water to form under a target model, and starts to recite the incantation. As his voice raises so the sparkling liquid rises, until the target is cloaked in a thin film of translucent protective fluid. This spell may be cast on any ally within 18 metres. Until the end of the combat melee in which the spell was cast the SDC is increased by x2. Moreover the target is protected from all kinds of disease and poison. He will not suffer from a disease caused by a monster such as a mummy, he will not be affected by any blade venom, and is also unaffected by poison darts, gas traps, deadly poison (from molds, mushrooms, pools or other hazards) or spells such as Quickrot.

Cold Flame

Level: 1

Range: Touch

Duration: 1 round per ME

Save: Standard

PPE: 5

This spell allows the caster to create a non heat flame, without risking the danger of a forest fire. The Cold Flame is blue-white, and radiates light equivalent to a torch, but no heat; it will burn whatever it touches, but will not spread to anything else. Creatures struck by a Cold Flame-will suffer standard burn damage.

Commune

Level: 1

Range: Line of sight

Duration: 1 round per ME

Save: None

PPE: 5

Standing perfectly still the Wizard allows his spirit to momentarily leave his body and merge with the surrounding spirits. Returning to consciousness after a few moments he remembers seeing all that lies beyond a closed door. This spell targets a single closed door or unexplored passageway in the Wizard's line of sight. He will be able to see what is in the room beyond it as if the section had been explored. The wizard is also allowed to roll for each trap within the room in attempting to discover it (adding any bonuses the Wizard may have as usual), notice that no attempt to deactivate any trap may be done at this stage.

Confuse

Level: 3

Range: Line of sight

Duration: 1 round per ME

Save: Standard

PPE: 15

This illusionary spell causes all monsters in the same room with the spellcaster to become confused, and will attack whatever is closest to them.

Control Animals

Level: 3

Range: Line of sight

Duration: 1 round per ME

Save: Standard

PPE: 15

This spell makes an animal subject to the will of the mage unless it saves vs. magic. The animal cannot be ordered to do anything it doesn't understand, or which may be suicidal.

Control Insects

Level: 3

Range: Line of sight

Duration: 1 round per ME

Save: None

PPE: 15

This spell permits the caster to set a group of insects to doing something by visualizing the action he wants performed. He can affect 10 insects per ME.

Create Javelin

Level: 2

Range: Touch

Duration: Instant

Save: None

PPE: 10

This spell causes any plant touched to stiffen and lose flexibility, and to glow with a green radiance. The Javelin may be hurled by the caster, or anyone she gives it to, at any living target within range. Although it does not hit automatically, the thrower gains +1 to strike. If the missile strikes, it explodes with a bright green flash, causing 1 point of damage per ME to the target. If it misses, it vanishes at the end of the round after it is thrown, and cannot be reused.

Create Swamp

Level: 4

Range: Line of sight

Duration: 4 rounds per 2 ME

Save: None

PPE: 20

As the Wizard mutters an arcane incantation, he lets a single drop of green water fall onto the ground at his feet. As it touches the flagstones it grows in volume, causing mud to quickly form in the nearby area. Surprisingly enough, in matter of seconds the newly created marsh begins to teem with life, as green algae covers its surface and tiny creatures can be seen crawling and wiggling. By casting this spell the Wizard creates a swamp that covers up to 18 metres. Walking through swamp-covered spaces reduces SPD by two thirds rounded down.

Cry of the Wild

Level: 1

Range: Self

Duration: 1 round per ME

Save: None

PPE: 5

This spell allows the caster to reproduce the calls of any animal.

Dancing Sparks

Level: 3

Range: Line of sight

Duration: 1 rounds per ME

Save: Standard

PPE: 15

This spell has an annoyance factor through the roof, which is exactly the intent. This spell creates a swarm of flying sparks, 5 per ME. These "flying sparks" swarm and dance around the victim impairing his vision and hampering his movement. Penalties for the individual being swarmed and the reduction of sight (plus the sheer annoyance factor) are as follows: -3 on all rolls, and an additional -2 penalty to

skills requiring great amounts of concentration (like playing chess, disarming a bomb etc.). Thermo sensors and infra-vision are completely blinded, any one relying totally on them suffer the penalties for blind fighting. Also, the victim is a lot easier to spot with all these whirling points of light and heat about especially for those who can see the infrared spectrum.

Deadfall

Level: 3

Range: Touch

Duration: 1 hour per ME

Save: None

PPE: 15

This spell sets up an ambush, by making a nearby tree or other large wooden object fall over on to a specific area when something walks through it. The damage done depends on the weight of the falling object and the distance it falls. At the very least, the subject will take D6 of damage from a shower of small branches, and a beam or moderate sized tree will do at least 4D6 points of damage, probably more. Other creatures which would logically be affected by the falling object will be damaged as well. The victims of this spell can Dodge to avoid being hit.

Deadly Nature

Level: 6

Range: Line of sight

Duration: 1 round per ME

Save: None

PPE: 30

The caster summons an ethereal fungus on an unoccupied area in sight. The green lifeforms make the 18 metre radius area impassable unless hacked through. If while doing this the fungus touches any exposed skin the victim must save vs. poison or die.

Deadwood Blade

Level: 2

Range: Touch

Duration: 1 hour per ME

Save: None

PPE: 10

This spell was designed to enable a caster to rearm himself in the forest should he be deprived of his weapons. The spell reshapes any single piece of dead wood (a broken branch, a plank, etc) into a bladed weapon. The size of the weapon is dependent on the amount of wood available; a longsword requires more wood than a dagger, for example. Excess quantities of wood are consumed during the transformation. The Deadwood Blade is equal to a normal bladed weapon of metal, but against an enchanted weapon, it will shatter.

Defective Plates

Level: 3

Range: Line of sight

Duration: Instant

Save: Standard

PPE: 15

Casting of this spell creates any 1 victim's armour to rust and fall apart.

Dehydration

Level: 3

Range: Line of sight

Duration: 1 round per ME

Save: Standard

PPE: 15

This spell severely dehydrates the target, with the victim loosing D6 SDC per round, until he drinks water. If the target drinks at least one decilitre per hit point lost (or to be lost) the points both stop departing and come back at a rate of one per minute. Each time the dehydration damage exceeds the victims PE the victim must save vs shock or pass out. Other than feeling thirsty the victim will

not notice the loss of points until he uses stamina or takes hit or PE damage. This spell does not work on creatures that do not require water (other than to make them feel mildly nauseous).

Detoxify

Level: 1
Range: Touch
Duration: Instant
Save: None
PPE: 5

This spell removes toxins from an area of plants. Naturally toxic or irritating plants like nightshade or poison ivy can be made harmless. The spell can also be used to remove poisons from plants that have been poisoned.

Din

Level: 1
Range: Line of sight
Duration: 1 round per ME
Save: Standard
PPE: 5

This spell increases the din of the jungle. Monkeys hooting, birds screeching, insects buzzing all get louder. A perception save is required to have a conversation in the area of the din, delicate skills, including spell casting, requires a stress save to work normally in the din. If the save is blown the din is impossible to ignore and the skill roll is at -2.

Disguise

Level: 2
Range: Line of sight
Duration: 1 round per ME
Save: Standard to see through illusion
PPE: 10

This illusion spell will allow the spellcaster to take on the shape of any humanoid monster or character that the spellcaster has seen.

Drain

Level: 2
Range: Touch
Duration: Instant
Save: None
PPE: 10

This chant gives you the power to lay your hands upon a creature and transfer as many of your own SDC to him as you desire.

Eerie Song

Level: 4
Range: Hearing range of victims
Duration: 1 round per 4 ME
Save: Standard
PPE: 20

The caster calls for the mournful song of the Lost Faerie. All characters within earshot of the caster will remain rooted to the spot.

Elixir of the Fey

Level: 8
Range: Line of sight
Duration: Instant
Save: None
PPE: 40

This spell conjures up a vial of magical liquid that can be used in 2 different ways. When given to a living character, it automatically restores all SDC. When given to a dead character, it will restore them to 1 SDC (must have died within last 1 round per ME).

Enchant Fishing Rod

Level: 3
Range: Touch
Duration: 10 minutes per ME
Save: None
PPE: 15

This spell calls into being a 1 metre long, faintly glowing rod of force, with a slim strand of energy hanging off the thin end. On the handle end is a crank-

type apparatus, also constructed of this glowing energy. Typically, the line is cast into waters where one suspects interesting or valuable objects might be found. The caster then patiently waits for a "bite". Every turn spent fishing gives the caster a number of "bites" equal to his level. Roll D10 for each bite. If a 6-10 comes up, it is something along the vague lines of what the caster was seeking, based on what the GM decides is actually underwater. Note that the line does not have to be particularly near the object (thus the conjuration element), and that the line can lift objects as if it had an 18 Strength, regardless of the wizard's prowess. In especially treasure-thick water, there may be bonuses to the roll, left to the discretion of the GM. Objects sought for must actually exist and lie within a hundred metres of the casting site. An alternate use of the Rod is for actual fishing, with no bait needed for this use of the spell.

Expel Parasites

Level: 1
Range: Touch
Duration: Instant
Save: None
PPE: 5

This spell kills or drives out parasites in the recipient and permits the recipient to return to normal health by healing up. These parasites may be anything from malaria to fleas.

Faerie Conference

Level: 6
Range: Line of sight
Duration: 1 round per ME
Save: None
PPE: 30

This is a very useful spell for a group of adventurers that could end up being divided. It allows the initial caster to

evoke a conference in which any person in the initial casting can commune with any other person subject to the same casting via telepathy. However, no person may be farther away than 100 kms per ME.

Faerie Dust

Level: 5
Range: Self
Duration: 1 round per ME
Save: None
PPE: 25

The caster releases a handful of sparkling magical sand that causes him to become invisible to all creatures.

Faerie Food

Level: 5
Range: Touch
Duration: Until eaten
Save: None
PPE: 25

Sometimes hunting for meals several times a day can become quite tedious. To remedy this nuisance, the recipe for Faerie Food was developed. A few bites of these tasty concoctions are enough to sustain a person for one day per ME. One preparation of Faerie Food will serve up to 8 people.

Fangs

Level: 2
Range: Self or touch
Duration: 1 round per ME
Save: None
PPE: 10

This spell gives the recipient 2 fangs on his lower and upper jaw for a total of 4, which do D4 damage each.

Feet to Hands

Level: 2
Range: Self or touch
Duration: 1 round per ME

Save: None

PPE: 10

This spell modifies the caster's feet to an apelike state that permits its use as additional hands. With practice it can be as useful as the caster's main hands.

Feral Savagery

Level: 2

Range: Line of sight

Duration: Instant

Save: None

PPE: 10

Chanting in a strange, guttural tongue, the Wizard points towards a single ally within his line of sight. The recipient of this spell becomes temporarily imbued with the ferocious psyche of wild forest animals. Until the target sees no more enemies he will automatically follow the rules for berserkers, and will not be affected by fearsome monsters, though fear-causing spells will work as usual.

Find Water

Level: 1

Range: 10 metre radius per ME

Duration: 1 minute per ME

Save: None

PPE: 5

This spell allows the caster to feel the closest source of drinkable water.

Flitting Shadows

Level: 1

Range: Line of sight

Duration: Instant

Save: Standard

PPE: 5

The caster summons a horde of flitting shadows to appear in the peripheral vision of a target in the caster's line of sight. The target is thoroughly distracted, and fights that round at -6.

Flock of Doom

Level: 3

Range: Line of sight

Duration: Instant

Save: None

PPE: 15

This spell summons up a flock of birds which attack every character in the room with the caster (or within 9 mtrs outdoors), doing 5D6 damage (normal dodge, parry, etc allowed).

Flower Fury

Level: 3

Range: Line of sight

Duration: Instant

Save: None

PPE: 15

A flurry of fragrant flower petals will start to fall and dance upon wind currents creating a beautiful wonder to behold. Within seconds, this turns to a downpour, obscuring sight and smell as if caught in a blizzard. What's worse, all caught within the area of affect without facial protection must save versus poison or suffer horrific allergies. These may include burning, watery eyes, sneezing, extreme congestion leading to the possibility of inhalation of the blossoms gasping for air. All within the area of affect are nearly blinded by the array of bombarding blossoms, limiting visibility (by any means) to 1 metre and all tracking abilities by scent become useless due to the overwhelming masking scent of the flower petals. While within the fury, victims will be -4 to all rolls. If they do not have proper protection (goggles, air filtration, mask, etc.) they will also suffer an additional penalty of -1 to their rolls. These added penalties will last up to 2D4 melees after the spell's duration has elapsed.

Glimmer

Level: 2

Range: Self

Duration: Instant for cancelling magic, 1 round per ME for illumination

Save: None

PPE: 10

The caster summons a shimmering light that surrounds his/her body, illuminating a radius of 6 metres, and cancels the effect of any darkness magic cast in the vicinity of the caster.

Glimmer Bridge

Level: 1

Range: Line of sight

Duration: 1 round per ME

Save: None

PPE: 2

This spell creates a magical bridge which will suspend no farther than 6 metres. It can be used to freely cross pit traps, etc. The bridge will eventually disintegrate, and anyone standing on the bridge will fall. The bridge can be used by anyone.

Gossamer Wind

Level: 4

Range: Line of sight

Duration: 1 round per ME

Save: None

PPE: 20

The caster causes a soft fluttering wind to blow in one direction that he/she decides. The wind will defeat any missile weapon or spell (except lightning) fired against the direction of the wind (or within 45 degrees of it).

The Green Vapour

Level: 4

Range: Line of sight

Duration: 1 round per ME

Save: Standard for half damage (doesn't apply to equipment)

PPE: 20

Dark tendrils of humid green mist congeal in the target area as the Wizard mutters and chants. All creatures enveloped in this enchanted vapour will feel their energies quickly waning, drained away and consumed by the green fog. This highly versatile spell may be used to cover larger or smaller areas, causing considerably less damage the more the vapour is dispersed. Both friend and foe are affected by this spell if they are within the vapour covered area. This must be in the line of sight of the Wizard and may cover a 3 metre radii (causing 5D6), a 6X6 area (causing 3D6), or a 9X9 area (causing 2D6). The Green Vapour remains in the area where it was cast until the combat is over, so it may provoke damage multiple times, or be used as an obstacle to enemy movement (the caster may disperse the vapour whenever he wishes). Moreover concerning ranged attacks the Green Vapour partially blocks line of sight to those in it or behind it.

Harm

Level: 5

Range: Line of sight

Duration: Instant

Save: None

PPE: 25

This spell will destroy one regular skeleton, mummy, zombie, or phantom. It will also do 2D6 damage to Medusas and Banshees, and will cause 4D6 damage to a Spectre.

Healing Sap

Level: 5

Range: Touch

Duration: Until used

Save: None

PPE: 25

This spell requires sap from any sap-bearing tree, either fresh or preserved. The caster must smear the sap on the wounded area before casting the spell (if the sap is preserved, it will need to be softened by heating it over a fire before it can be used). The spell heals 5 points of damage per ME, +5 per level of the caster. If the recipient has suffered no obvious wound, the sap must be ingested to be useful.

Healing Sleep

Level: 6

Range: Touch or self

Duration: 1 hour per ME or until healed

Save: None

PPE: 30

This spell sends the caster or another into a deep sleep in which they regain hitpoints as if they had their full health, at a rate of 1 SDC per ME per hour. The problem is that the person must sleep until fully healed. Nothing can awaken the caster from this sleep, unless a dispel magic removes the spell first, it is possible to hack the caster to bits without awakening him.

Hedge

Level: 3

Range: Line of sight

Duration: Until destroyed

Save: None

PPE: 15

This spell causes a magical hedge to grow from the floor to the ceiling. The hedge can be used to block or surround. The hedge will fill up D10 x3 metre radius and each section is alive. If a character stands adjacent to the hedge, it will attack throwing thorns doing 2D6. Each section of hedge has 20 SDC. A character may not see or pass through a section with a hedge on it until it is destroyed.

The Hunting Spear

Level: 6

Range: Line of sight

Duration: See below

Save: Standard for half damage

PPE: 30

Calling loudly upon the most savage and wild forces of nature, the Wizard plucks a glowing barbed spear out of the air and hurls it at an enemy. The Hunting Spear streaks towards its target with deadly accuracy and strikes with the fury of a wild beast. The Wizard selects an enemy model that must be in clear line of sight and within 36 metres. The target will suffer 6D6. Whether the victim is killed or not the spear will continue in its path (a perfectly straight line) striking friend or foe, and causing 5D6. The process continues, causing one less D6 damage for each target hit, until there are no more potential targets for the Spear, or once the Spear has hit 6 victims and its strength has waned.

Increase Yield

Level: 2

Range: 1 metre radius per ME

Duration: Instant

Save: None

PPE: 10

This spell increases the yield of crop, vegetable or fruit plants by 10% per ME.

Instant Water

Level: 4

Range: Line of sight

Duration: Instant

Save: None

PPE: 20

This spell is used to supply large groups with sufficient amounts of fresh water especially during long travels. The caster can summon up to 1 litre of water per ME.

Itchy Plant

Level: 4

Range: 1 metre per ME radius

Duration: Instant

Save: None

PPE: 20

Makes all the plants in the affected area secrete an irritating oil, like that secreted by the poison ivy plant. Unless washed off (with at least 1 gallon of water per affected hit location) within 5 minutes after the oil touches the subject's skin or clothing, the subject's skin will begin to blister and itch. If the subject gets the oil on at least 25% of their body they will suffer extreme itchiness for D6 days. Armour and waterproof materials protect against the toxic oils.

Lace Wings

Level: 3

Range: Self or touch

Duration: 1 minute per ME

Save: None

PPE: 15

This spell creates four transparent wings on the caster's back, similar to a dragonfly's. They permit flight at a rate of SPD x3, with a ceiling height of 2 metres per ME.

Maelstrom

Level: 1

Range: Line of sight

Duration: Instant

Save: Standard for half damage

PPE: 5

This spell conjures up 1 magical missile per 4 ME, which may be fired at any target the caster can see. The missiles cause D6 damage each.

Magic Blade

Level: 4

Range: Line of sight

Duration: 1 round per ME

Save: None

PPE: 20

This spell creates a 4 foot long blue magic sword from the magician's outstretched hands. When using this weapon you gain +5 to hit and do 5D6 damage.

Mandibles

Level: 2

Range: Self or touch

Duration: 1 round per ME

Save: None

PPE: 10

This spell causes the caster to grow mandibles that can be used as a bite attack (and which look seriously scary). The mandibles get the caster's damage bonus added to them and do a base damage of 2D6, +1 per ME. The caster may choose to create mandibles that do edge or point damage.

Marsh Mist

Level: 4

Range: Line of sight

Duration: 1 round per ME

Save: None

PPE: 20

This spell calls up thickening tendrils of mist from the swamp (or other wetlands), weaving them into a thickish bank of fog which covers an area of 2 metres per ME. Visibility is reduced by one-third within the affected area; those within it may make out the shapes of other objects and people without too much difficulty - with the exception of the caster, who is undetectable by either normal sight or infravision whilst within the Mist. See Invisible spells will not locate the caster in this instance, since the presence of the Mist obscures the effect.

Mask Scent

Level: 2

Range: Self or touch

Duration: 1 hour per ME

Save: None

PPE: 10

The casting of this spell will completely mask the scent of the caster (or object cast upon), including equipment, within the radius of effect. Everything will become odourless, forcing creatures that track by smell, to rely on visual and audio clues. This is also handy for such uses as masking the scent of a cooked meal, negating the nauseous stench of the undead, and fumigating an outhouse, among others.

Mold Proof

Level: 3

Range: Touch

Duration: 1 day per ME

Save: None

PPE: 15

This spell prevents mold, mildew, or rot from affecting a container of food or item of equipment. No more than one litre per ME of the caster may be affected.

Natural History

Level: 2

Range: Line of sight

Duration: Instant

Save: None

PPE: 10

This spell reveals basic fact about a single item or location. Information given by the spell includes the name of the last owner, his class and alignment, and how the item came to be where it was found.

Nature Knowledge

Level: 2

Range: 1 metre radius per ME

Duration: 1 round per ME

Save: None

PPE: 10

By using this spell, the caster can learn anything he wants to know about a forest or other large area of vegetation. Specifically, the amount of area it covers, areas of certain types of vegetation, what sort of plant and animal species are present, the overall health of the vegetation, and what other lifeforms are present (people, monsters, undead, etc).

Net

Level: 3

Range: Touch

Duration: 1 round per ME

Save: None

PPE: 15

This spell require the caster to touch vines or similar plants while walking about. When the spell is cast, they will rapidly weave themselves into a well-made net of up to 1 metre radius per 4 ME. The vines may be left attached to the jungle canopy or their roots or may be made to fall loose at the caster's whim. The net can hold a victim of up to PS 17.

Overgrowth

Level: 8

Range: 10 metre radius per ME

Duration: 1 day per ME

Save: None

PPE: 40

This spell causes the animals and plants of the jungle to move in on a village or other similarly protected habitation. This habitation must be out in the light and air (the spell won't push the jungle into a deep cave). Over a period of a few days to weeks walls are knocked down, paths overgrown, crops and livestock eaten of

destroyed. This spell requires adjacent jungle or forest.

Peace

Level: 6

Range: Line of sight

Duration: See below

Save: Standard

PPE: 30

Whispering a gentle incantation, the Wizard bestows a feeling of calm and serenity on a single opponent, causing it to become soporific and languid. The now harmless enemy will be unable to attack during its turn, though it may move, drink potions, or perform any non-aggressive action. Creatures subject to the rules for berserkers simply stop being berserkers if this Peace is cast on them (they might not be peaceful, but are certainly much calmer). The effects of this spell last until all the other monsters are slain, or until the calmed monster is wounded somehow.

Plague of Locusts

Level: 4

Range: Line of sight

Duration: 10 minutes per ME

Save: Standard

PPE: 20

This horrible spell transforms all of the insects in an area into locusts, which will swarm and destroy nearby crops. If time allows the locusts will spread to nearby farms and devour the crops there as well. When the spell's duration expires, the insects revert to their original form.

Quickrot

Level: 9

Range: Line of sight

Duration: Instant

Save: Standard

PPE: 50

The Wizard's hands take on a pale green hue and as he bellows an arcane incantation he points at a single opponent. The victim is wrecked with a wasting rot, as flesh decays and lumps of peeling skin fall to the ground. Molds and rot quickly feeding on its body, soon nothing can be seen of the target but a festering pile of flesh and bones. The Wizard chooses a victim within direct line of sight. The victim must immediately make a save. If successful he suffers 6d6 damage. If the save fails he dies instantly and is reduced to a pile of moldy flesh. With this spell, the caster accelerates the process of aging and decay on one target within his line of sight.

Regeneration

Level: 10

Range: Line of sight

Duration: 1 round per ME

Save: None

PPE: 50

This spell may be cast on anyone including yourself. The recipient of this spell will continue regenerating 2D6 SDC until the spell expires. This spell will not give a recipient more than his/her starting number.

Restore Life

Level: 10

Range: Touch

Duration: Instant

Save: None

PPE: 50

The Wizard lays his hands on the body of a fallen comrade, and in a desperate attempt to bring him back to life he decides to infuse some of his life force into the still corpse. Weakening and apparently aging quickly the Wizard's hands become enveloped in a green mist that sinks into the chest of the lost

companion. This spell may only be cast within 1 round per ME of the victim being killed. The Wizard must forfeit an amount of SDC of his choice that will be transmitted to the slain hero.

Restore Mind

Level: 9

Range: Line of sight

Duration: Instant

Save: None

PPE: 50

This spell may be cast on any character, including yourself. It's magical power will immediately cure any insanities.

River Torch

Level: 1

Range: Line of sight

Duration: 1 round per ME

Save: None

PPE: 5

This variation on the standard Light spell can be cast on anything flammable. The object affected bursts into ghostly green flames. These flames do not consume it, nor can they be used to ignite other matter. The River-Torch casts light to the same range as the standard Light spell, and may be carried by anyone (or placed in one location) once it is cast.

The River-Torch cannot be extinguished by wind or water; only a Dispel Magic spell, or the will of the caster, can cause the spell to end before its duration expires.

Rot Wood

Level: 7

Range: Line of sight

Duration: Instant

Save: None

PPE: 35

A decaying stench of rot and mold surrounds the Wizard as he bathes the surrounding area in a damp, wet and

humid mist. Wooden objects nearby start to decompose until they turn into a useless mass of putrid rot. This spell may affect wooden items near the Wizard. These are chests, doors, furniture, clubs, arrows, bows, staves, and handles of axes and warhammers, just use common sense in other cases.

Ruse

Level: 1

Range: Line of sight

Duration: 1 round per ME

Save: None

PPE: 5 per image

This spell causes multiple images of the spellcaster to appear.

See Clearly

Level: 2

Range: Self

Duration: 1 round per ME

Save: None

PPE: 10

This spell allows the caster to see through smoke, fog, rain, and airborne dust as clearly as day, without problem. It can also allow the person to see underwater without distortion, as if the water were clear as air.

Seer's Eye

Level: 1

Range: Line of sight

Duration: 4 rounds per 4 ME

Save: None

PPE: 5

This produces an undetectable, floating, invisible eye which is remotely controlled by the spellcaster. The eye moves at an SPD equal to the caster's x4.

Serpent Arrow

Level: 7

Range: Line of sight

Duration: Until used

Save: Standard for half

PPE: 35

Through the use of this spell, the spell enchants an arrow. When the arrow strikes, it penetrates any armour and drains D4 pints of blood from its target. Losing one pint of blood causes no ill effect, damage or impairment. The body replaces the lost pint of blood in about three weeks. Losing two or three pints of bloods is the reasonable limit before the person experiences serious negative effects. It takes about six to eight weeks for the human body to replace the blood naturally. There's a 20% chance that a victim will pass out for 4D6 minutes.

This run down sensation lasts for about a week; with the following penalties: -2 on initiative, -1 to strike and loses one melee attack for D6 days. Note: Receiving a transfusion of one point of blood or a healing touch/spell that restores 15 hit points will bring the person up to snuff (no penalties) in an hour. Losing Four pints of blood is getting into the danger zone. There is an 80% chance of passing out for D6 hours.

The victim is extremely weak, can barely move, needs to drink fluids to avoid dehydration and sleeps 12 to 18 hours a day. Penalties: Speed is reduced to 10%, attacks/actions per melee are reduced to one, skills are -5, no bonuses to strike, parry or dodge apply. Can move around for a period of minutes equal to the character's PE before collapsing exhausted or even passing out (60% chance of passing out for D4 hours). The weakened condition and penalties last 2D4+3 days with rest or 1D4+1 weeks if the person refuses bed rest and continues to exert himself. Such a foolish person is subject to numerous collapses, fever and much sleep (at least

14+D6 hours a day). Will have to be carried/transported by others to travel.

A Blood Transfusion adding a minimum of two pints of blood will reduce the recuperation period to 8D6 hours (back on their feet in a day or two and pretty much back to normal, no penalties. Magical healing can also restore the victim of blood loss. After the Arrow has been fired, it loses all enchantment but it can be reenchanted. If multiple arrows are made, blood loss is cumulative.

Shadow Strike

Level: 8

Range: Line of sight

Duration: Instant

Save: None

PPE: 40

This spell may be cast on any one hero, including yourself. This character on their next turn may teleport anywhere they can see, perform an action, and return (max. distance 45 metres - one way).

Shapechange

Level: 2

Range: Self

Duration: Instant

Save: None

PPE: 10

This spell may only be cast upon the spellcaster. The caster may assume the form of any creature on the Animal list. While in this form, the caster has the physical attributes of the animal while retaining his own mental attributes. He may not use any items or spells while in this form. The spell lasts until the caster is slain or cancels the spell. All his items are magically carried along.

Share Senses

Level: 2

Range: 1 kilometre per ME

Duration: 1 minute per ME

Save: None

PPE: 10

This spell allows the caster to use the senses of an animal instead of using his own, at will during the spell duration. He will have a two way link with the animal and can suggest (though not compel) courses of action. For +10 PPE the caster may also cast spells through the animal.

Shatter

Level: 10

Range: Line of sight

Duration: Instant

Save: Standard

PPE: 50

This spell simultaneously crystallizes and shatters one victim the caster can see instantly killing him.

Skunk Tail

Level: 3

Range: Self or touch

Duration: 1 round per ME

Save: Standard

PPE: 15

This spell grants the recipient a skunk-like tail (black haired with a white stripe). It can spray a target with a powerful, malodorous liquid which causes anybody coming near the target, or his possessions, before the scent wears off, to be repelled. Fortunately, the scent will eventually wash off, especially if tomato juice is employed. The smell is enough to cause all who smell it to vomit and be -4 on all rolls for the next D6 minutes. If the victim saves they don't vomit but still suffer the penalties. If the liquid hits the victims eyes he will be blinded for the next 10 +D10 minutes and will require water to wash his eyes.

Snake to Arrow

Level: 3

Range: Touch

Duration: Until fired

Save: None

PPE: 15

This spell turns any one snake into an arrow (with scales). It will remain an arrow until it is fired and hits something, at which point it reverts into a snake. A really angry one.

Spirit of Air

Level: 10

Range: Self

Duration: 1 round per ME

Save: None

PPE: 50

By invoking the spirit, you are surrounded by a pillar of air which allows you to fly. Flying characters avoid any traps, sprung or unsprung. Flight is triple running SPD. When the invocation ends, you settle to the dungeon floor, and are subject to any traps on the space you stop on.

Spirit of Balance

Level: 10

Range: Line of sight

Duration: Instant

Save: Standard for half damage

PPE: 50

You drop to your knees chanting and as your eyes roll back into your head all other non-magic creatures drop to the ground and writhe in agony, until finally exploding, but you take as much damage as was required to destroy the largest one.

Spirit of Earth

Level: 10

Range: Self

Duration: 1 round per ME

Save: None

PPE: 50

By invoking the spirit, your skin becomes as hard as granite. Your SDC are then tripled.

Spirit of Fire

Level: 10

Range: Self

Duration: 1 round per ME

Save: None

PPE: 50

By invoking the spirit, you are filled with the power of fire. It grants you the ability, once per round, to send a powerful ball of flame into any area you can see. Any character in the area suffers 2D6 per 5 ME.

Spirit of Fury

Level: 10

Range: Self

Duration: 1 round per ME

Save: None

PPE: 25

By invoking the spirit, you receive great strength, and all hand to hand damage you deliver is tripled.

Spirit of War

Level: 10

Range: Self

Duration: 1 round per ME

Save: None

PPE: 50

By invoking the spirit, you are filled with an incredible sense of hostility and power. While under the influence your attacks are tripled and you receive +3 to all combat rolls.

Spirit of Water

Level: 10

Range: Self

Duration: 1 round per ME

Save: None

PPE: 50

By invoking the spirit you are harmonized with elemental water. This harmonization allows you to do two different things. First, it allows you to breathe underwater. Also, it will allow you to liquefy yourself. You may then move the allotted time before returning to solid form.

Starblades

Level: 5

Range: Self

Duration: Until used

Save: Standard for half damage

PPE: 25

This spell creates D6 per 5 ME magical star-shaped blades. These blades act as "Magical Throwing Daggers", doing D6 of damage to any character in the caster's line of sight automatically.

Stone Speak

Level: 1

Range: Self

Duration: 1 round per ME

Save: None

PPE: 2

This spell may only be cast upon the spellcaster. The spell enables the caster to talk to objects like the Animate power.

Store Water

Level: 1

Range: Self

Duration: 1 hour per ME

Save: None

PPE: 2

This spell allows the recipient to take a long drink and store the water for the future. The recipient may add 1 kg of water per ME, +5 kgs per level to his body weight.

Strangle

Level: 3

Range: Line of sight
 Duration: 1 round per ME
 Save: None
 PPE: 15

This spell causes a vine to grow from the ceiling above the head of any victim in the caster's line of sight. It wraps around the neck of the victim and begins to strangle it. The victim cannot move or perform any action, other than attempting to break free and takes 2D6 damage at the beginning of every round. This requires a Strength test and, if successful, the model may free himself. The vine doesn't do damage to undead or demons but still prevents movement until they break free.

Summon Faerie Ring

Level: 8
 Range: Self
 Duration: 1 round per ME
 Save: None
 PPE: 40

This spell summons up a ring of mushrooms around the caster, putting them in a ring of power. All effects any following Faerie spell are doubled, and the effects of any Chaos spell are halved. The spell is broken the moment the caster moves.

Sunburst

Level: 3
 Range: Line of sight
 Duration: Instant
 Save: None
 PPE: 15

The caster causes a brilliant flash of light to emanate from his/her hand. This flash causes all characters facing the caster to miss D6 turns while they regain their sight. The flash is also quite warm, and will do D6 damage to any character standing within 3 metres of the caster.

Swarm

Level: 3
 Range: Line of sight
 Duration: Instant
 Save: None
 PPE: 15

This spell summons up a swarm of hornets who will do 3D6 damage to all characters in the same room as the spellcaster (or within a 9 metre radius outdoors).

Swift Wind

Level: 9
 Range: Line of sight
 Duration: 1 round per ME
 Save: None
 PPE: 50

This spell may be cast on anyone including yourself. Its powerful burst of energy enables that person to move at the same rate as the Sonic Speed major power.

Thorn Storm

Level: 4
 Range: Line of sight
 Duration: 1 round per 5 ME
 Save: Standard for half damage
 PPE: 20

When the spell is cast, all within a 1 metre per ME radius suffer a heavy thorn shower, taking 1 damage per ME for each round caught in the storm.

Tree House

Level: 5
 Range: 1 metre per ME
 Duration: 1 hour per ME
 Save: None
 PPE: 25

This spell temporarily turns a tree at least 1 metre in diameter (or a large area of very thick foliage, like a briar patch) into a shelter for one or more persons. The treehouse area is accessible by a

hidden door in the tree which opens on to a ladder which runs up the inside of the tree. Once the ladder reaches the canopy of the tree, the ladder ends and the "floor" of the treehouse begins. The floor and walls of the treehouse are made from the trunk and limbs of the tree and tightly woven limbs. The roof is made of limbs and leaves.

Additional space and weight carrying capacity can be added by increasing the PPE spent. The caster can also specify windows, doors and balconies for the treehouse as he sees fit. Balconies count against the total space the treehouse occupies and can't be made weatherproof. Windows and doors consist of "shutters" made of flexible limbs and leaves. They can be closed to keep out the weather.

Tree Sight

Level: 1

Range: 1 metre per ME

Duration: 1 minute per ME

Save: None

PPE: 5

The spell caster can magically "see" from the vantage point of any plant or tree. For instance, a character needing to see past a jungle's heavy canopy could use this spell to magically move his eyesight to the top of the tree. The caster has to specify the angle and direction he will be looking.

Wall Walk

Level: 2

Range: Self

Duration: 1 minute per ME

Save: None

PPE: 10

This spell permits the caster to stick to walls at his whim. This permits the caster to use half his running movement

to go up walls and his full running movement to move laterally across a ceiling or along a wall. The caster grips the wall with his own strength.

20. GEOMANTIC

MAGICANA

Gemstones and crystals have a long history of being used in magic spell casting. Because they come from deep within the earth, these gems contain powerful energy that can be harnessed and focused to assist your intention for a particular spell.

Create Gemstone Armour

Level: 4
Range: Touch
Duration: Permanent
Save: None
PPE: 20

The caster is capable of creating a powerful suit of armour made out of gemstones. When worn the armour is amazingly lightweight and flexible and has excellent mobility with only a -1 penalty to stealth. It has 10 SDC per ME +1 per extra PPE invested into it, with an AR of 18 +1 per 4 ME. To repair the armour, the caster must add more gemstones.

Create Gemstone Blade

Level: 4
Range: Touch
Duration: Permanent
Save: None
PPE: 20

This spell allows the caster to forge a sword from gemstones. It can be used by anyone as a sharp sword that will inflict 2D6 damage but has a penalty of -5 to strike due to its heavy weight and awkward balance. In the hands of the caster or a Geomancer the sword becomes light and has incredible balance, providing the wielder a strike bonus of +3. It does 2D6 +1 damage per 2 PPE invested into it by the caster at the time of creation.

Create Gemstone Shield

Level: 3
Range: Touch
Duration: Permanent
Save: None
PPE: 15

This is identical to the armour spell but instead it is used to form a shield which may vary in size from a buckler to a full body shield. It has 10 SDC per ME +1 per extra PPE invested into it, with an AR of 18 +1 per 4 ME. To repair the shield, the caster must add more gemstones.

Create Gemstone Wall

Level: 4
Range: Line of sight
Duration: 1 round per ME
Save: None
PPE: 20

The spell creates a wall of gemstones. It has 10 SDC per ME +1 per extra PPE invested into it, with an AR of 16 +1 per 4 ME. Further it will reflect any energy based attack back on the attacker if he fails to penetrate the AR.

Find Gems

Level: 1
Range: 1 metre per ME +1 metre per level
Duration: 1 round per ME
Save: None
PPE: 5

This spell allows the caster to sense the location of naturally occurring gem and crystal formations, such as diamonds and rubies. This ability will determine the exact location of the gems, including direction and depth beneath the surface.

Gem Bridge

Level: 2
Range: Line of sight
Duration: 1 hour per ME

Save: None

PPE: 10

Terrain is not always flat and easy to walk upon. In moving throughout a region you can encounter jungle, mountains, rivers, and areas of small squirmy things. The bridge appears as a plane of gems up to 1 metre wide per 5 ME x 1 metre long per 2 ME. It can be somewhat curved, if so desired. Guard rails are optional.

Gem Ladder

Level: 1

Range: Line of sight

Duration: 1 hour per ME

Save: Standard

PPE: 5

This spell allows the caster to fuse gems or pieces of gems together to form a flexible yet very strong ladder. It can hold up to 10 kilograms of weight per ME.

Gem Rope

Level: 1

Range: Line of sight

Duration: 1 hour per ME

Save: Standard

PPE: 5

This spell allows the caster to fuse gems or pieces of gems with ordinary rope or twine and turn it into a flexible yet very strong cable. This triples the SDC of the rope and allows it to bear 5 times its normal load.

Gem Speak

Level: 1

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 2

This spell may only be cast upon the spellcaster. It grants the ability to talk to

gemstones, which must answer truthfully.

Gem Storage

Level: 2

Range: Touch

Duration: 1 day per ME

Save: None

PPE: 10

This spell empowers a gem with the ability to store within its structure written information of any kind - even electronic data. All information in a gem is lost if the gem is destroyed or if the magic is dispelled. Damage to the gem will result in part of the information being lost.

Gem Storage II

Level: 2

Range: Touch

Duration: 1 day per ME

Save: None

PPE: 10

This spell empowers a gem with the ability to store within its structure any spell. All is lost if the gem is damaged or destroyed or if the magic is dispelled.

Gemstone Heal

Level: 10

Range: Touch or line of sight

Duration: 24 hours

Save: None

PPE: 50

By encasing himself or another in gemstones the person will be healed of all wounds within 24 hours.

Geo Shards

Level: 3

Range: Line of sight

Duration: Instant

Save: Standard for half damage

PPE: 15

This spell causes a radius of 1-18 metres of area the caster can see to explode forth with razor sharp crystals. Any caught in it suffer 3D6 damage.

Handful of Gems

Level: 5

Range: Self

Duration: 4 rounds per 5 ME

Save: None

PPE: 25 +5 per 1 PS

This spell surrounds the caster's hands and forearms with solid gemstones. This gives the caster's arms and hands +1 PS per 5 PPE invested into the spell, and are immune to fire, cold, and electricity damage. The caster can use his hands to parry missiles, parry blows, and smother small fires.

Heal Gem Elemental

Level: 2

Range: Line of Sight

Duration: Instant

Save: None

PPE: 10 +1 per SDC

This spell fully heals a gem elemental.

Hold Gem Elemental

Level: 8

Range: Line of Sight

Duration: 1 round per ME

Save: None

PPE: 40

This spell permits the caster to paralyze a gem elemental.

PPE Storage

Level: 2

Range: Touch

Duration: 1 day per ME

Save: None

PPE: 10

This spell allows the caster to dump PPE into a crystal, gem or other form of earthen material to be retrieved later

when needed. The object can hold up to 2 PPE per ME, any more and it explodes.

Pass Through Minerals

Level: 3

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 15 per person

This spell may be cast on anyone including yourself. The recipient shivers when he touches the wall. He becomes one with the stones. He can move this turn right through stone but if he isn't out of it by the time the spell expires his flesh stays stone and he will die a horrible death. This won't work if there are no minerals at all in the rock.

Protection from Elementals

Level: 10

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 50

This spell creates an invisible barrier that prevents the entry of any elementals. It has a radius of 1 metre per ME.

Refine Minerals

Level: 1

Range: Line of Sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 5

This spell is cast on any earth materials and causes it to separate into its component minerals. One kilogram per ME per round may be sorted, +1kg per level. The caster must know of the existence of a fraction and have seen it in order to tune the spell to bring it out. So it is vital that he have the Maths skill.

Shape Gems

Level: 1
 Range: Touch
 Duration: Instant
 Save: None
 PPE: 5

The caster can mentally shape a gem stone as if it had been cut and polished by a professional transforming a raw, uncut gem into a high quality gem and adding facets and elegant and intricate designs as desired. He may even form a sculpture out of it.

Shape Glass

Level: 1
 Range: Touch
 Duration: Instant
 Save: None
 PPE: 5

The caster can create a quantity of glass from any sand available in the colour, shape and thickness he desires. They will only be as good as his Glassblowing skill. Creating simple sheets or blocks of glass doesn't require any skill roll though. Modern day casters can make bulletproof glass if he understands how.

Storm of Gems

Level: 6
 Range: Line of sight
 Duration: 4 rounds per 5 ME
 Save: None
 PPE: 30

This spell creates a raging circular storm of sharp bits of gem which surrounds the caster. By concentrating the caster can move the storm any distance up to its own diameter per turn, moving the eye with it. The shards do D6 per turn to anyone caught in the storm. In addition all within must continually protect their eyes from random loose shards.

Summon Elemental

Level: 8
 Range: Line of Sight
 Duration: 10 rounds per 5 ME
 Save: None
 PPE: 40

This spell conjures up an element of gemstones to serve and protect the spellcaster. The elemental lasts until slain, or when the caster dies, cancels the spell, or can no longer see the elemental. The elemental has attributes and SDC identical to the caster along with the abilities and bonuses from the mineral elemental.

Weld Gem

Level: 2
 Range: Touch
 Duration: Instant
 Save: None
 PPE: 10

This simple yet useful spell allows the caster to fuse a gem to any surface. This could be used for decoration, to block a keyhole, jam a door, etc.

21. GEOMETRIC

MAGICANA

The school of Geometricy is concerned with the fashioning and animation of non-living matter, with the conjuration of enchantments of an enduring nature and, most importantly with the creation of potent magical items. Most of the ritual magic of this school may only be practiced within an Artificer's workshop.

Animate Golem

Level: 5

Range: Touch

Duration: 4 rounds per 5 ME

Save: None

PPE: 25

This spell will animate any golem that has been created but not already animated. The Golem will obey only the caster unless he transfers ownership of it to another.

Bind Golem

Level: 5

Range: Touch or line of sight

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 25

This is used to take control of any golems in the area not belonging to the caster. If the golem belongs to someone else then it becomes a contest of wills.

Detect Enchantment

Level: 1

Range: Touch

Duration: Instant

Save: None

PPE: 5

This allows the caster to determine whether an item, person, or area within 1 metre diameter per ME is currently under an enchantment. This enchantment may be an operating spell, a ward, an

invested spell or any other magical charm. Magical beings (conjured or summoned) may also be detected by this. It does not tell the enchantment is only whether or not there is an enchantment and if it is dangerous.

Dispell Ward

Level: 2

Range: Touch

Duration: Instant

Save: None

PPE: 10 + an amount equal to what was first used in the curse

This dispells any curse placed on an item.

Enchant Amulet

Level: 3

Range: Touch

Duration: Instant

Save: None

PPE: 15

This allows the caster to use amulets as receptacles to various abilities.

Enchant Armour

Level: 3

Range: Touch

Duration: 1 hour per ME

Save: None

PPE: 15

This allows the caster to use armour and shields as receptacles to various abilities.

Enchant Building

Level: 3

Range: Touch

Duration: 1 hour per ME

Save: None

PPE: 15

This allows the caster to use tents, huts and even houses as receptacles to various abilities. The size he can affect is 1 square metre per ME +1 per level.

Enchant Clothing

Level: 3

Range: Touch

Duration: ME x1 day

Save: None

PPE: 15

This allows the caster to use hats, pants, shirts and other clothing as receptacles to various abilities.

Enchant Furniture

Level: 3

Range: Line of sight

Duration: 1 round per ME

Save: None

PPE: 15

This allows the caster to use tables, chairs and other furniture as receptacles to various abilities.

Enchant Jewellery

Level: 3

Range: Line of sight

Duration: 1 round per ME

Save: None

PPE: 15

This allows the caster to use gems, necklaces, rings and other forms of jewellery as receptacles to various abilities.

Enchant Liquid

Level: 3

Range: Line of sight

Duration: 1 round per ME

Save: None

PPE: 15

This allows the caster to use any potion as a receptacle to various abilities.

Enchant Vehicle

Level: 3

Range: Line of sight

Duration: 1 round per ME

Save: None

PPE: 15

This allows the caster to use wagons, carts, cars, trucks, boats and any other vehicle as a receptacle to various abilities. The size he can affect is 1 square metre per ME +1 per level.

Enchant Wand

Level: 3

Range: Touch

Duration: Permanent

Save: Standard

PPE: 15

This allows the caster to use rods, wands and staves as receptacles to various abilities.

Enchant Weapon

Level: 3

Range: Touch

Duration: 1 hour per ME

Save: None

PPE: 15

This allows the caster to use weaponry as receptacles to various abilities.

Extend Rope

Level: 1

Range: Touch

Duration: 1 hour per ME

Save: None

PPE: 5

This allows the caster to extend the length of any rope, string, twine, etc by +100% per ME.

Increase Armour Potency

Level: 6

Range: Touch

Duration: 1 round per ME

Save: None

PPE: 30 + amount used to increase

Increases a shield's or armour's AR by 1 per 10 PPE spent.

Increase Weapon Potency

Level: 6

Range: Touch
 Duration: 1 round per ME
 Save: None
 PPE: 30 + amount used to increase
 Either increases the selected weapon's strike by +1 or damage by +1 per 10 PPE spent.

Remove Curse

Level: 2
 Range: Touch
 Duration: 4 rounds per 5 ME
 Save: None
 PPE: 10 + an amount equal to what was first used in the curse
 This dispells any curse placed on an item.

Repair

Level: 4
 Range: Touch
 Duration: Instant
 Save: None
 PPE: 20
 Any single broken item weighing up to 1 pound per ME, + 1 pound per PPE may be mended. A mended object becomes exactly as it was before it was broken, so if it was deformed in some way (eg. a sword was bent) it would retain that deformity.

Reveal

Level: 1
 Range: Touch
 Duration: 4 rounds per 5 ME
 Save: None
 PPE: 5
 Through this spell the caster may discover what magic has been placed on an object.

Stone to Flesh

Level: 4
 Range: Touch
 Duration: Instant

Save: None
 PPE: 20
 This allows the caster to turn one entity or object that has been turned to stone by enchanted creatures or magical means back into flesh. Any clothing or other items that were turned to stone with a figure are restored to their normal state with that figure.

Toughen Rope

Level: 1
 Range: Touch
 Duration: 1 hour per ME
 Save: None
 PPE: 5
 This allows the caster to increase the diametre of any rope, string, twine, etc improving its strength and weight holding capacity by +100% per ME.

Toughen Rope II

Level: 3
 Range: Touch
 Duration: 1 hour per ME
 Save: None
 PPE: 15
 This allows the caster to make any rope, string, twine, etc to temporarily turn into steel.

Ward Item

Level: 9
 Range: Touch
 Duration: 1 day per ME
 Save: None
 PPE: See below
 This may be imbued into any item to prevent unwanted use. The owner must be present to imprint his ID onto the object as soon as this is cast. Once this is done no other person can activate any of the magical abilities of the item without dispelling the ward with an amount at least equal to how much was invested in the ward. The PPE cost is 40 + however

much additional PPE the owner wants invested in it.

22. ILLUSION

MAGICANA

Illusions rely on the idea of believability, which in turn relies on the situation and the state of mind of the victim. Your GM must determine this for NPCs, which is perhaps an easier job. Illusions are creations that manipulate light, colour, shadow, sound, and sometimes even scent. Higher level illusions tap energy from other planes, and are actually quasi-real, being woven of extradimensional energies by the caster. Common illusions create appearances; they cannot make a creature or object look like nothing (i.e., invisible), but they can conceal objects by making them look like something else.

The key to successful illusions or phantasms is believability, which depends on three main factors: what the caster attempts, what the victim expects, and what is happening at the moment the spell is cast. By combining the information from these three areas, the player and the GM should be able to create and adjudicate reasonable illusions.

Illusions do not enable characters to defy normal physical laws. An illusionary bridge cannot support a character who steps on it, even if he believes the bridge is real. An illusionary wall does not actually cause a rock thrown at it to bounce off. However, affected creatures attempt to simulate the reality of what they see as much as possible. A character who falls into an illusionary pit drops to the ground as if he had fallen. A character may lean against an illusionary wall, not realizing that he isn't actually putting his weight on it. If the same character were suddenly pushed, he

would find himself falling through the very wall he thought was solid.

Animate Reflection

Level: 1

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 5

This spell makes the subject's reflection in any reflective surface move as the caster wishes. To the subject it will appear that the reflection is moving independently.

The reflection can appear to do anything that the original subject is able to do. It can also seem to move around in the reflecting surface and move out of the reflected area, or vanish entirely.

Blind

Level: 4

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 20

This spell causes the victim to become blind, able to see only a greyness before its eyes.

Blur

Level: 4

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 20

When this spell is cast, the mage causes the outline of his form to become blurred, shifting and wavering. This distortion causes all attacks against the caster to be -4 to hit.

Clone

Level: 2

Range: Self or anyone within line of sight

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 10 +1 per clone

This spell allows the caster to create a temporary clone of himself or another a short distance away that will copy all his movements. The clone however is not solid and will vanish upon being touched. This is used to distract an enemy and make him unsure who to hit.

Conceal Sound

Level: 2

Range: Self or line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 10

This spell allows the caster to make himself or another totally silent, save when he wishes to make noise. If the caster does something that makes noise away from his own person, e.g. kicking a pail off a doorstep, it makes noise as soon as it leaves his person.

Darkness

Level: 4

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 20

This spell creates an area of darkness equal to a 3 metre radius per ME.

Deaf

Level: 4

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 20

This spell causes the recipient to become totally deaf and unable to hear any sounds.

Delayed Illusion

Level: 5

Range: Line of sight

Duration: Until triggered

Save: None

PPE: equal to original spell

This spell allows the caster to delay the beginning of an illusion that has a duration other than concentration for a specified amount of time or until a specific trigger condition, that the illusionist himself could easily perceive if he were present, occurs. An illusion including this spell is cast in a specific location or on a specific object.

Disguise Object

Level: 3

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 15

This spell is able to disguise the true nature of any object. The caster may make any object or objects within the area of effect appear to be any other kind of object of similar size or shape. For instance, the caster could cause a dozen sticks and clubs to appear as gleaming swords, but the caster could not change a chair into a carpet since the two objects are not of similar size and shape. The maximum size affected is 1 metre per 5 ME.

Disorientate

Level: 3

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 15

This spell allows the caster to totally disorientate a victim. The victim will become lost, even in familiar surroundings. All sense of direction is lost, even to the extreme that he may think he is travelling in a straight line

even when actually turning left or right, and so on.

Dispel Illusion

Level: 7

Range: Line of sight

Duration: Instant

Save: None

PPE: equal to spell being dismissed

This spell allows the caster to dismiss any illusion if he sufficient man.

Distract

Level: 2

Range: Line of sight

Duration: Instant

Save: Standard

PPE: 10

The caster projects an impulse into a victim's mind, directing the victim's attention in a desired direction.

It can also be used as a sort of silent telepathic message to a companion, drawing the companion's attention to a possible threat or important detail (e.g., an ambusher behind a curtain, or a figure fingering a ring) without alerting observers to the passing of the message. In melee or missile combat, the victim is distracted from observing his target, and is consequently less accurate in his attacks.

Drums

Level: 1

Range: 5 metre radius per ME

Duration: 1 round per ME

Save: Standard

PPE: 5

This spell will create the sound of drums. The bell of the drums is deep and ominous and seems to be coming from every direction. They sound as if they are nearby but can never be located if sought. The effect is a sensation of impending doom and being watched. All

who hear the drums must save or become distracted, nervous and jumpy. - 4 on initiative and -1 to on all other rolls.

Duplicate Sound

Level: 4

Range: Self or line of sight

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 20

This spell allows the caster or another in range to do sounds of any complexity he can imagine, including voices and accurate mimicry. In order to duplicate someone's voice he must have heard it before.

Emotive

Level: 6

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 30

This spell allows the caster to force those within an existing illusion to feel a particular emotion. This spell is cast on top of another illusion spell.

False Flavour

Level: 4

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 20

This spell allows the caster to give objects within an illusion flavour or the ability to make people within an illusion taste something. He may duplicate any flavour but must have tasted it before.

False Pain

Level: 6

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 30

This spell gives the illusion of feeling pain. It can vary from mild to agonizing but regardless will totally fade once the spell expires.

False Scent

Level: 4

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 20

This spell allows the caster to give objects or the area included in the illusion a scent. He may also falsify his own scent but if wishes to duplicate that of another person he must have smelt him before.

False Terrain

Level: 6

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 30

By means of this spell, the wizard causes an illusion that hides the actual terrain within the area of effect. Thus, open fields or a road can be made to look like a swamp, hill, crevasse, or some other difficult or impassable terrain. A pond can be made to look like a grassy meadow, a precipice like a gentle slope, or a rock-strewn gully like a wide and smooth road. The hallucinatory terrain persists until a dispel magic spell is cast upon the area or until the duration expires.

False Wall

Level: 4

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 20

This spell creates the illusion of a wall, floor, ceiling, or similar surface which

appears absolutely real when viewed. Physical objects can pass through it without difficulty but the illusion prevents anyone seeing this.

Flashback

Level: 6

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 30

A memory is evoked at random from the mind of the victim. The victim sees nothing but that image, and is effectively blinded, for the duration of the spell.

Fool Supernatural Senses

Level: 6

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 30

There are many senses not covered by the spells of illusion; the undead's ability to sense life energy, the blood finding sense of a vampire, the ability of a mage to detect magic or other arcane forces. This spell when cast on top of another illusion will disguise it from the aforementioned senses.

Fool's Gold

Level: 3

Range: Touch

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 15

Any item can temporarily be changed to appear to be solid gold, for the spell's duration. The area of effect is 1 square metre per 5 ME.

Friend

Level: 4

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 20

The caster projects an aura of friendship and trust, making other more inclined to favour and believe him. This raises the caster's charm/impress to 98%.

Ghost Ship

Level: 2

Range: Touch

Duration: 4 rounds per 5 ME

Save: None

PPE: 10

This spell may make any vehicle appear to be ghostly by covering it in an eerie haze (like the ghost ships in horror tales). Anyone entering the vehicle feels a sense of foreboding.

Hidden Script

Level: 1

Range: Line of sight

Duration: Until read by recipient

Save: Standard

PPE: 5

This spell enables the caster to write instructions or other information on parchment, paper, etc. The illusionary script appears to be some form of foreign or magical writing. Only the person (or people) who the caster desires to read the writing can do so.

Hide in Shadows

Level: 1

Range: Self or line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 5

This spell allows the or another to successfully hide in any shadow. Note that for it to work no one must be viewing the recipient during the casting.

Humanoid Shape

Level: 6

Range: Self or line of sight
 Duration: 4 rounds per 5 ME
 Save: None
 PPE: 30

This spell forms a mask covering the caster's entire body or that of another, including clothing and a modest volume of trapping, armour, or weapons. Upon this mask the caster manifests the appearance of any known or imagined humanoid being. Once formed, this illusory appearance may move with the caster, concealing the caster's true appearance, or it may be directed as a mobile illusion within control range of the caster. The form must have the same basic body proportions as the caster.

Hypnotic Whirl

Level: 4
 Range: Line of sight
 Duration: 4 rounds per 5 ME
 Save: Standard
 PPE: 20

This spell creates a weaving, twisting pattern of subtle colours in the air. This pattern causes any creature looking at it to become fascinated and stand gazing at it as long as the caster maintains the display.

Influence

Level: 4
 Range: Line of sight
 Duration: 4 rounds per 5 ME
 Save: Standard
 PPE: 20

This spell permits the caster to use the expectations of those viewing an illusion to shape it. If, for example, the illusionist is trying to fake someone's lord walking in and ordering them to do something then this spell permits the caster to pull it off even he doesn't know what the person's lord looks like. It must be cast on top of an existing illusion.

Invisibility

Level: 6
 Range: Self or line of sight
 Duration: 4 rounds per 5 ME
 Save: Standard
 PPE: 30

Light appears to pass through the caster, making him invisible to normal sight; however, he can still be detected by hearing or smell, for example.

Light

Level: 1
 Range: Line of sight
 Duration: 4 rounds per 5 ME
 Save: None
 PPE: 5

This spell allows the caster to illuminate objects in the area of effect. This light may be anywhere from dim to blinding.

Magical Aura

Level: 3
 Range: Touch
 Duration: 4 rounds per 5 ME
 Save: Standard
 PPE: 15

By means of this spell, any item can be given an aura that is noticed by someone using magic detection. Furthermore, the caster can specify the type of magical aura that is detected and this effectively masks the item's actual aura.

Mask

Level: 4
 Range: Self or line of sight
 Duration: 4 rounds per 5 ME
 Save: Standard
 PPE: 20

This spell forms a mask over the recipient's face, upon which the caster manifests another likeness. If duplicating another face then he must have seen it before.

Mask Scent

Level: 2

Range: Self or touch

Duration: 1 hour per ME

Save: None

PPE: 10

The casting of this spell will completely mask the scent of the caster (or object cast upon), including equipment, within the radius of effect. Everything will become odourless, forcing creatures that track by smell, to rely on visual and audio clues. This is also handy for such uses as masking the scent of a cooked meal, negating the nauseous stench of the undead, and fumigating an outhouse, among others.

Mirror Image

Level: 6

Range: Self or line of sight

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 30

When a mirror image spell is invoked, the spellcaster causes up to one exact duplicate per ME of himself to come into being around him. These images do exactly what the wizard does.

Monster Shape

Level: 6

Range: Self or line of sight

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 30

The caster clothes his form or that of another in an illusion of a monstrous being. The form must have the same basic body proportions as the caster. The form moves automatically in response to the movements of the caster's body, appendages, and trappings, and the image moves accordingly. If the monster represented has non-humanoid limbs, appendages, wings, tails, extra heads,

etc., the caster must control their appearance and movements directly. The caster may move, speak, and perform actions normally without penalty.

Protection from Illusion

Level: 2

Range: Self

Duration: 4 rounds per 5 ME

Save: None

PPE: 10+

This spell increases the save roll against illusion spells by +1 per 10 PPE spent.

Spellbook Ward

Level: 2

Range: Touch

Duration: 1 day per ME

Save: Standard

PPE: 10+

This spell protects the caster's spellbooks from theft and damage. The effects depend upon the amount of PPE used. At 10 PPE the caster can only have a mild illusion cast on his book to make it look plain, cheap and boring. At 20 he can put a small harmful ward on it, causing the person touching it with burglarious intent to be burnt for D4 damage. At 30 the caster can make it teleport back to its shelf unless a dispel magic is cast. At 40 it can put a mild fear spell on it to drive away thieves and at 50 the caster's books cause anyone reading them to become temporarily insane.

Temperature

Level: 4

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 20

This spell allows the caster to give objects or the area included in a temperature. This temperature may feel as hot or cold as the caster wishes but, if

extreme enough to do damage, should be united with a pain spell for true plausibility.

Tranquillity

Level: 10

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 50

All creatures within the area of effect will have their minds filled with images of peace, harmony and tranquillity, and will lose all aggressive thoughts and desires to fight, or otherwise engage in hostile activity. It affects a radius of 2 metres per ME.

Trapped

Level: 6

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 30

This spell allows the caster to superimpose an illusion on the target. If the victim blows a magic save he becomes imprisoned in the illusion. The illusion can appear to be anything from a small room to a maze.

True Sight

Level: 1

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 5

This character can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, but not the exact nature of the magic aside from whether it is harmful or helpful.

Vehicle Invisibility

Level: 6

Range: Self

Duration: 4 rounds per 5 ME

Save: None

PPE: 30

This spell makes invisible a vehicle (a cart, car, ship, plane, etc) and anything it carries. The area of effect of the spell is a sphere with radius of 1 metre per ME +1 per level. If the target vehicle doesn't fit fully into this sphere, the spell fails.

Ventriloquism

Level: 2

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 10

The caster projects his voice to some point within the area of effect. The caster must be able to see the point chosen, he says what he wishes at any volume, and his voice is reproduced at the point of effect, rather than originating from him.

Well Hidden

Level: 10

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 50

This spell prevents detection and location spells from working to detect or locate the objects affected. Thus, a sequester spell can mask a secret door, a treasure vault, the caster, etc. Of course, the spell does not prevent the subject from being discovered through tactile means or through the use of devices (such as a robe of eyes or a gem of seeing).

23. LIBRIS

MAGICANA

To write something down gives it power. To write something down with intention and fold it into an object, decorate it with intricate patterns and designs and breathe life into it is a greater power indeed. All origami creations take double damage from fire and water.

Alter Script

Level: 4
Range: Touch
Duration: Instant
Save: None
PPE: 20

This spell may be used to;

- 1) Removes script of either magical or mundane nature from a scroll or from one to two pages of paper, parchment, or similar surfaces. It removes explosive runes, wards, sigils, and symbol, but not remove illusory script.
- 2) Alter the aforementioned to script to read differently and even add his own material.

Blank

Level: 3
Range: Sight or touch
Duration: 4 rounds per 5 ME
Save: None
PPE: 15

This spell covers the print on the pages of a book and replaces it with the illusion of blank pages. For the blank pages to be convincing, the pages in the book must be seen by the caster during the casting, otherwise the blank pages might not match up with the real ones. Individual pages may be blanked. The caster concentrates on blankness while passing his hand over the book and muttering the proper words.

Book Preservation

Level: 3
Range: Touch
Duration: 1 day per ME
Save: None
PPE: 15

This spell protects a book from decay, growing brittle, water damage, and are proofed against bookworm and fire.

Comprehend Written Languages

Level: 1
Range: Self
Duration: 1 round per ME
Save: Standard
PPE: 5

When this spell is cast, the user is able to read an otherwise incomprehensible written message (such as writing in another language). In either case, he must touch the creature or the writing. Note that the ability to read does not necessarily impart understanding of the material, nor does the spell enable the caster to speak or write an unknown language. Written material can be read at the rate of one page or equivalent per round. Magical writing cannot be read, other than to know it is magical, but the spell is often useful when deciphering treasure maps. This spell can be foiled by certain warding magics and it does not reveal messages concealed in otherwise normal text.

Copy

Level: 1
Range: Touch
Duration: Instant
Save: None
PPE: 5

This spell enables the caster to make a perfect copy of a map, letter, or any other written or drawn document. The caster must have a blank parchment or a book with blank pages of sufficient size

to hold the copy. The caster holds the blank object over the object to be copied, then casts the spell; the copy immediately appears on the formerly blank object. The copy is permanent and is a perfect duplicate of the original. It can also be used to copy spells from a new spell book into the caster's spell book, assuming the caster's spell book is of sufficient size to contain the new spells.

Copy Book

Level: 2

Range: Touch

Duration: 1 day per ME

Save: None

PPE: 10

This spell enables the caster to make a perfect copy of any non-magical book, maps and scrolls. The caster takes a stack of paper or parchment roughly equivalent to the mass of the book being copied and places it in contact with the original. After the spell is cast the paper transforms into an exact duplicate of the original (including cover engraving and embellishment). If enough paper or parchment is not available, the spell can be cast with but a single sheet as the spell component, however the maximum number of pages is then one quarter normal.

Dry Paper

Level: 2

Range: Touch

Duration: Instant

Save: None

PPE: 10

This spell can be used to evaporate all water on or absorbed into paper. Depending on how long the paper was wet, any writing may or may not still be legible.

Enhanced Writing

Level: 1

Range: Self or touch

Duration: 1 hour per ME

Save: None

PPE: 5

This spell allows the recipient to write with beautiful penmanship as if he had a skill of 20.

Fold Up

Level: 6

Range: Touch

Duration: 1 hour per ME

Save: Standard

PPE: 30

This spell can be used to transform one object into a folded piece of paper. The caster can affect up to 1 square centimetre per ME.

Hidden Script

Level: 1

Range: Line of sight

Duration: Until read by recipient

Save: Standard

PPE: 5

This spell enables the caster to write instructions or other information on parchment, paper, etc. The illusionary script appears to be some form of foreign or magical writing. Only the person (or people) who the caster desires to read the writing can do so.

Lock Book

Level: 3

Range: Touch

Duration: 1 day per ME

Save: None

PPE: 15

This magically locks a book, denying access to anyone but the inscriber, who is able to open and use the object normally.

Origami Armour

Level: 4

Range: Touch

Duration: 1 hour per ME

Save: None

PPE: 20

This spell changes a square of paper into a full size model of a suit of armour with an AR of 10, +1 per 2 ME. Its size will adjust to its wearer. It takes double damage from fire.

Origami Bird

Level: 1

Range: Touch

Duration: 1 day per ME

Save: None

PPE: 5

A message is first written on a square of paper. Then the spell is cast changing the paper into a small bird with an SPD of 5 per ME. It can be sent to any person the caster has met. Once it reaches them it changes back into the piece of paper with the message.

Origami Boat

Level: 2

Range: Touch

Duration: 1 hour per ME

Save: None

PPE: 10+

This spell changes a square of paper into a boat. As the spell is completed the boat thickens, toughens, and enlarges into a boat that can be used by up to 1 person per 4 ME with a modest amount of gear. The caster may enlarge the boat to hold +1 person for +10 PPE. The caster may fold the boat to have a sail or and oar capable of slowly propelling it.

Origami Dog

Level: 2

Range: Touch

Duration: 1 hour per ME

Save: None

PPE: 10

This spell changes a square of paper into a dog. When the spell is cast and the dog is folded it grows to the size of a moderately large dog. It will obey simple commands as a well trained dog would and can even bark in alarm at strangers. It has 1 SDC per ME.

Origami Dragon

Level: 10

Range: Touch

Duration: 1 hour per ME

Save: None

PPE: 50

This spell changes a square of paper into a paper dragon. When the spell is cast and the dragon is folded it grows to dragon size. It has 20 SDC per ME, and can carry up to 1 person per 50 SDC. Its has 3D6 in each stat with an SPD of 2D6/9D6 flight, and a strike of 17.

Origami Fish

Level: 2

Range: Touch

Duration: 1 hour per ME

Save: None

PPE: 10

This spell changes a square of paper into a goldfish. As the spell is completed the goldfish grows until it can carry a 1 person per 5 ME in its mouth complete with enough oxygen for 1 hour per ME. The fish has a swimming movement of SPD 5 per ME and its paper is magically waterproof.

Origami Key

Level: 1

Range: Touch

Duration: 1 minute per ME

Save: None

PPE: 5

This spell changes a fold a square of paper into a key. When the fold is completed and the spell cast the key may open any lock.

Origami Lantern

Level: 1

Range: Touch

Duration: 1 hour per ME

Save: None

PPE: 2

This spell changes a square of paper into a small paper lantern. When the fold is completed and the spell cast the lantern emits light, clearly illuminating a 1 metre radius and dimly illuminating another 5 metre radius.

Origami Pavilion

Level: 4

Range: Touch

Duration: 1 hour per ME

Save: None

PPE: 20

This spell changes a square of paper into a model of a pavilion. When the fold is completed and the spell cast the pavilion grows to full size, capable of serving as shelter for one person per 2 ME. The pavilion becomes magically waterproof and anchors itself against up to moderately high winds.

Origami Pinwheel

Level: 5

Range: Touch

Duration: 1 minute per ME

Save: None

PPE: 25

This spell changes a square of paper into a pinwheel. When triggered, the wheel spins around causing gale force winds to anything in front of it. Flying becomes impossible by any natural means or by man-sized creatures. Missile fire is impossible. Small ships may be

capsized. Small creatures are pinned down. Creatures weighing less than 50 pounds caught in the path of the cyclone must make Agility feet rolls or be caught up in the cyclone. If successful they are instead throw out of the path in a random direction suffering 2D8 points of damage.

Origami Wall

Level: 5

Range: Touch

Duration: 1 hour per ME

Save: None

PPE: 25

This spell changes a square of paper into a paper wall up to (1 metre per ME length x 1 metre per 2 ME of height x 1 metre per 4 ME of depth) with 10 SDC per ME.

Origami Warrior

Level: 5

Range: Touch

Duration: 1 hour per ME

Save: None

PPE: 25

This spell changes a square of paper into a paper warrior. When the spell is cast and the warrior is folded it grows to the size of a man or woman. The warrior will have PS, PP, PE, SPD, SDC and strike equal to the caster.

Origami Weapon

Level: 2

Range: Touch

Duration: 1 minute per ME

Save: None

PPE: 10

This spell changes a square of paper into a bladed weapon of the caster's choice. The weapon will do D6 per 5 ME.

Paper Cut

Level: 3

Range: Line of sight

Duration: Instant

Save: Standard for half damage

PPE: 15

This spell causes the victim to suffer paper cuts, doing 1 point of slashing damage per ME spread out over various parts of the body. Or if desired it can all be concentrated on one area such as the face or a hand, causing him to drop what he was holding.

Paper Plane

Level: 2

Range: Touch

Duration: 1 day per ME

Save: None

PPE: 10+

This spell gives an existing paper plane magical properties. It flies like a homing missile which darts forth unerringly strikes its target. Each plane does D6 of damage per 2 ME. +1 missile per additional 10 PPE spent.

Read/ Unreadable Magic

Level: 1

Range: Touch

Duration: 1 hour per ME

Save: None

PPE: 5

By means of a read magic spell the user is able to read magical inscriptions on objects like books, scrolls, weapons and the like which would otherwise be totally unintelligible to him or her. (The personal books of the magic-user, and works already magically read, are intelligible.) This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a curse scroll. Furthermore, once the spell is cast and the user has read the magical inscription, he is thereafter able to read that particular writing without recourse to the use of the read magic

spell. The reverse of the spell, unreadable magic, makes such writing completely unreadable to any creature, even with the aid of a read magic, until the spell wears off or the magic is dispelled.

Reassemble

Level: 2

Range: Touch

Duration: Permanent

Save: None

PPE: 10

This spell takes a small piece of a book or other document and recreates the whole book from it. Though the book is only temporary, the mage can copy the knowledge therein into a permanent record. Note that this spell will only recreate knowledge written before the piece being used was lost - if something was recorded afterwards, it will not appear. .

Restore Book

Level: 1

Range: Touch

Duration: Permanent

Save: None

PPE: 5

This spell, applied to damaged or decaying books, restores them to pristine condition, cleans them up, de-fades and deyellows the printing, magically rebinds them, and makes them good as new.

Scribe

Level: 2

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 10

This spell brings into existence an animated quill pen which is able to write on any surface. The caster must sit

quietly for the duration of the writing and simply dictate what is to be written. The quill writes in a handwriting vaguely like the caster's in any language the mage knows how to read.

Scroll Weapon

Level: 10

Range: Touch

Duration: Until cast from weapon

Save: None

PPE: 50

This spell permits the character to merge any magical scroll with any weapon type. Whatever spell (or spells) was on the scroll will now be imprinted on the weapon and can be cast from the weapon at any time as if it were a scroll. Once cast the spell is gone, although the weapon can be imprinted again.

Skim

Level: 1

Range: Self

Duration: 1 round per ME

Save: None

PPE: 5

This spell gives the ability to read and comprehend written text extremely quickly. The person can read up to 1 page per ME per turn. The caster will retain the information as he would normally.

Spellbook Ward

Level: 2

Range: Touch

Duration: 1 day per ME

Save: Standard

PPE: 10+

This spell protects the caster's spellbooks from theft and damage. The effects depend upon the amount of PPE used. At 10 PPE the caster can only have a mild illusion cast on his book to make it look plain, cheap and boring. At 20 he can put

a small harmful ward on it, causing the person touching it with burglarious intent to be burnt for D4 damage. At 30 the caster can make it teleport back to its shelf unless a dispel magic is cast. At 40 it can put a mild fear spell on it to drive away thieves and at 50 the caster's books cause anyone reading them to become temporarily insane.

Text

Level: 2

Range: Touch

Duration: 1 day per ME

Save: None

PPE: 10+

This spell allows the mage to enchant two books to act as a permanent communications conduit. Anything spoken aloud to one open book, or written/drawn in one (can be done with an erasable medium such as pencil) will magically appear as text or an illustration on a page in the other. The maximum range between books is 1 kilometre per ME, +1 kilometre per additional PPE spent.

24. MIRROR

MAGICANA

The power of reflective, entrapment and concealing magic as applied through the use of mirrors.

Mirror Block

Level: 1

Range: Touch

Duration: 4 rounds per 5 ME

Save: None

PPE: 5

Can block a mirror by touching it. It will become opaque as a window preventing any mirror magic from functioning.

Mirror Bomb

Level: 6

Range: Touch or line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 30

This ability allows the caster to specify a trigger condition that will cause a mirror to crack and explode into tiny razor shards. It does D4 damage for every additional 5 PPE invested into it.

Mirror Cast

Level: 2

Range: Touch or line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 10

Can concentrate on any mirror willing it to show the scene of any location where there is another mirror present or that have previously visited (same as Clairvoyance). Can only hear what is going on if the mirror is present at the other location.

Mirror Cosmos

Level: 3

Range: Touch or line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 15

Any mirror used in this way gains the abilities of Cosmic Awareness able to answer any questions put to it (subject to how the GM works it).

Mirror Creation

Level: 2

Range: Touch

Duration: Permanent

Save: None

PPE: 10

Limited ability to physically alter any inorganic object into a Mirror of same size as the original object.

Mirror Distraction

Level: 2

Range: Touch

Duration: Permanent

Save: None

PPE: 10

Creates a cloud of tiny mirrors which surround the target as if in a whirlwind of glittering reflections. This effectively blinds them, and is also very disorientating; other people can see the target almost normally. This spell can also be directed outwards, as a defence, in which case people find it hard to see in, and disorientating to look at, while the person inside can see out almost normally.

Mirror Drain

Level: 6

Range: Line of sight

Duration: 1 round per ME or until used

Save: Standard

PPE: 30 +1 per mirror

Creates a cloud of small mirrors which spin and orbit around the target. Each one orbits the target once, then vanishes, and when it does it takes a fragment of

one attribute of the target, reflected in the mirror with it. If not stopped then this spell will quite quickly drain the target's attribute until it reaches 1. The caster chooses which one attribute will be affected when casting the spell.

Mirror Guilt

Level: 6

Range: Line of sight

Duration: 1 round per ME

Save: Standard

PPE: 30

For the duration of the spell, whoever the mirror is placed in front of will have their worst sins displayed in the mirror. Things like theft, murder, etc.

Mirror Heal

Level: 9

Range: Touch

Duration: Instant

Save: None

PPE: 50

This spell is a form of healing magic which requires a real physical mirror. The target stands before the mirror and this spell transfers their injuries into the mirror and entirely onto their reflection, leaving them unharmed. Depending on the degree of injury this may cause the mirror to break as it is, to some extent, taking on the injuries of the target.

Mirror History

Level: 1

Range: Touch

Duration: 1 minute per ME

Save: None

PPE: 5

This allows the mage to cast the spell and then view whatever has been reflected in the surface for the last 1 hour per ME, +1 hour per level. Great for security and surveillance as well as seeing something a 2nd or 3rd time, as

long as the time limit is observed. For an additional 5 PPE, the mage can hear anything said.

Mirror Link

Level: 10

Range: Touch

Duration: 1 hour per ME

Save: None

PPE: 50

With a sample of the target (for example a lock of hair, some blood or whatever) this spell creates a link between a mirror and the target. This causes an image of the target to appear in the mirror's reflection. Once the link is set up whatever is done to the image in the mirror then affects the target in a Voodoo-doll-like manner, subject only to the limitation that too much damage will break the mirror and sever the link (though of course supernaturally tough mirrors can be created). The mirror can also be used to initiate mental contact with the target.

Mirror Magnification

Level: 1

Range: Touch

Duration: ME x1 round

Save: None

PPE: 5

This allows the caster to look at tiny objects at a greatly magnified level by placing a mirror over it. Magnification is two times at first level, increases to four times at third level, eight times at sixth level, and sixteen times at twelfth level. The caster can vary their magnification as needed up to their maximum ability.

Mirror Message

Level: 4

Range: Touch

Duration: ME x1 day

Save: None

PPE: 20

This allows the caster to record an audio and visual message in a mirror that will replay when a simple trigger condition is met.

Mirror Mirror

Level: 6

Range: Touch

Duration: ME x1 day

Save: None

PPE: 30 +10 for each additional ME x1 day

Through this spell a mage creates an intelligence within any specific mirror or reflective surface. The mage determines the appearance, rough personality and knowledge possessed by the intelligence inside the mirror. The mirror being will have the IQ and ME of the mage. He can also cast psionic spells onto the mirror to give the being those abilities. Whenever anyone looks into the enchanted mirror, they will not see their reflection, but will instead see the visage of this magical being looking out at them. This magical entity can see out of the mirror, as well as, can hear, smell and speak. It may be used as an advisor, tormentor or friend. By determining what the entity knows about the mage may create an intelligent force which can give hints and advice to allies and underlings, or simply be a friend or conversational companion. However, because the mirror is inhabited, it cannot be used for any other mirror magic by the caster. Note, the being can also be used as an intermediary, spy or messenger.

Mirror Multiplier

Level: 4

Range: Line of sight

Duration: 1 round per ME

Save: None

PPE: 20 +1 per duplicate

This spell splits the image of the target up into many illusory duplicates which then move in a realistic fashion away from the target (the target should also really move away from where they were at this point). All of the illusory duplicates will then act normally for as long as the spell lasts. This can be highly confusing in a combat situation.

Mirror Phone

Level: 5

Range: Touch

Duration: 1 round per ME

Save: None

PPE: 25

The mage can look into a mirror and call the name of a friend, ally or even an enemy, and be heard through any mirror which that individual may be near. The voice is always recognizable, because the magic can only be used on people the spell caster knows well and only that specific person hears the mage even if others are using the mirror at the same time.

Mirror Pitch

Level: 8

Range: Hearing range

Duration: Instant

Save: Standard

PPE: 40

Unleash any of the Sonic Power abilities by pointing a mirror at the desired target.

Mirror Prison

Level: 9

Range: Touch

Duration: Permanent

Save: Standard

PPE: 50

Creates a mirror floating in the air which moves at and over the target, sucking them into itself. The target is then trapped within a prison cell, the contents

of which is all that is visible in the mirror, unable to escape. The mirror, which remains floating in mid-air, is a window in and out of the cage.

Dispelling the Mirror Prison spell will free the prisoner. However, breaking the mirror (although it is unnaturally tough) will shatter the prisoner along with the mirror, killing them. At the discretion of the caster sound may or may not be able to pass through the mirror to allow normal conversation to take place with the caged person.

Mirror Recall

Level: 1

Range: Self or another, anywhere on the same planet

Duration: ME x1 round

Save: None

PPE: 5

This spell is for the mage that forgets where he put an object. All he needs to do is cast the spell and place a mirror next to his head (or someone else's), picture the item, and if the object is within the range of the spell then the mirror will show the exact location. The mirror can zoom out of the location to give an aerial view of where it is.

Mirror Record

Level: 4

Range: Touch

Duration: ME x1 day

Save: None

PPE: 20

By placing documents in front of a mirror it will record them like a camera. It can store up to ME x10 pages for later viewing.

Mirror Reflect

Level: 8

Range: Touch

Duration: 4 rounds per 5 ME

Save: None

PPE: 40

Any mirror can be used to parry any electrical, fire, solar or other energy based attack of up to ME x10 damage per blast. If the damage is greater than this in any one attack then the mirror is destroyed.

Mirror Shine

Level: 6

Range: Touch or line of sight

Duration: Instant

Save: Standard

PPE: 30

This modifies a mirror so that when a simple trigger condition is fulfilled then it will generate a brilliant flash of light to blind all people within a 3 metre radius. The blindness lasts for D4 rounds and causes a -6 to strike, parry, and dodge for another D4 rounds once sight has been recovered. Those within line of sight outside of the 3 metre radius suffer -3 on all combat rolls for a single round.

Mirror Storage

Level: 10

Range: Touch

Duration: ME x1 day

Save: See below

PPE: 50

This allows a mirror to become connected to the mirror realm in some fashion. When a trigger condition is fulfilled then the mirror transfers anyone currently reflected in the mirror into the mirror realm. Unwilling targets may save versus magic, though this save is a -10.

Mirror Swap

Level: 6

Range: Line of sight

Duration: 1 round per ME

Save: None

PPE: 30

The caster causes the appearance of all of the designated targets to be swapped with those of others in the target group (either at random, or as specified when releasing the spell).

Mirror Trap

Level: 8

Range: Line of sight

Duration: 1 hour per ME

Save: Standard

PPE: 40

This spell creates a mirror into which when the target looks their mind's attention becomes trapped, engrossed in the myriad reflections and the seemingly infinite depth of the reflected world beyond. This does not remove the soul of the target or any such thing, but merely locks the target's mind into paying attention to the mirror and the mirror alone.

Mirror Viewer

Level: 3

Range: Touch

Duration: 4 rounds per 5 ME

Save: None

PPE: 15

This allows a mirror to display the dreams of the closest sleeping person that is within 3 metres or so, acting as a visual portal into the dreamscape.

Mirror Vision

Level: 3

Range: Touch

Duration: 4 rounds per 5 ME

Save: None

PPE: 15

The mirror will show in reflection the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect

whether it is magical, but not the exact nature of the magic aside from whether it is harmful or helpful.

Mirror Walk

Level: 8

Range: Touch or line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 40

Once have a location in sight can then walk through the mirror to the destination on the other side. Can also bring other people and objects through by holding them.

25. NECROMANTIC

MAGICANA

Necromancy is often both feared and disliked by those who cling to this mortal coil. However this school does not deserve the reputation bestowed. After all, it is no mystery that we all die eventually. In fact Necromancy provides many healing and antiundead spells which can be used to maintain and protect a community.

Amputate

Level: 3

Range: Touch

Duration: Instant

Save: Standard

PPE: 15

This spell allows a limb to be cleanly amputated. The limb is bloodlessly removed, and proper suturing and bandaging magically appear on the stump. This also avoids infection or other post-surgical complications from an amputation.

Anesthetize

Level: 3

Range: Touch

Duration: 1 hour per ME

Save: Standard

PPE: 15

This spell allows the caster to perform surgery and/or treat wounds without causing the patient pain. The spell will, over the course of the casting time put the patient to sleep and function as a hold person spell, as surgery will often cause involuntary motion, despite unconsciousness. It will also not allow the patient to feel pain for an hour after the effects of the magic wear off, which will happen very slowly.

Analyze Genes

Level: 2

Range: Touch

Duration: Instant

Save: Standard

PPE: 10

This spell allows the caster to instantly determine a person's complete gene sequence. Very useful if you want to recreate specific abilities in others (eg. Captain America's super soldier serum).

Annihilate Undead

Level: 4

Range: 100 metre radius

Duration: Instant

Save: Standard

PPE: 20

This spell effects all Undead (including Ethereal Undead). Any such creatures must make a save or be destroyed.

Autopsy

Level: 1

Range: Touch

Duration: Instant

Save: None

PPE: 5

This spell allows you to determine the exact cause of death of a corpse. He can also see whatever the recipient corpse saw at the very instant of death, with the intent of learning the identity of the murderer, or at least the location of death.

Bestow Power

Level: 5

Range: Touch

Duration: 1 hour per ME or until triggered

Save: None

PPE: 25

The necromancer may use this to cast a spell into an undead to be released again later. The undead may release the spell

under trigger conditions specified by the caster. Multiple embedded spells may be released in any order.

Blind

Level: 4

Range: Line of sight

Duration: Permanent

Save: Standard

PPE: 20

This spell creates cataracts in the eyes of the target, inducing permanent blindness. The spell is somewhat unreliable in practice as the target can resist the effects with a save roll, and it is relatively easy to cure the condition by using suitable magic. Obviously this spell has no effect if the target is already completely blind.

Blood Sacrifice

Level: 4

Range: Touch

Duration: 1 round per 2 ME

Save: Standard

PPE: 20

The caster may bleed a humanoid victim, extracting 1 PPE for every 10 SDC taken from the victim until the victim is drained to 0 HP. Animals may also be bled, extracting 1 PPE for every 20 SDC drained down to 0 HP. Monsters and supernatural races and beings give 1 PPE for every 5 SDC.

Blood Transfusion

Level: 4

Range: Touch

Duration: 1 round per ME

Save: Standard

PPE: 20

The spell magically drains up to a pint of blood per 4 ME from the subject, and transfers it into another being or container the caster is holding. This

causes weakness, and loss of 1 hit point and CON per pint.

Boil Blood

Level: 2

Range: Line of sight

Duration: 1 melee per 5 ME

Save: Standard

PPE: 10

This spell allows the caster to make a creature's blood boil. On the first round of the spell, the blood becomes warm and the creature feels uncomfortable and feverish. During the second through fourth rounds, the blood increases temperature until it is burning internal organs. Note this is treated as fire for resistance and regeneration purposes.

Bone Armour

Level: 2

Range: Self

Duration: Until SDC depleted or dispelled

Save: N/a

PPE: 10

This spell summons a barrier created from the bones of any nearby corpses. The armour revolves around the Necromancer protecting against all attacks. It gives SDC of 5 per ME.

Bone Club

Level: 2

Range: Self

Duration: 1 melee per 5 ME

Save: Standard

PPE: 10 per D6 of damage

Grasping the hilt of a lengthy bone the Necromancer can empower the item with the purified spirit of death, increasing the lethality of the weapon whenever it strikes a living being. This death spirit will penetrate most armour, sending an icy cold chill through the target.

Bone Snap

Level: 3

Range: Line of sight

Duration: Instant

Save: Standard

PPE: 15

By casting this spell a necromancer can cause immediate internal pain resulting in a broken bone. If the save throw fails, the victim ends up with a broken bone and needs medical attention (or time to regenerate if that is an option). The necromancer can affect any limb or bone of choice.

Bone Spear

Level: 5

Range: Throwing distance

Duration: Until thrown

Save: Standard for half damage

PPE: 25

Summon a long shaft of bone which when thrown will penetrate any target and continue on until range has expended. Damage is D6 per 5 ME.

Bone Wall

Level: 3

Range: Line of sight

Duration: Until SDC depleted or dispelled

Save: N/a

PPE: 15

Can call upon the remnants of the spirits who have ever died in the area to rise from the ground as a barrier of dense, fossilized bone. SDC of 5 per 1 ME.

Breath Steal

Level: 2

Range: 2 metres per ME

Duration: 1 melee per ME

Save: N/a

PPE: 10

This spell draws the breath out of all creatures within the radius circle. As

they struggle and gasp for air affected creatures halve their attributes and all rolls. This continues until they pass out from lack of oxygen.

Chill Touch

Level: 2

Range: Touch

Duration: 1 round per 3 ME

Save: None

PPE: 10 +5 per D4

When this spell is cast, a dark blue glow encompasses the caster's hand and his touch does damage just by its deathly chill touch. The subject takes D4 points of cold damage (minimum of 1 point) for every 5 PPE the caster put into the spell.

Clear Obstruction

Level: 2

Range: Touch

Duration: Instant

Save: None

PPE: 10

This spell will clear any foreign or unwanted matter from the subject's body. It can be used to relieve congestion, constipation or choking, among other applications. This spell can also be used to remove foreign matter (including dust) from the victim's eyes, mouth, lungs or stomach.

Coma

Level: 4

Range: Touch

Duration: 1 day per ME

Save: Standard

PPE: 20

This spell puts the subject into a deep dreamless sleep from which they cannot waken. Nothing will awaken the afflicted character except the application of a counterspell, the Remove Curse spell or when the spell expires.

Control Undead

Level: 1

Range: 5 metres per ME

Duration: 1 minute per ME

Save: N/a

PPE: 5

This spell may be cast against a group of rival skeletons or zombies within a 30 metre radius. They must save or be taken over by the caster. They are now controlled by the caster subject to normal restrictions. This allows a necromancer to control hostile Undead, there is no limit to the number that can be controlled but separate spells are needed for different groups.

Corpse Explosion

Level: 6

Range: 1 metre per ME

Duration: Instant

Save: Standard for half damage

PPE: 30

All nearby corpses explode doing D6 damage per 1 ME (Necromancer is immune).

Deafen

Level: 4

Range: Line of sight

Duration: Permanent

Save: Standard

PPE: 20

This spell clogs up the inner workings of the targets ear inducing permanent deafness. This spell is somewhat unreliable in practice as the target can resist the effects with a save roll, and it is relatively easy to cure the condition by using suitable magic. Obviously this spell has no effect if the target is already completely deaf.

Death Wind

Level: 6

Range: 1 metre per ME

Duration: 1 melee per ME

Save: Standard

PPE: 30

When this spell is cast a howling, swirling wind appears around the Necromancer that seems to spring from the very bowels of death. Whispy spirits appear and begin to strip the flesh from bones. No amount of armour provides protection from this deadly wind and within minutes any victims have been transformed into animated skeletons to serve the whims of the necromancer.

Dentistry

Level: 2

Range: Touch

Duration: Instant

Save: Standard

PPE: 10

This spell allows the mage to perform any dental work. He can use this spell to painlessly clean, remove, repair, improve or straighten teeth.

Destroy Undead

Level: 6

Range: 1 metre per ME

Duration: Instant

Save: Standard

PPE: 30

This spell fires a black ray from the caster's hand causing pain and damage to any undead being targeted by it. On a successful strike roll it will hit and do D6 points of damage per ME to any undead creature and spirit. If the undead loses all its SDC, it is completely destroyed and cannot be resurrected. This spell has no effect on living creatures.

Diagnosis

Level: 1

Range: Touch

Duration: 1 minute per ME

Save: N/a

PPE: 5

By carefully laying on hands, the Necromancer can sense the subtle currents of living energy within an organism. This spell allows the caster to detect any flaws within this energy flow and use his knowledge of anatomy to diagnose ailments and internal injuries.

Dysentery

Level: 5

Range: Touch

Duration: 6 hours per ME

Save: Standard

PPE: 25

This spell afflicts the subject with uncontrollable diarrhea. The subject must make a Will roll every 10 minutes to avoid defecating. They must also make a PE roll once an hour or lose a point of PS due to fluid loss.

Enfeeble

Level: 5

Range: Line of sight

Duration: 1 melee per ME

Save: Standard

PPE: 25

The target is overcome with the weakness of old age, often being barely able to move as a result. The victim's strength gradually returns after a D6 x ME minutes.

Envenom Weapon

Level: 4

Range: Touch

Duration: 1 melee per ME

Save: Standard

PPE: 20

This spell allows a cutting or thrusting weapon (including spikes, claws etc.) to become covered with a clear, sticky poison. If the skin is cut this poison forces the victim to roll vs. minor poison

or take an additional 1 points of poison damage per ME.

Eviscerate

Level: 6

Range: Touch

Duration: 1 melee per ME

Save: Standard

PPE: 30

This grisly spell allows a necromancer to actually penetrate skin with his bare hands to damage the internal organs of a victim. He can remove an organ on a called shot.

Exacerbate

Level: 6

Range: Sight

Duration: 1 hour per ME

Save: Standard

PPE: 30

This curse rapidly advances the age and putridity of any wound causing them to fester and seethe. This dastardly spell infests the wounds of a foe with all manner of malignancies, preventing the cuts from healing in a proper manner. The wounds grow fetid and do not recover for many months, considerably weakening the victim. Regeneration is completely negated and will not function for the duration of the spell. Magic and psionic healing is one third as effective. A Remove Curse spell is the only cure, while Negate Magic has a 25% chance of success.

Feign Death

Level: 1

Range: Self

Duration: 1 day per ME

Save: N/a

PPE: 5

This spell slows the necromancer's metabolism to such a degree that he becomes comatose and appears dead.

Cadaverous appearance, noisome stench, etc. Spell lasts until dispelled or caster wishes.

Fertility

Level: 3
Range: Touch
Duration: Instant
Save: None
PPE: 15
This spell cures any infertility in either gender.

Food Poisoning

Level: 2
Range: Line of sight
Duration: 1 hour per ME
Save: N/a
PPE: 10
This curse will cause a meal or drink to become infested with toxic bacteria. The victim will become horribly sick for several days and in need of bed rest. The odours from this spell are well hidden, so the victim is unlikely to believe he is eating bad food unless a careful examination is made.

Gene Splicing

Level: 10
Range: Touch
Duration: 4 rounds per 5 ME
Save: Standard
PPE: 50
This spell allows the caster to alter a victim's gene sequence. The caster must already know what he alterations he wants to make such as if he used the Analyze Genes spell.

Graft Limb

Level: 4
Range: Touch
Duration: Permanent
Save: N/a
PPE: 20

This spell can be used to graft the limb from one creature onto another. This limb can be from any living organism that is on the same scale of the target creature. The recipient of the graft will still require some time to learn how to use the new limb. It may also be used to reattach a severed limb.

Graft Sense Organ

Level: 4
Range: Touch
Duration: Permanent
Save: N/a
PPE: 20
A most useful spell under certain circumstances, this allows the Necromancer to attach a live visual organ to the target creature. The subject must already possess sight in order to use the new organ, but the additional eye does bestow a wider field of view.

Hemorrhage

Level: 6
Range: Line of sight
Duration: 1 melee per ME
Save: Standard
PPE: 30
Upon completing this spell, the Necromancer can inflict bleeding wounds deep inside the body of the target creature. While not immediately fatal these hemorrhages can continue to bleed unchecked and may ultimately render the victim unconscious or worse.

Heal Sprain

Level: 1
Range: Touch
Duration: Instant
Save: None
PPE: 5
This spell heals sprains, torn ligaments, and other minor injuries to tendons,

muscles, and ligaments and immediately cancels their crippling effects.

Heal the Dead

Level: 1

Range: 2 metres per ME

Duration: Instant

Save: N/a

PPE: 5 per 10 SDC

This spell is only effective on the animated dead and undead.

Healing Water

Level: 8

Range: Touch

Duration: Until finished

Save: None

PPE: 40

This allows the caster to alter an amount of water equal to 1 litre per 5 ME into a healing potion, +1 litre per level. Each mouthful will heal 1 HP and SDC per ME, and give a +1 per 5 ME vs poisons and diseases. It will also clear any infections.

Ignored by Undead

Level: 2

Range: Self or touch

Duration: 1 round per ME

Save: None

PPE: 10

This spell will cause any undead to not notice the recipient, treating him no different to a rock.

Immunize

Level: 1

Range: Touch

Duration: Instant

Save: N/a

PPE: 5

By magically accelerating the immune system the Necromancer can greatly aid the subject in fighting a disease gaining a +1 save per PPE spent. While this spell

can eliminate symptoms of an ailment, it does nothing to heal the damage that has already been inflicted.

Infect Wound

Level: 3

Range: Touch

Duration: Until healed

Save: Standard

PPE: 15

This spell causes an existing wound on the subject's body to become infected. If the conditions are especially favourable for infection, this spell gives a further -2 to save to avoid infection.

Infertility

Level: 3

Range: Touch

Duration: Instant

Save: Standard

PPE: 15

This spell creates infertility in either gender.

Life in Death

Level: 6

Range: Self

Duration: 1 minute per ME

Save: Standard

PPE: 30

If dying the Necromancer can release his spirit and try to inhabit the body of any other living creature within the time limit. The spirit must touch a host creature in order to inhabit it. The host is allowed to make a save and if successful the spirit may not inhabit that body. If the test is failed the Necromancer inhabits the body of the victim until either it is slain or the Necromancer's spirit is. Having acquired a new body the Necromancer's skills and abilities are regained but attributes are now those of the host creature.

Living Brain

Level: 10

Range: Touch

Duration: 1 day per ME

Save: Standard

PPE: 20

This spell allows the mage to preserve the living brain of the subject in sealed jar of liquid. While the brain (and all the subject's memories) are normal, the brain itself has no senses and no way of communicating, except through magic or psionics. The process of being turned into a living brain is horrifying. The victim must make a Sanity Check at -10 when the process first occurs, and they must make a normal Sanity Check every week thereafter. Most victims of this process slowly go mad from sensory deprivation. In order for this spell to work, the mage must have an extremely fresh brain - it must not have been removed from the victim more than 5 minutes before the mage starts casting the spell - and a sealable container which will hold at least a gallon of liquid. The magic supplies the "embalming fluid" and hermetically seals the container.

Locate Deceased

Level: 1

Range: Touch, 1 kilometre per ME

Duration: 1 hour per ME

Save: None

PPE: 5

By touching a sibling, parent or child of the deceased the caster will know the direction and distance to the remains of the individual. If the remains have been atomized or scattered (such as as hes into an ocean) the caster will get a vague sense of area.

Mask of Death

Level: 1

Range: Touch

Duration: 1 hour per ME

Save: N/a

PPE: 5

By casting this spell a necromancer can change a corpse's features to make it appear to be someone else. The caster must possess an accurate portrait of the individual to be duplicated or must have a clear mental image of the person based on personal experience.

Metamorphose Undead

Level: 1

Range: Touch

Duration: 1 hour per ME

Save: Standard

PPE: 5

This spell temporarily turns the caster or another into an undead creature of his choice while retaining one's own memories, powers and attributes. Note that upon death the character will become whatever undead he was last imitating permanently. The subject gains all the disadvantages and inherent physical advantages of a given type of undead.

Necropathy

Level: 1

Range: Line of sight

Duration: 1 melee per ME

Save: None

PPE: 5

This is essentially telepathy with a corpse, as the caster probes the brain of the deceased or undead for specific data. The GM must decide how decayed the brain being scanned is.

Numb

Level: 1

Range: Touch

Duration: 1 melee per ME

Save: N/a

PPE: 5

This spell will allow the caster to numb the flesh allowing an operation to take place without causing undue pain and distress.

Preserve Dead

Level: 2

Range: Touch

Duration: See below

Save: None

PPE: 10

Allows the caster to mummify or embalm a corpse, preparing it for burial or making it suitable for use as a mummy or a zombie respectively. Bodies preserved with this spell are obviously dead, but decay extremely slowly. Even in the wettest and warmest conditions, bodies will decay at 1/10 the normal rate. In cool, dry conditions dead preserved with this spell can last for centuries.

Protection from Undead

Level: 2

Range: Self or 1 person within line of sight

Duration: 1 melee per ME

Save: N/a

PPE: 10

Undead are -10 on all rolls vs the recipient of the spell. Further the recipient receives +10 vs Undead.

Raise Ghoul

Level: 3

Range: 1 metre radius per ME

Duration: 1 day per ME

Save: None

PPE: 15 per Ghoul raised

This spell converts deceased creatures which can then be raised and controlled as ghouls. The spell will animate the monsters until they are destroyed or until the magic is dispelled.

Raise Ghast

Level: 4

Range: 1 metre radius per ME

Duration: 1 day per ME

Save: None

PPE: 20 per Ghoul raised

This spell converts deceased creatures which can then be raised and controlled as ghouls. The spell will animate the monsters until they are destroyed or until the magic is dispelled.

Raise Mummy

Level: 5

Range: 1 metre radius per ME

Duration: 1 day per ME

Save: None

PPE: 25 per Mummy raised

This spell converts deceased creatures which can then be raised and controlled as mummies. The spell will animate the monsters until they are destroyed or until the magic is dispelled.

Raise Skeleton

Level: 2

Range: 1 metre radius per ME

Duration: 1 day per ME

Save: None

PPE: 10 per skeleton raised

This spell creates and animates a skeleton which will obey the caster. The spell will animate the monsters until they are destroyed or until the magic is dispelled.

Raise Zombie

Level: 2

Range: 1 metre radius per ME

Duration: 1 day per ME

Save: None

PPE: 10 per zombie raised

This spell creates and animates a zombie which will obey the caster. The spell will animate the monsters until they are destroyed or until the magic is dispelled.

Restore Limb

Level: 10
 Range: Touch
 Duration: Instant
 Save: None
 PPE: 50

This spell restores any one limb lost by the subject, growing it to match his current age.

Restore Youth

Level: 10
 Range: Touch
 Duration: Instant
 Save: None
 PPE: 50 + 10 per year restored
 This spell restores all youth lost by the subject, returning them to an age specified by the subject (or the mage) when the spell is cast.

Rotting Stench

Level: 9
 Range: 1 metre per ME radius
 Duration: 1 round per ME
 Save: None
 PPE: 50 + 10 per year restored
 This spell creates the horrible smell of rotting human flesh. Any humanoid creature in the area must roll vs. WILL or vomit for D4 rounds. Other creatures might not be affected, or might even be attracted to the smell.

Save

Level: 10
 Range: Touch
 Duration: 1 week per ME
 Save: None, standard for live victims
 PPE: 50
 This spell was inspired by the movie 6th Day. When this spell is cast, a wizard can make a copy of his mind containing all knowledge, skills, memories, spells and experiences the caster has at the moment of casting. Save is usually used

if the wizard knows he is going to come into a situation where his mind or mental sanity is in danger, or where he might die. Before Backup can be cast, the wizard needs to make a special receptacle to store his mind in. The receptacle can be any object. The spell is first cast on the receptacle to prime it. Then its cast a second time to imprint the brain patterns. This spell can be used on anyone else too.

There are two ways to use the receptacle:

- 1) He can carry it with him. If the caster does so, it will sense when his mind is seriously scrambled up or destroyed and will instantly restore it.
- 2) He can store it in a safe place. In that case, the confused caster needs someone else to bring him into physical contact with his receptacle. Also if the caster's body is destroyed then the Save can be used on any other body available, dead or alive (live people get a spell saving throw). A caster can have any number of Saves.

Scourge

Level: 5
 Range: 2 metres radius per ME
 Duration: 1 melee per ME
 Save: N/a
 PPE: 25
 Hundreds of tiny demonic creatures arrive to slash at the flesh of the victim causing him to bleed profusely from many wounds. The demons penetrate every opening in the armour of the victim, causing intense burning agony with every prick of their hardened claws. Each creature only has 1 SDC however and thus are easily killed.

Seal Skin

Level: 3
 Range: Touch

Duration: Permanent

Save: Standard

PPE: 15

This spell causes the skin around one of the victim's bodily orifices to seal and fuse over, replaced by ordinary skin. For example, the victim's eyes, nose, mouth or ears could be made to vanish. Fusing both the mouth and the nose will cause the victim to suffocate in short order. A positive use of this spell is to seal over wounds using the subject's own skin. This doesn't repair damage to tissue underneath, but will slow or stop bleeding and will prevent infection after the wound is closed. If the wound was already infected an abscess might develop unless the wound is cleaned.

Siphon

Level: 5

Range: Touch

Duration: Permanent

Save: Standard

PPE: 25

This spell allows a necromancer to steal the life force of another living creature and add it to his own. Can take 1 SDC per PPE expended or 1 attribute point per 5 PPE.

Skeletal Merge

Level: 3

Range: Touch

Duration: 1 melee per ME

Save: Standard

PPE: 15

This spell is used to create titanic, undead giants.

When cast, this causes multiple skeletons (up to 1 per ME), to merge into one monstrous bone beast. The skeletal construct is still totally under the control of his creator. Its PS increases by +1 and SDC by +10 for each skeleton merged into the body.

Skull Servant

Level: 1

Range: Touch

Duration: Permanent

Save: None

PPE: 5

When cast upon a humanoid skull, this spell animates the head by binding the original spirit and giving it limited powers of flight and observation. The skull is mentally linked to the Necromancer and can serve as his spy or scout. The skull retains a few fragments of its original knowledge and personality, but lacks the willpower to resist the commands of its new master. The skull will have half the SDC of the caster.

Speak With Dead

Level: 1

Range: Touch

Duration: 1 melee per ME

Save: N/a

PPE: 5

Caster may speak with any skull. The Necromancer must keep the questions simple.

Spirit Armour

Level: 5

Range: Self

Duration: 1 melee per ME

Save: N/a

PPE: 25

This spell allows the wizard to surround himself with a portion of the dead's essence, which takes the form of a shimmering aura. The Spirit Armour offers 5 SDC per ME and prevents the penetration and damage caused by any magical attacks. The Spirit Armour's effects are cumulative with other types of armour or magical protection. It does not hinder movement, add encumbrance or interfere with spellcasting.

Summon Ethereal

Level: 6

Undead

Range: N/a

Duration: 1 hour per ME

Save: N/a

PPE: 30 per undead

The caster can summon a spectre or ghost that must do the necromancer's bidding before returning to its rest.

Surgery

Level: 4

Range: Touch

Duration: 1 round per ME

Save: Standard

PPE: 20

This spell allows the caster to perform surgery via a form of telekinesis and not require any intrusive cutting open of the skin. As part of the spell he can see inside the body and will be aware of everything within. However he will be so focussed on this as to be oblivious to what is going on around him. Because the patient's body is never opened there is no risk of post-operative infection for elective surgery and no bleeding.

Surgical Removal

Level: 4

Range: Touch

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 20

This spell allows the caster to remove defective organs (or parts of organ) or large tumours from the subject's body via a form of teleportation. It also allows him to remove damaged or dysfunctional body parts (even liposuction). Because the patient's body is never opened there is no risk of post-operative infection for elective surgery and no bleeding.

Strengthen Undead

Level: 4

Range: Touch

Duration: 4 rounds per 5 ME

Save: None

PPE: 20 +5 per PS point

This spell allows the caster to add to a corporeal undead's PS.

Teeth Missile

Level: 2

Range: 2 metre radius per ME

Duration: Instant

Save: None

PPE: 10

Cause the teeth from any nearby corpses to fly in all directions like a fragmentation grenade doing D6 per ME to all caught in the area.

Temporal Stasis

Level: 2

Range: Touch

Duration: 1 hour per ME

Save: N/a

PPE: 10

The target of this spell will be placed in a state of suspended animation. As a result the target will not grow older and all body functions will cease thus halting the effects of poison and blood loss from a critical wound. The target will be completely helpless for the duration of the spell. Upon the expiration of the Temporal Stasis any critical effects will continue where they left off if medical attention has not been received.

Touch of the Spectre

Level: 3

Range: Touch

Duration: 1 melee per ME

Save: Standard

PPE: 15

Caster's touch causes paralysis.

Transplant Organ

Level: 4

Range: Touch

Duration: Permanent

Save: N/a

PPE: 20

When the internal organs of a Necromancer or another eventually begin to fail due to age, he can use the following spell to transfer a fresh new organ from a donor to his own body. Of course this transplant will most likely prove fatal to the donor.

Wail of the Banshee

Level: 6

Range: Hearing range

Duration: Until first accident or remove curse

Save: None

PPE: 30

With this spell, the wailing of the Necromancer calls forth the ancient curse of the Banshee upon the target of the spell. Within a few days, the subject will suffer a life threatening accident.

Wraith Form

Level: 6

Range: Self

Duration: 1 melee per ME

Save: N/a

PPE: 30

The Necromancer can use this spell to assume for a short time the intangible form of a Wraith. In this state he is still vulnerable to attacks by silvered weapons and all manner of magic.

26. PROTECTIVE**MAGICANA**

This school is focused on protective spells, creating physical or magical barriers, as well as spells which cancel or interfere with other spells, magical effects or supernatural abilities, or even banish the subject of the spell to another plane of existence.

Acid Immunity

Level: 4

Range: Self

Duration: 4 rounds per 5 ME

Save: None

PPE: 20

This spell grants the subject complete immunity to acid, and also protects his equipment.

Anchoring

Level: 10

Range: All within circle

Duration: 4 rounds per 5 ME

Save: None

PPE: 50

This prevents all within the circle from being forcibly moved via teleport, banishment or gate. Those protected cannot be sent to another dimension or time.

Aura of Protection

Level: 4

Range: Self or line of sight

Duration: 3 rounds per 5 ME

Save: None

PPE: 20

Placing the clerical oilcloth on his head, the Wizard pronounces the mystic incantation, and the cloth expands to cover him from head to toe with a shimmering white aura. This spell adds +5 to save, dodge and parry against attacks from Undead creatures and

Daemons, and +1 to against all other attacks.

Banish Elemental

Level: 9

Range: Line of sight

Duration: Instant

Save: Standard

PPE: 50

The caster attempts to dispel an elemental. If successful, the elemental's manifestation collapses, and the being is temporarily unable to manifest in our dimension for an extended period.

Clothes to Armour

Level: 2

Range: Touch

Duration: 1 round per ME

Save: None

PPE: 10+

The magic of the spell transforms regular clothes into armour. The AR rises to 10, +1 per 5 additional PPE.

Disease Immunity

Level: 5

Range: Self or line of sight

Duration: 4 rounds per ME

Save: None

PPE: 25

This spell may be cast either on the caster or anyone else. It gives the bearer complete immunity to disease and infected wounds for the duration. Note that this spell does not cure any diseases that the recipient may already possess, though it may alleviate the symptoms for the duration of the spell.

Dispel

Level: 2

Range: Line of sight

Duration: Instant

Save: None

PPE: 10+

Counters a spell being cast or already in effect. Dispel may be cast at any time, even if the dispeller has already performed an action. The caster must spend 10 PPE plus a PPE amount equal to what was spent on the spell being dispelled.

Forbiddance

Level: 8

Range: 1 metre per ME radius

Duration: 1 round per ME

Save: Standard

PPE: 40

This spell can be used to secure a consecrated area. The spell seals the area from teleportation, plane shifting, and ethereal penetration. At the option of the caster, the ward can be locked by a password, in which case it can be entered only by those speaking the proper words. Otherwise, the effect on those entering the enchanted area is based on their alignment, relative to the caster's. The most severe penalty is used. Alignment identical: No effect. If password locked, cannot enter area unless password is known (no saving throw).

Alignment different with respect to law and chaos: Save vs. spell to enter the area; if failed, suffer D6 points of damage per 5 ME. If password locked, cannot enter unless password is known. Alignment different with respect to good and evil: Save vs. spell to enter this area; if failed, suffer D6 points of damage per 4 ME. If word locked, cannot enter unless password is known. The attempt does cause damage if the save is failed. Once a saving throw is failed, an intruder cannot enter the forbidden area until the spell ceases. The ward cannot be dispelled by a caster of lesser level than the one who established it. Intruders

who enter by rolling successful saving throws feel uneasy and tense, despite their success.

Glittering Robe

Level: 6

Range: Self

Duration: 4 rounds per 5 ME

Save: None

PPE: 30 +30 per additional set of rounds

The caster gains a magical robe which glitters by the slightest ray of light. He can only be hit by a roll of 20 until it expires.

Poison Immunity

Level: 1

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 5

This spell may be cast either on the caster or on any other single character. It gives the bearer complete immunity to poison and venoms.

Protection from Angels

Level: 6

Range: 1 metre radius per ME

Duration: 1 round per ME

Save: None

PPE: 30

This circle repels any angels preventing them from entering it.

Protection from Animals

Level: 4

Range: 1 metre radius per ME

Duration: 1 round per ME

Save: None

PPE: 20

This circle repels any animals preventing them from entering it.

Protection from Cold

Level: 4

Range: 1 metre radius per ME

Duration: 1 round per ME

Save: None

PPE: 20

This circle generates heat for all within it equal to the amount necessary to compensate for the level of coldness outside.

Protection from Demons

Level: 6

Range: 1 metre radius per ME

Duration: 1 round per ME

Save: None

PPE: 30

This circle repels any demons preventing them from entering it.

Protection from Elementals

Level: 6

Range: 1 metre radius per ME

Duration: 1 round per ME

Save: None

PPE: 30

This circle repels any elementals preventing them from entering it.

Protection from Fire

Level: 4

Range: 1 metre radius per ME

Duration: 1 round per ME

Save: None

PPE: 20

This circle repels fire and heat preventing those within from being affected by it.

Protection from Insects

Level: 4

Range: 1 metre radius per ME

Duration: 1 round per ME

Save: None

PPE: 20

This circle repels any insects preventing them from entering it.

Protection from Lightning

Level: 4

Range: 1 metre radius per ME

Duration: 1 round per ME

Save: None

PPE: 20

This circle repels any lightning preventing it from entering.

Protection from Magic

Level: 6

Range: 1 metre radius per ME

Duration: 1 round per ME

Save: None

PPE: 30

This circle will repel any one single specific spell which must be declared at the time of activation. Thereafter it will only deflect that spell and no other. A different circle will be needed for other spells.

Protection from Missiles

Level: 9

Range: Self or touch

Duration: 1 round per ME

Save: None

PPE: 50

By means of this spell the user bestows total invulnerability to hurled and projected missiles such as arrows, axes, bolts, javelins, small stones and spears. Furthermore it causes a reduction of 1 from each die of damage inflicted by large and/or magical missiles such as ballista missiles, catapult stones, and magical arrows, bolts, javelins, etc. Note however that this spell does not convey any protection from such magical attacks as fireballs, lightning bolts, or magic missiles.

Protection from Monsters

Level: 5

Range: 1 metre radius per ME

Duration: 1 round per ME

Save: None

PPE: 30

This circle repels any monsters preventing them from entering it.

Protection from Rain

Level: 1

Range: 1 metre per ME radius

Duration: 1 round per ME

Save: None

PPE: 5

This causes a field of deflective magic to appear above the caster. The field is invisible and only effects water, wind, and the occasional blowing leaf. When the caster stands in the rain all the water that would hit the caster from above is deflected away to his/her sides and behind. This effect basically keeps the caster dry in all but the most stormy conditions where the rain comes in from all angles.

Protection from Spirits

Level: 5

Range: 1 metre radius per ME

Duration: 1 round per ME

Save: None

PPE: 30

This circle repels any spirits preventing them from entering it.

Protection from Undead

Level: 5

Range: All within circle

Duration: 4 rounds per 5 ME

Save: None

PPE: 30

This circle repels any physical undead preventing them from entering it.

Protection from Undead Attacks

Level: 5

Range: Self or touch

Duration: 1 round per ME

Save: None

PPE: 30

This spell affords the caster or touched creature partial protection from undead such as shadows, wights, wraiths, spectres, or vampires and certain weapons and spells that drain energy levels. The protected creature suffers only normal hit point damage from the attack and does not suffer any drain of experience or Strength, regardless of the number of levels the attack would have drained.

Sanctuary

Level: 10

Range: 3 metre radius

Duration: 3 rounds per 5 ME

Save: None

PPE: 50

A sanctuary is then created that extends for a 3 metre radius of the clergyman. No ally in this sanctuary is subject to attack or an enemy spell. Allies are unaffected, and may attack and cast spells as usual. Enemies starting within the sanctuary are hurled out to the nearest available space and take D6 damage.

Shield of Protection

Level: 2

Range: Self or touch

Duration: rounds per ME

Save: None

PPE: 10

The caster or another's shield's AR +1 for the duration.

Shield of Reflection

Level: 8

Range: Self or line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 40

Anyone physically hitting this character has double the amount of damage he inflicts reflected back on him.

Sphere of Elemental Protection

Level: 8

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 40

This spell may only be cast upon the spellcaster. When the spell is cast choose one of the following: air, earth, fire, or water. Any damage dealt to you from a source of the element type you choose is negated.

Strength of Mind

Level: 9

Range: Self and 1 metre radius per 4 ME

Duration: 1 combat

Save: None

PPE: 50

Strength of Mind causes affected heroes to become immune to the effects of fearsome monsters and monsters that hypnotize. They are moreover automatically unaffected by enemy spells that affect or influence the mind, and gain a magic resistance of +3 against other spells. Finally, one single time for the duration of the entire spell they may choose to automatically hit an opponent in close combat or with a ranged weapon, such is their level of concentration. Once this spell is cast it may not be used again until the combat is over.

Wall of Blades

Level: 8

Range: 1 metre radius per ME

Duration: 1 round per ME

Save: None

PPE: 40

This creates a wall of whirling razor sharp blades around the caster. The blades do D6 damage per 2 ME of the caster to anyone attempting to pass through them.

Wall of Fire

Level: 8

Range: 1 metre per ME radius

Duration: 1 round per ME

Save: Standard

PPE: 40

The wall of fire spell brings forth a blazing curtain of magical fire. The wall of fire inflicts D4 damage per ME upon any creature passing through it. Creatures within 1 metre of the wall take 10% damage. Creatures especially subject to fire may take additional damage, and undead always take twice normal damage. Only the side of the wall away from the spell caster will inflict damage. The spell creates a sheet of flame up to 2 metres square per ME, or as a ring with a radius of up to 1 metre per ME, and a height of 30 centimetres per ME. The former is stationary, while the latter moves as the user moves.

Wall of Fog

Level: 1

Range: 1 metre per ME radius

Duration: 1 round per ME

Save: Standard

PPE: 5

By casting this spell, the user creates a billowing wall of misty vapours in any area within the spell range. The wall of fog obscures all sight, normal and infravision, beyond two feet. The caster may create less vapour if he wishes. The wall must be a roughly cubic or rectangular mass, at least ten feet wide in its smallest dimension. The duration can

be halved by a moderate wind, and they can be blown away by a strong wind.

Wall of Force

Level: 8

Range: 1 metre per ME radius

Duration: 1 round per ME

Save: Standard

PPE: 30

A wall of force spell creates an invisible barrier in the locale desired by the caster, up to 30 centimetres high x 1 metre per ME long. The wall of force cannot move and is totally unaffected by most spells, including dispel magic. But a disintegrate spell will immediately destroy it, as will a rod of cancellation or a sphere of annihilation. Likewise, the wall of force is not affected by blows, missiles, cold, heat, electricity, etc. Spells and breath weapons cannot pass through it in either direction, although dimension door, teleport, and similar effects can bypass the barrier. The caster can if desired form the wall into a spherical shape with a radius up to 30 centimetres per ME.

Wall of Ice

Level: 8

Range: 1 metre per ME radius

Duration: Until melts

Save: None

PPE: 20

When this spell is cast, a sheet of strong, flexible ice is created. The wall is primarily defensive, stopping pursuers and the like. The wall is one inch thick per ME of the user, and covers a 1" square area per ME. Any creature breaking through the ice will suffer 2 hit points of damage per inch of thickness of the wall, fire-using creatures will suffer 3 hit points, cold-using creatures only 1 hit point when breaking through. If this spell is cast to form a horizontal

sheet to fall upon opponents, it has the same effect as an ice storm's hail stones in the area over which it falls. Magical fires such as fireballs and fiery dragon breath will melt a wall of ice in 1 round, though they will cause a great cloud of steamy fog which will last 1 turn, but normal fires or lesser magical ones will not hasten its melting.

Wall of Iron

Level: 6

Range: 1 metre per 2 ME radius

Duration: Instant

Save: None

PPE: 30

When this spell is cast, user causes a vertical iron wall to spring into being. Typically, this wall is used to seal off a passage or close a breach, for the wall inserts itself into any surrounding material if its area is sufficient to do so. The wall of iron is one quarter of an inch thick per ME of the spell caster. The user is able to evoke an area of iron wall 15 square feet for each ME. If the wall is created in a location where it is not supported, it will fall and crush any creature beneath it. The wall is permanent, unless attacked by a dispel magic spell, but subject to all forces a normal iron wall is subject to, i.e. rust, perforation, etc.

Wall of Thorns

Level: 4

Range: 1 metre per ME radius

Duration: 1 round per ME

Save: None

PPE: 20

The wall of thorns spell creates a barrier of very tough, pliable green tangled brush bearing needle-sharp thorns as long as a person's finger. Any creature breaking through (or merely impacting upon) the wall of thorns takes 8 hit

points of damage plus an additional amount of hit points equal to the caster's ME. The wall will be 30 centimetres per ME high x 1 metre per ME long. If the wall of thorns is chopped at, it will take at least 4 turns to cut a path through a 1" thickness. Normal fire will not harm the barrier, but magical fires will burn away the barrier in 2 turns with the effect of creating a wall of fire while doing so.

27. PSIONIC

MAGICANA

Those who practice psi magic shape, control, harness and utilize natural forces that infuse the character's own being. His effort is focused inward rather than outward and is completely in touch with and aware of even the tiniest workings of his body and mind. The mind and body are only parts of a much greater unity. The body produces energy and vitality, the mind gives it shape and reality. This sphere of magic involves looking inward to the essence of the character's own being and gaining control of his subconscious. Through extraordinary discipline, contemplation, and self-awareness he unlocks the full potential of his mind.

Acquire Skill

Level: 2

Range: Touch

Duration: 1 hour per ME +1 hour per level

Save: None

PPE: 10

This allows the caster to gain the skill knowledge needed to use any non electrical or mechanical object by touching it, and absorbing the necessary skill/s from the previous owner or user. The skill level will be equal to that of the previous person's.

Alzheimer's

Level: 10

Range: Touch

Duration: 1 hour per ME

Save: Standard

PPE: 50

This spell causes the victim's mind to slowly decay and rot away. The victim loses 1 ME and IQ per hour until he is a vegetable. This can be foiled by the use

of a cure disease spell. Lost points of IQ and ME can be regained only by the use of rejuvenation or such powers of a higher degree.

Astral Projection

Level: 3

Range: Self or touch

Duration: 1 round per ME

Save: None

PPE: 15

The caster's or another's spirit leaves the body and can travel instantly anywhere in the world. The spirit can find anyone it knows well and can visit any place it has visited before. He cannot communicate or otherwise physically interact with the physical world but can use magick on it.

Backlash

Level: 6

Range: Touch

Duration: 1 day per ME

Save: Standard

PPE: 30

This spell only works on someone who is or uses psionics. If the spell succeeds every time the victim attempts to use a psionic power or cast a psionic spell he suffers a nosebleed and is forced to the ground by a blinding headache.

Charm

Level: 6

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 30

This spell makes the victim regard the caster as his best friend and trusted ally. This doesn't work if the victim is currently being threatened or attacked by the caster or his allies. This does not enable the caster to control the charmed person as if he were an automaton, but

he perceives the caster's words and actions in the most favourable way. A charmed person never obeys suicidal or obviously harmful orders. Any act by the caster or apparent allies that threatens the charmed person breaks the spell.

Clairaudience

Level: 1
Range: Self
Duration: 1 round per ME
Save: None
PPE: 5

This allows the caster to hear sounds from a distant area. He picks a location he knows then listens to everything he would be able to hear normally if he were standing in that spot.

Clairvoyance

Level: 1
Range: Self
Duration: 1 round per ME
Save: None
PPE: 5

This allows the caster to see images from a distant location. The user picks a spot he knows then looks at everything he would be able to see if he were standing in that spot. The user's field of vision is the same as normal and turning his head allows him to scan the area. Clairvoyance doesn't replace normal vision. The user still sees what's around his physical location with the distant scene superimposed. Closing one's eyes blocks the double vision and leaves only the distant scene.

Combat Aid

Level: 2
Range: Self
Duration: 1 round per ME
Save: None
PPE: 10

This spell allows the caster to anticipate what his opponent. As a result he gains a +1 bonus on all rolls while fighting him.

Commune

Level: 1
Range: Self
Duration: 1 round per ME
Save: None
PPE: 5

This powers allows a character to talk to the dead. How they react and how honest they are is left up to the GM.

Emotion Manipulation

Level: 4
Range: Line of sight
Duration: 4 rounds per 5 ME
Save: None
PPE: 20

The hero can transmit either his own emotional state to another or manipulate their emotions to what he desires. They must be within his line of sight or 20 metre radius (+5 metres per level). The power functions for as long as the hero concentrates on using it.

Empath

Level: 1
Range: Line of sight
Duration: 1 round per ME
Save: None
PPE: 5

The caster can detect the surface emotions of any creature he or she can see that is in range. The character can sense basic needs, drives, and emotions.

Exorcism

Level: 5
Range: Touch
Duration: Instant
Save: Standard
PPE: 25

The caster can force out anyone/thing possessing a victim unless save. Even if fail the victim gains a new attempt at resisting the possession at +1 per exorcism attempt.

Hide Aura

Level: 3

Range: Self of line of sight

Duration: 1 minute per ME

Save: Standard

PPE: 15

This is used to disguise one's true aura concealing experience, health, powers, magic, etc. Can also alter the auras of other living organisms within his line of sight, 1 per level. This transference can lead to innocent beings being considered powerful beings or practitioners of magic.

Holistic

Level: 1

Range: Touch

Duration: Instant

Save: None

PPE: 5

By carefully laying on hands, the caster can sense the subtle currents of living energy within an organism. He can detect any flaws within this energy flow and diagnose ailments and injuries.

Hypnotize

Level: 7

Range: Line of sight

Duration: See below

Save: Standard

PPE: 35

This allows the caster to implant an idea into a victim's head (eg, I'm your friend, you're sleepy, etc) but only outside of combat, cause a victim to involuntarily speak what he is actually thinking, block a specific memory in another for 1 week per ME, can save at start and once per

week. Or implant a post-hypnotic suggestion which the victim may save against once per command. If the command is something abhorrent to victim then gain +2 to save.

Ignore Pain

Level: 1

Range: Self

Duration: 1 round per ME

Save: None

PPE: 5

This allows the caster to completely ignore pain. The debilitating effects of shock, toxins and poisons (among other things) are halved. Lastly, the character remains fully conscious up to their SDC dropping below zero.

Insight

Level: 4

Range: Line of sight

Duration: 1 round per ME

Save: None

PPE: 20

This spell allows the caster to suddenly realize or work something out. The GM should tell you something that you've missed figuring out, such as which option to investigate.

Levitate

Level: 2

Range: Self

Duration: 1 round per ME

Save: None

PPE: 10

This allows the caster to move himself up and down at a rate of 1 metre per ME per minute. If the caster falls from a great height this can be used to decrease his velocity to a minimum of 1 metre per minute.

Logic Bomb

Level: 10

Range: Touch

Duration: 1 day per ME +1 day per PPE

Save: Standard

PPE: 50

This is an extremely dangerous spell. The caster implants the psionic bomb in the victim's mind. It will remain in there until removed, the duration expires or the victim encounters the trigger. The trigger is whatever the caster decides; for instance the first person he sees in a suit or when he meets a specific person. In the later case a photo must be shown to him so he knows who the trigger will be. Once the trigger is met the logic bomb will detonate and strike everyone within a 1 metre radius of the victim per ME of caster. Those who fail to save suffer a hemorrhage and may die, those who do save are knocked unconscious.

Memory Bank

Level: 4

Range: Line of sight

Duration: 1 day per ME

Save: Standard

PPE: 20

This allows the caster to telepathically store snippets of information within the unused part of a victim's brain until he needs it later.

Mental Dagger

Level: 4

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 20

This allows the caster to telepathically stab the mind of one foe per 5 ME +1 per level, causing horrible agony. The victim is completely unable to do anything while wrenched by this pain. This is reduced though if the victim has an incredibly high pain tolerance.

Mental Interference

Level: 3

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 15

This radiates a field of psionic static within a ME x2 metre radius, +2 metres per level around him. This doesn't prevent the use of powers but can dampen out psionic abilities. An example would be causing interference in telepathic communications making transmissions to sound like they are full of static and barely audible (like a badly tuned in radio).

Mind Shield

Level: 9

Range: Self or Line of sight

Duration: 1 round per ME

Save: None

PPE: 50

This completely blocks any attempts by another to mentally control, dominate or possess the caster or whoever he casts it on (1 person per 2 ME, +1 per level against any).

Nightmares

Level: 6

Range: Touch

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 30

This spell allows the caster to transmit images into the mind of a sleeping victim which then become horrid nightmares and the deepest fears imaginable. The affect produces a severe mental and physical response from the victim. Their heart rate increases, breathing becomes erratic, and muscle spasms can occur. The actual images last for only a few seconds but are enough to create a drastic change in the victim.

Nightmare can be used for two reasons. The first is to unhinge the character's confidence or mental capabilities. After a night instilled with a horrific dream the next day the character is a -1 to all actions whether physical, or mental, no saving throw from these affects. Furthermore the caster can also produce images of events that the victim is likely to take part in and cause these events to take a disastrous turn.

For example, a character that will be going aboard a ship may see an image of the crew being killed at sea by some unnamed horror from the deep. The next day the victim's experience may be so vivid that he can convince the crew not to depart until another day has passed.

Perfect Recall

Level: 1

Range: Self

Duration: 1 round per ME

Save: None

PPE: 5

This grants the character an almost perfect memory allowing him to recall anything with total accuracy. The character will also be able to recognize faces, costumes, and cars that they have only seen once or twice before. Memories are permanent and can be recalled with crystal clarity at any time.

Phobia

Level: 9

Range: Touch

Duration: Permanent

Save: Standard

PPE: 50

This causes the victim to develop a permanent phobia of the caster's choice.

Psi Weapon

Level: 7

Range: Self

Duration: 1 round per ME

Save: None

PPE: 35

The caster can mentally will into existence a weapon of psychic energy which upon contact with a victim either paralyzes them for 1 melee per ME, or induces shock/coma unless psi save. Once per day per 5 ME (+1 per level) can will it to do 1 damage per ME, + half your ME per level. All weapons are +1 to strike per 2 ME but use up 1 attack per melee while in use.

Types include;

Hand Held Weapons - Swords, axes, machetes, staves, maces, and all manner of melee weapons.

Thrown Weapons - Short bows, shuriken, throwing axes, and throwing knives. The weapon has 20% more range than a normal weapon of its type. Use limited only by number of melee attacks of character.

Whips - Can fire a psi rope ME x1 metre +1 metre per level. Can mentally control the end of it making it sticky, allowing people to swing on it, climb up it or entangle with PS equal to ME.

Psychometry

Level: 2

Range: Touch

Duration: Instant

Save: None

PPE: 10

This spell allows the caster to detect impressions left on an object by a previous owner. These impressions include the owner's race, sex, age, and alignment. It can also reveal how the owner came to possess the item and how he lost it. An object can be read successfully only once per experience level. Additional readings at the same level reveal no new information.

Psychometry II

Level: 2
 Range: Touch
 Duration: Instant
 Save: None
 PPE: 10

This spell allows the caster to determine the exact cause of death of a corpse. He can also see whatever the recipient corpse saw at the very instant of death with the intent of learning the identity of the murderer, or at least the location of death.

Puppet

Level: 10
 Range: Line of sight
 Duration: 4 rounds per 5 ME
 Save: None
 PPE: 50

The caster can attempt to take control of a nearby living creature, forcing his mind into the victim's body. The caster may move his or her mind back into his or her own body whenever he desires. The caster can call on rudimentary or instinctive knowledge of the victim but not upon its real or acquired knowledge. The caster retains his own alignment, attribute scores, class, level, skills, and combat abilities (but if the victim is unfit penalties will apply). If the victim's body is slain the caster returns to his own body, but will be stunned for D6 rounds.

Relive Pain

Level: 8
 Range: Line of sight
 Duration: 1 round per ME
 Save: None
 PPE: 40

This spell makes people re-experience any injury from their memory. The victim immediately suffers the full effects of that injury. This includes cuts, broken limbs, ruptured organs, etc.

However he can only relive previous injuries and not suffer new ones.

Sense Danger

Level: 5
 Range: Self
 Duration: 1 round per ME
 Save: None
 PPE: 25

The caster is able to sense imminent danger with a warning time of 1 minute per 5 ME, +1 minute per level. Will know direction and threat level.

Sever Link

Level: 5
 Range: Self
 Duration: 1 round per ME
 Save: None
 PPE: 25

This spell is meant to sever magical links between living creatures. Used against those who are being involuntarily compelled by spell, it will automatically break the link between the slave and the master. The breakage is permanent (although the enslaver may attempt to repeat the magic enslavement). This is particularly effective against magic, meta powers and even a vampires' controlling bite. It can also be used to disrupt voluntary linkages, such as those between a mage and his familiar(s), witches' pacts, and summoner links. In such cases, the target gets to save versus the spell. On a successful save, the link remains undisturbed.

Skim

Level: 1
 Range: Self
 Duration: 1 round per ME
 Save: None
 PPE: 5

This spell gives the ability to read and comprehend written text extremely quickly. The person can read up to 1 page per ME per round. The caster will retain the information as he would normally. Highly technical texts (including mystic texts) will reduce speed ready by half.

Sleep

Level: 5

Range: Line of sight

Duration: 1 round per ME

Save: Standard

PPE: 25

The victim of this spell will fall into a deep sleep upon failing the save throw. The only way to rouse the victim is to attack him, pinch him (enough to leave a small bruise), or give him some sort of stimulant like methamphetamine or adrenaline.

Stutter

Level: 1

Range: Touch

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 5

This spells sends a mental suggestion into the mind of its victim causing them to stutter when they attempt to speak. The stuttering is intense that it completely negates any spell requiring a verbal component. The effects also prohibit the victim from communicating in any coherent manner.

Sympathetic

Level: 7

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 35

Not what you think. This creates a psionic connection between the caster

and the victim so that some of the caster's wounds are transferred to the victim. The caster takes only half damage from all wounds and attacks. The victim takes the rest of the damage.

Synaptic Misfire

Level: 8

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 40

The caster sends a telepathic bolt into the victim causing a synaptic error in the victim's autonomic processes. This causes the target's brain not to register heart beats, breathing or other involuntary processes and thus the victim will began to suffer from oxygen and blood deprivation. If not stopped this will soon kill the victim.

Telekinesis

Level: 5

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 25

This spell allows the user to move objects without touching them. He can move up to 20kgs (+1 per level) per ME. The user rolls his base strike score to hit. Telekinesis can also be used to perform very fine work, such as writing or sewing but the caster must be capable of performing the work himself. If the player wants to use the power to pull an item away from an opponent, it comes down to the character's IQ vs the victim's PS.

Telekinetic Punch

Level: 4

Range: Line of sight

Duration: Instant

Save: None

PPE: 20

The caster swings a punch in the air and it hits any one victim within line of sight. Damage is one point per 2 PPE sunk in. Thus if you wanted to do 10 damage the cost would be 5 to cast + 20 PPE for a total of 25.

Telekinetic Storm

Level: 5

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 25

This spell allows the caster to telekinetically control a cloud of small objects and effectively create a storm of them. It looks much like a whirlwind. The objects need to weigh less than a kilogram and can include books, small rocks, nuts and bolts, silverware, and anything else of that size. This spell does not create any objects and if there are no small objects, the spell cannot work. These objects are caused to circle the caster at a high rate of speed but do not touch the caster and acts as excellent protection. Anyone else who gets within the telekinetic storm will be pelted by objects. There are simply too many small objects for the storm to be dodged. The storm inflicts D6 per level +1 per ME. The caster can control the storm so that it does not hit a specific target in the area of the spell. The caster can chose one target to be exempted from the effects of the spell per level of experience.

Telepathic Link

Level: 6

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 30

The caster forges a telepathic bond with other creatures, which must have Intelligence scores of 6 or higher. The bond can be established only with willing allies, who therefore receive no saving throw. The caster can communicate telepathically through the bond even if he or she does not share a common language. Once the bond is formed it works over any distance (although not between dimensions).

Telepathic Probe

Level: 7

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 35

Any victim within line of sight of the caster can have his memories and knowledge accessed. The caster can learn the answer to one question per round, to the best of the subject's knowledge. The caster and the victim do not need to speak the same language, though less intelligent creatures may yield up only appropriate visual images in answer to the questions.

Tongues

Level: 1

Range: Self or Line of sight

Duration: 1 round per ME

Save: None

PPE: 5

The caster or anyone he casts this on can understand, speak and read any language he hears or looks at. Magic writing and cipher codes cannot be read however.

True Sight

Level: 3

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 15

This character can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, but not the exact nature of the magic aside from whether it is harmful or helpful.

28. RUNIC MAGICANA

The rune is an ancient symbol drawn in the air, on the ground, wall, ceiling, or even tattooed on the body. Unlike Magic and Psychic, Runes are not tapping any power source because it relies on the skill of the rune's illustrator. To apply runes, the skill called Rune Art, is a required skill to use this type of magic. A Rune Art skill roll must be made when applying runes to any surface. Failure means the rune will not work.

In the case of Tattoos things are different. Since you don't get a second chance to apply them, runemancer will take up to two weeks to research and practice such runes. After that time, they must place themselves in a trance and apply the rune. The inks used for such tattooing is expensive and often hard to find. Tattoos are never applied wrong unless the runemancer is disturbed during the application process. If so, the tattoo is a permanent reminder of their failure and a sign of shame. Runes are drawn by the caster and must be invoked either by triggering it such as crossing its line or by the wearer touching it. Once the duration has expired the rune will disappear.

Rune of Advantage

Level: 1

Range: Wearer

Duration: 1 round per ME

Save: None

PPE: 1 per round

Whenever an enemy misses you with an attack, you gain a +1 bonus to damage rolls against that enemy until the end of your next turn.

Rune of Benediction

Level: 4

Range: Wearer

Duration: 1 round per ME
 Save: None
 PPE: 20 for 4 rounds
 Anyone wearing this becomes immune to all fear magic and attacks.

Rune of Blessing

Level: 4
 Range: Touch
 Duration: Instant
 Save: None
 PPE: 20 + equal to the amount of SDC healed
 Restores all of one person's lost SDC.

Rune of Blocking

Level: 5
 Range: Sight
 Duration: Special
 Save: None
 PPE: 25
 This creates a wall of (1 metre per ME length) x (1 metre per 2 ME of height) x (1 metre per 4 ME of depth) anywhere within the caster's sight and in any shape. It lasts until until the caster dies, cancels the spell, or can no longer see the square, or until a cumulative total of caster's ME x10 is inflicted on the wall.

Rune of Book Preservation

Level: 3
 Range: Touch
 Duration: 1 day per ME
 Save: None
 PPE: 15
 This rune when placed on a book protects it from decay, growing brittle, water damage, and are proofed against bookworm and fire.

Rune of Breath

Level: 2
 Range: Wearer
 Duration: 1 round per ME
 Save: None

PPE: 10
 When the rune is triggered, the target gains the ability to breath underwater for the duration of the rune's effect.

Rune of Brightness

Level: 2
 Range: Sight
 Duration: Instant
 Save: None
 PPE: 10
 The bright flash from this rune causes temporary blindness for 10 +D10 rounds.

Rune of Burrowing

Level: 3
 Range: Touch
 Duration: 1 round per ME
 Save: None
 PPE: 15
 This burrows through any wall, floor or ceiling it is pointed at, at a rate of 1 square metre per round.

Rune of Concealment

Level: 5
 Range: Wearer
 Duration: 1 round per ME
 Save: None
 PPE: 25
 This rune makes the user invisible when hiding in the shadows. Strong light will destroy its effects.

Rune of Concussion

Level: 5
 Range: Touch
 Duration: Until triggered
 Save: Standard
 PPE: 25 +10 for each additional D6 damage
 Anyone touching this rune will cause it to explode doing 6D6 explosive damage and causing knockback. Really works well if placed on a shield or weapon.

Rune of Confusion

Level: 2

Range: Sight

Duration: 1 day per ME

Save: Standard

PPE: 10

Any who pass in front of it become disorientated not even sure of what they were doing.

Rune of Dispelling

Level: 8

Range: 1 metre per ME

Duration: Up to 1 spell per ME of caster before burning out

Save: None

PPE: 40

This rune immediately cancels any spell cast within its range.

Rune of Erasure

Level: 9

Range: Sight

Duration: Up to 1 rune per ME of caster before burning out

Save: None

PPE: 50

This rune instantly erases any other rune on any piece of equipment within range.

Rune of Extension

Level: 9

Range: Sight

Duration: Up to 1 rune per ME of caster before burning out

Save: None

PPE: 50

This rune can be added to any other rune, allowing the target rune's duration to be increased from rounds or minutes to days, days to weeks, weeks to months, or months to years. Each additional 50 PPE will increase the duration by the next level. eg. rune of concealment costs 25 for 1 round per ME. Placing Extension on it will change it to 1 hour

per ME. Placing another extension will make it 1 day per ME for a total of 125 PPE. It wont work on one shot runes, ie those with Instant duration.

Rune of Hunting

Level: 10

Range: Wearer

Duration: Instant

Save: None

PPE: 50

This rune may be used to trace anyone who has just teleported and allow the wearer to follow (by teleporting to him).

Rune of Immolation

Level: 2

Range: 1 metre radius per level

Duration: 1 round per ME

Save: Standard for half damage

PPE: 10 per 1 round, +10 for each D6 damage

Any viewing this rune spontaneously combusts taking D6 damage each round until the spell is finished.

Rune of Invisibility

Level: 2

Range: Wearer

Duration: 1 round per ME

Save: None

PPE: 10

The wearer becomes invisible and immune to even magical detection.

Rune of Levitation

Level: 2

Range: Wearer

Duration: 1 round per ME

Save: None

PPE: 10

This allows the caster to float on a cushion of air. He floats just high enough to pass over any pits or traps.

Rune of Locking

Level: 3

Range: Touch

Duration: 1 day per ME

Save: None

PPE: 15

This rune is inscribed upon a small- or medium-sized object such as a book, chest, or cupboard. It magically locks it, denying access to anyone but the inscriber, who is able to open and use the object normally.

Rune of Mesmerism

Level: 4

Range: Sight

Duration: 1 round per ME

Save: Standard

PPE: 20

The victim is unable to look away from the rune and thus is paralyzed.

Rune of Preservation

Level: 10

Range: Wearer

Duration: Instant

Save: None

PPE: 50

Prevents 1 serious calamity to the wearer before burning itself out.

Rune of Purity

Level: 2

Range: 1 metre radius per ME

Duration: Instant

Save: None

PPE: 10

When any food or drink that is poisonous to the caster of the rune is placed within range of the rune, it sets it on fire reducing it to ash.

Rune of Rain Deflection

Level: 1

Range: Self + area

Duration: 1 round per ME

Save: None

PPE: 5

This stops rain from falling on the caster (even heavy downpours) and anyone within a 1 metre per ME radius.

Rune of Reflection

Level: 8

Range: Wearer

Duration: 1 round per ME

Save: None

PPE: 40

Anyone physically hitting this character has double the amount of damage he inflicts reflected back on him.

Rune of Rust

Level: 6

Range: Sight

Duration: 1 day per ME

Save: None

PPE: 25

This immediately rusts all metal objects within range (except artifacts).

Rune of Shards

Level: 8

Range: 10 metre blast radius

Duration: 1 day per ME

Save: None

PPE: 40

Anyone crossing the 10 metre sight line of this rune will cause it to explode doing 6D6 shrapnel damage to all within the blast radius.

Rune of Shrieking

Level: 2

Range: Touch

Duration: 1 round per ME

Save: None

PPE: 10

This rune emits a piercing scream when the object it is inscribed upon is touched by anyone else. The scream is extremely painful at close range and will cause any

nearby to cover their ears. It can be heard from a long way away.

Rune of Smashing

Level: 5

Range: Wearer

Duration: 1 day per ME

Save: None

PPE: 25

Adds +1 damage to the weapon it is attached to.

Rune of Speed

Level: 7

Range: Wearer

Duration: 1 round per ME

Save: None

PPE: 25

This doubles the SPD of the user.

Rune of Striking

Level: 5

Range: Wearer

Duration: 1 round per ME

Save: None

PPE: 25

Adds +1 strike to the weapon it is attached to.

Rune of Stunning

Level: 7

Range: Sight

Duration: 1 round per ME

Save: Standard

PPE: 25

This paralyzes all in the same room. A paralyzed victim cannot move, attack, or defend. Does not effect undead.

Rune of Torture

Level: 4

Range: 10 metre radius

Duration: 1 round per ME

Save: Standard

PPE: 20

Inflicts terrible pain as if every muscle is on fire but leaves no visible marks. No damage is taken but the victim loses all attacks as he writhes in pain.

Rune of Translation

Level: 1

Range: Wearer

Duration: 1 round per ME

Save: None

PPE: 5 per 4 rounds

The user holds this over an unintelligible script and can instantly read it until the rune expires.

Rune of Turning

Level: 6

Range: 10 metre radius

Duration: 1 round per ME

Save: None

PPE: 30

Undead cannot enter its radius being repelled by it. Further any undead that it touches is destroyed by it. This process also causes the rune to expire instantly.

Rune of Unreasoning Anger

Level: 5

Range: 10 metre radius

Duration: 1 round per ME

Save: Standard

PPE: 25

All affected by it go into berserker mode attacking everyone in sight.

Rune of Warning

Level: 1

Range: 10 metre radius

Duration: 1 day per ME

Save: None

PPE: 5

This rune silently alerts the caster when someone crosses in front of it.

Rune of Whisper

Level: 1

Range: Touch

Duration: 1 day per ME

Save: None

PPE: 5 +1 per day

When inscribing this rune, the mage concentrates upon a brief message (up to one sentence per ME, no spells) in his mind and which is bound into the rune. Any being touching the rune hears the caster's message in their mind. The message is received as if spoken by the inscriber, so intonation, emphasis, and inflection can be conveyed. The rune is usually employed to warn away trespassers or intruders, or to alert travellers to impending danger.

29. SUMMONING

MAGICANA

Summoning magic is defined as the act of calling forth the spirit of a creature or the creature itself to serve the caster. Summoning does not create life, nor does it evoke something out of nothing. The summoned creature always had a life of its own before the caster interfered with it and barring some impediment will want to return to that life when the mage is done with the summoned creature.

The more intelligent a summoned creature or spirit the more angry the summoned creature or spirit is likely to be with its summoner and more likely to attempt to exact revenge. Virtually any demon summoned for instance will work to their utmost to break free of the caster's control, and will attempt to either kill the summoner or carry him or her back to their infernal realm.

Benefit wise in combat summoning a creature to fight for the mage is a powerful ability, freeing the mage to either take other actions or combine its attacks with the summoned creature. Summoned spirits can be great sources of information if they are properly motivated or bribed. Summoned animals, creatures, or spirits can provide skills or capabilities beyond what the mage alone is capable of from spying to a mount used for transportation.

Finally certain mages will summon creatures to entrap them in magic items being created, as an entrapped tana, kesh, or demon can sometimes be forced to add its own power to that of the item being crafted. Summoning magic is therefore not only among the most

powerful magics, but also the most dangerous.

Bind Animal

Level: 3

Range: 20 metres per ME

Duration: 1 month per ME

Save: Standard

PPE: 15

This spell attempts to bind an animal that he has not summoned to indefinite servitude under him. In order to cast this spell, the animal must be present nearby. Then, the mage must win a contest of wills. Mage (IQ + ME) +1 per additional 10 PPE spent vs Animal (IQ + ME). If the mage wins the contest, the animal is subdued, and the mage can begin the ritual of binding. This takes 1 round per ME of the animal, during this time the mage cannot rest or be interrupted. If he is, the binding ritual immediately fails and he must immediately roll another contest of will against the animal in order to keep control. Once the animal is fully bound, it will obey the caster. He can take control of up to 1 animal per ME, they need not be the same type. This spell applies to Aquatics, Avians, Canines, Felines, Hoofed, Mustelids, Primates, Reptiles and Ursine.

Bind Demon

Level: 10

Range: 10 metres per ME

Duration: 1 month per ME

Save: Standard

PPE: 50

This spell attempts to bind a demon or succubi that he has not summoned to indefinite servitude under him. In order to cast this spell, there must be a demon present nearby. Then, the mage must win a contest of wills. Mage (IQ + ME) +1 per additional 10 PPE spent vs Demon (IQ + ME). If the mage wins the contest,

the demon is subdued, and the mage can begin the ritual of binding. This takes 1 round per ME of the demon, during this time the mage cannot rest or be interrupted. If he is, the binding ritual immediately fails and he must immediately roll another contest of will against the demon in order to keep control. If the mage loses the initial (or subsequent) contest the demon immediately proceeds to attack the mage recognizing the danger from him or otherwise cause as much mayhem as possible. Once the demon is fully bound, it will obey the caster. However, the demon does not serve willingly. It will attempt to pervert and corrupt it's master's orders.

Bind Elemental

Level: 10

Range: 10 metres per ME

Duration: 1 month per ME

Save: Standard

PPE: 50

This spell attempts to bind an elemental that he has not summoned to indefinite servitude under him. In order to cast this spell, there must be an elemental present nearby. Then, the mage must win a contest of wills. Mage (IQ + ME) +1 per additional 10 PPE spent vs Elemental (IQ + ME). If the mage wins the contest, the Elemental is subdued, and the mage can begin the ritual of binding. This takes 1 round per ME of the Elemental, during this time the mage cannot rest or be interrupted. If he is, the binding ritual immediately fails and he must immediately roll another contest of will against the Elemental in order to keep control. If the mage loses the initial (or subsequent) contest the Elemental immediately proceeds to attack the mage recognizing the danger from him or otherwise cause as much mayhem as

possible. Once the Elemental is fully bound, it will obey the caster. However, the Elemental does not serve willingly. It will attempt to pervert and corrupt its master's orders.

Bind Insects

Level: 3

Range: 20 metres per ME

Duration: 1 month per ME

Save: Standard

PPE: 15

This spell attempts to control any insects that he has not summoned to indefinite servitude under him. In order to cast this spell, the insects must be present nearby. A contest of wills is not necessary for insects and control only requires 1 round. This spell applies to Insects and Spiders. He can take control of up to 10 insects per ME, they need not be the same type. Once they are fully bound, they will obey the caster.

Bind Monster

Level: 6

Range: 20 metres per ME

Duration: 1 month per ME

Save: Standard

PPE: 30

This spell attempts to bind a monster that he has not summoned to indefinite servitude under him. In order to cast this spell, the Monster must be present nearby. Then, the mage must win a contest of wills. Mage (IQ + ME) +1 per additional 10 PPE spent vs Monster (IQ + ME). If the mage wins the contest, the Monster is subdued, and the mage can begin the ritual of binding. This takes 1 round per ME of the Monster, during this time the mage cannot rest or be interrupted. If he is, the binding ritual immediately fails and he must immediately roll another contest of will against the Monster in order to keep

control. Once the Monster is fully bound, it will obey the caster. This spell applies to Monsters of up to 10 SDC per ME of the caster.

Bind Undead Greater

Level: 8

Range: 20 metres per ME

Duration: 1 month per ME

Save: Standard

PPE: 40

This spell attempts to bind an Undead that he has not summoned to indefinite servitude under him. In order to cast this spell, the Undead must be present nearby. Then, the mage must win a contest of wills. Mage (IQ + ME) +1 per additional 10 PPE spent vs Undead (IQ + ME). If the mage wins the contest, the Undead is subdued, and the mage can begin the ritual of binding. This takes 1 round per ME of the Undead, during this time the mage cannot rest or be interrupted. If he is, the binding ritual immediately fails and he must immediately roll another contest of will against the Undead in order to keep control. Once the Undead is fully bound, it will obey the caster. This spell applies to greater undead such as ghouls, mummies, wights, shadows, wraiths and spectres of up to 15 SDC (or ME) per ME of the caster.

Bind Undead Lesser

Level: 6

Range: 20 metres per ME

Duration: 1 month per ME

Save: Standard

PPE: 30

This spell attempts to bind an Undead that he has not summoned to indefinite servitude under him. In order to cast this spell, the Undead must be present nearby. Then, the mage must win a contest of wills. Mage (IQ + ME) +1 per

additional 10 PPE spent vs Undead (IQ + ME). If the mage wins the contest, the Undead is subdued, and the mage can begin the ritual of binding. This takes 1 round per ME of the Undead, during this time the mage cannot rest or be interrupted. If he is, the binding ritual immediately fails and he must immediately roll another contest of will against the Undead in order to keep control. Once the Undead is fully bound, it will obey the caster. This spell applies to lesser undead such as skeletons, zombies, ghosts and ghouls of up to 10 SDC (or ME) per ME of the caster.

Bind Vampire

Level: 10

Range: 10 metres per ME

Duration: 1 month per ME

Save: Standard

PPE: 50

This spell attempts to bind a Vampire (of up to 10 SDC per ME of the caster) that he has not summoned to indefinite servitude under him. In order to cast this spell, there must be a Vampire present nearby. Then, the mage must win a contest of wills. Mage (IQ + ME) +1 per additional 10 PPE spent vs Vampire (IQ + ME). If the mage wins the contest, the Vampire is subdued, and the mage can begin the ritual of binding. This takes 1 round per ME of the Vampire, during this time the mage cannot rest or be interrupted. If he is, the binding ritual immediately fails and he must immediately roll another contest of will against the Vampire in order to keep control. If the mage loses the initial (or subsequent) contest the Vampire immediately proceeds to attack the mage recognizing the danger from him or otherwise cause as much mayhem as possible. Once the Vampire is fully bound, it will obey the caster. However,

the Vampire does not serve willingly. It will attempt to pervert and corrupt it's master's orders.

Summon Aquatic

Level: 3

Range: 10 metres per ME

Duration: 4 rounds per 5 ME

Save: None

PPE: 15

This spell allows the caster to summon and control aquatics such as fish, manta rays, piranha, seals, turtles, sharks, eels, dolphins, whales, kraken, octopi, squids, etc. The type depends on what is available in the area.

Summon Avian

Level: 3

Range: 10 metres per ME

Duration: 4 rounds per 5 ME

Save: None

PPE: 15

This spell allows the caster to summon and control avians such as chickens, condors, crows, ducks, eagles, falcons, geese, hawks, hummingbirds, ostriches, emus, owls, parrots, peacocks, pelicans, penguins, ravens, roadrunners, swans, turkeys, woodpeckers, etc. The type depends on what is available in the area.

Summon Canine

Level: 3

Range: 10 metres per ME

Duration: 4 rounds per 5 ME

Save: None

PPE: 15

This spell allows the caster to summon and control canines such as coyotes, dingoes, domestic dogs, foxes, hyenas, wolves, etc. The type depends on what is available in the area.

Summon Demon, Lesser

Level: 9

Range: Special

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 50

This spell allows the caster to summon and control a demon of up to 10 SDC per ME of the caster. Range doesn't apply with this spell as the demon is being summoned from another plane.

Summon Elemental, Air

Level: 7

Range: Special

Duration: 10 rounds per 5 ME

Save: Standard

PPE: 30

This spell conjures up an element of air to serve and protect the spellcaster. The elemental lasts until slain, or when the caster dies, cancels the spell, or can no longer see the elemental. The elemental has attributes and SDC identical to the caster along with the abilities and bonuses from the Air Elemental. Range doesn't apply with this spell as the elemental is being summoned from another plane.

Summon Elemental, Earth

Level: 7

Range: Special

Duration: 10 rounds per 5 ME

Save: Standard

PPE: 30

This spell conjures up an element of earth to serve and protect the spellcaster. The elemental lasts until slain, or when the caster dies, cancels the spell, or can no longer see the elemental. The elemental has attributes and SDC identical to the caster along with the abilities and bonuses from the Earth Elemental. Range doesn't apply with this spell as the elemental is being summoned from another plane.

Summon Elemental, Fire

Level: 7

Range: Special

Duration: 10 rounds per 5 ME

Save: Standard

PPE: 30

This spell conjures up an element of fire to serve and protect the spellcaster. The elemental lasts until slain, or when the caster dies, cancels the spell, or can no longer see the elemental. The elemental has attributes and SDC identical to the caster along with the abilities and bonuses from the Fire Elemental. Range doesn't apply with this spell as the elemental is being summoned from another plane.

Summon Elemental, Void

Level: 7

Range: Special

Duration: 10 rounds per 5 ME

Save: Standard

PPE: 30

This spell conjures up an element of the void to serve and protect the spellcaster. The elemental lasts until slain, or when the caster dies, cancels the spell, or can no longer see the elemental. The elemental has attributes and SDC identical to the caster along with the abilities and bonuses from the Void Elemental. Range doesn't apply with this spell as the elemental is being summoned from another plane.

Summon Elemental, Water

Level: 7

Range: Special

Duration: 10 rounds per 5 ME

Save: Standard

PPE: 30

This spell conjures up an element of water to serve and protect the spellcaster. The elemental lasts until slain, or when the caster dies, cancels the

spell, or can no longer see the elemental. The elemental has attributes and SDC identical to the caster along with the abilities and bonuses from the Water Elemental. Range doesn't apply with this spell as the elemental is being summoned from another plane.

Summon Familiar

Level: 4
Range: 10 metres per ME
Duration: 4 rounds per 5 ME
Save: None
PPE: 20

The caster may summon and permanently psionically link a familiar with a person of the caster's choice. At any point the recipient may see through the familiar's eyes, smell through its nose, hear with its ears, taste with its mouth or link with any of its other senses (including supernatural ones). The two are always in constant telepathic contact.

Summon Feline

Level: 2
Range: 10 metres per ME
Duration: 4 rounds per 5 ME
Save: None
PPE: 15

This spell allows the caster to summon and control felines such as domestic cats, cheetahs, cougars, pumas, jaguars, leopards, lions, lynxes, tigers, etc. The type depends on what is available in the area.

Summon Fog

Level: 1
Range: 10 metres per ME
Duration: 4 rounds per 5 ME
Save: None
PPE: 5

This spell allows the caster to summon any nearby fog. Note the fog must

already exist somewhere nearby, he cannot just create it.

Summon Hoofed

Level: 2
Range: 10 metres per ME
Duration: 4 rounds per 5 ME
Save: None
PPE: 15

This spell allows the caster to summon and control hoofed such as buffalos, camels, cows, bulls, deer, donkeys, elephants, giraffes, goats, hippopotami, horses, moose, pigs, boars, rhinos, sheep, zebras, etc. The type depends on what is available in the area.

Summon Insects and Spiders

Level: 3
Range: 10 metres per ME
Duration: 4 rounds per 5 ME
Save: None
PPE: 15

This spell allows the caster to summon and control insects such as ants, bees, scorpions, spiders, etc. The type depends on what is available in the area.

Summon Monster

Level: 8
Range: 10 metres per ME
Duration: 4 rounds per 5 ME
Save: Standard
PPE: 40

This spell allows the caster to summon and control monsters of up to 10 SDC per ME of the caster. This may include dragons, basilisks, yeti, etc. The type depends on what is available in the area and the caster's ME. Intelligent monsters may be summoned but may not be so easy to control.

Summon Mustelid

Level: 3
Range: 10 metres per ME

Duration: 4 rounds per 5 ME

Save: None

PPE: 15

This spell allows the caster to summon and control mustelids such as armadillos, badgers, bats, beavers, hedgehogs, meerkats, moles, mongooses, mice, otters, porcupines, possums, rabbits, raccoons, rats, skunks, squirrels, weasels, wolverines, etc. The type depends on what is available in the area.

Summon Personal Equipment

Level: 2

Range: Special

Duration: Instant, or 1 week per ME if precast

Save: None

PPE: 10

This can work two ways. Either the caster can teleport any equipment he owns within his line of sight to himself, or he can precast it on his equipment and summon it to himself at any time no matter where it is so long as it is within the same planet and dimension. Certain materials or magic maybe able to prevent the item returning to him. Once the item has been summoned the spell is spent and needs to be renewed.

Summon Personal Weapon

Level: 2

Range: Special

Duration: Instant, or 1 week per ME if precast

Save: None

PPE: 10

This can work two ways. Either the caster can teleport any weapon he owns within his line of sight to himself, or he can precast it on his weapon and summon it to himself at any time no matter where it is so long as it is within the same planet and dimension. Certain materials or magic maybe able to

prevent the item returning to him. Once the item has been summoned the spell is spent and needs to be renewed.

Summon Primate

Level: 2

Range: 10 metres per ME

Duration: 4 rounds per 5 ME

Save: None

PPE: 15

This spell allows the caster to summon and control primates such as baboons, gorillas, orang-utans, monkeys, etc. The type depends on what is available in the area.

Summon Reptile

Level: 1

Range: 10 metres per ME

Duration: 4 rounds per 5 ME

Save: None

PPE: 15

This spell allows the caster to summon and control reptiles and reptile related such as lizards, snakes, frogs, crocodiles, alligators, iguanas, salamanders, etc. The type depends on what is available in the area.

Summon Storm

Level: 1

Range: 10 metres per ME

Duration: 4 rounds per 5 ME

Save: None

PPE: 5

This spell allows the caster to summon any nearby storm to his location. The type depends on what is available in the area.

Summon Succubi

Level: 5

Range: Special

Duration: 1 day per ME

Save: Standard

PPE: 25

This spell allows the caster to summon a Succubi or Incubi, who will arrive on this plane favourably disposed towards the caster for having summoned them. Succubi arrive on this plane with only one goal: the seduction of and copulation with humans. Any deed the caster desires of them which will further their goal will be approved of and encouraged by the Succubi. Range doesn't apply with this spell as the elemental is being summoned from another plane.

Summon Undead Greater

Level: 7

Range: 10 metres per ME

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 30

This spell allows the caster to summon and control greater undead such as ghastrs, mummies, wights, shadows, wraiths and spectres of up to 15 SDC (or ME) per ME of the caster. The type depends on what is available in the area.

Summon Undead Lesser

Level: 4

Range: 10 metres per ME

Duration: 4 rounds per 5 ME

Save: None

PPE: 20

This spell allows the caster to summon and control lesser undead such as skeletons, zombies, ghosts and ghouls. The type depends on what is available in the area.

Summon Ursine

Level: 3

Range: 10 metres per ME

Duration: 4 rounds per 5 ME

Save: None

PPE: 15

This spell allows the caster to summon and control ursines such as grizzly,

kodiak, polar, etc. The type depends on what is available in the area.

Summon Vampire

Level: 10

Range: 10 metres per ME

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 50

This spell allows the caster to summon and control a Vampire of up to 10 SDC per ME of the caster. Sooner or later a summoner will probably lose control of one of his or her summoned creatures. What happens next will depend on the summoner's luck, the preparations he or she took in advance, the strength of the summoned creature, and the summoned creature's intelligence and demeanour. The consequences can range from the relatively minor to the devastating.

Once released from control, there are four possibilities of actions for a summoned creature:

- 1 - the creature could return to its home environment;
- 2 - the creature could rampage meaning that it will go berserk, wreaking what havoc it can before it is banished or destroyed;
- 3 - the creature could seek revenge on its summoner either through the summoner's death or capture; or,
- 4 - the creature could feign that control of it continues in order for it to take an even more devastating revenge at a later time.

Less intelligent summoned creatures will have a tendency to either return to their home environment or rampage. More intelligent, more malign summoned creatures will definitely seek revenge. Many summoning spells are enhanced with additional wards to protect against rampages. The basic form of most

demon-summoning spells, for instance, require that the creature return to its home plane at the next sunrise if it is released from control.

It is extremely rare that a creature released from control will take no action but there are some more benign summoned creatures that will actually cooperate with their summoners should the summoner lose control. Most of the time such creatures have been lavishly bribed or have accepted some boon or service in exchange for their assistance..

30. TANTRIC MAGICANA

Tantra, tantricism or tantrism is any of several esoteric traditions rooted in the religions of India. It exists in Hindu, Bönpo, Buddhist, and Jain forms. Tantra is that Asian body of beliefs and practices which working from the principle that the universe we experience is nothing other than the concrete manifestation of divine energy that creates and maintains the universe, seeks to use the divine power that flows through the universe (including their own body) to attain purposeful goals. These goals may be spiritual, material or both.

Arousal

Level: 1

Range: Touch

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 5

This spell creates a state of extreme horniness in the affected creature. This can be reversed to completely snuffs out any lust the recipient might be feeling.

Aroused Hound

Level: 1

Range: Touch

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 5

This spell causes the affected canine to latch on to the nearest humanoid leg and start banging.

Belch

Level: 1

Range: Line of sight

Duration: Instant

Save: Standard

PPE: 5

The victim involuntarily belches with the save only applying to see how loud or muffled the burping is.

Belch of Thunder

Level: 3

Range: Line of sight

Duration: Instant

Save: Standard

PPE: 15

The caster belches with the loudness of a thunderclap. Individuals in the area of effect will be stunned for one round and deaf for D4+1 rounds.

Call of Nature

Level: 3

Range: Line of sight

Duration: 1 round per ME

Save: Standard

PPE: 10

This spell fills the victim's bladder really needing them to go. If attempting to "hold it in," victim halves all combat bonuses and rolls. Furthermore, there is a 20% chance of accidentally answering nature's call. Note that most civilized people don't take it too kindly of whizzing in public.

Chastity Belt

Level: 3

Range: Self or line of sight

Duration: 1 round per ME

Save: None

PPE: 5

Anyone attempting to rape the recipient of this spell will have their genitalia roasted by flames, burned by acid, and then fall off. This works on male recipients too, preventing anal rape.

Cure Hangover

Level: 1

Range: Touch

Duration: Instant

Save: Standard

PPE: 5

This simply removes all the effects of any hangover.

Dispel Clothes

Level: 2

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 10

This spell causes all of the target's clothing and bodily possessions to become invisible, but not the target itself. The target sees his or her clothes as they normally are. Any clothes put on after the spell is cast do not become invisible.

Empathic Link

Level: 2

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 10 +5 per person

This spell links up 2 or more people to experience each others emotions, or if the caster prefers they can only all feel the emotions of one of the people in the link. It costs 10 to cast the spell + another 5 for each person added to the link.

Exploding Clothes

Level: 2

Range: Line of sight

Duration: Instant

Save: None

PPE: 10

This spell causes one victim's clothes to explode outward in a burst of flame. Damage is (D6 per garment) + (1 point per ME of the caster) to the victim and anyone standing within a metre radius of them. Magical clothes and armour will not be affected, but normal armour will

be. Needless to say the victim will be completely naked after.

Explosive Orgasm

Level: 9

Range: Line of sight

Duration: Instant

Save: None

PPE: 10

This spell causes the victim's next orgasm to explode outward in a burst of flame. Damage is D6, +D6 per additional PPE to anyone within a metre in front of them. The victim's trousers and undergarments will be completely destroyed.

Fart

Level: 2

Range:

Normal hearing and smell range

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 10

This spell causes the recipient to emit a loud, raunchy, obnoxiously odoriferous fart. Any within hearing range either lose an attack from laughter or become so enraged by the sound as to fight without any bonuses. Further the cloud causes any who smell it to be overcome by the smell for D4 rounds per level. Victims lose all combat bonuses and initiative and try to flee the area.

If a further 10 PPE (20 total) is spent then the cloud causes victims to start coughing, gagging and eventually vomit. As before all bonuses with any abilities are lost and a -1/-10% penalty also applies.

For an additional 10 PPE (30 total) the cloud will peel paint! Any unprotected victims will take D6 damage per melee. Likewise any object will begin to decay.

The cloud is also highly flammable so no lit matches!

For a final additional 10 PPE (40 total) the cloud has an explosive effect flinging victims out of the radius and doing D6 damage per level. Objects at ground zero are melted or *contaminated*.

Fugly

Level: 4

Range: Touch

Duration: 1 hour per ME

Save: Standard

PPE: 10

This spell makes the person appear ugly, real ugly, real frickin ugly. The recipient not only look like they fell from the ugly tree hitting every branch on the way down, but also hit a trampoline at the bottom and slammed into every branch again, before falling in front of the ugly cart and being run down by it. Reduce MA and PB to 1 for the duration.

Funbags

Level: 1

Range: Touch

Duration: 1 day per 5 ME

Save: Standard

PPE: 5

One female victim can have her breasts increase by one size +1 size per level anywhere up to L(US)/HH(UK). Any too big for the victim will at the very least cause back strain and may cause her to lose her balance. The reverse of this spell may also be used to reduce breasts to an A size.

Genealogy

Level: 10

Range: Touch

Duration: 1 minute per ME

Save: Standard

PPE: 10

This spell tells the caster the complete lineage of whoever he touches going back 1 generation per ME, and where to find them. Useful for finding someone youve lost contact with or has been kidnapped.

Giggle

Level: 1

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 5

One victim in sight giggles involuntarily. Loudness and strength are determined by save.

Hung Well

Level: 8

Range: Line of sight or self

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 15

Your penis size increases to epic proportions, by 1 extra inch per 1 PPE.

Impotent

Level: 2

Range: Line of sight

Duration: 1 day per ME

Save: Standard

PPE: 10

Male victims cannot attain an erection and females lose any interest in sex.

Induce Orgasm

Level: 1

Range: Line of sight

Duration: Instant

Save: Standard

PPE: 5

This spell causes the recipient to orgasm instantly. If used during combat any initiative will be lost along with one attack, not to mention it totally distracts your opponent for 1 round. If used as a

prank.. it leaves the victim very uncomfortable..

Insane Jealousy

Level: 4

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 20

This spell causes the recipient to become violently jealous of her partner or sibling. The victim will at first verbally abuse the source of their jealousy building up to assaulting them.

Intoxicate

Level: 6

Range: Touch

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 30

This spell makes a target feel drunk with all the full effects of inebriation. The reverse of this completely negates the effects of any drug or alcohol in a person's system.

Kick to the Cajones

Level: 6

Range: Line of sight

Duration: Instant

Save: Standard

PPE: 30

This spell makes a target feel like their manhood has just received an invisible kick. being crushed by some unseen force. He will then collapse on the ground and lie there for 10 minutes, -1 minute per 3 PE.

Love will find a way

Level: 10

Range: Touch

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 50

A special spell that can only be cast on a willing participant. As long as the mage and the subject are of the opposite sex, they can conceive and bear a child with this spell regardless of whether the races are incompatible.

Major Ass

Level: 3

Range: Self or touch

Duration: 1 round per ME

Save: Standard

PPE: 5

This powerful enchantment renders the casters ass fascinating beyond belief to those of the sexual orientation to appreciate such a sight that are able to see. Those affected can do nothing but stare and make lewd comments, and are completely distracted from whatever they were doing be it guard duty, knitting or preparing a spell.

Privacy

Level: 8

Range: Self or line of sight and 1 metre radius per ME

Duration: 1 round per ME

Save: None

PPE: 40

This spell prevents any form of scrying, detection, eavesdropping, clairaudience, clairvoyance and mind reading to all within the radius.

Prophylactic

Level: 9

Range: Line of sight

Duration: rounds per ME

Save: Standard

PPE: 5

This spell prevents the recipient from becoming pregnant or catching any sexual diseases for the duration of the spell.

Repulsed

Level: 5

Range: Line of sight

Duration: 1 day per ME

Save: Standard

PPE: 30

The recipient will be nauseated at even the thought of sex. They will feel ill in their stomach if they see anyone kissing and vomit if they see a naked person. Treat this as a curse spell.

Resist Temptation

Level: 10

Range: Line of sight

Duration: 1 round per ME

Save: Standard

PPE: 5 +5 per bonus

The recipient gains +1 WILL resistance per 5 PPE put into the spell against all supernatural and magical charms, enchantments and seductions.

Scratch

Level: 1

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 5

Causes one victim in sight to itch uncontrollably.

Semen Expulsion

Level: 9

Range: Line of sight

Duration: Instant

Save: Standard

PPE: 10

This spell unleashes a blast of disgusting off-white slime that coats everything in the area of effect. The slime turns cloth crusty, but affects everything else like grease, making it slippery. Flesh in contact with this slime is slightly sticky and SPD is half. Going any faster requires PP checks to prevent the person

slipping and falling over. The area covered is 1 metre radius per ME in a tunnel line starting from the victim's front.

Sex Appeal

Level: 5

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 40

By means of this spell any members of the opposite sex who look at the caster must save vs Spell or become highly sexually aroused by him. The caster would be able to easily seduce any victim affected this way.

Sexual Obsession

Level: 7

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 30+

This is another form of curse spell, in fact almost the exact opposite of Repulsed. The victim will become so obsessed with sex that they are constantly talking about it, regardless of who is around. If an additional 10 PPE is invested in the spell then the victim will also masturbate at inopportune moments, even in public.

Sneeze

Level: 1

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 5

One victim in sight begins sneezing uncontrollably unless a successful save is made.

Steel Schlong

Level: 7

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 30

With this spell the caster empowers his or another's penis to become as strong as steel, granting it AR 19. It causes a disintegrate effect on chastity belts, which magical ones get a save to resist. It renders sterile characters fertile, and if you're impotent, this spell mitigates that temporarily. As a weapon it does D6 damage +1 per ME.

Undo

Level: 3

Range: Line of sight

Duration: Instant

Save: None

PPE: 15

The caster can magically cause the object of the magic (thread, string, cord, rope, button) to untie or unbutton itself. This can be reversed to tie or button objects.

Unlock

Level: 4

Range: Touch

Duration: Instant

Save: None

PPE: 20

This spell instantly opens any lock when touched.

Wet Dream

Level: 1

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 5

This spell causes the victim to have a sexual dream while asleep and orgasm. They will awaken very rested but messy.

Wet Pants

Level: 1

Range: Line of sight

Duration: Instant

Save: Standard

PPE: 5

This spell puts pressure on the victim's bladder causing him to wet himself uncontrollably, soaking his trousers with pungent urine. -4 to MA until cleaned up.

Yawn

Level: 1

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 5

One victim in sight yawns very loudly and rudely unless save.

31. TAROT**MAGICANA**

The tarot (/ˈtærou/; first known as trionfi and later as tarocchi or tarock) is a pack of playing cards, used from the mid-15th century in various parts of Europe to play games such as Italian tarocchini, French tarot and Austrian Königrufen. Many of these tarot card games are still played today. In the late 18th century, some Tarot packs began to be used in parallel for divination in the form of tarotology and cartomancy and, later, specialist packs were developed for such occult purposes.

Like common playing cards, the tarot has four suits; Clubs, Cups, Swords, and Coins. Each suit has 14 cards, ten pip cards numbering from one (or Ace) to ten and four face cards (King, Queen, Knight, and Jack/Knave). In addition, the tarot has a separate 21-card trump suit and a single card known as the Fool. Depending on the game, the Fool may act as the top trump or may be played to avoid following suit. These tarot cards, without occult symbology, are still used throughout much of Europe to play card games.

In English-speaking countries, where these games are not played frequently, tarot cards are used primarily for divinatory purposes, usually using specially designed packs. The cards are traced by some occult writers to ancient Egypt or the Kabbalah but there is no documented evidence of such origins or of the usage of tarot for divination before the 18th century.

Clubs

Ace of Clubs

Level: 1

Range: Line of sight

Duration: 1 round per ME

Save: Standard

PPE: 5

This spell will inspire someone to write a major work or create a wonderful art piece. Treat the finished article, painting, sculpture, etc as having been created by a professional.

Two of Clubs

Level: 1

Range: Line of sight

Duration: 1 round per ME

Save: Standard

PPE: 5

This will cause the victim to lose interest in what he is currently doing and go do something else.

Three of Clubs

Level: 1

Range: Line of sight

Duration: 1 round per ME

Save: Standard

PPE: 5

Reduce price by 10% when buying and increase price by 10% when selling for every 3 PPE.

Four of Clubs

Level: 1

Range: Line of sight

Duration: 1 round per ME

Save: Standard

PPE: 5

The recipient of the spell will feel an inner peace and happiness for the duration. So long as nothing upsetting happens the contentment should last an additional D4 days.

Five of Clubs

Level: 2

Range: Line of sight

Duration: 1 round per ME

Save: Standard

PPE: 10

This will cause 2 people in a group to start arguing and then fighting with each other. +1 person for each additional 5 PPE spent.

Six of Clubs

Level: 2

Range: Line of sight

Duration: Instant

Save: Standard

PPE: 10

This spell rallies any routed allies, immediately negating any panic.

Seven of Clubs

Level: 2

Range: Line of sight

Duration: Instant

Save: None

PPE: 10

+1 WILL save

Eight of Clubs

Level: 2

Range: Line of sight

Duration: 1 rounds per ME

Save: None

PPE: 10

Any recipient this is cast on who is waiting for something to happen, will have it happen twice as fast. Especially useful if waiting on news about something.

Nine of Clubs

Level: 3

Range: Line of sight

Duration: 1 round per ME

Save: None

PPE: 15

Either makes the recipient immune to fear, or remove the effects of any existing fear spell.

Range: Line of sight
 Duration: 1 rounds per ME
 Save: None
 PPE: 20
 +1 to all spell saves

Ten of Clubs

Level: 3
 Range: Line of sight
 Duration: 1 round per ME
 Save: Standard
 PPE: 15
 The victim starts to feel so depressed that he suffers -1 on all rolls, both skills and combat.

Page of Clubs

Level: 3
 Range: Line of sight
 Duration: 1 round per ME
 Save: None
 PPE: 15
 +1 to all skill rolls

Knight of Clubs

Level: 4
 Range: Line of sight
 Duration: 1 round per ME
 Save: None
 PPE: 20
 +1 to any combat rolls

Queen of Clubs

Level: 4
 Range: Line of sight
 Duration: 1 round per ME
 Save: None
 PPE: 20
 This allows the recipient to see what choice he should make in his current situation, see all the variables, predict the outcomes, illuminating possible courses of action. He can then foresee the best tactic, and accelerate himself along that path.

King of Clubs

Level: 4

Cups

Ace of Cups

Level: 1

Range: Line of sight

Duration: Instant

Save: Standard

PPE: 5

This spell removes any feelings of unhappiness in the recipient.

Two of Cups

Level: 1

Range: Line of sight

Duration: 1 round per ME

Save: None

PPE: 5

This needs to be cast on 2 people, or 1 person and his animal companion. For the duration of the spell they will then be able to fight together in synchronicity. So long as they remain near each other, each will gain +1 strike and AR.

Three of Cups

Level: 1

Range: Line of sight

Duration: 1 round per ME

Save: Standard

PPE: 5

This will make a person you speak to extremely sympathetic to you. +1 to MA

Four of Cups

Level: 1

Range: Line of sight

Duration: 1 round per ME

Save: Standard

PPE: 5

This spell causes confusion in the targets, making them unable to determine their actions. A confused character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused

character who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. Note that a confused character will not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

Five of Cups

Level: 2

Range: Line of sight

Duration: 1 round per ME

Save: Standard

PPE: 10

The victim starts to feel so depressed that he no longer wants to do anything and will just wander away.

Six of Cups

Level: 2

Range: Line of sight

Duration: 1 round per ME

Save: Standard

PPE: 10

All within the area will cooperate to finish something.

Seven of Cups

Level: 2

Range: Line of sight

Duration: Instant

Save: None

PPE: 10

The recipient may reroll any skill roll he just failed.

Eight of Cups

Level: 2

Range: Line of sight

Duration: 1 round per ME

Save: Standard

PPE: 10

The victim will immediately switch sides and fight alongside the caster.

Nine of Cups

Level: 3

Range: Line of sight

Duration: Instant

Save: None

PPE: 15

The recipient will achieve success in one endeavour he started D20 months ago.

Duration: 1 round per ME

Save: None

PPE: 20

+1 ME

Ten of Cups

Level: 3

Range: Line of sight

Duration: Instant

Save: Standard

PPE: 15

+1 save vs insanity.

Page of Cups

Level: 3

Range: Line of sight

Duration: 1 round per ME

Save: None

PPE: 15

+1 on any rolls to decipher or understand something

Knight of Cups

Level: 4

Range: Line of sight

Duration: 1 round per ME

Save: None

PPE: 20

+1 IQ

Queen of Cups

Level: 4

Range: Line of sight

Duration: 1 round per ME

Save: None

PPE: 20

The recipients gain +1 on loyalty rolls.

King of Cups

Level: 4

Range: Line of sight

Swords

Ace of Swords

Level: 1

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 5

This character can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, but not the exact nature of the magic aside from whether it is harmful or helpful.

Two of Swords

Level: 1

Range: Line of sight

Duration: 1 round per ME

Save: None

PPE: 5

This spell is for someone who is lost. It allows the recipient to sense which direction he needs to go in next to get to his destination. If underground it will guide him through the necessary tunnels he needs to pass through to get to the right area.

Three of Swords

Level: 1

Range: Line of sight

Duration: 1 round per ME

Save: Standard

PPE: 5

The victim of this spell will have some minor bad luck happen to him. Such as losing something important he was carrying, having a partner break up with him, an investment turns bad, etc.

Four of Swords

Level: 1

Range: Line of sight

Duration: 1 round per ME

Save: None

PPE: 5

When used in combat this allows the recipient to retreat from a group battle without being noticed, until he is out of the melee. There must be at least 4 people in the group for this to work.

Five of Swords

Level: 2

Range: Line of sight

Duration: 1 round per ME

Save: Standard

PPE: 10

The victim of this spell will fight recklessly, forgoing any parries or dodges in favour of attacks. He will be -1 AR, dodge and roll.

Six of Swords

Level: 2

Range: Line of sight

Duration: 1 round per ME

Save: None

PPE: 10

This spell will slowly guide the recipient along the best path to get away from a battle and one with the least amount of opposition encounters.

Seven of Swords

Level: 2

Range: Line of sight

Duration: 1 round per ME

Save: None

PPE: 10

The recipient gains a +2 bonus when attempting any forms of diplomacy or negotiation.

Eight of Swords

Level: 2

Range: Line of sight

Duration: 1 round per ME

Save: Standard

PPE: 10

The victim has his arms and legs bound tight by magical energy preventing any movement.

Nine of Swords

Level: 3

Range: Touch

Duration: 1 round per ME

Save: Standard

PPE: 15

By touch the user instills fear, causing the victim to flee in panic at maximum movement speed away from the caster for 1 round per ME of the caster causing such fear.

Ten of Swords

Level: 3

Range: Line of sight

Duration: Instant

Save: Standard for half damage

PPE: 15 +10 per additional dagger

Use of this spell creates one magical dagger which darts forth from the caster's fingertip and unerringly strikes its target. Each dagger does D6 of damage per 2 ME. +1 dagger per additional 10 PPE spent.

Page of Swords

Level: 3

Range: Line of sight

Duration: 1 round per ME

Save: Standard

PPE: 15

This causes the victim to panic and flee as if routed.

Knight of Swords

Level: 4

Range: Line of sight

Duration: 1 round per ME

Save: None

PPE: 20

Immune to magical attacks which cause fear or panic.

Queen of Swords

Level: 4

Range: Line of sight

Duration: 1 round per ME

Save: Standard

PPE: 20

The victim must speak the truth to any question.

King of Swords

Level: 4

Range: Line of sight

Duration: Instant

Save: None

PPE: 20

Remove any forms of confusion, doubt and control, even magical.

Coins

Ace of Coins

Level: 1

Range: Line of sight

Duration: Instant

Save: None

PPE: 5

The recipient stumbles on to some money. It is equal to an amount he is already carrying.

Two of Coins

Level: 1

Range: Line of sight

Duration: 1 round per ME

Save: None

PPE: 5

The character has perfect balance, even when doing something extremely difficult like tightrope walking.

Three of Coins

Level: 1

Range: Line of sight

Duration: 1 round per ME

Save: None

PPE: 5

One skill can now be performed at master level with no chance of failure.

Four of Coins

Level: 1

Range: 1 metre per 2 ME radius

Duration: 1 round per 2 ME

Save: Standard

PPE: 5

This spell holds immobile, and freezes in place 1 human or humanoid creature per 3 ME. Persons making their saving throws are totally unaffected by the spell.

Five of Coins

Level: 2

Range: Line of sight

Duration: Instant

Save: Standard

PPE: 10

The victim will immediately suffer a financial loss of D100% of his total wealth.

Six of Coins

Level: 2

Range: Line of sight

Duration: Instant

Save: Standard

PPE: 10

The victim will immediately hand over any wealth he is carrying to the caster.

Seven of Coins

Level: 2

Range: Line of sight

Duration: 1 round per ME

Save: None

PPE: 10

This spell will guide the recipient to a hidden wealth.

Eight of Coins

Range: Line of sight

Level: 2

Duration: Instant

Save: None

PPE: 10

The recipient can double any amount of wealth that he touches.

Nine of Coins

Level: 3

Range: Line of sight

Duration: Instant

Save: None

PPE: 15

Whatever money the recipient spends is immediately replaced.

Ten of Coins

Level: 3

Range: Line of sight

Duration: Instant

Save: None

PPE: 15

The recipient comes into an inheritance.

Page of Coins

Level: 3

Range: Line of sight

Duration: 1 round per ME

Save: Standard

PPE: 15

The recipient will very soon receive good news.

Knight of Coins

Level: 4

Range: Line of sight

Duration: 1 round per ME

Save: Standard

PPE: 20

All those in the area who serve or work for the character will remain fiercely loyal to him.

Queen of Coins

Level: 4

Range: Line of sight

Duration: 1 round per ME

Save: Standard

PPE: 20

The recipient will make sound and profitable business decisions. They can either be short or long term plans.

King of Coins

Level: 4

Range: Line of sight

Duration: 1 week per ME

Save: None

PPE: 20

Any investments made at this time will be secure for the next week per ME of the caster.

Major Arcana

The Fool

Level: 5

Range: Line of sight

Duration: 1 round per ME

Save: None

PPE: 25

The recipient has one minor lucky event happen.

The Magician

Level: 5

Range: Line of sight

Duration: 1 round per ME

Save: None

PPE: 25

+1 on 1 attribute

The High Priestess

Level: 5

Range: Line of sight

Duration: 1 rounds per ME

Save: None

PPE: 25

Can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and the exact nature of the magic.

The Empress

Level: 5

Range: Line of sight

Duration: 1 hour per ME

Save: None

PPE: 25

A special spell that can only be cast on a willing female. This will render any infertile female fertile, allowing her to conceive and bear a child. Once pregnant the female can carry the child as normal until she gives birth. At this point she is no longer fertile again.

The Emperor

Level: 6

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 30

This spell makes the victim regard the caster as his best friend and trusted ally.

This doesn't work if the victim is currently being threatened or attacked by the caster or his allies. This does not enable the caster to control the charmed person as if he were an automaton, but he perceives the caster's words and actions in the most favourable way. A charmed person never obeys suicidal or obviously harmful orders. Any act by the caster or apparent allies that threatens the charmed person breaks the spell.

The Hierophant

Level: 6

Range: Line of sight

Duration: 1 hour per ME +1 hour per level

Save: None

PPE: 30

This allows the caster to gain the skill knowledge needed to use any non electrical or mechanical object by touching it, and absorbing the necessary skill/s from the previous owner or user. The skill level will be equal to that of the previous person's.

The Lovers

Level: 6

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 30

.

The Chariot

Level: 6

Range: Line of sight

Duration: 1 round per ME

Save: Standard

PPE: 30 +5 per bonus

The recipient gains +1 WILL resistance per 5 PPE put into the spell against all supernatural and magical charms, enchantments and seductions.

Justice

Level: 7

Range: Line of sight

Duration: 1 round per ME

Save: Standard

PPE: 35

This spell will force the person it is cast on to act completely fairly and impartially even if he was previously biased against the caster or another. This is especially useful against corrupt judges.

The Hermit

Level: 7

Range: Self

Duration: 1 round per 5 PPE recovered

Save: None

PPE: 35

This spells puts the caster into a deep meditative trance, at the end of which he will have recovered all his expended PPE.

Wheel of Fortune

Level: 7

Range: Line of sight

Duration: Instant

Save: None

PPE: 35

This allows the caster to immediately transfer all money and valuables from any one person in sight. It may either appear in the caster's hands or a bag or other storage device he is holding.

Strength

Level: 7

Range: Touch

Duration: Instant

Save: None

PPE: 35

The spell heals 2 hit points of damage from wounds or other damage per ME.

The Hanged Man

Level: 8

Range: Line of sight

Duration: 1 round per ME

Save: Standard

PPE: 40

One victim within line of sight is forced to immediately surrender to the caster, handing over all his weapons.

Death

Level: 8

Range: Touch

Duration: Instant

Save: Standard

PPE: 40

By touching the creature afflicted, the caster employing the spell can permanently cure most afflictions and diseases. This includes blindness, deafness, muteness, and diseases of a parasitic, bacterial, or viral. The affliction rapidly disappears thereafter, making the cured creature whole and well in from 1 turn to 1 week, depending on the kind of disease and the state of its advancement when the cure took place.

Temperance

Level: 8

Range: Line of sight

Duration: 1 round per ME

Save: None

PPE: 40

This spell makes the caster the exact equal of anyone he is competing with whether it be a contest of skill or combat. His attributes and abilities will rise to match that of his competitor.

The Devil

Level: 8

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 40

By means of this spell any members of the opposite sex who look at the caster must save vs Spell or become highly sexually aroused by him. The caster would be able to easily seduce any victim affected this way.

The Tower

Level: 9

Range: 1 metre per 2 ME radius

Duration: 1 round per ME

Save: Standard for half damage

PPE: 45

This spell creates an electrical arc that begins as a single stroke of lightning, 2 metres wide, commencing from the fingertips of the caster. Unlike a lightning bolt spell, chain lightning strikes one object or creature initially, then arcs to a series of other objects or creatures within range, losing energy with each jump. The bolt initially inflicts D6 damage per ME. After the first strike, the lightning arcs to the next nearest object or creature. Each jump reduces the strength of the lightning by D6.

Each creature or magical object hit receives a saving throw vs. spell. Success on this save indicates the creature suffers only half damage from the bolt. The chain can strike as many times (including the first object or creature) as the spell caster has ME, although each creature or object can be struck only once. The bolt continues to arc until it has struck the appropriate number of objects or creatures, until it strikes an object that grounds it

(interconnecting iron bars of a large cell or cage, a large pool of liquid, etc.), or until there are no more objects or creatures to strike. Direction is not a consideration when plotting chain lightning arcs.

The Star

Level: 9

Range: Line of sight

Duration: Instant

Save: None

PPE: 45

This spell allows the caster to suddenly realize or work something out. The GM should tell you something that you've missed figuring out, such as which option to investigate.

The Moon

Level: 9

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 45

This spell prevents detection and location spells from working to detect or locate the objects affected. Thus, a sequester spell can mask a secret door, a treasure vault, the caster, etc. Of course, the spell does not prevent the subject from being discovered through tactile means or through the use of devices (such as a robe of eyes or a gem of seeing).

The Sun

Level: 10

Range: Line of sight

Duration: Instant

Save: None

PPE: 50

This spell is used to prevent unexpected difficulties, and may be cast to immediately change an event, for

instance if an ally has been killed, using it to avoid the deadly blow.

Judgement

Level: 10

Range: Line of sight

Duration: Instant

Save: None

PPE: 50

This spell may be cast at any time once an ally has been slain, up to 1 year per ME. Any wounds and damage caused at the time of death are healed and the recipient is restored to life at 1 HP.

The World

Level: 10

Range: Line of sight

Duration: 1 round per ME

Save: None

PPE: 50

This spell seems to make time cease to flow for everyone but the recipient. In fact, he speeds up so greatly that all other creatures seem frozen, though they are actually still moving at their normal speeds. He can perform all his normal actions but without any interference from others until the spell expires.

32. TATTOO

MAGICANA

Tattoo magic involves the use of magical tattoos which provide their bearer with access to different supernatural powers. The character does not have to perform any special ritual to activate his tattoos; he must simply will them to activate, expends his PPE and they do.

Copy Tattoo

Level: 8

Range: Wearer

Save: None

PPE: 40

Duration: Permanent

This spell allows the caster to copy an existing magic tattoo from a source to a target. Both the source and target have to be some sort of skin.

Tattoo Primer

Range: Wearer

Save: None

PPE: 10

Duration: Permanent

This spell allows the creation of enchanted tattoos. The exact nature of the tattoo is determined by the symbol inscribed. This is cast as a normal spell with the desired tattoo then cast on top of it.

Tattoo Remover

Range: Wearer

Save: None

PPE: 10

Duration: Instant

This spell can be used to remove enchanted tattoos. Why? To upgrade to better more powerful tattoos or just a change in class type. The amount of PPE involved includes the 10 for this spell + the casting amount of PPE for the tattoo being removed.

Transfer Tattoo

Level: 10

Range: Wearer

Save: Standard

PPE: 50

Duration: Instant

This transfers an existing magic tattoo from a source to a target. Both the source and target have to be some sort of skin. If the target of the spell saves vs the magic, the spell fails completely with nothing transferred.

Tattoo of Absorption

Level: 9

Range: Self

Save: None

PPE: 50

Duration: 1 round per ME

This tattoo prevents any damage from one type according to the colour used to make it.

Green	Acid
Blue	Cold
Red	Fire
Yellow	Lightning
Violet	Poison/venom
Silver	Mind attack
Orange	Poison gas

Tattoo of Accuracy

Level: 6

Range: Wearer

Save: None

PPE: 30

Duration: 1 round per ME

This doubles the wearer's normal strike ability.

Tattoo of Action

Level: 6

Range: Wearer

Save: None

PPE: 30

Duration: 1 round per ME

This doubles the wearer's normal dodge ability.

Tattoo of Armour

Level: 3

Range: Wearer

Save: None

PPE: 15

Duration: 1 round per ME

Once activated the character looks like he's covered in liquid metal. The AR is equal to 18.

Tattoo of the Artisan

Level: 1

Range: Self

Save: None

PPE: 5

Duration: 1 minute per ME

Your hands move almost on their own, shaping the object before you as if you were a master craftsman. The wearer gains proficiency with one type of artisan's tools. The type of tools are worked into the design of the tattoo.

Tattoo of Benediction

Level: 4

Range: Wearer

Save: None

PPE: 20

Duration: 1 round per ME

Invoking this conveys immunity to all fear magic and attacks.

Tattoo of Blessing

Level: 1

Range: Wearer

Save: None

PPE: 1 per point of healing

Duration: Instant

Restores all of recipient's lost SDC.

Tattoo of Bonding

Level: 1

Range: Self and another

Save: None

PPE: 5

Duration: 1 minute per ME

This requires at least 2 people to have this tattoo. When within 15 mtrs of the wearer of the complementary tattoo each bearer may activate their tattoo. Each bearer then gains a +1 bonus to AR, strike and saving throws per person who is part of the group. Also, each time the each bearer would take damage, they take -1 damage per partner.

Tattoo of Brightness

Level: 2

Range: Sight

Save: None

PPE: 10 per round of blindness

Duration: 1 round

The bright flash from this tattoo causes temporary blindness.

Tattoo of Calligraphy

Level: 1

Range: Self

Save: None

PPE: 5

Duration: 1 round per ME

This tattoo contains beautiful calligraphy, images of writing implements, and the like. With this tattoo a character can write with his fingertip as if it were an ink pen that never runs out of ink.

Tattoo of the Chameleon

Level: 4

Range: Wearer

Save: Standard

PPE: 20

Duration: 1 round per ME

This tattoo allows the character to blend in with his surroundings to the point where he is virtually invisible.

Tattoo of the Cobra

Level: 4

Range: Wearer

Save: Standard

PPE: 20

Duration: 1 round per ME

This tattoo temporarily increases the character's reaction time. +1 initiative per 3 ME.

Tattoo of Confusion

Level: 2

Range: Sight

Save: Standard

PPE: 10

Duration: 1 round per ME

A spinning image which causes anyone who view it to become disorientated not even sure of what they were doing.

Tattoo of Darkvision

Level: 1

Range: Self

Save: None

PPE: 5

Duration: 1 round per ME

The character can see in total darkness. If the wearer already has night or darkvision, this increases the range of by 30 mtrs.

Tattoo of Deception

Level: 5

Range: Wearer

Save: None

PPE: 25

Duration: 1 round per ME

When invoked this renders all other tattoos on the wearer invisible.

Tattoo of the Dragon

Level: 3

Range: 1 metre per ME

Save: Standard

PPE: 20 + 5 per D6 damage

Duration: 1 round

This tattoo allows the character to breathe fire which does 4D6 damage at its base level.

Tattoo of Elemental Fist

Level: 6

Range: Self

Save: None

PPE: 30 + 5 per D6 damage

Duration: 1 round per ME

As an action, the wearer may wreath their fist in elemental energy, of a type chosen when the tattoo is first applied. The wearer's unarmed strikes are considered magical, and deal an extra +3D6 damage of the chosen elemental type.

If the Fist deals fire damage and targets a flammable object that is not being worn or carried, the target catches fire.

Against plant-based creatures, the Fist deals double damage.

If the Fist deals lightning damage and targets a creature wearing or made of metal the damage is double.

If the Fist deals cold damage, fire-based creatures take double damage.

Tattoo of Endurance

Level: 5

Range: Wearer

Save: None

PPE: 30

Duration: 1 round per ME

This doubles the wearer's normal PE.

Tattoo of Ethereal

Level: 4

Range: Self

Save: None

PPE: 20

Duration: 1 round per ME

This tattoo shifts and wavers on the skin, parts of it appearing blurred. The character can move through solid objects as if they were water.

Tattoo of the Hare

Level: 2

Range: Wearer

Save: None

PPE: 10+

Duration: 1 round per ME

This rune may be used to boost the user's SPD by 1 per ME, with an additional 1 per ME for each additional 10 PPE spent.

Tattoo of Hunting

Level: 10

Range: Wearer

Save: None

PPE: 50

Duration: 1 round per ME

This rune may be used to trace anyone who has just teleported and allow the wearer to follow (by teleporting to him).

Tattoo of Impersonation

Level: 6

Range: 1 metre radius per ME

Save: Standard

PPE: 30

Duration: 1 minute per ME

The character must be looking at the victim when the tattoo is activated. After that the tattoo remembers the disguise until it is replaced by another one. At any time the character can activate the disguise.

Tattoo of Invisibility

Level: 3

Range: Wearer

Save: None

PPE: 10

Duration: 1 round per ME

The wearer becomes invisible and immune to even magical detection.

Tattoo of Knocking

Level: 3

Range: Wearer

Save: None

PPE: 5

Duration: Instant

This allows the wearer to open any one lock he touches.

Tattoo of Mesmerism

Level: 4

Range: Sight

Save: Standard

PPE: 20

Duration: 1 round per ME

The victim is unable to look away from the spinning image and thus is paralyzed.

Tattoo of the Mirror

Level: 4

Range: Self

Save: None

PPE: 20

Duration: Instant

Once activated the next tattoo monster or animal tattoo make two creatures instead or one.

Tattoo of the Mirror II

Level: 5

Range: Self

Save: None

PPE: 20

Duration: 1 round per ME

When this tattoo is activated the caster gains a second identical weapon of the exact same type he currently has in his hand.

Tattoo of Necrosm

Level: 8

Range: 10 metre radius

Save: Standard

PPE: 40

Duration: 1 round per ME

The character gains +1 strike per 5 ME, +1 to critical hit per 4 ME.

When the character scores a critical hit the target takes an extra +D6 necrotic damage per 5 ME, and the character gains a number of temporary hit points equal to the necrotic damage dealt.

Tattoo of the Ocean

Level: 9

Range: Wearer

Save: None

PPE: 50

Duration: 1 round per ME

This allows the wearer to allow to breathe underwater as naturally as above water. He can resist the effects of high water pressure, up to 10 metres per PE underwater without worry of such ailments as burst eardrums, damage to blood vessels, and the bends. He can swim at 100%. Swim rate is SPD x4. And while underwater he can see clearly in the dark and hear images and traces equal to normal vision range.

Tattoo of Preservation

Level: 10

Range: Wearer

Save: None

PPE: 50

Duration: Instant

Prevents one serious calamity to the wearer before burning itself out (including death). It cannot be used again, although it can be added again.

Tattoo of Reflection

Level: 7

Range: Wearer

Save: None

PPE: 40

Duration: 1 round per ME

Anyone physically hitting this character has double the amount of damage he inflicts reflected back on him.

Tattoo of Shield

Level: 2

Range: Self

Save: None

PPE: 10

Duration: 1 round per ME

Creates a handheld size buckler type shield with AR +1 per 3 ME, and 2 SDC per ME.

Tattoo of Silence

Level: 1

Range: 10 metres per ME

Save: None

PPE: 5

Duration: 1 round per ME

Creates a transparent floating globe with SPD of 5 per ME able to fly up to 1 metre per ME high, all images are projected into the caster's mind but with no sound.

Tattoo of the Sky Eye

Level: 1

Range: 10 metres per ME

Save: None

PPE: 5

Duration: 1 round per ME

Creates a transparent floating globe with SPD of 5 per ME able to fly up to 1 metre per ME high, all images are projected into the caster's mind but with no sound.

Tattoo of Smiting

Level: 7

Range: Wearer

Save: None

PPE: 30

Duration: 1 round per ME

This doubles the wearer's normal PS.

Tattoo of Spite

Level: 8

Range: Wearer

Save: None

PPE: 40

Duration: 1 round per ME

This makes the wearer completely immune to one type of attack (such as fire, cold, physical, etc). The wearer decides what type of attack upon invoking.

Tattoo of Stone

Level: 4

Range: Wearer

Save: None

PPE: 20+

Duration: 1 round per ME

This tattoo temporarily hardens the character's skin, making him more resistant to damage. The recipient's AR rises by 1 per 2 ME, -1 per additional 10 PPE.

Tattoo of Storage

Level: 7

Range: Self

Save: None

PPE: 30

Duration: 1 day per ME

Allows a mage to store a single object in the tattoo and retrieve it later. The object cant be larger than a standard backpack.

Tattoo of Supernatural Strike

Level: 6

Range: Self

Save: None

PPE: 30

Duration: 1 round per ME

This tattoo depicts clawlike forms and other jagged shapes. While the tattoo is on your skin, your unarmed strikes are considered magical for the purpose of overcoming immunity and resistance to nonmagical attacks, and you gain a +1 bonus to attack and damage rolls with unarmed strikes.

Tattoo of Swiftess

Level: 6

Range: Wearer

Save: None

PPE: 30

Duration: 1 round per ME

SPD is doubled and attacks per melee are x4.

Tattoo of Torture

Range: 10 metre radius

Save: Standard

PPE: 20

Duration: 1 round per ME

Inflicts terrible pain as if every muscle is on fire but leaves no visible marks. No damage is taken but the victim loses all attacks as he writhes in pain.

Tattoo of Translation

Range: Wearer

Save: None

PPE: 5

Duration: 1 round per ME

The user is able to read any unintelligible script until it expires.

Tattoo of Tryst

Level: 3

Range: Wearer

Save: None

PPE: 15

Duration: 1 round per ME

When invoked this protects the wearer from magical chains, paralyzation or any other attacks that hold an individual.

Tattoo of Turning

Level: 6

Range: 10 metre radius

Save: None

PPE: 30

Duration: 1 round per ME

Undead cannot enter its radius being repelled by it. Further any undead that touch the welder are destroyed.

Tattoo of Unreasoning Anger

Level: 5

Range: 10 metre radius

Save: Standard

PPE: 25

Duration: 1 round per ME

All affected by it go into berserker mode attacking everyone in sight.

Tattoo of the Wind

Level: 3

Range: Self

Save: None

PPE: 5

Duration: 1 round per ME

Triggers automatically when the bearer falls from a height greater than 5 mtrs. It slows his fall so much that he takes no damage.

The Untattoo

Level: 10

Range: 1 metre radius per ME

Save: Standard

PPE: 50

Duration: 1 round per ME

The tattoo creates a special anti-magic field around the user, which deactivates all other tattoo magic. Practically, all tattoo users are rendered powerless. Other types of magic are unhindered.

33. TECHNOMANCIC**MAGICANA**

Technomancy combines magic with machinery and has only recently appeared although some claim it has been around since the industrial revolution.

Adaptor

Level: 5

Range: Touch

Duration: 4 rounds per 5 ME or fully charged

Save: None

PPE: 25

This spell allows the caster to recharge and even power magical devices with electricity.

Artificial Intelligence

Level: 8

Range: Touch

Duration: Indefinite

Save: None

PPE: 40

This spell allows the caster to instill a machine with Artificial Intelligence.

Ascended Essence

Level: 10

Range: Line of sight

Duration: Instant

Save: None

PPE: 50

This is a last ditch spell which allows you to upon the moment of your death transfer your essence into a machine to live on as a cybernetic essence.

Black Ice

Level: 3

Range: Touch

Duration: Instant

Save: None

PPE: 15

This spell allows the mage to attack a specific computer or computer user on a computer network by sending a jolt of electricity through the computer. This will destroy the computer and might cause damage to anyone using the machine. When the spell is cast, a power surge shoots through the computer doing 1 point per ME damage to all the components. Anyone connected to the computer (either "jacked in" through a neural interface, touching the keyboard or mouse, or wearing headphones) takes D6 electrical damage. Note that the mage must know the exact location of the computer (or user) which he wishes to attack and the target computer must be connected to the network when he attacks.

Block Surveillance

Level: 3

Range: Touch

Duration: 1 round per ME

Save: None

PPE: 15

This spell blocks unwanted monitoring of data transmission across a network. As long as this spell is in effect, telephone taps will fail and people eavesdropping on a telephone or internet conversation hear nothing but static. On a computer network, this spell blocks programs that harvest passwords, or which monitor or gather other forms of data (such as the NSA's Echelon program, or the FBI's Carnivore program). The spell automatically foils mundane techniques and devices that reveal information about a user, such as Caller ID, or computer commands and programs.

Call

Level: 2

Range: Touch

Duration: Instant

Save: None

PPE: 10

This spell allows you to make a cell phone call to any one you want. This includes people like the president, celebrities or anyone you can make a mental image of.

Call Pickup

Level: 2

Range: Touch

Duration: 1 day per ME

Save: None

PPE: 10

This spell is cast by the mage whenever he expects to be away from his telephone for an extended period, but still wants to be reachable. Call Pickup is cast on the mage's own telephone (or a telephone at which he is expecting a call). Any time a call comes through for that telephone, the spell will route the incoming call to the telephone nearest the mage.

Caller ID

Level: 6

Range: Touch

Duration: Instant

Save: None

PPE: 30

This spell tells the mage what a caller looks like, the name they go by, and where they're calling from. It also tells the mage if they have any special abilities (identical to the See Aura minor power). This applies to any communication device.

Camera Shy

Level: 8

Range: Line of sight or self

Duration: Instant

Save: Standard

PPE: 40

The recipient cannot be photographed. He simply does not appear on any photograph, still or video (making him invisible to surveillance cameras, for example). If the recipient is carrying gear, the gear doesn't show up either. Items dropped or put down become visible to photography. Items picked up disappear if tucked into clothing or a bag carried by the recipient. Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible, such as a trailing rope. The subject is invisible to photography in only the visible spectrum. It can be photographed by other means (such as a camera that photographs thermal images) or detected by sound, the step of a foot in a puddle or other traces.

Change Channel

Level: 1

Range: Line of sight

Duration: Instant

Save: None

PPE: 2

A spell that allows you to flip television or radio channels at a glance.

Change Light

Level: 1

Range: Line of sight

Duration: Instant

Save: None

PPE: 5

This allows the caster to change a street light to any colour desired (within the range of green, amber or red).

Charge Equipment

Level: 1

Range: Touch

Duration: Until used

Save: None

PPE: 5+

This spell can recharge any piece of equipment requiring one PPE per 10 volts.

Control Device

Level: 6

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 30 per square metre in size total

This spell allows you to take control over any machine and electrical device in sight. It will obey any commands.

Convert Energy

Level: 4

Range: Self

Duration: Until used

Save: None

PPE: 20

The caster may absorb energy like electricity, lasers, microwave energy, etc and can convert it into PPE. Without the use of this spell though he will take damage from doing it. Every 10 volts equals one PPE.

Data Compression

Level: 5

Range: Touch

Duration: 1 hour per ME

Save: None

PPE: 25

This spell allows the mage to fit twice as much information onto a "normal" piece of recording media than is normal. The mage determines which "file" he wishes to pull up when he inserts the recorded media into the recording or reading device. In order for this spell to work the mage must have a blank recording media (i.e., CD, cassette, blank record) and he must either record the information using mundane or magical means after the Data Compression spell has been cast.

At the end of the spell's duration, all the information on the media vanishes.

Data Copy

Level: 2
Range: Touch
Duration: Instant
Save: None
PPE: 10

This spell allows the mage to make a perfect copy of any "file" designed to be read by a computer or video or audio player as long as the mage has a blank disk (or audio tape, or whatever) with sufficient capacity to record the information. In order to cast the spell, the mage must physically touch both the objects from which he wishes to record from, and record to.

Data Read

Level: 5
Range: Touch
Duration: 1 round per ME
Save: None
PPE: 25

With this spell you can run your finger over any machine readable data source (a barcode, a computer disk, a CD, magnetic tape, or any similar record) and understand the content of the data. You experience the data as it would normally be experienced through an appropriate machine. For example if reading a music CD you hear the music in your head. If reading a word processor file you visualize and read an image of the page. If reading a barcode you see the serial number, pricing information or other barcoded data. The amount of time required to experience the data is the same as that required to read it by conventional means. You can normally read 2 pages of documents in one minute. This spell does not decode encrypted data. If you know the

encryption code however you can read encrypted data normally with this spell.

Degauss

Level: 3
Range: Touch
Duration: Instant
Save: None
PPE: 15

By touching a single device that contains electronic files such as a computer, external hard drive, CD-ROM, or magnetic disk you erase all files on that device and render it empty of data.

Denial of Service

Level: 4
Range: Touch
Duration: Instant
Save: None
PPE: 20

This spell duplicates a mundane "denial of service" attack designed to take a specific computer, or internet domain off the internet by overloading it with bogus requests for information until it crashes and is taken off the network.

Diagnostic

Level: 1
Range: Touch
Duration: Instant
Save: None
PPE: 5

This spell allows the caster to automatically know what is wrong with a piece of equipment.

DJ

Level: 2
Range: Line of sight or 100 metres per PPE
Duration: 4 rounds per 5 ME
Save: None
PPE: 10

This spell allows the caster to broadcast and receive all forms of radio transmissions. They must speak out loud to transmit, and the sounds from a transmission will temporarily block out surrounding sounds. They cannot use any kind of encryption process, or data compression/ decompression process. They can however include others by spending an additional 10 PPE per person.

Edit

Level: 1
Range: Touch
Duration: Permanent
Save: None
PPE: 5

When this spell is cast, the mage can mentally "edit" raw film, audio or video tape or re-touch pictures to create a finished, professional-looking (and sounding-) piece. Changes made to media with this spell are real and permanent.

Email Scroll

Level: 7
Range: Special
Duration: Until read or erased
Save: Standard
PPE: 40

This allows you to scribe a scroll into an email that triggers upon opening. The email must have the name of the spell somewhere in the subject header. For instance "FIREBALL in downtown Jerusalem" would trigger a fireball spell straight out of the computer as soon as the person read it.

EMP Burst

Level: 4
Range: 1 metre radius per ME
Duration: Instant
Save: None

PPE: 20

This spell completely destroys any active electrical device within the area. This will wipe out any type of computer memory.

Encryption

Level: 1
Range: Touch
Duration: Indefinite
Save: None
PPE: 5

This spell allows you to encrypt any information within a system. It can also be used to decrypt any program.

Equation of Infection

Level: 5
Range: Touch
Duration: 4 rounds per 5 ME
Save: None
PPE: 20

This spell creates a virus that will destroy one target computer's hard drive. The caster must be touching a phone line and know the computer he is targeting. Often used in internet spats.

Equation of Information

Level: 1
Range: Line of sight
Duration: 4 rounds per 5 ME
Save: None
PPE: 5

This spell tells the caster everything about a target within his line of sight that is related to mathematics. Everything from weight, height and even how many hairs on a targets head is revealed.

Equation of Pi

Level: 7
Range: Line of sight
Duration: Instant
Save: Standard
PPE: 40

This spell compels an electronic opponent to calculate PI. If they fail their spell save their CPU is irretrievably corrupted, and they are destroyed. A successful save means they ignore the equation as useless data.

Equipment Regeneration

Level: 5
Range: Touch
Duration: Instant
Save: None
PPE: 25

This spell is used to recreate any part of any equipment which has been destroyed. Any object can be packed into the space where the item normally goes and will be instantly converted.

Firewall

Level: 3
Range: Touch
Duration: 1 day per ME
Save: None
PPE: 15

This spell allows the mage to specify what sort of information is sent or received by a computer or a computer network. If he specifies when this spell is cast he can restrict who can send (or receive) data, what sort of data can be sent or received, the size of files transferred, or anything else he can imagine. Anyone who does not have permission to send or receive data through the firewall is automatically blocked from doing so. This defeats conventional attempts to hack into the network.

Jam Signal

Level: 1
Range: 2 metre radius per ME +1 per level
Duration: 4 rounds per 5 ME
Save: None

PPE: 5
This spell creates static and jams electrical signals.

Maintain Machine

Level: 3
Range: Touch
Duration: 10 minutes per 5 ME
Save: None
PPE: 15
This keeps a machine going despite its horrible condition. After the duration ends the machine will break down.

Mask Metal

Level: 3
Range: Touch
Duration: 4 rounds per 5 ME
Save: None
PPE: 15
This spell makes a metal object undetectable to metal detectors.

Net Connect

Level: 1
Range: Touch
Duration: 4 rounds per 5 ME
Save: None
PPE: 5
This spell allows the caster to surf the internet just by touching a phone line or wifi modem. He simply closes his eyes and sees it in his mind.

Network

Level: 4
Range: Touch
Duration: 1 hour per ME
Save: None
PPE: 20
When this spell is cast on a computer, it is magically linked to another computer or group of computers (such as the internet or cyberspace) as if it had a normal network or modem connection. This allows the linked computers to

exchange information and run shared programs, just like a normal network. The mage must physically touch the computers to be networked or he must touch the computer to a telephone jack to get the equivalent of a modem connection to the internet. The computers can be moved any distance apart once the spell is cast.

Overclock

Level: 8
 Range: Line of sight
 Duration: 1 round per ME +1 round per level
 Save: None
 PPE: 40
 This spell increases a machine's power by +10% per ME, +10% per level. Unfortunately it always destroys the machine afterwards.

Ownership ID

Level: 4
 Range: Touch
 Duration: 1 day per ME
 Save: None
 PPE: 20
 With the use of this spell, the caster can attune an item of technology to one particular owner. The item will not function for anyone else, to include opening, closing, firing, showing scenes, activating or shutting down.

Paranoid

Level: 4
 Range: Special
 Duration: Instant
 Save: None
 PPE: 20
 If there is any kind of surveillance be it magical, tech, or just some neighbourhood busy body the mage will be able to sense it. He will know what, who and where.

Phone Phreaking

Level: 1
 Range: Touch
 Duration: 4 rounds per 5 ME
 Save: None
 PPE: 5
 This spell phreaks a phone, letting the caster call anywhere on the planet on a pay phone for free.

Purify Signal

Level: 1
 Range: Touch
 Duration: 4 rounds per 5 ME
 Save: None
 PPE: 5
 This spell eliminates any static and negates any jamming of electrical signals.

Recover Data

Level: 2
 Range: Touch
 Duration: Instant
 Save: None
 PPE: 10
 This spell allows the mage to retrieve lost or unreadable/corrupted data that is meant to be "read" by a machine such as a computer. In order for this spell to work, the media that the information was stored on must be partially physically intact.

Remote of Death

Level: 9
 Range: Touch
 Duration: Until charges are depleted
 Save: None
 PPE: 50
 This spell magically primes any remote control allowing it to be enchanted with any offensive spell as if it were a wand (eg remote of fireball). The remote will hold 1 charge per ME +1 per level.

Remote Sabre

Level: 7

Range: Touch

Duration: 4 rounds per 5 ME

Save: None

PPE: 30

This spell makes a blade of light come out of a remote control. The light blade does D6 damage per 5 ME +D6 per level.

Reverse Engineer

Level: 4

Range: Touch

Duration: 1 round per ME

Save: None

PPE: 20

This spell enables the caster to know the precise manufacturing process of any item. It will overcome any non-magical protections built into the device to prevent analysis. It will show the precise methods of repair, maintenance, and manufacture of anything.

Scramble Machine

Level: 9

Range: Line of sight or 1 metre radius per ME

Duration: 4 rounds per 5 ME

Save: None

PPE: 50

This spell will shut down all electrical devices within the area of effect; lights, computers, cell phones, digital watches, etc. The spell does not prevent devices outside of the area of effect from operating normally, even if they are on the same electrical circuit as those affected (even if the spell is cast on a generator supplying power to devices outside the area of effect, those outside devices continue to remain powered). It also suppresses all mechanical or electronic intrusion alarms and alarm sensors in the affected area. Burglar

alarms or other intrusion alarms within the affected area simply fail to function. Sensors for intrusion alarm systems (such as motion detectors, IR detectors, pressure sensors, electric eyes, etc.) also fail to function sending no signal to monitoring stations. Video surveillance devices continue to send whatever image they were photographing at the moment the spell was cast.

Sure Page

Level: 3

Range: Special

Duration: Special

Save: None

PPE: 15

You can cause a text message of up to 5 words per ME to appear on the screen of any electronic device capable of receiving such messages. This includes cell phones, pagers, televisions and computers. If the device is turned on the message appears instantly, if not the message appears as soon as someone turns it on. The message remains onscreen until read, then disappears leaving no electronic record of its appearance. You must have seen the device to send a message to it.

Techno Babble

Level: 1

Range: Touch

Duration: 4 rounds per 5 ME

Save: None

PPE: 5

This spell allows the caster to communicate with machines via physical contact. Any touched will obey simple commands and answer any questions. A computer could be used at the speed of thought, as opposed to the minutes it would take via typing.

Techno Skill

Level: 2

Range: Touch

Duration: 4 rounds per 5 ME

Save: None

PPE: 5

By touching any machine whether electrical or mechanical will instantly have 98% skill in its use, maintenance and repair (but only so long as continue touching it).

Television of Scrying

Level: 4

Range: Unlimited

Duration: 4 rounds per ME

Save: None

PPE: 20

Can tune in to any location that have been to before or any person that have met. The caster and all nearby can watch and listen to whatever is happening within the tuned in area.

Transfer Data

Level: 2

Range: Line of sight

Duration: 1 minute per ME

Save: None

PPE: 10

This spells sets up a magical connection between two technological items allowing them to transfer data. Speed of data transfer is very fast, assume one gigabyte of data per second per ME can be copied.

Water to Fuel

Level: 2

Range: Line of sight

Duration: Permanent

Save: None

PPE: 10

This spells converts any liquid into petroleum fuel, up to 1 litre per ME.

Wirewalk

Level: 8

Range: Touch

Duration: Instant

Save: None

PPE: 40

This spell allows you to teleport to the location of a telephone you call. The telephone must be answered, the spell only works over an open line. You arrive adjacent to the device (within 15 metres of it). For example you might use a cell phone to call your home. As soon as anyone answers the phone (including an answering machine) you could use the spell to teleport home. You can travel any distance, bringing along objects and willing creatures totalling up to 5kgs per ME +5 per level.

34. TRANSLOCATIVE

MAGICANA

This includes magic associated with any form of travel be it physical movement or crossing planes of existence.

Air Walk

Level: 2

Range: Self or line of sight

Duration: 1 round per ME

Save: None

PPE: 10

The caster literally walk or run on air. The character can walk off a building and maintain the same height or move up and down as if they were using stairs. Maximum ceiling height of 10 metres per ME. The character can carry his normal weight carrying capacity without it affecting his speed. After that he loses 1kph for every 5 additional kilograms. He can affect himself or any one person within his line of sight.

Anchor

Level: 8

Range: Self or line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 40

This spell prevents the caster and 1 person per 4 ME within line of sight from being forcibly removed via banishment, dimensional transport, gateway, portal, or any form of time displacement.

Astral Walk

Level: 2

Range: Self

Duration: 1 hour per ME

Save: None

PPE: 10 +20 to phase his entire physical body into the astral plane

The ability to shift one's soul into the astral plane. The character's spirit is intangible and invisible while in this plane but he can see and hear others. He can instantly appear at a known location or fly to an unknown one at 2.997925 x108 metres per second.

Audio Package

Level: 3

Range: See below

Duration: Instant

Save: None

PPE: 15

This allows the caster to record an audio message and send it to anyone he knows within the same dimension. It will then replay within the recipient's ear so only he can hear it, unless someone nearby has enhanced hearing. The message can be a maximum of 5 words per ME.

Autopilot

Level: 3

Range: Touch

Duration: 1 hour per ME

Save: None

PPE: 15

This spell allows a vehicle to pilot itself as long as the driver or pilot subject is alive and remains in the vehicle. If the autopilot encounters a situation that it can't handle or detects the approach of hostile people or vehicles, it will alert the pilot (and/or mage) with a silent mental alert. The autopilot works normally as long as the vehicle is functioning normally and is not required to do any extreme manoeuvres. Thus, a plane could be made to take off, fly to its destination, and land on "autopilot", but the spell wouldn't be able to cope with a sudden mechanical failure or a sudden attack. In an emergency, the autopilot will take intelligent, routine precautions

to avoid damage to the vehicle, passengers and cargo.

If an action or manoeuvre is potentially dangerous, the autopilot generally will not attempt it. The autopilot can also take strictly defensive measures in combat (fleeing, random evasive manoeuvres, etc.) but it will not manoeuvre offensively or fire weapons. If the vehicle runs into trouble that the operator would normally be aware of were he actually piloting the vehicle, the spell will immediately alert him and tell him the nature of the problem. If the operator is unconscious the vehicle will continue on autopilot so long as he remains alive. If he dies though the spell is immediately cancelled and the vehicle becomes uncontrolled.

Beacon

Level: 2

Range: Touch

Duration: 1 day per ME +1 day per level

Save: None

PPE: 10

This spell allows a person to act as a dimensional beacon for the caster. If the person is killed then the caster loses his beacon.

Biblioport

Level: 4

Range: Self and Touch

Duration: Instant

Save: Standard

PPE: 20

A variation on Transport. The character can teleport to a location by writing its name (Tokyo, Paris, Sahara, etc).

However he cannot travel if he cannot write, if he spells the name incorrectly, or if his hands shake. Must be able to spell and write, the power may backfire spectacularly if spelled incorrectly. Only

works with nouns (people, places, things), and it doesn't work with the abstract concepts (such as peace, a noun that is not an actual object). He can use any writing method (Pen, Pencil, Crayon, marker, etc.) to use this power. The character can move himself or anyone within sight plus 30kgs per ME, +20kgs per level.

Blood Donor

Level: 5

Range: Touch

Duration: Instant

Save: Standard

PPE: 25

Casting this spell allows the movement of blood from a donor through the caster into a recipient. The donor may be anyone of the same species as the recipient (half-elves count as both human and elf). Extracting blood from an unwilling donor allows them to save against it.

Boost

Level: 1

Range: Self or line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 5

This spell increases the casters' or another's SPD by 2 per 1 PPE. So you pay the initial casting cost plus however much PPE you want to invest. Thus 5 PPE to cast + 10 additional PPE would give +20 SPD.

Broomstick

Level: 3

Range: Touch

Duration: 1 round per ME

Save: None

PPE: 15

This spell enchants one broomstick giving it the ability of flight. It can fly at

an SPD of (ME x5), with a ceiling height of ME x5 metres. And can hold up to ME x10 kgs in weight.

Close Gateway

Level: 9

Range: Line of sight

Duration: Instant

Save: None

PPE: Equal to how much the original caster spent to open the gate. Can permanently close any gate or portal cast by another.

Compass

Level: 1

Range: Self

Duration: Instant

Save: None

PPE: 5

This spell tells the caster where he is on a planet and in which dimension.

D'arqueport

Level: 4

Range: Self

Duration: Instant

Save: Standard

PPE: 20

A variation on Transport. The character can transport himself between shadows by entering the Shadowscape realm and then exiting again. While in the Shadowscape he can look through each shadow portal to see where it leads to. However he can only teleport between actual shadows and not total darkness.

Decelerate

Level: 3

Range: Line of sight

Duration: 1 round per ME

Save: Standard

PPE: 15

This spell temporarily decreases a lifeform's or object's SPD 10% per ME.

Dimensional Package

Level: 5

Range: Up to 1 dimension per ME +1 per level

Duration: Instant

Save: None

PPE: 25

This allows the caster to record an audio message and send it to anyone he knows in another dimension. It will then replay within the recipient's ear so only he can hear it, unless someone nearby has enhanced hearing. The message can be a maximum of 2 words per ME.

Dimensional Retrieval

Level: 10

Range: Up to 1 dimension per ME +1 per level

Duration: Instant

Save: None

PPE: 50

This spell allows the character to find almost any desired item in an alternate world, and "retrieve" it across the dimensions. It does not let the character visit an alternate world in person. To grab an item the character must concentrate, undisturbed, for at least one round. He must clearly visualize the item he wants. He should have at least one hand free, the hand will be seen to make reaching motions. He then rolls vs. IQ. A successful roll means that the desired item is in his hand or sitting within arm's reach as he prefers. A failure means that nothing was obtained. A roll of 1 means the wrong item was grabbed. This item will not be immediately dangerous unless he was trying for something dangerous. In theory the character can get anything, in practice some things are so hard to find that it is little use trying for them. In general the character has a good chance of getting any item that exists in his own world, or any

reasonably similar item, any item that ever existed in his own world's past history, or any reasonably similar item. If the desired item is rumoured to exist or have existed but has never been proven then the GM applies an IQ penalty to each attempt of -4 or worse. However the character cannot get an item that works by natural laws wholly different from those in his own world. For example if the character's world has no magic and he wants a magical item. Whatever he obtains will no longer function on his world. The character can retrieve up to 1 kg per IQ +1 kg per level.

Dimensional Shift

Level: 10

Range: Up to 1 dimension per ME +1 per level

Duration: Instant

Save: Standard

PPE: 50

This spell allows the caster to shift between universes. The location must be within line of sight, a place well known to the person or a location which have an image of. If the location is not known then the character simply transports over to the same geographical location in the other universe. He can affect himself and anything or anyone he touches up to 20kgs per ME, +10kgs per level. As the hero rematerializes, gases and liquids move aside before he solidifies. Normal safeguards prevent the hero from consciously phasing into a solid mass. Extremely dense materials like Neutronium or black holes are not impassable to this character. Naturally the character is able to survive the ravages of crossing dimensions.

Dimensional Shift Fantasy

Level: 10

Range: Up to 1 dimension per ME +1 per level

Duration: Instant

Save: Standard

PPE: 50

A variation on Dimensional Shift. Instead of teleporting between real dimensions the character can instead enter fictional ones. He can affect himself or anyone within sight plus 20kgs per ME, +10kgs per level and transport into any literature that he reads (book, comic, magazine), game (PC, Xbox, Wii, etc) or film (TV, DVD, cinema, etc) that he watches.

Disrupt Teleport

Level: 7

Range: Line of sight

Duration: Instant

Save: Standard

PPE: 40

The caster can disrupt or reroute a person who was attempting to teleport away. This affects magical, technological and meta based teleportation. He can either force the person to another location of his choice or disrupt forcing the victim to roll on what happens next on a D100;
01-50 Doesn't go anywhere, turns solid again.
51-75 Loses D6 fingers or toes.
76-90 Loses D4 limbs (not the head).
91-00 Body is ripped apart, instant death.

Emport

Level: 4

Range: Self

Duration: Instant

Save: Standard

PPE: 20

A variation on Transport. The character can teleport someone he knows well to his location, or teleport himself to the

person. He can teleport loved ones and friends to safety, rescuing them. Or teleport himself to a hated enemy. He can simultaneously teleport one person per level.

Fly

Level: 6

Range: Self or line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 30

The caster can fly unaided at ME x10kph, +10kph per level with a maximum ceiling height of 100 metres per ME. The character can carry his normal weight carrying capacity without it affecting his speed. After that he loses 1kph for every 10 additional kilograms. He can affect himself or any one person within his line of sight.

Gate

Level: 6

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 30

The caster can create a vertical gateway of up to 1 metre x1 metre for every 4 ME, anywhere within 2 metres per ME (+2 per level). This gate can lead to any location that he knows well, can see or have a detailed picture of. It must however be within the same dimension.

Gate II

Level: 6

Range: Touch

Duration: 4 rounds per 5 ME

Save: None

PPE: 30

The character can use any door as a portal to go anywhere. He can use any preexisting doors, gates, or any other structure used to open and close off an

entrance, and use it to go anywhere in the world as long there is a door which they can use to exit. He can turn these off and on. Once opened, anyone can enter the portal, not just the user so he does not have control who can enter or not. He may become trapped on the other side if the used door is destroyed. Further he cannot create a door himself unless he is a carpenter who is trained in doing so. The door can lead to any location that he knows well, can see or have a detailed picture of. The caster forms two parallel space warps at the desired point of detachment, then shifts the location of the outer warp.

Happy Hour

Level: 1

Range: Line of sight

Duration: Instant

Save: Standard

PPE: 5

When cast on any body of water or container holding a liquid it teleports a mouthful of the liquid into the caster's or another's mouth. Useful if you're bound and want to drink that strength potion you've got so you can break loose.

Hydroport

Level: 4

Range: Self

Duration: Instant

Save: Standard

PPE: 20

A variation on Transport. The character can transport himself between water surfaces by manipulating the one in front of him to link with another one. Once he has a location in sight he can then walk through the water to the destination on the other side. Can also bring other people and objects through by holding them. For example using an ocean to teleport to a lake in England. No water

sources renders power unusable. The body of water he links to must be within line of sight, a place well known to the person or a location which he has an image of. Otherwise unless he has some kind of extra sensory power linked to this the location will be purely random.

Identify

Level: 3

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 15

This spells allows the caster to determine what is on the other side of a gate, portal or wormhole within a 1 metre per ME diametre of it. It includes lifeforms, atmosphere and weather conditions.

Isoport

Level: 2

Range: Self

Duration: Instant

Save: Standard

PPE: 10

A variation on Transport. This character has a limited ability to instantly transport himself to another location as well as manipulate his immediate area.

1) By touching an object the character can teleport himself to the other side of it. The object can be no larger than 1 metre per ME. The character can move himself or anyone he touches plus 30kgs per ME, +20kgs per level. As the hero rematerializes, gases and liquids move aside before he solidifies. Normal safeguards prevent the hero from consciously Teleporting into a solid mass. eg. the character is trapped in a dead end. He touches the wall which is less than a metre thick and teleports to the other side of it.

2) He can change his own facing instantly. So rather than having to turn

around he can immediately face what is behind him.

3) He can teleport any object he is carrying straight into his hands or back into his pockets.

Loose Objects

Level: 2

Range: Line of sight

Duration: 1 round per ME

Save: Standard

PPE: 10

The caster can direct one object per 3 ME to fly through the air under his control. Maximum weight of 1 kg per ME and SPD of 1 per ME, the object can turn and stop on a dime and respond instantly to the caster's mental commands. He can attempt to wrest an object from an enemy but the victim can hold onto the object by making a successful save.

Map

Level: 1

Range: Touch

Duration: 1 minute per ME

Save: None

PPE: 5

Provides a map of the terrain within 1 kilometre per ME diametre. Highly useful for avoiding getting lost. It will not reveal magically hidden locations.

Map, Enhanced

Level: 4

Range: Touch

Duration: 1 minute per ME

Save: None

PPE: 20

A superior version of the normal Map spell, with labels for terrain features, lairs of monsters noted, and anything magically hidden revealed. Provides a map of the terrain within 1 kilometre per ME diametre.

Mirrorport

Level: 4

Range: Self

Duration: Instant

Save: Standard

PPE: 20

A variation on Transport. The character can transport himself between reflective surfaces by manipulating the one in front of him to link with another mirror. Once he has a location in sight he can then walk through the mirror to the destination on the other side. Can also bring other people and objects through by holding them. With this one can use any reflective surfaces (a mirror, window, etc.). He could step through his bathroom mirror in his country and reappear in another bathroom in another country. The mirror he links to must be within line of sight, a place well known to the person or a location which he has an image of. Otherwise unless he has some kind of extra sensory power linked to this the location will be purely random.

Moving Day

Level: 9

Range: Touch

Duration: 4 rounds per 5 ME

Save: None

PPE: 50

Casting this spell on a building gives it the ability to fly, controlled by the caster's mental command. Maximum speed of 1 kph per ME with a maximum ceiling height of 100 metres per ME. It has very limited maneuverability but it allows for a tremendous carrying capacity. Deliberately dropping the building on a soft target such as a cottage or a living creature crushes the target. Dropping it on a hard target damages both structures equally. The

building cannot be larger than 10 square metres per ME.

Navigate

Level: 1

Range: 1 kilometre per ME

Duration: 1 hour per ME

Save: None

PPE: 5

Upon casting this spell, the caster need only think about his destination, and its location in relation to his current position will become known. He will know the exact direction and distance remaining. Further, for the duration of the spell it will continue "tugging" in the direction of the destination - as though he is being pulled there.

Pathway

Level: 1

Range: 1 metre per ME

Duration: 1 minute per ME

Save: None

PPE: 5

Creates a temporary path in undergrowth. If you must go through trackless wilderness on foot at least bring a path with you. As a bonus it is more difficult to track you, which makes this a great way to escape outraged locals.

Planar Window

Level: 2

Range: Self

Duration: 1 round per ME

Save: None

PPE: 10

A planar window allows the caster to look into another dimension. Unless the caster specifies a given, known location, his window will open into a random part of the plane he wishes to see. If the caster has previously viewed or visited a

given part of a plane, he may view that area by means of this spell.

Pyroport

Level: 4

Range: Self

Duration: Instant

Save: Standard

PPE: 20

A variation on Transport. The character can transport himself between fires by manipulating the one in front of him to link with another one. Once he has a location in sight he can then walk through the fire unharmed to the destination on the other side. Can also bring other people and objects through by holding them. For example using a campfire to teleport to a bonfire in France. No fire renders power unusable. The fire he links to must be within line of sight, a place well known to the person or a location which he has an image of. Otherwise unless he has some kind of extra sensory power linked to this the location will be purely random.

Sonicport

Level: 4

Range: Self

Duration: Instant

Save: Standard

PPE: 20

A variation on Transport. The character can transform himself into pure sound and travel nigh-instantaneously to any location within sight before reverting to his physical form. He cannot travel to or through areas where soundwaves cannot propagate such as vacuums. However he can only teleport at the speed of sound.

Sonicport II

Level: 4

Range: Self

Duration: Instant

Save: Standard

PPE: 20

A variation on Transport. The character can teleport to a location by saying its name (Tokyo, Paris, Sahara, etc). The name does not have to be spoken loudly, it can be said in a whisper. However he cannot travel if he cannot speak, if he says the name incorrectly, if he stutters or has a coughing fit. The character can move himself or anyone within sight plus 30kgs per ME, +20kgs per level.

Swim through Sand

Level: 2

Range: Self

Duration: Instant

Save: Standard

PPE: 10

The character can transform his body into a form of sand particles in order to be able to travel through medium such as dirt, sand, ash or dust. While in this state no physical attack will do any damage. A mind attack could disperse the character making it difficult for him to reconstitute himself. Travel is at the rate of 1 metre per ME per minute.

Teleport Trigger

Level: 3

Range: Self and touch

Duration: Instant

Save: Standard

PPE: 15

This spell is a variant of Transport. When the subject speaks a command word or touches a predetermined object he, and everything he is carrying, is teleported to a preset location specified by the caster. Living creatures carried by the subject get to save to resist being teleported along with the subject.

Time Retrieval

Level: 10

Range: Up to 10 years per ME +10 per level

Duration: Instant

Save: None

PPE: 50

This spell allows the character to find almost any desired item in an alternate timeline, and "retrieve" it across the eras. It does not let the character visit an alternate time in person.

To grab an item the character must concentrate, undisturbed, for at least one round. He must clearly visualize the item he wants. He should have at least one hand free, the hand will be seen to make reaching motions. He then rolls vs. IQ. A successful roll means that the desired item is in his hand or sitting within arm's reach as he prefers. A failure means that nothing was obtained. A roll of 1 means the wrong item was grabbed. This item will not be immediately dangerous unless he was trying for something dangerous.

In theory the character can get anything, in practice some things are so hard to find that it is little use trying for them. In general the character has a good chance of getting any item that exists in his own world, or any reasonably similar item, any item that ever existed in his own world's past history, or any reasonably similar item. If the desired item is rumoured to exist or have existed but has never been proven then the GM applies an IQ penalty to each attempt of -4 or worse. However the character cannot get an item that works by natural laws wholly different from those in his own world. For example if the character's world has no magic and he wants a magical item. Whatever he obtains will no longer function on his world. The character can retrieve up to 1 kg per IQ +1 kg per level.

Time Shift

Level: 10

Range: Up to 10 years per ME, +10 per level

Duration: Instant

Save: Standard

PPE: 50

This spell allows the caster to jump a short distance ahead in time. During the time of a character's temporal jump the character is not affected by anything that happens in the normal time line. When the character comes back in the next round to the timeline, he/she will notice the after effects that happened during the previous round. This can also be used on others with the subject reappearing in exactly the same orientation and condition as before. For the subject, no time has passed at all. If the space from which the subject departed is occupied, upon its return to the time stream, it appears in the closest unoccupied space, still in the original orientation (determine the closest space randomly if necessary). Finally this can be used to send bullets, etc one round of time ahead or into the past.

If the location is not known then the character simply transports over to the same geographical location in the other time frame. The character can travel over a time span of 10 years per ME, +10 per level. The character can affect him self or a victim and 100kgs per ME. As the hero rematerializes, gases and liquids move aside before he solidifies. Normal safeguards prevent the hero from consciously phasing into a solid mass. Extremely dense materials like Neutronium or black holes are not impassable to this character. Naturally the character is able to survive the ravages of crossing time, and as a side effect is also immune to the pressure less

environment of outer space and any high pressure areas. Finally the hero instantly knows what year he is in and how to get home. He can perceive any choral wormholes, gates, planar portals, etc and where they go.

Tiny Hut

Level: 2

Range: Line of sight

Duration: 1 hour ME

Save: None

PPE: 10

A hemisphere of force. It is opaque from the outside, so wandering monsters won't know what is for dinner until the character comes out. It is transparent from the inside, so the character can prepare for the monsters he sees waiting to eat him. It has enough beds and side tables for 1 person per 5 ME. The amount is doubled if another 10 PPE is spent, etc.

Track

Level: 7

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 40

The caster can follow a chosen target by his dimensional signature. It can operate over immense distances and even time. The only factors that can hinder the power are those that diminish any magical activity. He can track a specific person or lifeform anywhere within the same dimension over a time span of 10 years per ME, +10 per level and up to 1 dimension away per 4 ME.

Transfer

Level: 7

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 30

This spell can transfer the qualities of an object or person to another. The eyes of a courtesan can be given the exotic golden colour of a topaz and a victim flying nearby can be given the weight of a rather large boulder. Only weight and colour can be transferred. When the spell is cast the donor and the recipient exchange their respective amounts of the specified quality. In the above example the topaz now is the colour of a courtesan's eyes, and the nearby boulder now weighs as much as a mage.

Maximum weight or colour which may be transferred = 2 kgs per ME +1 kg per level. Colour has only cosmetic effects but may be used for disguise.

Transport

Level: 4

Range: Self and Touch

Duration: Instant

Save: Standard

PPE: 20

The caster can instantly teleport himself from one place to another. The location must be within line of sight, a place well known to the person or a location which have an image of and be in the same dimension. The character can move himself and anything or anyone within sight plus 30kgs per ME, +20kgs per level. As the hero rematerializes, gases and liquids move aside before he solidifies. Normal safeguards prevent the hero from consciously Teleporting into a solid mass. Certain conditions can prevent the hero from Teleporting such as extremely dense materials like Neutronium or black holes which are impassable.

Transport II

Level: 4

Range: Self and Touch

Duration: Instant

Save: Standard

PPE: 20

A variant on Transport I. The can instantly transport himself from one place to another by exchanging places with another person. The person must be well known to the character or he must have a photo, picture or other image of him. Caster can instantly teleport himself from one place to another. The location must be within line of sight, a place well known to the person or a location which have an image of and be in the same dimension. The character can move himself and anything or anyone within sight plus 30kgs per ME, +20kgs per level.

Transport Circle

Level: 6

Range: Touch

Duration: Instant

Save: None

PPE: 30

The caster creates a circle on the floor or other horizontal surface of up to 1 metre per 4 ME diameter that teleports, any creature who stands on it to a designated spot. Once you designate the destination for the circle, you can't change it. The spell fails if you attempt to set the circle to teleport creatures into a solid object, to a place with which you are not familiar and have no clear description, or to another plane.

Tug of war

Level: 8

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 40

This spell moves part of an object in one direction while moving the rest of the object in a completely different

direction. The end result being it tears the object into two separate pieces which kills most creatures outright. Every round the victim takes damage until he has no SDC left and his parts are removed. If cast on an object it must roll an item saving throw vs. crushing blow with a -4 penalty or be torn in half. The victim or object cannot weight more than 10 kgs per ME.

Turbo

Level: 3

Range: Touch

Duration: 1 round per ME

Save: None

PPE: 15

This spell increases the SPD of a vehicle by 10% per ME.

Whirl

Level: 4

Range: Self

Duration: 4 rounds per 5 ME

Save: None

PPE: 20

The caster can spin at speeds of ME x10kph, +10kph per level. Movement speed is ME x5kph, +5kph per level with a maximum ceiling height of 100 metres per ME. While spinning the character is not affected by nausea or vertigo maintaining a perfect balance, can breathe normally and has 3600 vision. Automatically deflect bullets, thrown objects and gas attacks. The character can use his spin to pick up and hurl loose objects and dust at anyone within a 30 metre diameter +5 metres per level. Victims caught in the spin can't attack, cast spells, speak, etc while trapped and once free are -4 on all abilities for 1 minute per melee that were caught in the spin. At 80kph spin any caught within it are hurled 2 metres in the air for every 10kph of speed. At

90kph also do D6 per round to anything within, +D6 per 10kph over 90.

34. TRANSMUTANIC MAGICANA

Transmuters (also called Alchemists or Artificers) practice the most solid and practical form of magic. They constantly work in their laboratories, smelting and mixing strange concoctions in the course of their studies into the nature of the elements. They are also great weaponsmiths and artificers, capable of infusing great magical energy into devices crafted by their able hands. The concepts of the College are fairly simple to grab hold of, compared to the obscure and abstract nature of the other colleges, but by the same token the physical nature of these spells requires the consumption of expensive components in their casting. However the alchemical ability of Transmuters means that they have the ability to turn lesser metals into gold, so not only are they able to overcome these expenses, but usually they also become very rich and powerful.

Alchemy

Level: 3

Range: Line of sight

Duration: Instant

Save: None

PPE: 15

Holding the block of lead with both hands, the Wizard focuses all his attention on it and starts to chant. Soon enough the shimmering glint of gold can be seen breaking through the surface of the lead, and starts to expand until the whole block has been turned into solid gold. This spell may not be cast during a combat and takes an entire turn to complete (even if it only uses up one component). Alchemy effectively transmutes the component (a block of lead) into gold in the following way: roll

an eight-sided dice and multiply the result by 10, this is the amount of gold coins created by means of this spell. On a roll of 1 no gold at all is created as the lead fizzes away and nothing is left but a pile of sludge.

Alcohol to Water

Level: 2

Range: Touch

Duration: Permanent

Save: None

PPE: 10

This spell simply converts any alcohol into water. He can affect 1 litre per 3 ME.

Bigger

Level: 8

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 40

Increases the size and weight of a person or object by 100% each time. Can affect 1 square metre per 2 ME.

Blast

Level: 2

Range: Line of sight

Duration: Instant

Save: None

PPE: 10 +10 per additional set of damage, still determined by ME (eg 20 PPE would equal 4D6 per 5 ME, 30 PPE would mean 6D6 per 5 ME). The Wizard hurls the piece of brimstone towards an opponent, and as it reaches its target it suddenly explodes in a blast of blue flames and sulfurous black smoke. Place the fireball template within 36 metres of the Wizard and in line of sight. All within are automatically hit and suffer 2D6 per 5 ME (whenever applicable these wounds counts as fire damage).

Blueshine

Level: 10

Range: Touch

Duration: Permanent

Save: None

PPE: 50

This spell serves to alter and protect metals. The caster touches one item, which may be crafted of any number of inorganic substances joined together but must not be larger in total volume than the caster's body, and the blueshine instantly takes effect. Organic substances, such as glues, can be present in the object, but if they make up more than a tenth of its total volume, the spell fails. Any fractures or weaknesses existing in the item are purged, so that they are whole, look like new, and are free of blemishes. In addition, the metals are made more resistant to acids. An item treated with blueshine gains a bonus of + 1 on all item saving throws vs. acid and all corrosive effects, from venom to various bloods to ochre jelly secretions to black dragon acid. A blueshine spell also prevents future rusting and purges the metals of all oxidation, causing affected metal to revert to its former state, not merely melting rust away and leaving the item thinner or with gaps and holes. All metals treated with a blueshine spell glow with a deep blue sheen when they catch available light.

Brand Object

Level: 1

Range: Touch

Duration: Instant

Save: None

PPE: 5

This spell creates a brand similar to one created by an iron, but without the pain of a burn. The recipient must be touched to be affected and the brand may be in

any shape specified by the mage up to one square foot.

Break Link

Level: 10

Range: Line of sight

Duration: Instant

Save: Standard

PPE: 50

The spell's purpose is to break the metaphysical connection between any artifact or other magical object and its owner.

The Bright Key

Level: 1

Range: Line of sight

Duration: Instant

Save: None

PPE: 5

The Wizard holds the silver key and his chanting causes it to start glowing and as he lets go the key continues to float in mid-air. He then directs the key towards a locked door or chest and it will open them for him. The Bright Key may automatically open a closed door or chest in the Wizard's line of sight (this can prove to be extremely useful to avoid a trap set on a chest or to deal at a range with monsters that lie beyond a closed door) including magical doors or doors that require a very special key.

Convert Money

Level: 3

Range: Touch

Duration: Instant

Save: None

PPE: 15

The caster can convert any money into the equivalent foreign currency. It will match the current exchange rate exactly.

Convert to Fuel

Level: 3

Range: Line of sight

Duration: Instant

Save: None

PPE: 15

The caster can convert any material into the required fuel source. eg. wine into petroleum, fire into energy, etc. This spell may also be used to purify any existing fuel.

Crumble

Level: 2

Range: Line of sight

Duration: Instant

Save: None

PPE: 10

The Wizard chants words of power and crashes his staff against the ground with a blinding flash of light. As he does so a wall section nearby will fade and crumble into a bright expanse of glittering dust. This spell may be used to open a passageway 6mtrs wide across a wall section in line of sight. This spell may be cast already knowing what the room beyond looks like, but may even be cast on a wall piece that only supposedly blocks the way to a room (rolling surprise rolls exactly as if a door had been opened). The Wizard is free to guess if he wishes to, but Crumble will have no effect at all if there is no dungeon section on the other side of the target wall. Crumble will automatically destroy anything that has been transmuted, and in general may be used against anything that is made of stone or earth and that is not magical.

Detonate

Level: 3

Range: Line of sight

Duration: Instant

Save: None

PPE: 15

Pointing at an item, the Wizard calls upon the destructive force of the elements to blast it into a million pieces with a spectacular and equally lethal explosion. This spell may be cast on an item within sight of the Wizard. This may be a piece of furniture, a door, chest or some other feature of the dungeon. In this case Detonate destroys the target object (together with any small items in or on it) and all models adjacent will suffer 5D6 damage. Alternatively the target may be a single item carried by an enemy model (weapon, armour and such). In the latter case the target is destroyed, the victim carrying it suffers 6D6 damage and all models adjacent suffer 4D6 damage. Magic items cannot be detonated, nor objects that the GM absolutely does not want to lose, and to do so he can declare that it is magical so as to avoid the effects of this spell.

Dragon Armour

Level: 3

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 15

The Wizard hurls the scale into the air and the ominous incantations he recites magically add more and more scales to the first one. This process continues until there are enough scales to cover completely a comrade in a bright red suit of mail that resembles in many ways a dragon's hide. Dragon Armour may target any single ally in the Wizard's sight. Until the next turn he will have his armour's SDC doubled as well as being invulnerable to damage caused by fiery attacks.

The Elixir of Life

Level: 8

Range: Line of sight

Duration: Instant

Save: None

PPE: 40

Meticulously mixing together the ingredients, the Wizard creates a bubbling pale yellow concoction. This is a weaker version of the fabled Elixir of Life, said to be able to restore youth and vigour. While not being able to stop natural aging, the Wizard's creation does have the power to heal or even bring back to life a dead comrade, as long as it is drunk the very moment it is created for its powers wane almost immediately as the fluid stops bubbling and turns brown. The imbiber of the Elixir of life will be brought back to full SDC and be resurrected should it have been killed during the same combat phase as the one in which the spell is cast. However, the Wizard must successfully pass an IQ test or the Elixir will have no effect.

Emperor's Clothes

Level: 8

Range: Line of sight

Duration: 1 round per ME

Save: Standard

PPE: 40

When this spell is cast, all the victim's clothing and belongings, including weapons and armour disappear for the spell's duration. Any magic items the victim possesses get a saving throw versus spell with a +1 bonus. The items reappear at the end of the spell just as they were on the victim. If the victim is dead, the items collect on the body. If the body is destroyed, the items return at the last spot the body was intact.

Enchant Item

Level: 5

Range: Line of sight

Duration: 1 combat melee

Save: None

PPE: 25

Chanting over the small bottle of quicksilver, the Wizard causes it to start to glow with intense light. He then uncorks the bottle and pours the shimmering content on a weapon or armour, rubbing it in with a cloth until it is completely absorbed and the item takes up a faint golden glow itself. This spell may target any metallic weapon or armour carried by the Wizard or by an ally. The effects last until the end the melee. If the enchanted item is a weapon it will cause one extra D6 damage, if it is an armour increase its SDC by half. All items enchanted this way count as magical.

Encryption

Level: 2

Range: Touch

Duration: Permanent

Save: None

PPE: 10

When this spell is cast a magician may cause one normal sized page of writing to appear as if the letters and words are scrambled and garbled, thus impossible to read. The magician may affect one additional page for each PPE expended. The magician may negate the spell at any time to read the writing. If the magician chooses he may assign a command word to negate the spell. Anyone who knows the command word may read the writing.

Fire Proof

Level: 3

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 15

When cast on an inanimate object, this spell makes that object fireproof against normal fires. To protect against magical

fire Enchant an Item must be cast immediately before this spell.

Flight Weave

Level: 9

Range: Touch

Duration: Permanent

Save: None

PPE: 50

This spell allows the mage to put enchanted patterns into any cloth allowing it to fly. The flight speed is one kph per PPE put into the fabric, and can carry 1 person per 4 ME. This is most commonly put into carpets.

Fools Gold

Level: 2

Range: Line of sight

Duration: 4 rounds per 5 ME or until attacked

Save: None

PPE: 10

Suddenly it looks like it is raining gold coins in front of every enemy in the same room as the caster. Every victim that fails an IQ is distracted until they have been attacked once.

Force Dome

Level: 4

Range: Self or line of sight

Duration: Instant

Save: None

PPE: 20

The Wizard surrounds himself or a single friend with a shield of protective force that shimmers and glitters with golden light as he moves. The Force Dome will absorb an amount of blows targeted at the recipient, and eventually thins out and disperses as quickly as it has appeared. Any blows that would normally strike the victim will hit the dome instead. The Force Dome has

Wizard's ME x10 hit points and lasts until it is destroyed.

Fortress

Level: 10

Range: 10 square metres per ME

Duration: 1 hour per ME

Save: None

PPE: 50

This spell is designed to protect a single, closed (roofed and floored with wall to every side) room. After the casting, the protected room cannot be entered by teleportation, gating and all other means of transportation. Intangible beings and other spells that change a creature's body also don't allow entry, as all small openings are closed tight. The air however remains fresh and clean inside. All windows to the room are locked by force barriers with the same properties as a wall of force spell; remember that this cannot be dispelled. All doors are magically strengthened, and their resistance increases dramatically. As a result, they pass all saves automatically, cannot be forced open or lockpicked. This spell does not block any scrying. Only creatures the caster specifies during casting may enter the area of effect or leave it.

Fountain of Youth

Level: 5

Range: Line of sight

Duration: See below

Save: None

PPE: 25

The area in front of the caster becomes a small pool. The spell can only be cast outside of combat. The magic pool vanishes once D4 people per 5 ME of caster have drunk from it. The caster then chooses what type of pool it is; (1) Deadly well. Whoever drinks from it must use a healing potion or die.

(2) Sleeping potion. Roll a D12. The drinker is KO for that many turns.

(3) Healing. All the drinker's lost SDC are restored.

The Gilded Cage

Level: 5

Range: Line of sight

Duration: 1 minute per 5 ME

Save: None

PPE: 20

One opened room in line of sight of the caster becomes a magically sealed prison. Only magic can free any trapped in it.

Glue

Level: 4

Range: Line of sight

Duration: 1 minute per 5 ME

Save: None

PPE: 20

This spell covers a 1 square metre per 2 ME area with a powerful glue. Victims who move through the area must roll vs. PS for each glue hex that they enter or be glued fast to the surface. Glued victims must roll vs. PS at -2 to break free. Victims who are stuck in a glue hex can't move the affected limbs. The GM must determine the effects if a character is Glued to an item or area in an unusual position.

Golem

Level: 9

Range: Line of sight

Duration: Until destroyed

Save: None

PPE: 50

The lead and gold become the consistency of putty in the Wizard's hands, and he craftily gives shape to a sturdy humanoid statuette. The Wizard then places his creation on the ground and causes it to grow in size and start to

move to any command of its creator. The Wizard has created a Golem, a strong and powerful ally that combines the resilience of metal with the reliability only a totally mindless servant can offer. The golem is immune to Fear and Hypnosis as well as any spell that influences the target's psyche, he may not be equipped with absolutely anything (he is armed with Claws and disappears once it is destroyed. Here is the profile of a Golem;
 PS, PP and SPD are 10 per 5 ME.
 SDC are 100 per 5 ME.
 Attacks, Strike, Dodge, etc are equivalent to the caster's.

Grease

Level: 4
 Range: Line of sight
 Duration: 1 minute per 5 ME
 Save: None
 PPE: 20
 This spell covers a 1 square metre per 2 ME area with a greasy substance. Victims who move through the area must roll vs. PP for each hex that they enter or fall over and slide around the surface. Victims who fall must roll vs. PP at -2 to get up again. It can also be used as a lubricant for items that require it.

Metamorph Animal

Level: 4
 Range: Self
 Duration: 1 minute per ME
 Save: None
 PPE: 20
 This spells allows the caster to transform into 1 animal type while retaining his own memories, powers and attributes.

Metamorph Dinosaur

Level: 4
 Range: Self

Duration: 1 minute per ME
 Save: None
 PPE: 20
 This spells allows the caster to transform into 1 dinosaur type while retaining his own memories, powers and attributes.

Metamorph Dragon

Level: 4
 Range: Self
 Duration: 1 minute per ME
 Save: None
 PPE: 20
 This spells allows the caster to transform into 1 dragon type while retaining his own memories, powers and attributes.

Metamorph Insect

Level: 4
 Range: Self
 Duration: 1 minute per ME
 Save: None
 PPE: 20
 This spells allows the caster to transform into 1 insect or spider type while retaining his own memories, powers and attributes.

Metamorph Monster

Level: 4
 Range: Self
 Duration: 1 minute per ME
 Save: None
 PPE: 20
 This spells allows the caster to transform into 1 monster type while retaining his own memories, powers and attributes.

Metamorph Plant

Level: 4
 Range: Self
 Duration: 1 minute per ME
 Save: None
 PPE: 20
 This spells allows the caster to transform into 1 plant or tree type while retaining

his own memories, powers and attributes.

Non Conductive Weave

Level: 9

Range: Touch

Duration: Permanent

Save: None

PPE: 50

This spell permanently enchants cloth to be immune to electricity. Can affect 1 pound per ME, +1 per level.

One Size Fits All

Level: 6

Range: Touch

Duration: Instant

Save: None

PPE: 30

This spell allows any clothing or armour to be mystically re-sized to fit a recipient without any loss of structural integrity or function.

Path of Glue

Level: 6

Range: Line of sight, 1 metre radius per ME

Duration: 1 round per ME

Save: None

PPE: 30

By means of this spell, the caster creates a 1 metre diameter per ME patch of very sticky glue. Anything which comes into contact with the patch will be stuck fast, and be unable to move whatever is in the glue. This causes a -4 to AR and -1 to initiative. The stickiness is equal to 1 PS per ME of the caster, +1 per level.

Portable Lab

Level: 10

Range: 1 km per ME

Duration: Instant

Save: None

PPE: 50

This spell allows the wizard to teleport his lab from one location to another. The caster must first cast this on his lab to prime it. At any point later he can then find, or make a flat location to where the lab will be teleported to. After the spell has been cast the second time, the building and all of its contents are transported to the new location.

Quackery

Level: 7

Range: Touch

Duration: Until drunk

Save: None

PPE: 35

The caster tries to make a magic potion. Make an IQ roll. If unsuccessful, the potion becomes rat poison. If successful, then roll a D12. An even number and the flask becomes a strength potion (+10 PS for 14 rounds), an odd number and it becomes a healing potion (heals all SDC instantly).

Recharge

Level: 7

Range: Touch

Duration: Instant

Save: None

PPE: 40

This spell may target any magical item that uses charges but an IQ test is required in its casting. If the test is successful then it is fully charged, otherwise it is only half charged. An item may not be recharged more than once per day (the magical surge of power would risk to tear it apart).

Reconstitute Alcohol

Level: 1

Range: Touch

Duration: Permanent

Save: None

PPE: 5

It's unavoidable. If one opens a bottle or barrel of a particularly fine alcohol, it may have already spoiled. This spell will make it as new again.

Reintegration

Level: 5

Range: Line of sight

Duration: Instant

Save: None

PPE: 25

This spell reverses disintegrated objects back to their state just before they have been reduced to molecular ashes. To make the spell work the caster must collect some of the ash-like substance that is left behind. Then he must close his hands and start the transformation. Within a few minutes the object starts to slowly manifest out of thin air before the eyes of the caster. Objects must make a successful object saving throw to be reintegrated. If these checks fail they can never be reintegrated again. Living creatures can only be restored via a Resurrection spell.

Restore Book

Level: 1

Range: Touch

Duration: Permanent

Save: None

PPE: 5

This spell, applied to damaged or decaying books, restores them to pristine condition, cleans them up, de-fades and deyellows the printing, magically rebinds them, and makes them good as new.

Shape

Level: 8

Range: Line of sight

Duration: Permanent

Save: None

PPE: 40

Any non living object may be re shaped in any way desired. Can affect up to 1 pound per ME.

Smaller

Level: 8

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 40

Decreases the size and weight of a person or object by 100% each time. Can affect 1 square metre per 2 ME.

Special Weapon Enchantment

Level: 6

Range: Touch

Duration: Permanent

Save: None

PPE: 30

This spell enchants the weapon allowing a hole in the weapon's bladed area to have special magical jewels placed there. The jewels imbue the weapon with a special ability, with each jewel imbues a different ability. The jewels must be made separately from the weapon. Each jewel must be created as any other magical item is made. When jewels have been made for the weapon they are placed in the hole one at a time. To take out a jewel another one must push the original one out of the hole and thus slip into the hole.

Spin Wire

Level: 1

Range: Touch

Duration: Permanent

Save: None

PPE: 5

This will spin wire of any gauge from an ingot of metal. 1 kg per ME can be drawn in such a way up to a length of 50 metres per kilo. Only solid wire can be drawn in this way, not hollow (pipe) or

shaped. For thicker or thinner wire, reduce the length by 10% for every gauge decrease (thicker), increase by 10% for every gauge increase (thinner).

Staircase

Level: 6

Range: Line of sight

Duration: 1 hour per ME

Save: None

PPE: 30

This spell allows the caster to create a spiral staircase 1 metre tall per ME and up to half that wide. Each additional PPE extends the staircase by 1 metre in height. The staircase grows at a rate of 1 metre per turn. The staircase is magically anchored. Nothing short of a tornado or a solid blow from a huge creature could knock it over. At least 100 points of crushing damage in a single blow is required to topple it. The stair has no railing. If it is over 30 metres tall the prevailing wind (if any) becomes a peril. For double cost the staircase can be built with handrails.

Temporal Lab

Level: 10

Range: Line of sight

Duration: 1 hour per ME (within lab)

Save: None

PPE: 50

This spell allows the character to create spells or magical items without the inconvenience of wasting time. This spell allows all beings within the laboratory to do their business for the regular amount of time and exit the laboratory. To the characters outside the laboratory the time used to create the spell or item seems like a few minor seconds. The characters in the laboratory still experience time as normal (they age, have to eat and sleep, etc).

Transmute

Level: 10

Range: Touch

Duration: Until dispelled or permanent

Save: Standard

PPE: 50

The Wizard reaches out and touches an enemy engaged in close combat with him. Calling upon the forces of the elements, the Wizard mercilessly turns his hapless opponent into a solid stone statue. The Wizard must successfully hit his opponent in hand-to-hand. If he hits the opponent is allowed two saves. If at least one test is failed the model is turned into a stone statue and killed outright. If he fails to hit him the first time he can try again within the time frame of 2 rounds per 5 ME.

Transparent

Level: 1

Range: Touch

Duration: 1 round per ME

Save: None

PPE: 5

This spell makes any material transparent. Affects an area of 1 metre cubed per 5 ME. The strength and nature of the material is unchanged, it just becomes transparent.

Trigger

Level: 3

Range: Line of sight

Duration: Instant

Save: None

PPE: 15

The Wizard creates a very weak shockwave that affects the entire area in his line of sight. All traps within this area, whether they have been already discovered or not, are immediately and automatically set off. Note that traps are NOT deactivated as such, but will immediately count as if they had been

triggered (pits will open, mantraps close and bolts are shot, becoming harmless, fireballs are cast etc.). In some situations a hero may be affected by the trap anyway (a fireball template might cover him...), but this doesn't stop this spell from being one of the most effective ones when it comes to dealing with traps.

Wall of Force

Level: 5

Range: Line of sight

Duration: Instant

Save: None

PPE: 25

Holding the quicksilver in his palm, the Wizard uses its energies to create a translucent wall of magical force 3 metres deep x 24 metres long anywhere within 36 metre radius and in line of sight. Each piece must be adjacent (not diagonally) to at least another one, so as to form a continuous wall. The Wall of Force blocks totally all movement and ranged attacks. It may be destroyed and each wall piece may be struck automatically in close combat and has SDC of ME x10 per 1 x1 metre segment. The wall itself doesn't block line of sight, so certain spells may actually be cast across it (use common sense).

Warm Clothes

Level: 4

Range: Touch

Duration: 1 day per ME

Save: None

PPE: 20

This spell enchants clothing, making it warm against temperatures as low as 0 degrees Celsius, -1 per ME, and -1 per level. 1 kilo of fabric per ME can be changed at a time, +1 kilo per level.

Water to Alcohol

Level: 2

Range: Touch

Duration: Permanent

Save: None

PPE: 10+

This spell converts water into a form of alcohol of decent quality of the caster's choice. He can affect 1 litre per 3 ME. For an extra 10 PPE he can make the quality really good. And for a final +10 PPE (for a total of 30) he can make the quality outstanding.

Weather Proof

Level: 6

Range: Touch

Duration: Permanent

Save: None

PPE: 30

This spell makes clothing water proof much like a rain coat. 1 kilo of fabric per ME can be changed at a time, +1 kilo per level.

Weightless

Level: 4

Range: Touch

Duration: 1 minute per ME

Save: None

PPE: 20

This spell reduces an object's weight to that of a feather. Due to loss of mass, that item is of no use as a weapon, because it is too light. It can affect up to 10kgs per ME, +10 per level.

35. URBANA

MAGICANA

This magic draws its PPE from cities and villages and the people who inhabit them.

Anonymous

Level: 8

Range: Line of sight

Duration: Instant

Save: Standard

PPE: 40

This spell allows the caster to make people unable to remember anything about what he looked like. This spell only effects the conscious mind, but has no effect on the subconscious mind (i.e. a physical description can be retrieved from someone's subconscious mind through a technique such as hypnosis).

Booze of Life

Level: 8

Range: Touch

Duration: Until drunk

Save: None

PPE: 40

This spell enchants a bottle of booze and turns it into a healing potion. When drunk it regenerates 1 point of damage per 1 PPE imbibed into it. If not drunk the liquid keeps its potency for one month per level of experience.

Bump in the dark

Level: 1

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 5

This spell can be used in a variety of ways to unsettle others;
Creak - Evokes sounds similar to that of a door with corroded hinges slowly

opening or squeaky floorboards seaming to traverse up to 10'.

Footfall - The caster chooses direction and loudness. Must begin within 10' of caster, but may thereafter move up to 25' away or as close as desired.

Moan - Pitiful or eerie moan, within 10' of caster. Can also be from within or behind something.

Rattle - Chains rattling, must be within 10' of caster.

Call

Level: 2

Range: Touch

Duration: Instant

Save: None

PPE: 10

This spell allows you to make a cell phone call to any one you want. This includes people like the president, celebrities or anyone you can make a mental image of.

Caller ID

Level: 6

Range: Touch

Duration: Instant

Save: None

PPE: 30

This spell tells the mage what a caller looks like, the name they go by, and where they're calling from. It also tells the mage if they have any special abilities (identical to the See Aura minor power). This applies to any communication device.

Camera Shy

Level: 10

Range: Line of sight or self

Duration: Instant

Save: Standard

PPE: 50

The recipient cannot be photographed. He simply does not appear on any

photograph, still or video (making him invisible to surveillance cameras, for example). If the recipient is carrying gear, the gear doesn't show up either. Items dropped or put down become visible to photography. Items picked up disappear if tucked into clothing or a bag carried by the recipient. Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible, such as a trailing rope. The subject is invisible to photography in only the visible spectrum. It can be photographed by other means (such as a camera that photographs thermal images) or detected by sound, the step of a foot in a puddle or other traces.

Change Channel

Level: 1

Range: Line of sight

Duration: Instant

Save: None

PPE: 2

A spell that allows you to flip television or radio channels at a glance.

Change Light

Level: 1

Range: Line of sight

Duration: Instant

Save: None

PPE: 5

This allows the caster to change a street light to any colour desired (within the range of green, amber or red).

City Merge

Level: 7

Range: Line of sight

Duration: 1 hour per 5 ME +1 hour per level

Save: None

PPE: 40

This spell allows a mage to merge with a wall and hide in a state of suspended animation until it expires.

Colour Code

Level: 1

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: Standard for living, no save on objects

PPE: 5

With this spell the caster can alter the colour of any surface. The caster can affect one square metre per level.

Commune with City

Level: 4

Range: Entire city which are residing in

Duration: 1 minute per ME

Save: None

PPE: 20

This spell allows the caster to become one with the city. In this state he is aware of any activity within the city and may locate a specific individual with ease. He also gains blueprint like knowledge of the entire city, both above ground and the sewers below, including terrain, buildings and bodies of water.

Compass

Level: 2

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 10

This spell conjures a glowing arrow (caster's choice of colour) that appears floating over his hand and points north.

Conceal

Level: 3

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 15

1 object (up to 30 square metres) within sight can be made invisible. However it doesn't mask sound or smell.

Connoisseur

Level: 1

Range: Touch

Duration: 4 rounds per 5 ME

Save: None

PPE: 5

This spell allows the caster to tell what quality of wine or champagne he is drinking. This spell will let the caster know by quickly flashing a colour, on the surface of the drink, corresponding to the level of quality. It will also warn of spoilage or poison. The colour black means poor or bad quality. Blue means good or average quality. A light blue means very good and white means excellent. If the flash is black and red, the wine is spoilt.

Cool Shades

Level: 1

Range: Touch

Duration: 4 rounds per 5 ME

Save: None

PPE: 5

Creates a cool looking pair of shades for the caster. With these sunglasses the caster is immune to any light or blinding attacks. It also raises MA by +1 while worn.

Count

Level: 2

Range: Line of sight

Duration: Instant

Save: None

PPE: 10

This allows the caster to count how many items of his or her choice are within a particular area (1 square metre per level). The spell verbally announces the number of objects in the specified

area, like grains of sand or pieces of silver.

Creatures of Urbania

Level: 4

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 20

This spell makes the victim a target of every bird within 100 metres per level.

Data Read

Level: 5

Range: Touch

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 25

With this spell you can run your finger over any machine readable data source (a barcode, a computer disk, a CD, magnetic tape, or any similar record) and understand the content of the data. You experience the data as it would normally be experienced through an appropriate machine. For example if reading a music CD you hear the music in your head. If reading a word processor file you visualize and read an image of the page. If reading a barcode you see the serial number, pricing information or other barcoded data. The amount of time required to experience the data is the same as that required to read it by conventional means. You can normally read 2 pages of documents in one minute. This spell does not decode encrypted data. If you know the encryption code however you can read encrypted data normally with this spell.

Degauss

Level: 3

Range: Touch

Duration: Instant

Save: None

PPE: 15

By touching a single device that contains electronic files such as a computer, external hard drive, CD-ROM, or magnetic disk you erase all files on that device and render it empty of data.

Driver's License

Level: 4

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 20

You can make a small card or slip of paper appear to be a valid identification card of your choosing. For example you might make a business card look like a driver's license or a video club card look like an FBI ID card. The card bears your name, likeness and all other data expected by anyone examining it. However it is only visually accurate and does not contain any valid machine readable data or electronic coding. You cannot use this spell to make an electronic passkey.

Dub

Level: 4

Range: Self

Duration: 4 rounds per 5 ME

Save: None

PPE: 20

This spell allows a mage to speak and understand any language. Unfortunately the caster's mouth will still be moving as if he is speaking his own language so it looks a little weird.

Email Scroll

Level: 9

Range: Special

Duration: Until read or erased

Save: Standard

PPE: 50

This allows you to scribe a scroll into an email that triggers upon opening. The email must have the name of the spell somewhere in the subject header. For instance "FIREBALL in downtown Jerusalem" would trigger a fireball spell straight out of the computer as soon as the person read it.

Environmental Wards

Level: 3

Range: Touch

Duration: 1 hour per 5 ME +1 hour per level

Save: Standard

PPE: 15

These wards can be set to do one of three things; to keep an area warm or cool, to ward off small insects or rodents, and lastly to ward off mist, rain or snow.

Exploding Cork

Level: 2

Range: Line of sight

Duration: 4 rounds per 5 ME but can be adjusted

Save: None

PPE: 10

This spell causes any cork to explode in a burst of flame. Damage is only done if anyone is holding the cork at the time of the explosion and is equal to D6 to the hands from the bottle's glass fragments.

Exploding Dice

Level: 6

Range: Touch

Duration: Until thrown

Save: None

PPE: 30 +3 per D6 of damage

This spell charges a pair of dice with explosive energy which when thrown does D6 damage per 3 PPE to a five metre explosive radius plus one metre per level of experience.

Face Mask

Level: 8

Range: Self

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 40

A minor Illusion in which the casters alters his or her own face to appear different or to resemble someone the caster has seen.

Flashlight

Level: 1

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 5

This spell causes light to spring forth from the casters index finger. It can be useful in reading or examining items without using a lot of light. It can also be used to blind anyone with infravision by shining it into their eyes in the dark.

Footprint

Level: 2

Range: Line of sight

Duration: 1 hour per 5 ME +1 hour per level

Save: Standard

PPE: 10

This spell will hide any footprints made by the caster.

Gift of the Gab

Level: 4

Range: Line of sight

Duration: 4 hours per 5 ME +1 hour per level

Save: Standard

PPE: 20

This spell imbues the chosen object with an enchanted mouth that suddenly appears and speaks its message when a specified event occurs. The message which must be of 25 words or less can

be in any language known by the caster. The mouth cannot speak magical spells or use command words. The magic mouth can be placed upon a tree, rock, door, or any other object. The spell functions when specific conditions are fulfilled according to the command of the spellcaster. Commands can be as general or as detailed as desired (although only visual and audible triggers can be used) from "speak to the first creature that passes within 3 metres" to "speak only when a venerable female human carrying a sack of turnips sits crosslegged within 1 metre". Command range is 3mtrs per 5 ME +3 metres per level of the caster.

Got a light?

Level: 2

Range: Touch

Duration: Until expended

Save: None

PPE: 10

This spell enchants a lighter to hold 1 fire ball per level. The fire balls do D6 damage per 5 ME +D6 damage per 5 PPE infused.

Harmless

Level: 5

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 25

This spell enables the caster to look like an average member of his race and gender. See Aura or Truesight will reveal the mage's true form.

I'll have what they're having

Level: 1

Range: Touch

Duration: Until drunk

Save: None

PPE: 5

This spell replicates the exact kind of alcohol that the caster touches. The largest quantity it can create per casting is usually around 1 litre per ME. The caster needs to be holding a beer mug or some other kind of container to put the alcohol into.

Incite Riot

Level: 7
Range: Line of sight
Duration: 4 rounds per 5 ME
Save: Standard
PPE: 40

This causes 1 person per ME within sight to become enraged and develop into a mob.

Maintain machine

Level: 3
Range: Touch
Duration: 10 minutes per 5 ME
Save: None
PPE: 15
This keeps a machine going despite its horrible condition. After the duration ends the machine will break down.

Mask Metal

Level: 3
Range: Touch
Duration: 4 rounds per 5 ME
Save: None
PPE: 15
This spell makes a metal object undetectable to metal detectors.

Message in a Bottle

Level: 2
Range: Line of sight
Duration: 1 hour per 5 PPE
Save: None
PPE: 10 +1 per word, +5 per hour
This spell when cast on a bottle of booze allows the caster to leave a telepathic

messages in the brew. The message is transmitted when someone takes a sip.

Mind Map

Level: 1
Range: Self
Duration: 1 hour per 5 ME +1 hour per level
Save: None
PPE: 5
This spell allows a mage to know a city like a native.

Moon Walk

Level: 7
Range: Self
Duration: 4 rounds per 5 ME
Save: None
PPE: 35
This spell allows the mage to completely defy gravity. He can glide at a speed of 1kph per 1 ME. He can also use it for jumping from rooftop to rooftop.

No Debt

Level: 7
Range: Line of sight
Duration: Instant
Save: Standard
PPE: 40
A memory altering spell, this makes one person that the mage owes money to think he's been paid.

Open/Close

Level: 3
Range: Line of sight
Duration: Instant
Save: None
PPE: 15
This spell can cause door handles to turn and open slowly or doors to close. It can also be used to open simple locks such as those found on everyday doors. This spell will not lift bolted doors or those with superior locks made by locksmiths.

Paintbrush

Level: 2

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 10

Creates a paintbrush tipped with the colour of the caster's choice. Its enough to draw a simple picture or write up to five words per ME on a surface. After either is done the paintbrush disappears.

Paranoid

Level: 3

Range: Special

Duration: Instant

Save: None

PPE: 20

If there is any kind of surveillance be it magical, tech, or just some neighbourhood busy body the mage will be able to sense it. He will know what, who and where.

Pest Control

Level: 4

Range: 1 metre radius per ME

Duration: Instant

Save: Standard

PPE: 20

This spell kills all small rodents and bugs with less than 5 SDC within the area.

Purge

Level: 8

Range: Self or line of sight

Duration: Instant

Save: Standard

PPE: 40

The spell eliminates all physical evidence left by that person 's body within the affected area (fingerprints, fluids, hairs, etc) along with any evidentiary materials accidentally deposited by that person 's body, clothes

or gear (such as fibres, mud, dust, etc. The spell only affects materials no larger than a few strands of hair or a few ounces of dirt). It does not change any disturbances that person created (including footprints, tool marks or broken items), or remove any object the target person deliberately left.

Refill

Level: 6

Range: Touch

Duration: Instant

Save: None

PPE: 30

This spell completely refills a car's gas system. The only hitch is that there has to already be some fuel in the tank. This gas is replicated until the tank is filled.

Remote of Death

Level: 9

Range: Touch

Duration: Until charges are depleted

Save: None

PPE: 50

This spell magically primes any remote control allowing it to be enchanted with any offensive spell as if it were a wand (eg remote of fireball). The remote will hold 1 charge per ME +1 per level.

Remote Sabre

Level: 6

Range: Touch

Duration: 4 rounds per 5 ME

Save: None

PPE: 30

This spell makes a blade of light come out of a remote control. The light blade does D6 damage per 5 ME +D6 per level.

Rewind

Level: 10

Range: Line of sight or self

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 50

This spell sends any ranged attacks straight back at the offending party.

Scramble Machine

Level: 9

Range: Line of sight or 1 metre radius per ME

Duration: 4 rounds per 5 ME

Save: None

PPE: 50

This spell will shut down all electrical devices within the area of effect; lights, computers, cell phones, digital watches, etc. The spell does not prevent devices outside of the area of effect from operating normally, even if they are on the same electrical circuit as those affected (even if the spell is cast on a generator supplying power to devices outside the area of effect, those outside devices continue to remain powered). It also suppresses all mechanical or electronic intrusion alarms and alarm sensors in the affected area. Burglar alarms or other intrusion alarms within the affected area simply fail to function. Sensors for intrusion alarm systems (such as motion detectors, IR detectors, pressure sensors, electric eyes, etc.) also fail to function sending no signal to monitoring stations. Video surveillance devices continue to send whatever image they were photographing at the moment the spell was cast.

Scribe

Level: 2

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 10

This spell brings into existence an animated quill pen which is able to write

on any surface. The caster must sit quietly for the duration of the writing and simply dictate what is to be written. The quill writes in a handwriting vaguely like the caster's in any language the mage knows how to read.

Sense Da Man

Level: 4

Range: See below

Duration: 4 rounds per 5 ME

Save: None

PPE: 20

This spell warns the caster if there are any legal authorities within their line of sight or a 30 metre radius +5 metres per level.

Sharpen

Level: 3

Range: Touch

Duration: Instant

Save: None

PPE: 15

Can be used to sharpen objects so that they can be used as a slashing weapon (eg a coin can be sharpened to inflict 1 point of damage or slice a string of a purse).

Shift

Level: 4

Range: Line of sight or known location

Duration: Instant

Save: None

PPE: 20

A minor form of teleportation, this spell can remove a small object from anywhere in sight (or from a location well known to the caster) and transport it straight into the casters hand. It can also be used to send objects in the caster's hand to a desired place well known to him.

Slice

Level: 3

Range: Line of sight

Duration: Instant

Save: None

PPE: 15

This spell can be used to cut wire and rope up to ½ inch thick.

Sort

Level: 2

Range: Line of sight

Duration: Instant

Save: None

PPE: 10

This spell is useful in sorting items into piles such as sorting gold from copper pieces into separate piles.

Spark

Level: 1

Range: Line of sight

Duration: Instant

Save: None

PPE: 5

This spell will ignite any flammable material such as paper or oil.

Spoil/Freshen

Level: 4

Range: Line of sight

Duration: Instant

Save: None

PPE: 20

This spell will either spoil or freshen food or small vegetation.

Stepping Stones

Level: 2

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 10

This spell creates 1 sphere of force per 4 ME of approximately 1 foot in diameter. They can be placed anywhere within the

mage's line of sight and each hold the caster's current body weight. Combat of just about any sort will destroy these discs.

Sterilize

Level: 1

Range: Touch

Duration: 4 rounds per 5 ME

Save: None

PPE: 5

This spell is useful in medical situations and in removing dust and other particles from surfaces. Each invocation affects one cubic metre surface area (depending on the task at hand) per level. All dust, harmful bacteria, powder, small loose particles, and external viruses are destroyed. Casting this spell is a good idea when there is a chance of infection from wounds. Multiple castings can also help to prevent the spreading of gangrene and other similar diseases.

Sticky/Slippery

Level: 3

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: Standard

PPE: 15

This spell is used to make any area under 1 metre per 5 ME either slippery or sticky.

Stitch

Level: 1

Range: Line of sight

Duration: Instant

Save: None

PPE: 5

This spell sews seams in cloth or leather of approximately 1 metre of cloth per 5 ME (neither stronger nor weaker than seam done without magic).

Summon Ammo

Level: 2
 Range: 100 metre radius per ME
 Duration: Instant
 Save: None
 PPE: 10

This spell teleports the required ammo from another source and completely reloads the weapon you are holding.

Summon Booze

Level: 5
 Range: Touch
 Duration: Instant
 Save: None
 PPE: 25

This spell fills any bottle touched with any booze of the caster's choice. The only catch is that it has to be a type of alcohol that the mage has imbibed before.

Summon Sewer Animals

Level: 6
 Range: 10 metre radius per ME
 Duration: 4 rounds per 5 ME
 Save: Standard
 PPE: 30

This spell allows you to summon either; 1 Alligator per 5 ME +1 per level or 5 Rodents, Snakes or Spiders per 5 ME +5 per level or 25 Insects per 5 ME +25 per level or a combination of the above (it'll be up to your GM to work out the balance).

Summon Smog

Level: 4
 Range: 10 metre radius per ME
 Duration: 4 rounds per 5 ME
 Save: Standard
 PPE: 20

This spell summons all the nearby smog and concentrates it in one area as a cloud of smoke. Those within the cloud have

difficulty breathing, have their vision obscured and are -3 or -30% on all rolls.

Summon Urban Elementals

Range: 10 metre radius per ME
 Duration: 4 rounds per 5 ME
 Save: Standard
 PPE: 40

This spell allows you to summons one city elemental +1 every two levels. City elementals include; Electrical, Ooze, Steam and Tar.

Summon Spirits of Vehicles

Level: 6
 Range: 10 metre radius per ME
 Duration: 1 hour per ME
 Save: None
 PPE: 30

This spell allows you to summon a city spirit which assumes the form of a civilian vehicle of the caster's choice. It will perform exactly like that car for the duration of the spell, however it cannot leave the city it was created in. The car can carry up to 1 person per 4 ME.

Super Vision

Level: 1
 Range: Self
 Duration: 4 rounds per 5 ME
 Save: None
 PPE: 5

This spell allows the caster to see 3 times his normal vision.

Sure Page

Level: 3
 Range: Special
 Duration: Special
 Save: None
 PPE: 15

You can cause a text message of up to 5 words per ME to appear on the screen of any electronic device capable of receiving such messages. This includes

cell phones, pagers, televisions and computers. If the device is turned on the message appears instantly, if not the message appears as soon as someone turns it on. The message remains onscreen until read, then disappears leaving no electronic record of its appearance. You must have seen the device to send a message to it.

Umbrella

Level: 1

Range: Self

Duration: 4 rounds per 5 ME

Save: None

PPE: 2

This spell manifests itself as a field of invisible force in the shape of an umbrella which follows the caster. Only really useful for protection against the weather (such as rain, hail, snow, etc).

Urban Elements, Air

Level: 1

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 5

This spell deals with the creation of mists, puffs of smoke, hazes, scents and gusts of wind strong enough to dry wash. It can disperse unpleasant odours or knock small objects off shelves. Can cover an area of up to 10 metres per ME.

Urban Elements, Earth

Level: 1

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 5

This spell deals with the creation of clouds of dust, minor earth tremors, the growth of stalactites and turning earth to mud. Can cover an area of up to 10 metres per ME.

Urban Elements, Fire

Level: 1

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 5

This spell deals with the creation of sparks, warmth and flickering lights (no stronger than a torch) which can be used to ignite dry paper, campfires or thin sticks. Can cover an area of up to 10 metres per ME.

Urban Elements, Water

Level: 1

Range: Line of sight

Duration: 4 rounds per 5 ME

Save: None

PPE: 5

This spell deals with the conjuration of thick mist (rain if mist already present) and currents or small waves in an existing body of water. Can cover an area of up to 10 metres per ME.

Wall of Rubbish

Level: 5

Range: Line of sight

Duration: Instant

Save: None

PPE: 25

Trash arrives from every direction, accumulating into a huge pile of disgusting rubbish. This barrier can be penetrated with sufficient time, but passers-by are certainly not going to be impressed with your activities. This spell creates up to (1 metre per ME length x 1 metre per 2 ME of height x 1 metre per 4 ME of depth) metres of wall. Each section lasts until the spellcaster dies, cancels the spell, or can no longer see it, or until a cumulative total of 10 SDC per 3 ME damage is inflicted on the wall.

Washer

Level: 1

Range: Line of sight

Duration: Instant

Save: None

PPE: 5

This spell instantly cleans 1 kilos of clothing per ME +5 kilos per level.

Wirewalk

Level: 10

Range: Touch

Duration: Instant

Save: None

PPE: 50

This spell allows you to teleport to the location of a telephone you call. The telephone must be answered, the spell only works over an open line. You arrive adjacent to the device (within 15 metres of it). For example you might use a cell phone to call your home. As soon as anyone answers the phone (including an answering machine) you could use the spell to teleport home. You can travel any distance, bringing along objects and willing creatures totalling up to 5kgs per ME +5 per level.

36. VOODOO

MAGICANA

Voodoo is another name for sympathetic magic, the doctrine that like affects like. The voodoo priest knows that damage inflicted upon a doll fashioned in the image of an enemy is also inflicted upon the enemy himself.

The magical powers of Voodoo are not the typical fantasy spells and incantations of sword-and-sorcery game worlds, where mages throw fireballs and raise the dead with a few gestures. Instead, magic is a subtle, complicated process. But in some ways, it is far more powerful than what any fantasy magician can do. The magic described below depends on rituals designed to produce effective results.

The more advanced Initiates can eliminate some or most steps from a ceremony and still make it effective, but most magicians who take such shortcuts risk having the ritual fail or backfire. Different schools of magic change the elements or the exact order of each step, but for the most part they are always present. Repetition is an important element of most ceremonies. The same phrases, songs or actions are repeated over and over throughout the steps of the ritual. The constant repetition helps the magician reach a state of trance in which he is aware of nothing but the ritual itself. Free of distractions, the mind of the magician is able to tap into the spirit world and draw the power necessary to affect the world.

The magician readies himself, the subject of the ritual and the place where the ritual will take place. Voodoo practitioners, for example, draw vevers,

elaborate symbols, on the ground with cornmeal or more exotic powders. Lodge magicians paint or carve pentagrams, circles or other geometrical patterns. Santeros take ritual baths and anoint themselves with special oils to purify themselves before the ritual. During the preparation, the material components of the ritual are assembled and readied for use. Chanting and musical instruments are commonly used during this step: the Lodges prefer Gregorian chant, while Voudounistas use drums.

When all is ready, the magician will call to him the spirit or spirits involved in the ceremony. This process often begins during the preparation, but continues beyond it — the chanting or ritual activity is repeated throughout the ceremony. During the invocation, the name of the spirit or spirits involved or a symbolic representation is used. Initiates will sense the presence of the spirits invoked when (and if) they show up.

The ritual caster must express what he wants the ritual to accomplish. This can be a simple, direct petition (“Oggun, destroy this enemy”), or something more complicated, such as linking a symbol of the invoked spirit with the subject of the ritual. During a harmful ritual, for example, the magician destroys or damages some representation of the victim. Some exorcisms use a ritual bath, symbolizing the cleansing of the alien presence. While the symbolic event is being depicted, the invocation activity continues, and is often linked to the wish.

Most rituals add an offering of some sort to convince the spirits to carry out the ritual’s goal. The offering can be a sacrifice of some sort, or something less

tangible, like a pledge of servitude or a prayer of thanks.

Once the wish is made, the ritual concludes with the dismissal of the invoked spirits. Most of the time this is the easiest part of the ritual. Some magicians, however (Lodge members most commonly), deal with hostile spirits who may resist dismissal and try to attack their summoner. The dismissal is also an important component of harmful rituals, because the magician must take steps to shield himself and his client from the effects of the ceremony.

Rituals are meant to be conducted over a period of minutes, hours, or even days. This is required to set in motion the wheels of supernatural intervention. Repetition acts to focus the caster’s will and energy. Even after the ritual is over, the effects may not take place immediately. Most blessings and curses for example, take days to occur. The delay between a ritual and its effects is out of the magician’s hands, but the time to perform a ritual isn’t. Most rituals will take between 10 minutes and one hour to complete. More complex and powerful rituals may take several hours, or even days, to complete. Most of the time spent on the ritual deals with repetitive activities like chanting and dancing.

Accurate

Level: 7

Range: Touch

Duration: 1 hour per ME

Save: Standard

PPE: 35

Bokors know how to brew a magical grease that makes any weapon more intelligent, and thus more likely to strike accurately and deal a deadly blow. To

prepare it, they must dig up a body from a graveyard and take the corpse's brain. (They can also use the brain of an enemy killed in battle.) From the brain they manufacture the grease in a special ceremony. The grease must then be rubbed on the weapon to be enhanced — either on the edge of a bladed weapon or the sights of a gun. This adds +1 strike per 4 ME, +1 per level with that specific weapon.

Animal Call

Level: 2

Range: 10 metre radius per ME

Duration: 1 minute per ME

Save: Standard

PPE: 10

By calling on the power of the loa Baron Samedi, a character can gain the power to attract all animals of a particular type. Once the ritual's duration is complete, the animals will react normally and may remain or try to escape according to the nature of the animal. The caster may set a limit on the number of animals summoned. This could be any number down to one. If the point the animal is being summoned to is dangerous (a cliff, fire, lake, or the like) each animal in the group get another will roll to resist the ritual (unless they're lemmings). The animals do not get a chance to resist until immediately on top of the hazard, and may be pushed in anyway if the horde behind them is large enough. This ritual may be used to bring down a plague of locusts on a field, drive a herd of cattle over a cliff for food, or simply remove all the rats from a building or town. Clever characters will find other uses for this ritual. This ritual does not affect children or other "souled" entities. (Although, according to the tales, there's probably a similar mystery which does.)

Animal Form

Level: 2

Range: Self

Duration: 1 minute per ME

Save: None

PPE: 10

By calling on the power of the loa Baron Samedi, a character can gain the power to assume the form of various animals.

Animal Tongue

Level: 2

Range: Self

Duration: 1 minute per ME

Save: None

PPE: 10

By calling on the power of the loa Baron Samedi, a character can gain the power to communicate with a specific type of animal, not as speech but more in the form of sharing knowledge. The animal will only be able to converse regarding things that have happened to it, and will, basically, act in all ways like the animal it is. If it is within the animal's capabilities, and it has a good reaction or better, it might be willing to do a favour but, unless trained, animals tend to be flighty and undependable. This ritual will not summon an animal to the caster, but will permit the caster to speak with all animals of the desired effect in the ritual's area. This ritual will also not ensure a good reaction from the animal, but unless terrified, the animal is likely to stop and listen to the initiate at the least.

Assist Labour

Level: 1

Range: Touch

Duration: 1 minute per ME

Save: None

PPE: 5

By calling on the power of the loa Obatala, a character can gain the power

to a mother in labour and birth. He can produce a numbing of the lower back and pelvis to reduce stress on the mother during labour. He can also assist a mother in pushing the child out, cutting the time of labour by half. And finally he can position the child correctly during labour for proper birth and prevent any internal bleeding in the mother.

Audio Illusion

Level: 1

Range: Line of sight

Duration: 1 minute per 4 ME

Save: Standard

PPE: 5

By calling on the power of the loa Gran Boa, a character can mentally generate any form of noise, from breaking glass to a car engine. He can centre the sound anywhere within range, but it can be heard for a distance equal to the real sound. Voices can be duplicated.

Aura Sight

Level: 1

Range: Line of sight

Duration: Instant

Save: Standard

PPE: 5

This enables the subject to perceive auras. For the duration of the effect the subject can perceive a living creature's aura by concentrating on that creature. The insights that can be achieved are dependent on the subject's degree of initiation. Non-initiates get a sense of whether there's something supernatural about the target. First degree initiates will see the actual aura and get very basic perceptions (is the target affected by a ritual, possessed, nonhuman, influenced by strong emotion, etc.) Third or higher degree initiates will be able to tell the specific type of influence. Fifth or higher degree initiates will be able to

see potential influences (mild emotions, hidden diseases and curses, etc.) In-Betweeners can benefit from this ritual, but spirits can not.

Breeze

Level: 1

Range: 1 metre radius per ME, +1 metre per level

Duration: Instant

Save: None

PPE: 5

The character calls upon the loa Badè to create a breeze — anything from a cooling draft of air to a heavy wind. While it's possible to use this spell maliciously (for example, by blowing down a flimsy shack or disarranging the papers on someone's desk), it's usually put to beneficial uses such as moving a sailboat a little quicker, cooling down an area, or keeping flying pests away.

Bump of Direction

Level: 1

Range: Touch or self

Duration: 1 hour per ME

Save: Standard

PPE: 5

The subject always knows the direction to go to reach a specific destination. The special effect can manifest as anything from a warm feeling when travelling the right direction to an actual guide - often a small distant light - which may or may not be visible to others.

Centre of Attention

Level: 5

Range: Line of sight

Duration: 1 hour per ME

Save: Standard

PPE: 25

This ritual draws attention to the object or person that is the subject of the ritual,

causing any onlookers to want to investigate or examine the subject.

Cure Ailment

Level: 7

Range: Touch

Duration: Instant

Save: Standard

PPE: 35

This ritual can cure disease and any long-term ailment (from arthritis to a heart condition). The severity of the ailment and the physical condition of the patient determine the difficulty of the ritual (a cancer-ravaged body is much harder to help than that of an 18-year-old athlete). The ritual is conducted around the patient, and includes the use of aromatic herbs and oils on the affected body parts.

Cure Hangover

Level: 1

Range: Touch

Duration: Instant

Save: Standard

PPE: 5

This simply removes all the effects of any hangover.

Curse Minor

Level: 1

Range: Touch

Duration: 1 day per ME

Save: Standard

PPE: 5

A less dramatic form of curse which torments but does not kill its victim. After one week of bewitchment from a curse, the victim will perform at -1 IQ due to stress and fatigue. After a full month, take -1 IQ, ME and PP.

Detective

Level: 1

Range: Line of sight

Duration: 1 minute per ME

Save: Standard

PPE: 5

With this spell a character can detect who among a group of suspects is a thief. The suspects must be gathered into the same area. The character sprinkles ashes in a circle, then makes four small crosses of ash inside the circle and sprinkles corn meal and sand at the foot of each cross. After cutting two switches from a nearby bush (and leaving the twigs and leaves on them), the character sits down in a chair in the centre of the circle. He begins calling the names of the suspects in a sing-song, all the while crossing the switches and moving them against each other. When he calls out the name of the thief, the switches become entangled.

Disguise

Level: 3

Range: Self or touch

Duration: 1 hour per ME

Save: Standard

PPE: 15

The subject looks and sounds exactly like someone else for the duration. It's a handy substitute for makeup, and since it includes the illusion of clothing, for tailoring. The magic itself is flawless, but is limited to the caster's idea of what the disguise should look like.

Doll

Level: 10

Range: Line of sight or one kilometre per ME

Duration: Instant

Save: Standard

PPE: 50

This spell gives a bokor the power to harm a specific person by harming a doll made in that person's likeness. The doll has to resemble the victim (at least

superficially) and must contain at least two of the following from him: hair; skin; nail clippings; blood; saliva; a scrap of cloth from an article of clothing worn for at least one day; a tiny personal possession. A doll, once constructed, only works against that specific person; the GM should keep a list of the dolls possessed by a bokor who knows this spell. To use the spell, the bokor need only harm the doll in some way.

Typically this means poking it with a silver pin to inflict intense agony (and various forms of impairment), but the bokor could also hold the doll over a flame, crush it under something, or the like.

Other people, including the victim, can harm or destroy the doll without hurting the victim at all. Most of the attacks a bokor can make with a Voodoo Doll don't require him to be near the victim, and ignore intervening barriers. However, if he's in the victim's presence, he can use the doll defensively — he can hold up the doll as a “shield,” and any Ranged attack that strikes it hurts the victim instead! Alternately, instead of harming the doll, the bokor can use it to take control of the victim. He must be within the bokor's line of sight for this to work.

A control doll is most effective when used from a long way away, targeting the attacks using the doll's magic link to the victim. In such a case, Voodoo sorcerers can concentrate and take all the time they want to make the attack, and the victim doesn't see it coming. Up close, victims seldom sit still long enough. The doll can still be used, but if the victim's nearby there's a chance he can take the doll away. Unless the bokor destroys it, the doll and its contents

remain in existence and can be used to cast the spell repeatedly.

Dream Sanctum

Level: 7

Range: Line of sight

Duration: 1 hour per ME

Save: Standard

PPE: 35

A dream sanctum is usually created around an object or area in the material world to resist intrusions or attacks from the dream world. If the subject moves away from the protected space by a Dream ritual, his dream self is vulnerable to attack in the dream world.

Dream Shackles

Level: 6

Range: Line of sight

Duration: 1 hour per ME

Save: Standard

PPE: 30

This powerful ritual will imprison the soul of the subject in the dream world for an extended period of time. The target will find himself unable to wake, and will wander in the dream world while his body remains in a deep sleep. The ritual will take effect the next time the target falls asleep, or immediately if the hour-long ritual is conducted while he is asleep. During that time, other Dream rituals can affect the victim, and he will not be able to wake up. Also, his body will be helpless against physical attacks — if his room were set on fire, he would burn or suffocate to death without being able to awaken.

Dream Visitor

Level: 3

Range: Line of sight

Duration: 1 hour per ME

Save: Standard

PPE: 15

The magician can enter someone else's dream. The subject must be asleep while this 10-minute ritual is conducted, and resists with his Will. If the ritual is successful, the caster falls into a trance and, after a brief sojourn in the dream world, will enter the subject's dreams (a side effect of this ritual is that the subject will immediately fall into REM sleep after its successful completion). Once there, the caster can try to reshape elements of the dream by imposing his will on the environment. The traveller can send messages, deliver warnings, create pleasant images or inflict nightmares on the dreamer. The dreamer will always remember the content of these dreams.

Dream Walking

Level: 4

Range: Self

Duration: 1 hour per ME

Save: Standard

PPE: 20

After conducting this hour-long ritual, the magician enters a trance. After a period of disorientation, he will start to dream. He can then enter into the short lived pocket dimensions created by a person's dreams and nightmares within the Dreamscape. These Dreamworlds are outside the boundaries of normal reality and exist solely as a reflection of the dreamer's imagination. The Dreamtraveller must be within line of sight of the dreamer in order for the power to function. The Dreamtraveller has no direct control over the conditions within the Dreamworld. He can interact with things within that world by performing "physical" actions much as he would in the real world. If the character has other powers these exist in equivalent forms. The Dreamtraveller can suffer real damage as a result of

events that affect him within the Dreamworld. He might even die. The equivalent of the damage appears in the character's real body. Each Dreamworld is unique to the specific dreamer and retains no existence except during the act of dreaming. Dreamworlds exist within the greater Dreamscape and as such some Dreamworlds touch each other and it is possible that the Dreamtraveller can enter one Dreamworld and exit one of someone else's.

Endure

Level: 2

Range: Line of sight

Duration: 1 hour per ME

Save: Standard

PPE: 10

If a character finds himself in a situation where he will undergo torture, he can cast this spell on himself to ignore the pain. He can even cast it while tied up, provided he can speak the incantation (in which, among other things, he calls upon Jesus to grant him the endurance Christ had on Golgotha).

Enthral

Level: 10

Range: Line of sight

Duration: 1 hour per ME

Save: Standard

PPE: 50

Transforms the target into a willing slave of the caster. Only accept orders from the caster or those he commands he obey. This is the most useful variant, since it allows the thrall to use his skills and initiative in the caster's service.

Fail

Level: 6

Range: Touch

Duration: 6 hours per ME

Save: Standard

PPE: 30

This ritual harms a person in the performance of his job. The ritual takes about six hours to perform, spread over six days. If the first ritual roll is successful, the subject will suffer a mishap at work at some time in the following day. Specifics are up to the GM (the boss walks in while the target naps on the job, his computer loses a week's worth of work, the dog eats his performance report). This can range from a mere loss of income to actual injury, depending on the job.

Find

Level: 2

Range: Touch

Duration: 1 hour per ME

Save: Standard

PPE: 10

This ritual can be used to find both people and objects. The ritual lasts 10 minutes, and its effects apply to one person (who may or may not be the caster). On a success, the recipient gains a +1 to any search rolls (using Alertness, IQ, Area Knowledge or any other applicable skills). This bonus acts as a "gut feeling" indicating whether the searcher's efforts are aimed in the right direction, increasing the likelihood that the search will be successful. The effects of the ritual last until the object or person is found, or until the spell has expired.

Fire

Level: 3

Range: Line of sight

Duration: 1 round per ME

Save: Standard

PPE: 15

The character allows the Loa Ogou to take possession of him, granting him the power to "pick up" masses of flame,

move them, and even create crude shapes with them (such as a fiery eagle or a tower of flame). The spell can pick up a mass of fire doing up to one point of damage per ME.

Freedom

Level: 1

Range: Touch

Duration: Instant

Save: None

PPE: 5

With this spell a character can open locked doors, free himself from chains, and the like.

Green Light

Level: 6

Range: Self or touch

Duration: 1 hour per ME

Save: Standard

PPE: 30

For the duration semi-random events arrange themselves to minimize the subject's travel time. Winds are always favourable, traffic signals change as he approaches, traffic jams melt before him, public transit runs right on schedule, his luggage is always the first off the plane and his standby seats always become available. The trip won't set a new speed record, but may only miss by enough to avoid delays caused by publicity.

Heal Wound

Level: 8

Range: Touch

Duration: 1 hour per ME

Save: Standard

PPE: 40

This ritual includes dressing an open wound and applying a plaster of curative herbs, sugar (which helps clot the blood) and other substances that also act as rudimentary antiseptics. At the end of the ritual, the wounds are considered to

be bandaged. For each hour the bandage lasts the recipient heals +1 SDC per 4 ME of the caster.

Immune

Level: 6

Range: Line of sight

Duration: 1 hour per ME

Save: None

PPE: 30

Commonly used on an amulet or charm, this protects the subject from illness. The amulet created by this 2-hour-long ritual will protect the wearer against any possible infection or contagion (even from deadly diseases such as ebola).

Lightning

Level: 9

Range: Line of sight

Duration: Instant

Save: Standard

PPE: 50

One of the few powerful attack spells in the character's repertoire, Ogou Shango's spell calls upon one of the loa of lightning to blast the target with a thunderbolt. A character can only cast it during a storm or sufficiently cloudy weather; if the sky is clear, Ogou Shango cannot help him against his enemies. It does D6 per ME, + D6 per level.

Malaise

Level: 8

Range: Line of sight

Duration: Until cured

Save: Standard

PPE: 40

This ritual inflicts a disease on the subject. Depending on the skill and the intent of the caster, this illness can be light, severe or life-threatening. Like most of these curses, two rolls must be made, the second to protect caster and client from the disease spirits they have

invoked. A successful Malaise roll will infect the target with a disease of some sort. The caster cannot specify the nature of the disease (that is up to the spirits, and the GM).

Mark

Level: 3

Range: Touch

Duration: 1 day per ME

Save: Standard

PPE: 15

This creates a mark on the aura of the subject that can be perceived by spirits and anyone with truesight. It's typically used to identify the members of a tribe or coven to each other. It can also be used to identify a target for a hostile spirit.

Night Terrors

Level: 5

Range: Line of sight

Duration: 1 minuter per ME, +1 minute per level

Save: Standard

PPE: 25

This ritual inflicts terrifying nightmares on the victim the next time he goes to sleep. He resists normally. The ritual takes 1 hour to cast; during that time, the caster visualizes the basic elements of the nightmare. Even if the target realizes he is suffering a nightmare, waking up before the dream is over requires a Will roll. Failed rolls may result in psychological or even physical damage.

No Burn

Level: 4

Range: Line of sight

Duration: 1 round per ME

Save: Standard

PPE: 20

This spell makes a character immune to injury from fire or heat. In addition to its

more practical uses, it's sometimes employed to impress people by, for example, allowing the character to pick up a red-hot iron bar and suffer no burns.

Phantasm

Level: 7

Range: 1 metre per ME radius

Duration: 1 hour per ME

Save: Standard

PPE: 30

Produces an illusion of anything the caster can clearly imagine. It looks exactly as specified, produces appropriate sounds, light, heat or cold, radar, sonar, magnetic or any other energy returns. Energy emissions (beams, flame heat etc.) will never inflict any damage, odours or flavours are not produced, and the mirage won't stand up to physical contact if the underlying reality is of a different shape. It can be laid over existing items as a mass disguise, and persists even if the items move out of the original area.

Plentiful

Level: 5

Range: 10 metres per ME radius

Duration: 1 week per ME

Save: None

PPE: 25

Plants within the target area grow as if conditions were better than they actually are. To determine the effects on crops, find the expected yield under the actual conditions, and increase it by 20% per ME.

Privacy

Level: 9

Range: 1 metre per ME radius

Duration: 1 day per ME

Save: Standard

PPE: 40

The area is isolated from the outside. Sounds, odours and light sources within the area will not leave it. Outside light sources can illuminate things in the circle, but even in broad daylight the contents appear hazy, dull and background coloured - treat anything within as if it were camouflaged. Any kind of electronic, metahuman, supernatural or magical surveillance cannot penetrate the veil surrounding the area.

Psychometry

Level: 2

Range: Touch

Duration: Instant

Save: None

PPE: 10

This ritual may be used on any inanimate object. The character will gain knowledge of the object's past, user's personality, events of significance and names.

Rain Dance

Level: 6

Range: 1 kilometre per ME radius

Duration: Instant

Save: Standard

PPE: 30, +10 for an additional +1% per ME

This ritual, and all weather rituals, increase the probability of a the chance of rain by +2% per ME. The GM must decide what the normal chance of rain was in the first place, and add the bonus. The effects of the ritual will occur in 12 hours; if the caster wants rain sooner, he is at -1 for each hour he wants to subtract from the total; when reduced to one hour, each minute subtracted from that hour increases the penalty by -1. Having the rain occur one minute after the ritual is complete would put him at -70%.

Reflect

Level: 10

Range: Touch

Duration: 1 minute per ME

Save: Standard

PPE: 50

This protection ritual can redirect an attacking hostile act whether physical, magical or otherwise. It simply reflects the attack back on the attacker with no harm to the victim.

Remove Curse

Level: 8

Range: Touch

Duration: Instant

Save: Standard

PPE: 40

This ritual eliminates any ongoing curse that is currently affecting the subject.

Repel

Level: 7

Range: 1 metre radius per ME

Duration: 1 hour per ME

Save: Standard

PPE: 35

The ritual makes it painful and difficult for spirits to approach the protected area or person. No spiritual entity will be able to enter the area. When successfully cast on a person possessed by a spirit, this ritual will expel the spirit from its victim.

Return

Level: 6

Range: Touch

Duration: 1 day per ME

Save: Standard

PPE: 30

This ritual brings a designated object into the presence of a designated person. The object must be present, but the person (the "owner") need only be represented symbolically. The ritual

begins working immediately, but the caster sets the amount of separation required to trigger the effect.

When triggered, the next person who passes by the object and happens to be heading in the general direction of the owner will pick it up and carry it along with him. When he stops travelling towards the owner, he will put the object down. The next person heading towards the caster will then pick it up until he changes direction or reaches his destination, leaving it for the next person, and so on. Eventually, the object will return to its owner.

Safe

Level: 5

Range: Line of sight

Duration: Instant

Save: Standard

PPE: 25

This one-shot amulet of protection, commonly shaped like a sword or cross, will safeguard the wearer against one danger, threat or curse. Investing it with spiritual powers requires an hour-long ceremony. The charm must be worn next to the skin. Also, any minor or moderate curse will automatically fail against the protected party. When the charm has acted, it will break and become useless. Charms cannot be saved or hoarded; only one charm can be made for one person at any given time, and no other can be created until he has used up the previous one. Against a major curse or a ritual cast by a powerful mage the charm will only delay the mystical attack. This delay is equal to 1 day per Level of the creator of the charm. During that period, the wearer of the charm will be plagued by nightmares that indicate he is beset by antagonistic spirits, barely kept at bay by the charm.

Snooze

Range: 1 metre per ME
 Duration: 1 hour per ME
 Save: Standard
 PPE: 35

This ritual targets an area, any who fail to resist drop into deep natural sleep within D4 minutes. Small disturbances do not wake them, though major ones will.

Sober Up

Level: 2
 Range: Touch
 Duration: Instant
 Save: Standard
 PPE: 10

This ritual instantly removes the effects of alcohol, cures hangovers, and deodorizes the recipient's immediate vicinity of liquor fumes.

Stroke of Luck

Level: 6
 Range: Touch
 Duration: 1 day per 4 ME
 Save: Standard
 PPE: 30

This is a simple but broad ritual designed to solve a minor problem or grant the subject a measure of good fortune. The ritual takes about ten minutes to conduct, and often involves anointing the recipient's head with special oils to make him attractive to protective and beneficial spirits. Over the next few days, the subject will enjoy one small success or lucky break each day. Some examples: a co-worker who was previously rude or uncooperative apologizes and acts friendlier; he finds a \$20 bill on the street; he decides not to order the three-alarm chili at the new Tex-Mex restaurant, and avoids a violent bout of stomach trouble.

Thrive

Level: 1
 Range: Touch
 Duration: 1 day per ME
 Save: Standard
 PPE: 5

Causes a plant to thrive unless someone actively tries to harm it. The plant can be considered to have proper light, water and soil nutrients, and is immune to frost, heat, pests, parasites, random grazers, accidental forest fires or similar hazards. This will not allow an oak to grow in the middle of glacier, but will allow a plant to flourish in any place it might possibly grow.

Translocate

Level: 10
 Range: Self or touch
 Duration: Instant
 Save: Standard
 PPE: 50

Allows the character and anything he is holding to move instantly to any familiar location within his range.

Truth

Level: 4
 Range: Line of sight
 Duration: 1 minute per ME
 Save: Standard
 PPE: 20

Allows the caster to ask questions which the target must answer truthfully and in reasonable detail. The traditional form is a jewel or other talisman placed against some personal part of the anatomy of a sleeping woman to be asked about adultery, but this reflects the interests of compilers of such sources rather than a limitation on the ritual.

Unbearable

Level: 5
 Range: Line of sight

Duration: Instant

Save: Standard

PPE: 25

Through this ritual the target will do everything possible to avoid contacting a specified person, place, or object. As much as possible, the target will even avoid thinking about the object of his aversion. Whatever actions the target takes to avoid the designated object will be in accord with his normal personality.

Zombie

Level: 9

Range: Touch

Duration: Instant

Save: Standard

PPE: 40

One of the most-feared spells of Voodoo is this one, by which a bokor causes a body to rise from the grave and serve him as a mindless zombie cadaver. It requires a long and terrifying ritual performed in the same room or cemetery where the corpse is currently located. First the bokor appeals to Baron Samedi, who controls the passage between the lands of life and death, to open the way that he (the bokor) may bring the zombie cadaver to life. Then he calls on Ghede-Nibo, caretaker of tombs, whose permission must be asked to use any dead person. Finally, when all preparations have been made and incantations uttered, the bokor calls the dead person's name. If all has gone as planned, the corpse answers the bokor's call and rise as the living dead. The death of the bokor who created it frees a zombie cadaver to return to death, as does the completion of its total number of tasks. Treat it as a JuJu Zombie.