ADVENTURE MASTER

MYTHS
MAGIC

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Reality checking cheerfully ignored due to lack of reliable data

Inspiration taken from Ars Magica which has got to be one of the best games for magic there is (even though their illusion rules are really silly)

Second most stupid action during play by Rochelle "Mistress of the Mind" (aka Jon Challis). who totally failed a really easy quest set by her deity by using rather than destroying the artifact she was meant to destroy. Just after Jon had drawn up the plans for her tower as well…

This document was produced on a Risc PC using *Impression Publisher*, *Artworks* and a Really Nice Monitor. Printing provided by my bubble jet printer, which means the printed form of this document is not water proof, tea proof or coffee proof, as amply demonstrated on many occasions.

1 A World with Magic

mag+ic (mædgic) *n.* **1.** the art that, by use of spells, supposedly invokes supernatural powers to influence events; sorcery. **2.** the practice of this art.

In *Myths*, there is no 'supposedly' about magic – it is a very real thing, which can have a very real affect on the world. Nevertheless, Myths does assume a world where magic is reasonably rare, not one where it replaces technology and everyone can use magic, but one where it is the province of an elite few, who are for the most part distrusted and outcast by those who cannot even hope to understand its ways.

1.1 What is Magic?

The source of all magic is the Weave, an energy field, which, if there were any 20th century Earth physicists around, would say existed on the sub-atomic level. The weave covers all of creation, being thin in some places, and dense in others, a shifting, chaotic pattern of raw energy.

All living creatures are connected to the weave in some way – normally it is a link through what is generally termed the soul – the life force of a creature. Just enough is tapped to keep that creature living. Some very few individuals have a slightly stronger link with the weave, and are able to draw on that link and actually channel the energy which comes from it. Such individuals are said to have *Talent* (in game terms, a character must have the gifts of either *Talent* or *Partial Talent*). Amongst the common populace, they are generally known as mages, wizards, sorcerers and a host of other, less savoury, names.

The power that a talented individual can draw upon is, for all intents and purposes, infinite. The weave covers the entire cosmos, there is no way any individuals can hope to use up its power. The only restriction on the amount of energy a talented individual can draw upon is that individual herself. A body (and soul) can only take so much, after all.

1.2 The Talented

The *talented*, who from hereon will be known collectively as magi, do not get their ability to wield magic for free. Talent just gives the potential to wield magic – actually doing so requires a lot of practise and study.

Magic is very flexible in what it can do, and tends to be very personalised towards each individual. There are plenty of arcane gifts (and of course, curses) which a player can choose from to tailor his own talented character to fit his own view of magic. This fact tends to mean that no two magi

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High Magic Worlds

There is no reason that *Myths* can't be tweaked slightly to allow for worlds where magic is common. The first, and most obvious, change is the cost of the two gifts which allow people to use magic – *Talent* and *Partial Talent*.

It could be assumed that everyone can use magic, at least to some degree, and hence automatically have partial talent. In this case, the cost of Talent should be brought down, to 30 points say, so such individuals aren't quite so uncommon as normal.

Of course, it could also be assumed that everyone has full talent, where only having partial talent is considered a disadvantage – a curse worth 30 points.

One final change which could be considered is that of magical skills. The standard game assumes that magical arts require twice as much experience to develop as do normal skills. If desired by the GM, this rule can be ignored to make magic easier to learn.

Because of the great flexibility of magic though (because spells can be made up on the spot, it is possible for imaginative players to get out of almost any situation with most arts), a single art is far more useful than any single mundane skill. Arts are double cost not necessarily to limit magic, but because they are worth the increased cost.

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are the same, and even if a couple of magi happen to have the same skills, they can still be very different. Arcane gifts and curses can be found listed in chapter 5 of the main rules.

Magical skills (one for each art, and one for power) are developed just like any other skill, but cost double the normal amount of experience. This is to reflect the fact that magical skills tend to be a lot more flexible and useful than any single mundane skill.

The Style of Magic

Their are many ways in which magic can be presented in a fantasy campaign, from fast and flashy magic (of swords and sorcery fiction) to the more subtle ritual types, which take ages to cast, and tend to have a more subtle effect on the world. *Myths* leans more heavily towards the former style of magic, and though ritual magic is included, it is assumed to be rarer and less emphasis is placed upon it.

1.3 The Arts of Magic

Magic is divided into over a dozen sub-fields, known

as arts. Each art represents a certain genre of magic, and to be able to cast spells within this genre, a skill in the relevant art is required. Generally, a magi will specialise in a small subset of the arts. Being good at *all* of them is the sign of a damn good mage.

Air Form (Ai)

Air Form encompasses all there is to do with the air and weather, together with other gases and vapours. It has both offensive and defensive uses, and includes one of the more famous offensive spells open to magi – namely the bolt of incandescent lightning. When taken together with Water Form, it has uses in sustaining life within the latter element.

Astral Form (As)

The astral is part of the underlying structure of the weave, and hence magic. It has little power over the mundane world, but is invaluable to magi wishing greater control over their spells. When battling other magi, it is a necessity, since it is needed for countering the effects of other spells, and also countering other magi counter spells. This art is the centre-point for an arms race that has been developing between magi since time memorial.

Body Form (Bo)

Healing, shape changing and protection of the magus' self are but some of the useful aspects of this art. Coupled with other arts concerning the physical elements, it can provide protection. When put together with the art of Mind, it gives the magus the powerful ability to control others bodies. The art gives power over all natural creatures, from humans to insects.

Cold Form (Co)

This is an art which is often used in conjunction with air form and water form, for both of these supplement it nicely. As its name suggests, it gives control over cold, sucking heat and energy from the targets of its spells. Its domain also includes enervating and death.

Earth Form (Ea)

Rock, earth, sand and crystal are the domain of this art, allowing the magus both movement through, and control over, these materials. When used offensively, this art can rarely be used directly against a target – something which can often be an advantage.

Enchantment (En)

Enchantment is a general purpose art, much like Astral Form. Many of its spells tend to be rituals, or at least slow in casting. Its primary function is to place spells in items, and creating other permanent magical effects. It is usually combined with other spells or arts.

Ethereal (Et)

The ethereal is a reflection of the 'soul' of the mortal realm, and it is through this art that magi can affect it. Affecting ghosts, spirits, undead and to a lesser extent, demons can often be the most useful aspect of this art.

Far Sense (Fa)

Though Far Sense is principally divination, it is not the only way to gain such powers, but is nevertheless a 'must have' art for magi, even if taken at relatively low skill levels (even the simple ability to see round corners, or in darkness, comes in useful on occasion). It grants the abilities of communication and knowledge gathering over large distances, and can also be used to affect targets with further spells who cannot otherwise be seen.

Fire Form (Fi)

The art of Fire Form has always been the favourite for the destructive and hot headed magi who occasionally fool someone into teaching them the mysteries of magic. Offensively, it is a powerful art, but it has the major disadvantage of calling attention to the magus.

Illusion (Il)

Illusion is another art which calls attention to itself, but in a far more subtle form. Shaping and creating light in such a way as of producing realistic images is the purpose of this art. Though its weaker spells can do little physically, and rely far more on how the spell is used, rather than how good the magus is at casting it, when combined with invocation, the more powerful spells can create quasi-real effects.

Invocation (In)

Invocation gives control over magical fields of force, which can be used both offensively and defensively. The art includes many useful spells giving the ability to lift and move distant or heavy objects, as well as spells to manipulate tools (including locks). Coupled with illusion, it is possible to make magical constructs able to fight and defend the magus. The appearance of invocation effects, unless masked with an illusion, is of a shimmering mirror effect, rippling between reflective and transparent states.

Mind (Mi)

Out of the many arts of magic, this is one of the more feared by non-magi, for it allows the invasion of a persons very memories and thoughts. To the powerful magus, little can be kept hidden except through the use of counter spells. A persons mind and body may be controlled totally – both the normal external functions such as walking and speaking, and the 'unconscious' functions of the heart and lungs. Worst of all, there is no simple way of knowing if someone has been possessed by a magus, or even for a person to know that his thoughts are being read, or even altered.

Plant (Pl)

The art of plants gives the magus control over nature. Though often overlooked by many magi, there are those who are similar in beliefs and skills as the druids. Like Earth Form, this art can do little directly, but used wisely, in the right environment, it can be just as deadly as the more destructive arts. Its most powerful feature is that since plants – even trees – are living creatures, but with no strength to resist magic, the effects produced can effect large areas – even whole forests in some cases.

Water Form (Wa)

One of the rarer arts, since it is most useful near large volumes of its element, but it is never the less useful for all occasions. It gives control also over all liquids, not just water. It can be effectively coupled with arts such as cold and air, or even fire (creating oil to cover a target creature, then setting it aflame, can be very effective).

1.4 Power

A good magus need not only be skilled in the use of magic, but she must also be able to channel the power that is required to use the spells. Power is another skill, which is used to represent how much magical energy a magus may use before having to rest.

Though a magus with a high power will generally be able to cast more spells, some arts require more power than others. Fire for instance requires a lot of energy to create the sort of spells this art is good for. Mind on the other hand, is more subtle, and less energy is expended when mind spells are used. Whether a high power is needed depends a lot on the type of magic being used. Some may consider 5D power to be sufficient, while others may consider 8D to be the bare minimum.

1.5 Cantrips, Spells and Rituals

Magic tends to be more complex than other, more mundane, disciplines. A skill in using a sword allows you to do almost anything with a sword. A skill in a magical art though does not. A magus needs to know spells to be able to create a specific affect.

Instead, each mage knows a number of spells, which are individual effects possible with that art. There are several different grades of spells, ranging from cantrips (the very simplest of all magics) to rituals (which are the most complex). The rules for all of these are very similar, and for the most part, the same, but sometimes there are differences.

Cantrips

A cantrip is very minor magic. They represent the basics of any single art. In fact, cantrips are so simple, they don't actually have to be learnt to be cast – it is assumed that if the magus has a skill in the art, then he can cast any cantrips.

Spells

Spells are basically anything more powerful than cantrips. Spells are the most common of the magics, for they are both powerful and relatively easy to cast (in terms of preparation at least). A spell does not have to be learnt before it can be cast, but it is best if this is so. Casting a spell unknown to the caster is known as spontaneous casting, and increases the difficulty of the spell. In this way, a mage can have a go at almost anything, but he is more effective when the spell is known before hand.

Rituals

Rituals are part of the oldest forms of magic. As such, they are strongly tied to the world around them, making the exact conditions of their casting an important aspect of the spell. Maybe because of this, rituals allow very powerful magical effects, and some things are not possible without the use of rituals (such as making magical items). They do take a much longer time to cast though, and the mage needs to go to a lot more trouble than for other types of magic.

1.6 Mana

Mana is the physical manifestation of pure magical energy. Mana can take practically any form, from a lump of rock to a plant or part of an animal. Mana is important to magi in that with it, they may boost the effects of their spells, increasing a spells duration by an extensive amount.

Mana though is both rare, and also difficult to use. There is no known process by which mana can be created artificially – at least not without a like or greater amount of mana being expended to do so, which tends to defeat the

purpose of the exercise. Mana is instead found in areas of excessive magical energy, formed over a period of time, apparently distilled out of thin air. Likewise, it can be found in regions of death and suffering – notably battlefields where particularly bloody battles were fought – giving rise to the suspicion by some that magic is itself inherently evil.

Grades of Mana

The actual physical form of mana is not that important, though some rituals require it to be of the form suitable for the ritual (rock or crystal for earth spells, plants for plant spells etc). What is important is the grade of the mana. This is a rating of how pure it is. The purer the mana, the easier it is to use in spells and rituals. Pure mana is difficult to come by though. Low grade mana on the other hand tends to be quite common.

Each piece of mana is known as a seed. Every seed has a grade, rated from one upwards. A single seed of grade one mana has two points of stored magical energy. Each grade higher than one has double the stored energy for any given seed. So a seed of mana of grade two has four points of energy. The grade of mana is normally written as roman numerals – I, II, III etc. Mana above grade VI is extremely rare to say the least, though grade X has been recorded. A single seed of grade X mana can store 1024 points of energy.

Obtaining Mana

Mana is not common, but is found in nature. The higher quality seeds are rarely found though, except in the most secluded and magical of places. Seeds can take the form of anything – from rocks to plants to even water. It can be detected by someone with talent who knows what he is looking for, and is actively looking. Without talent, it is not possible to tell mana apart from mundane materials. The requirement for talent though only applies to mortals – faeries and demons for instance, can detect its presence as well.

Table 1.1 shows the relative frequency at which mana can be found. The figures given assume about a week of foraging in a region of the specified level of enchantment. This latter is left to the discretion of the GM. Generally, areas of low enchantment will be the outskirts of faerie woods, old battlefields and graveyards. Medium enchantment areas will be most faerie forests, special holy places or areas of old magical significance. Areas of high enchantment should be very rare, and difficult to get to (for any number of reasons).

Of course, the above is just for when PC's want to find mana outside adventure time, or while journeying from one place to another. Large sources of mana could be the

Table 1.1 : Grades of Mana

Grade	Power	Enchanted Regions			
		Mundane	Low	Medium	High
I	2	d4	d6	d8	d10
II	4	d2	d4	d6	d8
III	8	--	d2	d3	d4
IV	16	--	--	d2-1	d3
V	32	--	--	--	d3-1
VI	64	--	--	--	--

focus of mage based adventures, and greater amounts (and/or better quality) of mana may be deliberately placed by the GM. Generally, the amount of mana the PC's can get hold of, should be just below the amount they would like. Since mana is an important resource for magi, its occurrence needs to be well balanced by the GM, to avoid unbalancing the campaign. The exact use to which mana can be put is explained in the following chapter.

Flavoured Mana

Some mana has 'flavour'. Exactly how much is left to the GM's discretion, though it is assumed that it is quite rare.

Mana with flavour is tied to a particular art, so you have 'fire mana' and 'necromantic mana'. The seeds of such mana always takes the form of something associated with the art. Plant mana will be herbs or berries, body mana will be part of creatures, summoning mana will be parts of infernal creatures and so on. More abstract (or non-physical) mana such as illusion or fire would have a weaker connection to the art. Fire mana might be charcoal or ashes, illusion mana could be a mushroom reputed to have hallucinatory properties, or a piece of a mirror (since it reflects images).

Flavoured mana counts double when used with its particular art. When used with spells of other arts though, it counts half. If a spell has multiple arts, then flavoured mana counts normal if its art is there, half otherwise.

1.7 Arcane Skills

There are several skills which are limited to magi only. The most obvious are the skills for each art, as well as power. The art skills are based on KNO, and are specialist skills, being unknown until they are learnt. It costs 20 XP to learn any single art to 0D skill.

After this, the cost to develop an art is double that for a normal skill. Developing an art from 0D to 1D though still costs only 5 XP (ie minimum of 1 XP per point *after* doubling).

Example Magical Languages

The following are a few sample languages for use by magi for recording the secrets of their art. Whether the GM wishes to use these, or to design her own (or even forego their use alltogether) is of course ultimately in her hands.

Fiasthyn: This is the most common of the languages use. It is a general purpose language, equally suited to all arts.

Riasthi: Also known as illusionists script, Riasthi counts double for *Illusion* and *Invocation* spells, normal for *Far Sense*, half for *Astral*, *Enchantment* and *Mind*, and cannot be used for other arts.

Telldru: An elemental language. When used for *Air*, *Cold*, *Earth*, *Fire* or *Water* spells, it counts double its value. It is normal for *Body* and *Plant*, and cannot be used for any other arts.

Basic Knowledge of an Art

If desired, it is not necessary to pay the full 20 XP before an art can actually be used. A mere 5 XP is sufficient to gain a rudimentary knowledge of an art. Those which have partial talent though, or who have an affinity (see later) opposed to the particular art, have to pay 10 XP before they can start using the art.

Arts learnt to this extent are considered to be partial (so a 6D KNO mage has a skill of 1D+2). Further, only cantrips (see chapter 4) may be cast using the art, somewhat limiting the possibilities available. Everyone has to start somewhere though, and this is the sort of level a beginning apprentice will be at.

Power

Power is needed for the mage to be able to channel the magical energies correctly. Surprisingly, everyone has this ability to at least a limited extent, and all characters start with power at 0D. The skill is based on WIL, and like for the arts, costs double the normal experience points.

Magical Languages

There are also magical languages which the magi may need to know. These are runes and glyphs used to describe spells when they are written down. Though knowledge of them isn't necessary for spell casting, if a magi is wanting to learn spells from books written by others, then such knowledge is mandatory. It should be noted that magical languages are not o the same scale as for mundane languages – ie 5D does not represent full knowledge of the language. 12D is usually sufficient for most people, allowing all but the most complex of spell descriptions to be read.

There are often several magical languages used in any campaign world, with some being tailored to specific arts or ideas (an elemental language might be able to describe Air, Cold, Earth, Fire and Water with great ease (maybe doubling effective skill), though be totally useless to describe anything else).

Directed Spells

Directed spells is a mundane DEX based skill which is useful for magi who used ranged spell effects. Basically, it is used as a skill to hit targets with magical missile attacks, and uses the same difficulties just as for mundane ranged combat. Of course, something like a fireball might make the difficulties a lot easier unless specific targeting is required (after all, hitting a human sized target with a 10m radius fireball, is just like hitting a target 20m across). Directed spells initially starts at 0D, so even an untrained magus can hit things not too far away.

Concentration

Another mundane skill, which is often based on WIL. Casting spells under extreme conditions (such as getting hit by something sharp and painful) may require concentration checks for success. Basically, concentration isn't *required* by a mage, but it can be useful. It starts initially at 0D.

2 The Casting of Magic

Though magic is incredibly flexible in what it can do, each effect needs to be described in a very specific and accurate way. To do this, wizards resort to *spells.* These are formulae which can be used to describe the reality of the magical weave.

It is not necessary for each spell to be learnt. It is quite common for a mage to cast a *spontaneous* spell – one which was not previously known, but which has been made up on the spot. Such spells are harder to cast than those that have been learnt before hand, but are extremely useful when in an unprecedented tight spot.

2.1 Learning Spells

Each spell belongs to one or more arts of magic, and hence use the mage's skill in these arts when they are cast. To be able to learn a spell though, experience must be expended. Unlike for skills though, spells are either known or they aren't known – there is a flat rate for each spell, and once the full experience has been paid, then that spell is known.

The cost of the spell is proportional to the level of the spell. A simple spell costs 1 XP per 5 levels of the spell, if it is being learnt from a tutor or a book. If it has to be invented, then the cost is doubled. Ritual spells always cost 1 XP per 5 levels, even though they must always be invented (see chapter 6 for more details about ritual spells).

If the spell is being learnt from a book, then it will have been written in a *magical language*. The more complex the spell, the higher the skill needed in that language. Basically, 1D of skill in a language is needed for every 5 levels of the spell. There will often be several languages in a campaign world, some of which may give bonuses for spells of particular arts.

Mastering Spells

If desired, a spell can be *mastered*. Such a spell is learnt (by paying the skill point cost) more than once. The second time the spell is learnt (the first time it is mastered), the cost is as normal. The third time, it is doubled, the fourth it is tripled and so on. Each time beyond the first the spell is learnt, then the base difficulty is reduced by 5.

This cannot be done repeatedly though. A spell can only be taken down to $2/3$ of its original difficulty. So a level 30 spell can be mastered twice, to bring it down to difficulty 20. A level 10 spell can be mastered once, to take it down to difficulty 7 (the cost is the same, even if the improvement is only 1 point).

A spell can never be recorded or taught in its mastered form, since this is specific to the individual mage. Hence the cost for mastering spells is always based on the inventing cost, not the learning cost.

2.2 How Difficult a Spell?

Each spell has a base difficulty in each art to which it is a member. In general, a spell will never actually be cast at this difficulty, since there are a lot of modifiers to take into account. As an example, we shall look at the *Blossom of Fire* spell. This is a spell which creates a ball of fire at a designated point, causing heat damage to all those within its burst radius.

The difficulty for such a spell looks like this:

Fi: 15 + D10 + I2 + R1

The 'Fi' is an abbreviation for Fire, since this spell belongs to the art of fire (see chapter one for the abbreviations for each art). The number directly following this is the level of the spell. The spells level is also its base difficulty. It is possible for a mage to case *Blossom of Fire* at difficulty 15 (a very easy spell), but this would cause no more than a spark of flame at the tip of the mage's finger, not hot enough to harm anyone.

Following the level of the spell, are a number of modifiers. These need to be used to allow the spell to do anything useful. D10 refers to the distance of the spell – how far away its effect happens. D10 means that for each +1 to the base spell difficulty, the spell has a maximum distance of 10m.

I2 refers to the intensity of the spell. Intensity is converted to dice, and often refers to damage (as it does here). I2 means each +1 does 2 points of intensity – 0D+4. +5 would cause 2D damage. The last modifier – R1 – is the radius of the effect of the spell, again in meters. Each +1 to the spell difficulty gives 1m radius of effect.

For instance, a mage might want a distance of 50m (+5), an intensity of 8D (+20) and a radius of 10m (+10). Added to the base difficulty of 15, this gives a spell which is difficulty 50 to cast.

Spell Modifiers

There are about a dozen modifiers which can be added to a spell. Each is given as a letter either followed or preceded by a number. For instance, it is possible to have either D5 or 5D as a modifier – both are different. D5 means

each +1 adds 5m to the distance aspect of the spell. 5D on the other hand, requires +5 to be added to the spell difficulty, for each 1m of distance. D1 and 1D are exactly the same, though the former notation is used in preference.

Each of the different possible modifiers are listed below, together with an explanation.

A (area): This gives the area of effect of the spell, in square metres. Any rectangular two dimensional plane can be made up, as long as its area does not exceed that allowed by the area modifier of the spell. 100m² area will allow a 10x10 area, a 2x50 area or a 4x25 area- whatever the caster desires.

D (distance): This is the maximum range of the spell, in metres. Sometimes, it will be combined with area, volume or radius modifiers. For the former to, the distance is the distance to the nearest point of the affected area. For a spell with a radius modifier, it is to the centre of the spell's area of effect.

E (effect): This is a general purpose modifier, which is used to give the effectiveness of the spell. It might represent an armour value, a difficulty to be resisted by the target or anything else. Its use is described in the main spell description.

I (intensity): Like for the E modifier, this is a general purpose modifier, but it is taken as a dice value. 17 points of intensity would translate as 3D+4 for example. A quick way of translating intensities to a dice value, when the number follows the 'I', is to take +5 as being that number of dice. So I2 means each +5 gives 2D of intensity, which is easier to work out than as each +1 gives 0D+4 of intensity.

M (mass): Some spells effect targets of a certain mass. This is taken to be in kg. It is most used for spells which lift or move things, or which effect creatures bodies directly.

N (number): Several spells exist which can affect multiple targets simultaneously. This modifier allows the caster to specify exactly how many targets are to be affected. Where the caster is affected also, then he must be included in this total. Offensive spells of this nature are especially useful, since it is possible to differentiate between friend and foe, even when the two groups are mixed up together. If spacial modifiers (D, A, R or V) are given as well, all targets must be within the specified area.

P (potency): The potency is the difficulty which must be resisted with the targets WIL. Potency is always a direct value. Success on the targets part means the spell has no effect.

R (radius): The radius of a spell, in metres, is given by the R modifier. Unless otherwise stated (or obviously so), this is taken to be the radius of a sphere. In a few cases, it might be the radius of a circle (ie a flat two dimensional plane).

S (speed): Speed is how fast the effect of the spell can move. Each point of speed, allows a movement of $\frac{1}{10}$ms^{-1}.

V (volume): This specifies a three dimensional volume, in cubic metres. The volume covered must be a cuboid, and affects the whole region inside.

X (special): The X modifier is used when no other modifier applies. It can count for anything, and is described in the spell's description.

Spells Requiring Multiple Arts

Some spells require multiple arts to be used when they are cast. Where this is the case, two or more skill rolls are required, one for each art, and *all* of them must succeed or the spell fails.

Sometimes, a modifier will be duplicated across arts. In this case, all such occurrences of the modifier apply – the lowest modifier always applies. If a spell has R10 in two arts, and +10 is put into the first arts R modifier, but only +7 in the second art, then the spell has a radius of 70m, not 100m (since 70m was the lowest). Often, it will be the case, that though the same modifier is used, they both have different values. This just means that that modifier has different importance to the two arts. It is still the case that the minimum is taken.

For calculating casting times and power cost of multiple art spells, as well as the cost to learn them, always use the highest difficulty (they aren't added together).

2.3 Spell Descriptions

The following chapter lists a number of spells, alphabetically according to art. The descriptions follow a prescribed format, which is explained here.

Following the name of the spell, are the arts needed to cast it, its level and relevant modifiers (as explained previously). Following these, are some specific items of information.

Components

The components of a spell included the verbal and gesture parts of the spell needed during casting, as well as

how difficult it is to concentrate to keep the spell maintained. These are given as three components – V, G and C, each with a value 0 to 3.

The verbal (V) component of a spell represents how loudly the caster needs to speak when casting the spell. Spells do not require ritual words as such, it is just that the mental gymnastics required to channel the magical energies are made easier if the caster speaks. Spoken words are often gibberish, and may vary from casting to casting, so cannot be used by listeners to discern what is being cast.

V0 represents no speech, the caster is able to keep silent while casting the spell. V1 represents quiet whispers and mutterings. V2 is as loud as normal speech to someone next you, while V3 represents a loud clear voice, easily audible to everyone around.

The gesture (G) components of a spell represent hand and arm movement. Like for verbal components, they are not necessary, but pointing at targets, clenching fists etc help channel the mage's thoughts. G0 means no gestures of any kind. G1 requires a brief wave of a hand, or a sharp head movment. G2 needs a pointing finger, a wave of a whole arm, and G3 spells involve waving arms over your head, and movement of the whole body.

It is left to the GM's discretion to decide just how obvious each of the above are. Obviously, circumstances will affect this a lot. A V1 or G1 spell will be noticed by someone standing next to you, but will be unnoticed while in a crowd. V3 or G3 will be noticed even in the midst of combat.

Since speech and gestures is not actually required to cast a spell, it is possible for the mage to cast the spell with reduced V and G components. Of course, doing so makes the spell harder to cast. Each component is treated separately. To lower either by 1 stage adds +5 to the casting difficulty. To lower two stages adds +10, and to lower three stages adds +20. It is possible to take a V3 G3 spell down to V0 G0, but at an additional +40 to the spell difficulty!

The third component represents the concentration required to maintain a spell. This is only ever given for spells which can be maintained. All such spells are either C1, C2 or C3 – no maintainable spell is C0.

C0 represents practically no concentration, and does not penalise other actions. C1 spells cause a -1D penalty to all other actions while they are being maintained. C2 spells give a -3D penalty, and a C3 spell precludes any other action. Spells already maintained may continue to be maintained when a C3 spell is cast, but no other spells may be cast, and no combat or evasive actions may be performed. The only thing it is possible for the mage to do is to move at half

speed, and talk (though his voice will be somewhat strained).

As for verbal and gesture components, it is possible to reduce the concentration component, though the cost is tripled! To reduce by one stage adds +15 to the difficulty to cast, and two stages add +30. The concentration component can never be dropped by more than two stages.

Spell Type

The type of the spell represents its complexity and limitations, as well as its general nature. The type consists of four elements, the first two or which are single letter codes, the last two being special modifiers.

The first of these is whether the spell is a simple, ritual or meta-magic spell. Ritual spells are more expensive to learn than simple spells, and cannot be cast spontaneously. Meta-magic spells are special spells which can be cast at the same time as another spell, altering that spells effects. Meta-magic spells are explained in detail later on, but are otherwise identical in all ways to simple spells, and should be treated as such. Spells either have an S, R or M as their first element, depending on whether they are simple, ritual or meta-magic.

The second element gives the limitations of the spell as far as its target is concerned.

D means that there must be a direct line of sight to the target, with no obstructions of any kind, since the spell physically travels from the caster to the target.

I means the spell is indirect – there must still be a line of sight, but windows, walls of force etc between the caster and the target have no effect. The spell appears directly on top of the target.

V means the target must be visible to the mage. Visible can mean fire normal line of sight, or through magical scrying.

A means that all possible targets within the area of the spell are affected, whether the mage knows about them or not (*Mind Blast* is an example of this type of spell).

U means that the spell is unlimited in its scope of target finding. Some general purpose detection spells fall into this category. The mage simply specifies what he wants to acquire, and the spell does the rest.

T are touch spells. The mage must be touching the spell target.

C spells only affect the caster, or have effects which

are centred on the caster.

The next two elements of the type of the spell are two special modifiers which are kept separate from the modifiers listed under the arts, since they apply to all spells, and are only used in special circumstances. For multi-art spells, they apply to all arts equally.

C (cloaking): The cloaking modifier hides the spell from magical detection. Detection spells must equal or exceed the cloaking of a spell to be able to detect its presence.

T (anti-anti-magic): It is possible for regions of anti-magic to be created, which destroy magical spells. The T modifier of a spell must equal or exceed the strength of the anti-magic region to be able to continue existing. Anti-anti-magic is also used for getting through magical resistance of creatures, and to resist dispel magic effects.

Power Cost

The power cost to cast a spell is generally rated from 2 upwards. The cost is not fixed, but depends on the difficulty of the spell when it is cast. There are two ways to cast a spell, either by slow-casting or by fast-casting. A slow-cast spell has a power cost equal to its power rating for each full 10 levels of difficulty. A spell with a power of 3, cast at difficulty 37, would cost (3x3) 9 power.

A fast-cast spell has a power cost equal to the power rating of the spell for each full 5 levels of difficulty. Fast-casting the above spell would cost 21 power.

Casting Time

The casting time of a spell is given as units – often segments, seconds or rounds, though much larger units are possible. If a spell is slow-cast, then it takes a number of these units, equal to the base mental speed of the caster, plus 1 for every 5 points of difficulty of the spell.

When a spell is fast-cast, then the time taken is the base mental speed, plus 1 for each full ten difficulty of the spell. Fast casting greatly increases casting time, but at least doubles the power cost. If a spell is hasted (by sacrificing dice), then the casting time is decreased in steps equal to these units.

Another side effect of fast casting a spell is that the chance of a fumble check on the fumble die is increased by 1 in 10. Normally, this means the fumble chance is doubled.

Duration

The duration of a spell is how long it lasts before a maintenance cost must be paid in order to keep it maintained. The maintenance cost is independent of the difficulty of the spell, and is merely equal to the power rating of the spell, so spells are quite cheap to maintain once cast. The spell can be ended at any time by the caster, though a concentration penalty will often apply while a spell is being maintained.

Sometimes, two durations will be given, separated by a slash. The second duration is an extended duration which is used if mana is expended in the casting of the spell. If an amount of mana, equal to (or greater) the power cost of the spell is used, then the second duration applies.

There are two special durations – instantaneous and permanent. The latter applies to magic which never fades. Such spell effects though *can* be dispelled, since the magic is still present. They do not need to be maintained though. The magic in instantaneous spells fades as soon as the spell is cast. A fireball has an instantaneous duration, since it explodes and is gone. A spell to create a wall can also have an instantaneous duration though. In this case, it is the magic which is instantaneous. The wall itself is permanent, and non-magical, and hence cannot be dispelled or affected by anti-magic. Matter cannot be created though on such a basis without the use of mana.

Control

This gives how the spell behaves when it is maintained. Spells which can't be maintained are listed as N/A.

First of all, the spell is either *manual* or *auto*. If the latter, then the mage needs to actively concentrate on the spell to control its effects. This is generally unrelated to the C component of the spell, and won't normally affect the spell's use. Consider though a spell to summon a magical warrior to defend the mage. If the spell is a *manual* spell, then the mage needs to actively tell the warrior who to attack, and where to move to. If the spell is listed as *auto*, then the warrior is able to make its own decisions about this. Generally it is left to the GM to decide the effects. Controlling two or more *manual* spells is difficult though.

Secondly, a spell will be given as *fixed*, *locked*, *move* or *caster*. The target point of a fixed spell is a particular point in space. It cannot be cast onto an object, and cannot be moved. A locked spell on the other hand is placed onto an object – either animate or inanimate (if the former, a WIL check may well be required). If that object is moved, then the effect of the spell moves with it.

A spell rated as *move* can be moved around as

desired, and is not fixed to anything in particular. A spell rated as *caster* is locked onto the caster. It will move with the caster, centred on him, but cannot be locked onto other objects.

Skills

Finally, any skills relevant to the spell are listed here. Many missile type spells have *directed spells* listed for instance, in which case this skill is needed to be able to hit the target. Other mundane skills may be needed by other spells – in any case, they are listed here for easy reference.

2.4 Casting a Spell

Casting a spell is reasonably straight forward, and is treated just like any other action, apart from a few minor differences. The first of these is that the mage must decide on the modifiers being put into the spell, and hence the final difficulty. These must be decided before the cast – you cannot roll your skill, and then decide what sort of spell you can get off.

Also, it must be decided whether the spell is going to be fast cast or slow cast. Slow casting is the 'normal' way to cast a spell, since it is more efficient, but, obviously, it is slower (almost twice as slow). Once this has been decided, then the speed of the casting can be determined, and also the power cost of the spell.

Power Cost of Spells

This latter must be kept track of, since any given mage can only summon up enough magical energy to cast a limited number of spells. The base maximum that can be used is equal to the WIL+*power* skill of the mage in points, quadrupled. For instance, a mage with 5D power and 6D WIL, has a skill of 5D+4, and hence 108 power. To a mage who casts subtle magic, this may well be plenty enough. To a power burning fire mage though, it's peanuts. How much power a mage needs depends on the type of magic used.

As a mage's power declines, so it gets harder for the mage to cast further spells. When power drops to below zero, then the mage must also start to make WIL+*stamina* checks

Table 2.1 : Power		
Power is % of Max	Penalty to Arts	WIL+ Stamina
25%	-1D	0
0%	-2D	15
-25%	-3D	25
-50%	-5D	35
-75%	-7D	45
-100%	-10D	60

to remain conscious, whenever a maintained spell drains power. A check is only ever required every time a boundary is crossed (ie from 0% to -25% etc).

Theoretically, a mage can continue casting spells forever, if he can take the penalties. In practice though, this isn't the case. Once a spell takes the mages power to less than zero, the mage must start making a WIL+*stamina* check whenever a spell is cast. The difficulty is the negative value of the mage's power, after the cost of the new spell has been deducted. If a mage has 7 power, and casts a spell which requires 15, his new power total will be -8, so a WIL+*stamina* roll of 8 needs to be made. If a second spell, costing 30 is cast, this takes the power down to -38, so a difficulty 38 check must be made.

If the stamina check is a success, but the roll was not at least twice the difficulty, then the spell is cast, but 1D of long term fatigue is gained. If the stamina check fails, then the power is lost, and the spell fails, but no fatigue is gained. If the roll is less than half the difficulty, then the mage totally spends the last of his energy in a futile gesture, and collapses unconscious, and remains so until positive power is reached.

Regaining Power

A mage naturally regains power over time, even if he has spells maintained. One point of power is regained each hour, plus one for each full dice of WIL the mage has over 3D. This is regained whether the mage is fast asleep, or partaking in strenuous exercise.

Though it should never happen, if the mage has only 3D WIL, a point of power is gained every two hours, for 2D WIL, every four hours, for 1D WIL, every eight hours, and for less than that, then one point every sixteen hours.

2.5 Magical Criticals and Fumbles

When casting a spell, for a critical to have any effect, the spell casting roll *must* succeed. A critical and a failure equals a failure – the critical is ignored. When a critical does occur, the power cost of the spell is reduced to zero. Any *mana* used to cast the spell is still expended though, and power still has to be paid to maintain the spell.

Fumbles are rather more severe where magic is concerned. There is still a base 1 in 10 chance of there being a fumble chance (though this may increase due to the 'wild magic' curse, or by casting spontaneous spells – see later), but the d20 chance is modified. Normally, the chance of a fumble is 15, minus the number of dice rolled. For magic, this chance is increased by 1 for every 10 difficulty of the spell! So a mage with 12D skill, casting a spell at difficulty 50, has a 8 (15 – 12 + 5) in 20 chance of fumbling if the fumble die shows a need for a check.

The results of the fumble are left up to the GM. Listed in the appendices though are some sample magical fumble

tables. The results can be quite severe – especially where spontaneous magic is used.

2.6 Use of Mana in Spells

Sometimes, it is necessary to boost the effectiveness of spells beyond that reachable by the mage. To do this, it is possible to use mana – the natural (or supernatural?) form of magic solidified. Each seed of mana can only be used once, and each seed can only be consumed in its entirety.

Depending on the quality of the seed (see chapter 1 for a description of mana), it has a given amount of power stored in it, normally, 2, 4, 8 or 16 points of power. When a spell is to be boosted with mana, the power cost of the spell much be matched (or exceeded) by the power taken from the seeds of mana.

Note that the mage still has to pay the power cost as normal himself, as well as using up his precious stores of mana.

Each seed of mana which is used raises the difficulty of the spell by 1. This increased difficulty does *not* affect the casting time, or power cost, or the spell in anyway, just the difficulty needed to cast it. This makes high quality mana all the more useful, since one seed of 32 points of power is far better than 16 seeds of 2 points each.

The effect of mana is to boost the duration of the spell – often quite considerably. It can also make some creation effects permanent and non-magical, hence making them impervious to dispelling effects, and also allowing them to be consumed as food if desired, without the nasty side effect of all such benefits from the food vanishing as soon as the spell expires. Many spells can be given durations measured in hours. This has the added benefit that such spells can be kept up permanently. Since a mage is always regaining power, and that the rate of recovery will often be higher than the rate at which it is lost to maintaining these spells, the mage will never run out of power – at least not because of these spells alone. This is very useful for protection spells.

2.7 Spontaneous Spells

Learning every conceivable spell is just not practical, so situations will often arise where a mage knows exactly what she wants to do, but doesn't have a spell that can accomplish this. In *Myths* this is not as bad a problem as it sounds, since spells can be cast *spontaneously*.

A spontaneous spell is one made up on the spot, ready to cast. All that is required for such spells is that the mage has a skill in the arts required. The player tells the GM what effect he wants, and what sort of difficulty level he is looking at, and the GM makes a quick decision on the details of the spell. Once a consensus has been reached, the mage can cast the spell – albeit with a few penalties.

First, the spells level is increased from +5 to +15. If the new spell is very similar to an existing spell which the mage does know, then the modifier is only +5 – this is often true for modified versions of known spells.

If the spell is reasonably similar to an existing spell, then +10 is added to its casting level. This will tend to be the case for the majority of spells if the mage already knows half a dozen or more spells in that art. Finally, +15 is added for a spell which is totally dissimilar to anything the mage currently knows. Spells can only be considered to be similar if they are so in the same art.

Further, the chance of fumbling on the (d10) fumble die is increased by 1 in 10. This is because the mage has had no experience with this spell before, so is very much guessing what to do. Finally, the power level of the spell is also raised by 1 stage, and the C and T modifiers are dropped by one stage each (C1 or T1 becomes 2C or 2T).

Despite their drawbacks, spontaneous spells are very useful, especially for the enterprising mage. If a particular spell is cast spontaneously a lot though, it is best to learn it, since known spells are far more effective.

2.8 Cantrips

Cantrips are the least of magics, able to channel none but the simplest of spells. All cantrips have a level of 0, and do not have to be learnt – in fact, they can't be. The lowest learnable spell is level 5.

Though not known, cantrips do not have to be cast spontaneously. Instead, they are greatly limited in what they can do. Firstly, they cannot have any modifiers better than *x*1, though modifiers may be worse. C and T modifiers are automatically 2C and 2T, and the power cost is 1 higher than an equivalent effect standard spell. Cantrips can only be cast as pure magic – ie they may not involve two or more arts.

In a sense, they are rather pathetic and weak, fit only for apprentices. They can have their uses though, especially since they are not penalised for being in an opposing art (doubling their base level of zero has no effect). If a mind mage wants to be able to light fires, or create a cupful of water though, they are a cheap way to achieve this.

2.9 Meta Magic

Meta magic is a form of magic especially developed to enhance other spells. Meta spells have the special feature

of being able to be cast simultaneously with other spells.

Meta spells normally fall into one of three categories. The simplest merely affect the modifiers of the spell they are changing, increasing its range, or cloaking etc.

Another effect that is common is to redirect the output of a spell. For example, *Projecting the Captured Image* is an illusion meta spell which when cast with a far sense spell, displays an illusion of what the far sense spell is seeing, allowing others as well as the mage to see the scene being watched.

A third option is to actually alter the nature of a spell. For instance, *Shadow of the Ethereal Spell* takes a normal spell (such as *Blossom of Fire*) and changes its effects into ethereal matter, enabling it to effect ethereal creatures. Illusion spells can be used to change the appearance of a spell (consider *Knight Protectors of Mathus* all decked out in plate armour and adorned with the mages own symbols).

The range of effects possible with meta spells is vast, though only a few such spells are listed here.

Casting Meta Spells

Whenever a standard spell is cast, one or more meta spells may be cast along with it. Each meta spell raises the difficulty of *all* spells by +5 – an unfortunate side effect of multi casting, but it's the only way to do it. This modifier though does not affect the casting time or power cost of any of the spells, meta magic or otherwise.

All spells cast are rolled separately, and the total time taken is equal to that of the longest spell. The duration of all spells is extended to equal this duration – quicker spells do not finish earlier.

If one of the meta spells fail, then the others carry on unaffected if the mage can make a WIL+*concentration* check of 30, else all the spells fail. Failure to cast the main spell ruins all the spells though.

2.10 Interrupted Spell Casting

It always happens. There you are, in the middle of casting a wonderful spell, when someone bashes you around the back of the head. Since such is a common enough occurrence, a few rules are given for handling such situations.

Whenever a mage is distracted, a WIL+*concentration* check is required. The difficulty of course depends on the degree of the distraction. Grabbing hold of the mage would be difficulty 10, shaking her vigorously would be about

difficulty 30, while tackling her to the floor would be about 50.

If an attack is made against the mage that causes damage, then refer to the following table. If the mage has *high pain threshold* then the difficulties can be halved, while *low pain threshold* will double them.

Damage	Difficulty
Less than 10%	10
10% or more	20
25% or more	30
50% or more	40
75% or more	60
100% or more	80

The GM may want to modify the difficulties for the situation. A very painful attack, or one which causes a serious critical, should increase the difficulties given above. Likewise, damage does not necessarily have to be caused to force a check, anything which causes pain or stress will normally be sufficient.

2.11 Holding a Spell

Sometimes it is not always best to activate a spell at the earliest possible opportunity. It is possible to *hold* a spell ready, once it has been successfully cast. So a mage could cast *Bolt of Incandescent Lightning*, but keep it on hold ready for when a target presents itself.

Doing this though is not easy, and concentration checks are required. When a spell is successfully cast (ie the skill checks are rolled), the mage can opt to keep the spell on hold. A WIL+*concentration* check of difficulty 10 is required to do this, failure means the spell goes off – at a suitable random target if none has yet been specified. New concentration checks are required at intervals after this. The length of the interval is five units of the spell's casting time. A spell with a CT of segments, would require a check every five segments. A CT of minutes would only require checks every five minutes.

The difficulty of the checks goes up by 5 each time, making it harder to keep control of the spell as time progresses. A failure at any time means the spell goes off. A critical means the mage has managed to completely control the spell, and no further checks are required. In the case of a fumble though, anything could happen. Generally, the mage looses complete control, and even if the target has been specified, a new random one – often near or actually on the mage – is chosen.

Of course, any injuries suffered by the mage while holding a spell will require a concentration check (see the previous section on interrupted spell casting). This is true

even if a critical has been achieved on a previous concentration check. While a spell is on hold, no other spells can be cast, and other possible actions are very limited (slow walk, limited conversation etc).

2.12 Spell Counter Measures

Depending on the type of campaign being run, for the majority of the time, mages will be dealing with mundanes – those unable to use or protect themselves from the magical arts.

Occasionally though, two or more mages will be in direct confrontation with each other. When this happens, the actual spells being used tend to pale in significance to how they are being used (note though, that the most effective art against other magi is that of *astral*, since with it you can screw up their spells, and stop them doing the same to yours. For this reason alone, all mages should have at least some knowledge of *astral*).

The purpose of this section is not a discussion of mage to mage combat, but rather a highlight of the rather more important (and easily overlooked) aspects of spells in general.

Hiding Spells

Given under the *spell type* for each spell, are the two modifiers C and T. The C modifier is used to *cloak* spells – render them harder to detect by detection magic. It is possible to cloak both spells and magical items – cloaking the latter can give you an advantage when others underestimate your abilities. Whenever a magical detection spell is used, it is given an *effect* modifier which needs to equal or overcome the cloaking of the magic it is trying to detect, If it succeeds, then the magic is detected, if it doesn't, then it finds nothing. Note that mundane items cannot be cloaked – only the magic on them.

Destructive spells such as lightning bolts and fireballs are very hard to hide with cloaking, whereas the more subtle mind spells are much easier to hide. Note that also there is no reason why detection spells cannot themselves be cloaked. Afterall, if the target of the scrying has some form of warding up, cloaking your spell will give it a chance of going through the wards without the target being aware of the probe. Of course, the wards may be cloaked as well.

Anti-magic

Anti-magic is a useful form of protection against magical spells. Some creatures have a special form of anti-magic called *magic resistance* – this is merely anti-magic which is local to that particular creature, and is treated in exactly the same way (though such a creature is often unaffected by its own anti-magic).

All anti-magic regions have a strength, which must be overcome by the T modifier of the spell being cast. In opposition to cloaking, unsubtle destructive spells are easier to push through anti-magic than more subtle spells, so both have their advantages against magi.

Anti-magic does not affect items permanently, instead if their own anti-anti-magic is too low, then they merely cease to function while in the anti-magic area, but regain their power when they leave.

All forms of dispelling magics are considered to be anti-magic, and hence the T modifier of spells works against this as well. The exception is *Magical Disjunction* (or any similar magic), which when used against an item, permanently strips it of its magical power.

All spells not of spell type D (direct) may go 'through' anti-magic without problem, as long as their effects occur on the other side of the region. A spell which overlaps anti-magic works normally apart from those parts of it inside the anti-magic region, which are affected as normal.

2.13 Illusions

There are some arts which have many spells which need to take into consideration several factors which cannot be described briefly enough to make it sensible to explain for each individual spell. For this reason, some special rules are covered here for particular arts. These apply to most spells in each art, so should be taken into consideration whenever a spell is cast.

The first art that needs a bit more detail is that of *illusion*. Many games differ on exactly an illusion is, and its limitations, so the *Myths* version of things is given here.

First off, illusions are just that – unreal. They cannot effect the world in anyway other than by indirectly affected the actions of others. However strongly an illusion is believed, it cannot cause damage or make physical contact with someone. Illusions may be combined with the art of *invocation* though, allowing illusions to take on a solid component. Such illusions are called *quasi-real*, and can hurt and affect people just as if there were in fact real.

Invocation aside, illusions merely affect the senses of creatures. They do not require belief in them to work. It is not possible to 'disbelieve' an illusion to make it go away, you simply have to ignore it. The best illusions are those which are shrouded in truth, impossible to directly confront to prove their nature.

Table 2.2 : Reading Thoughts

Potency Modifier	Thoughts are...
+0D	Surface thoughts
+1D	Past memories, previous day
+2D	Up to a week ago
+3D	Up to a year ago
+5D	Longer than a year old
+8D	Very old, unimportant memories

Unimportant memories are harder to find than those of important events, so shift up or down a category if necessary.

Table 2.3 : Changing Thoughts

Potency Modifier	Thoughts are...
+0D	Longer than a year old
+1D	Up to a year old
+2D	Up to a month old
+3D	Memories of last 3 days
+5D	Surface thoughts

Important memories are harder to change, so shift up or down categories as desired by GM.

Table 2.4 : Scrying Objects

Potency Modifier	Relationship with Object
x1	Well known, and have been in close or physical contact for at least several minutes.
x$\frac{1}{2}$	Met briefly, or been in the same room for a while.
x$\frac{1}{4}$	Seen only at a distance.
x$\frac{1}{10}$	A *very* good description, or seen in magical scrying.
x0	Never seen and no description.

Table 2.5 : Scrying Places

Effective WIL	General size of place
1D	A whole town or city
3D	A good sized building
5D	An individual room
7D	A man-sized object
9D	A small object like a sword
12D	A tiny object, such as a ring.

All illusions have an effect (E) modifier. This represents the quality of the illusion. The quality must cover the three senses of vision, sound and chemical (both taste and smell). The effect modifier needs to be split between the three (ignoring one or two senses is perfectly possible, but limits the illusion).

The final quality for each sense is the PER+*observation* difficulty for all those 'seeing' the illusion. Failure on the part of the observers to see through the illusion means they believe the effects to be real, and will act accordingly.

Failure though, does not mean the illusion is instantly recognised for what it is. Someone who 'sees through' an illusion of birds singing may decide the bird song is in fact someone trying to fool him by mimicry. Remember, unless the campaign is highly magical, magic is the last thing any mundane will suspect.

Poor quality visual illusions may appear to be fuzzy or slightly transparent – which is to be suspected if the illusion is of a ghost.

Any effect modifier of greater than about 20 will be sufficient for most needs. Failure to convince people will be because of small details, not because the image looks 'unreal'. Finally, an illusion cannot be made of 'nothing' as standard. There are invisibility spells, but general purpose illusions cannot mimic this effect.

2.14 Mind Spells

The art of *mind* is one of the more powerful of the magical arts. Its use can also be rather complex at times, and hence a few guidelines are given here for handling mind spells. What is given here mainly deals with spells which read and alter thoughts and emotions, and though these spells make up only a small number within the art, they are quite significant in their use, so require a bit more thought than that which can be given within each spell description.

The difficulty to read and alter thoughts depends on how recent (and important) the thought is. Reading surface thoughts and recent memories is much easier than reading memories dating back many weeks or years. Conversely, changing thoughts of years past is much easier than changing those that are currently being thought about. Unfortunately, before a thought may be changed, it must have been read previously. How long previously again depends on the thoughts. Old and unimportant memories stay consistent enough for a gap of several hours to be possible, whereas surface thoughts can change in a matter of seconds, so the change must be made almost instantly.

See tables 2.2 and 2.3 for the modifiers to the potency difficulties of such spells. Note that some spells (such as *Words of Suggestion* or *Strings of the Puppets*) are especially designed for altering or controlling surface thoughts, and don't use these rules. Especially in the latter's case though, the target is aware of the change.

Reading Alien Minds

When a mage tries to read or alter the thoughts of a creature of another race, there is some difficulty because the organisation of the mind can be very different from that of the mage herself. For this reason, the target gains a bonus to WIL (this bonus cannot be dropped by the target) depending on just how alien his mind is.

For a creature of the same race as the mage, but from a very different culture, there is a +1D bonus (going from medieval European to medieval Japanese for instance). For members of a different race, which isn't too dissimilar to the mage's own, there is a +2D bonus (this level of difference could also to apply to *very* different cultures of the same race, such as a medieval mage to a 20th century man). This is the normal bonus for different races.

Some races so different from the norm, then they gain a +4D bonus (and magi from such a race would suffer the same problems when trying to read 'normal' races). An example of such a race might be a race of shape changers with little sense of fixed personality. Lastly, the weird of the weird gain a +8D bonus. Hive or group minds might gain the latter bonus.

The above also applies to animals. Mammals (assuming the mage herself is a mammal) would be +2D, lizards, fish and birds +4D and insects +8D. Though animals generally have a low WIL, this can make their minds somewhat difficult to read.

An optional rule is that the GM might impose an extra bonus when trying to read the mind of a race or culture the mage has never tried with before. +3D for the first attempt, and then +1D until 'familiar' might be good guides. How long it takes to get familiar is left up to the GM.

These rules apply to all mind reading attempts, as well as mind 'writing', such as altering thoughts and suggestions. Basic mind attacks are not affected (well, not normally anyway), and reading or affecting emotions suffer half the above penalties.

2.15 Scrying

Scrying people and places is a useful and productive pastime, allowing the easy gain of useful information. Of

Spell Casting and Armour

As it stands, there is no real reason why a mage cannot pick up a sword, don some heavy armour, and wade into the thick of battle like a standard mercenary. As far as most fantasy is concerned, this style of mage is quite alien, so should mages be allowed to do it?

Should the GM decide his campaign isn't suited to such warrior-wizards, then the following rule (or something similar) may be used to dissuade mages from such a course of action.

There is something inherent in metal that causes some form of interference with magical spells, not enough to be normally noticeable, but just enough so that a mage decked out in full metal armour suffers problems when trying to draw on magical power. Specifically, the power cost of any spell cast is increased. Some suggested figures would be:

Armour	Half	Full
Brigandine	+1	+1
Chain mail	+1	+2
Plate or scale +2	+3	
Plate and mail	+3	+5

So a spell with a power cost of 2, when cast while wearing a chain mail vest, would be increased to 3. If a full suit of chain is worn, then the cost of the spell would be 4. Note that this is the cost per 5 or per 10 difficulty of the spell.

GM's should feel free to change these figures if he wishes to use them, and needs to interpret them when mixed armour is worn. As it stands, this system does not penalise leather armour, and the use of weapons, but are generally sufficient enough to cut down on warrior wizards.

Of course, if there are magical metals in the world, such as mithril, then these may be better suited for magi, and reduce or nullify the penalties altogether.

course, there are a few technical difficulties...

The most important is that to scry anything requires it to have been seen 'in the flesh' by the mage. Having seen an object (which can be anything from a ring, to a person to a room) through another mage's crystal ball is not good enough. An *impression* of the object, very difficult to get from magical means, is needed to be able to scry it magically.

A way around never having seen anyone before is to have an *arcane connection* to the target. This can be an item

of clothing, or favourite piece of jewellery which is regularly worn. For objects, it may be part of that object, now removed. A good arcane connection makes the target *well known*, regardless of the real relationship. Lesser arcane connections are possible, such as clothes worn once, the sheets from a bed which was slept in (which would improve things by three categories), or even obscure items like a spoon used during a meal (which would improve by two categories). The decision is up to the GM as always. Generally though, objects loose such connections after a time about equal to how long they were used by the person in question, loosing their effectiveness after this.

Scrying Places

While scrying inanimate objects use the same rules as scrying living things, something else is needed, and that is a WIL for objects. Though technically they have no WIL with which to resist magic, they do have one which can be used to 'resist' scrying. This is really just a measure of the difficulty, rather than any actual active resistance.

Generally, the larger the place, the lower its effective WIL. Scrying a large city though, does not allow the mage to scry every individual street or person within that city. Instead, the mage can view the place at a scale which allows him to see all of it at once. For instance, scrying a city would give a birds eye view of the place. Individual buildings will be made out (assuming the city isn't *that* big), but people will be little more than small dots. Scrying a building would show up individual people, but not facial expressions or writing for example. As usual, it is for the GM to decide exactly what can or cannot be seen.

2.16 Ward Magic

Ward magic is of use to those spells which deal with other planar creatures – notably ethereal, necromancy and summoning spells. It is most used by the practitioners of the latter art, mainly for the reason that the beings often summoned are powerful and dangerous enough to warrant a lot of extra effort to ensure the safety of the mage.

Types of Ward Magic

Just as there are many languages of magic, so there are many ways of inscribing wards. At the very least, there are different glyphs for each of the three arts. Within any particular campaign, there may be more, maybe with specific ones suited to demons tied to a particular religion say.

The nature of a ward is often a circle or pentagram of some form, inscribed into the ground or similar surface. The glyphs of the ward language are inscribed around and inside the ward itself, the exact method depending on the type of ward and its language. It is not enough to simply know the correct symbols, great skill is required to place them correctly.

Each ward language has a skill associated with it, as for a standard language skill. Like magical languages though, 5D is rarely sufficient, and much higher skills are necessary to be considered 'good' at the skill.

Inscribing the Ward

The base difficulty of scribing the ward is based on the size of the area it encircles. This is then modified according to the bonus it grants the mage for the casting of the spells.

Radius of Area	Base Difficulty
up to 1m	5
up to 2m	10
up to 4m	15
up to 8m	20
up to 16m	25
etc...	etc...

There is a further +1 modifier for each 1% bonus added to the potency of the spell. So a warded circle 2m in radius, cast at difficulty 40, would give a +30% bonus to the WIL potency. This is added after any modifiers the mage has for affinities with the art in question.

Whenever this ward is used in conjuction with spells to protect from or contain ethereal spirits, undead or demons (depending on its exact form), then the potency modifier is added to that of the spell. Also, whenever such spells are cast against a creature contained within a ward, the bonus to potency adds to the potency of these spells as well (but would not affect mind or body spells for instance).

Time taken to inscribe a ward is one hour per five difficulty of the ward. The roll is made by the GM, so the mage as no idea whether the ward is correct or not. A PER+*observation* roll equal to half the difficulty of the ward is needed to check the ward afterwards to ensure it is valid – this takes half the time it took to inscribe the ward, and again, the mage will not know if the check was a success or not (unless a mistake is successfully discovered of course).

Finally, because of the complex nature of wards, there is an extra 1 in 10 chance of fumbling on the fumble die. A fumble causes the ward to totally nullify any spells cast using it. A critical merely has the same effect as for a critical for a magical spell.

3 Spells

Air Form

Air of Fresh Breezes
Ai: 5 + I1 + V1
Components: V1 G1 C1   Spell type: S I C2 T2
Power: 2   Casting time: Segments
Duration: 1 hr/inst   Control: Auto, fixed
Skills: None
Changes the nature of air, making it either easier to breath, or causing it to become stale and unbreatheable. Totally stale and useless air (ie no oxygen) is rated as 0D, fresh air is 10D. The intensity of the spell gives the amount of change. The air reverts back to its original form when the spell ends, unless mana is used, in which case the change is permanent.

Blast of Raging Air
Ai: 15 + D10 + I3 + R5
Components: V3 G2   Spell type: S I C1 T3
Power: 3   Casting time: Segments
Duration: Inst   Control: N/A
Skills: Directed spells
This spell causes a blast of wind to erupt from the centre specified, moving rapidly outward to effect all creatures and objects within the radius effect of the spell. All creatures are effected as if by an overbearing attack equal to the intensity of the spell. Note that the overbear cannot fumble – but it can critical.

Bolt of Incandescent Lightning
Ai: 25 + D10 + I2
Components: V3 G2   Spell type: S D C1 T3
Power: 3   Casting time: Segments
Duration: Inst   Control: N/A
Skills: Directed spells
This spell causes a bolt of lightning to spring from the wizard's hand, towards the intended target. Because of the bolts electrical nature, the difficulty to hit can be modified downwards by as much as 15 points if the target is dressed in metal armour, or upwards by as much as 30 if there is a large amount of metal between the caster and the target. When it hits, the bolt does damage twice, both equal to the intensity of the spell, both at penetration 25. The first type of damage is type B (blunt), the second, type E (electrical). The bolt can be directed to hit targets beyond the first, which lay in a 30o arc. Each time a target is hit though, the remaining range of the spell is halved, blunt damage is reduced by 2D, and electrical by 1D.

Breath of New Air
Ai: 5 + E1 + V1
Components: V1 G2 C2   Spell type: S I C2 T2
Power: 3   Casting time: Segments
Duration: 1 rnd/1 hr   Control: Manual, fixed
Skills: None
Creates enough air to fill the volume specified up to the pressure give by the E modifier of the spell. Each point of E gives a pressure equal to 5% of ground level air pressure.

Cloud of Death
Ai: 45 + D10 + E2 + V1
Components: V1 G1   Spell type: S I C2 T2
Power: 2   Casting time: Seconds
Duration: Inst   Control: N/A
Skills: None
With this spell, the wizard changes a specified volume of air into a poisonous gas. All those caught within its confines must make a CON check versus the effect of the spell or die. Even those that succeed, unless they get twice the difficulty, are reduced to half skills. The gas so created has a greenish tinge to it. A check must be made each round someone is in the cloud. See *Cloud of Noxious Vapours* for details on duration of this spell.

Cloud of Noxious Vapours
Ai: 25 + D10 + E2 + V1
Components: V1 G1   Spell type: S I C2 T2
Power: 2   Casting time: Seconds
Duration: Inst   Control: N/A
Skills: None
This spell changes a specified volume of air into something not quite resembling that element. Though those caught inside its confines can still breath (ie, they do not suffocate), the effects of the cloud is that all those inside it must make a CON check v the effect of the spell. Those who fail, are at half skill in everything. Those that fail by less than half, are unconscious. Even a success means that creatures are at -1D to their skills – only an easy success (twice the difficulty) negates all effects of the cloud. A check must be made when entering the cloud, and every round thereafter. It lasts until it dissipates – usually loosing 5 off its potency each round. In strong winds, this can be increased four or five fold. The cloud has a slight greenish tinge to it, and gives off an awful stench (though is also poisonous, so only total abstention from breathing will protect creatures). The cloud is heavier than air, so has a tendency to sink, though this usually isn't enough to make a difference unless the spell cast over stairs, or at the top of a slope.

Filters of the Lungs

Ai: 25
Bo: 15 + D3 + I1

Components: V2 C1	Spell type: S I C3 T2
Power: 2	Casting time: Segments
Duration: 15 mn/2 hr	Control: Auto, locked

Skills: None

This spell increases a creatures CON to resist gaseous poisons by the intensity of the spell. Both inhaled and contact poisons which are of gaseous nature (but not powder) are affected.

Fist of Striking Air

Ai: 15 + D3 + I3

Components: V2 G2	Spell type: S D C2 T2
Power: 3	Casting time: Segments
Duration: Inst	Control: N/A

Skills: Directed spells

This spell causes a bolt of dense air to form at the wizard's hand, and then hurtle towards the specified target. A successful hit causes blunt damage equal to the intensity effect of the spell, with penetration 15.

Flight Without Wings

Ai: 20 + S5
Bo: 10 + D1 + M10

Components: V1 G1 C2	Spell type: S I C2 T2
Power: 2	Casting time: Segments
Duration: 10 mn/1 hr	Control: Manual, locked

Skills: Flying

Gives a single creature the ability to fly through air. The speed (S modifier) of the spell gives the maximum speed of the creature while in the air. An AGI+flying skill is needed to give fine control while in flight, which defaults to 0D. The mass of the spell gives the mass of the creature plus anything carried.

Flight of the Wyvern Untamed

Ai: 40 + S20
Bo: 15 + D1 + M20

Components: V1 G1 C2	Spell type: S I C2 T2
Power: 3	Casting time: Segments
Duration: 15 mn/2 hr	Control: Manual, locked

Skills: Flying

Allows creatures otherwise not gifted with the ability of flight to fly. It is a high level version of the Flight Without Wings spell, and is designed for much faster travel. See the lower level version for other aspects of the spell.

Insulation Against the Storm's Wrath

Ai: 15 + D5 + E3

Components: V1 G2 C1	Spell type: S I C2 T2
Power: 2	Casting time: Rounds
Duration: 10 mn/1 hr	Control: Auto, locked

Skills: None

When enchanted with this spell, the target gains a resistance to all electrical attacks, both magical and mundane. An armour rating equal to the effect of the spell is gained versus Electrical attacks only.

Shroud of Silence

Ai: 5 + D5 + E2 + R2

Components: V1	Spell type: S V C3 T2
Power: 2	Casting time: Segments
Duration: 5 mn/1 hr	Control: Auto, locked

Skills: None

When in effect, the shroud of silence blankets any noises within the radius of the spell. Anyone making PER rolls to hear anything suffer a penalty equal to the effect of the spell.

Stealing the Breath of Life

Ai: 10 + E3
Bo: 20 + D10 + P2

Components: V2 G1	Spell type: S I C2 T2
Power: 3	Casting time: Segments
Duration: Inst	Control: N/A

Skills: None

This spell takes away the air in a persons lungs. If the WIL check is failed, then the target must make a CON+stamina check versus the effect of the spell. If this is less than the effect, then 1D of short term fatigue is gained. A roll less than half the effect, causes 2D of fatigue, less than a third causes 3D, less than a fourth 4D and so on.

Vacuum

Ai: 5 + E5 + V1

Components: V2 G1 C2	Spell type: S I C1 T4
Power: 2	Casting time: Segments
Duration: Inst	Control: N/A

Skills: None

Destroys an amount of air within the given volume. The amount destroyed is equal to 1% of normal air pressure for each point of effect of the spell. Exceeding the air pressure available has no effect. Creatures caught in the vacuum should make a CON+stamina check of difficulty 40 or gain 1D of short term fatigue. Very large volumes of vacuum may cause a great enough inrush of air to require AGI+balance checks (GM's discretion, depending on exact position of each creature). Note that a vacuum does not cause creatures to explode violently. As long as creatures don't do stupid things like trying to hold their breath, survival up to about 30 seconds is possible without permanent harm, and up to two or three minutes before really serious damage is done.

Voice of the Wind

Ai: 20 + D10 + I1 + R1

Components: V1 G1	Spell type: S V C3 T1
Power: 2	Casting time: Seconds
Duration: 1 mn/15 mn	Control: Manual, fixed

Skills: Mimicry

When this spell is cast, the mage causes the specified point of air to start emitting sound. The effect can be spread over an area (the radius effect of the spell), so as to make it impossible to tell from where the noise is originating from. If the mage wishes the noise to take on speech, this is possible, though a mimicry check is required if a certain person's voice is to be emulated. It is possible to use the spell as a limited form of attack – unless a CON+stamina check is made against the intensity of the spell, creatures suffer 1 stun, plus an extra one for each five points they fail the roll by. A fumble spells permanent deafness.

Wall of Raging Winds

Ai: $10 + A2 + D5 + I2$

Components: V1 G1 C1	Spell type: S I C1 T3
Power: 2	Casting time: Seconds
Duration: 1 mn/1 hr	Control: Manual, fixed
Skills: None	

This spell creates a wall of fast movng air, filling the designated area. The wall can be at any angle, and does not have to be fixed to a surface. The wizard chooses the direction of the wind, which is perpendicular to the walls angle, and is decided when the spell is cast. Missiles passing through the wall against the wind are reduced in damage by an amount equal to the intensity of the spell (so a quarrel doing 10D damage, passing through an 8D wind wall would be reduced to 2D damage). Missiles passing through the wall with the wind have a 50% chance of being knocked from their course, automatically missing. Creatures can try and move through the wind wall with a successful lifting roll, using contest rules with a margin of 15. An attempt may be made every round. Failure simply means they have to start again. Creatures going through with the wind may do so easily, but must make a balance check versus the intensity to remain standing.

Astral

Bindings of Strength

As: $20 + E3$

Components: V1 G1	Spell type: M T*½
Power: 2	Casting time: Segments
Duration: Inst	Control: N/A
Skills: None	

This meta-magic spell is used to increase the tougness of the spell it is being cast with. The E modifier must equal the level of the original spell. The T modifier of this spell is equal to *half* the T modifier of the original spell. If the original spell was T3, and 20 points is put into the T modifier of *Bindings of Strength*, then the original spell is given a toughness of 30.

Calm the Weave

As: $10 + I1 + P1$

Components: V1 G2	Spell type: S T C4 T1
Power: 2 + special	Casting time: Seconds
Duration: Inst	Control: N/A
Skills: None	

To cast this spell, the caster must be touching the spell recipient. With it, power can be transferred from the caster, to the recipient. The amount transferred is equal to the intensity of the spell, so it is possible to transfer more or less than desired. The recipient can never gain more than his normal maximum – any excess is lost.

Castings of the Subtle Magics

As: $20 + E4$

Components: V1 G1	Spell type: M C*½
Power: 2	Casting time: Segments
Duration: Inst	Control: N/A
Skills: None	

This spell is used to increase the cloaking of the spell it is being cast with. The E modifier must equal the level of the original spell. The C modifier of this spell is equal to *half* the C modifier of the original spell. If the original spell was C3, and 20 points is put into the C modifier of *Castings of the Subtle Magics*, then the original spell is given a cloaking of 30.

Detect the Aura of Magic

As: $5 + E2 + R1$

Components: V1 G1 C2	Spell type: S I C4 T1
Power: 2	Casting time: Seconds
Duration: 1 min/1 hr	Control: Auto, caster
Skills: None	

This spell allows the wizard to detect the presence of magical energies, either within items or as actual spells. The chance of success if automatic, unless the magic is shielding from such detection, in which case the effect of this spell needs to overcome this cloaking. This spell needs to be combined with a suitable meta-magic spell such as *Extension Beyond Sight* to be able to detect magic out of sight of the mage.

Detection of Intrusion

As: $15 + E2 + R2$

Mi: $10 + R2 + P2$

Components: C1 G1 C1	Spell type: S A C3 T2
Power: 2	Casting time: Seconds
Duration: 1 hr/1 dy	Control: Auto, fixed
Skills: Data" off}Skills: None	

Wards an area such that any intelligent creatures that enter it who fail a WIL check, or any magic that does not have cloaking exceeding the effect modifier is detected, and a warning given to the caster of this spell.

Chapter 3 : Spells

Detection of the Cloaked Magic
As: 25 + E5 + R1

Components: V1 G1 C3	Spell type: S I C4 T1
Power: 2	Casting time: Seconds
Duration: 1 mn/1 hr	Control: Auto, caster

Skills: Data" off}Skills: None

A more powerful version of *Detect the Aura of Magic*, this spell is better at getting through large amounts of cloaking. Except as noted above, it is identical to *Detect the Aura of Magic*.

Dispel the Simple Magic
As: 15 + D5 + E2

Components: V2 G2	Spell type: S I C1 T3
Power: 2	Casting time: Segments
Duration: Inst	Control: N/A

Skills: None

Dispel the Simple Magic negates any simple spell or cantrip, though has no effect on ritual magic or item enchantments. The spell must overcome the target spell's own T modifier in order to negate it. The mage must have detected the spell in order to be able to dispel it – though merely being able to see the spells effects, or know where the spell is (such as guessing someone has an armour spell protecting them), is good enough.

Flight in the Twinkling of an Eye
As: 25 + M10 + N2 + P2

Components: V2 G2	Spell type: S C C1 T2
Power: 4	Casting time: Rounds
Duration: Inst	Control: N/A

Skills: None

Designed principally for quick travel, this spell is also useful for getting out of tricky situations, though the slow casting time can be a problem. The spell teleports the caster, and a number of creatures being touched (up to the number specified in the N component, including the caster), each within the specified mass. Unwilling creatures also get a WIL check to resist, and even if only one person makes their WIL, the whole spell fails. The destination must be a specially prepared 'receiver' room, and the caster of this spell must be within its range.

Fortress of Iron Will
As: 10 + 5R
Mi: 15 + I1

Components: V1 C3	Spell type: S C C3 T2
Power: 2	Casting time: Segments
Duration: 1 mn/30 mn	Control: Auto, caster

Skills: None

This spell protects the wizard (or an area around the wizard if a radius is given) from mind effecting spells. Any creatures so protected get a bonus to their WIL equal to the intensity of the spell while the spell is in effect. This is one of the more common spells to be found in items, since it is most useful if

maintained permanently.

Globe of No Magic
As: 25 + D5 + E2 + R1

Components: V2 G2 C2	Spell type: S I C1 T5
Power: 4	Casting time: Segments
Duration: 1 mn/30 mn	Control: Auto, locked

Skills: None

Causes a region of anti-magic to be formed for the duration of the spell. If cast on a living creature, or on an item held or worn by a living creature, they get a WIL to resist, success meaning the spell is ruined. The strength of the anti-magic is equal to the E modifier of the spell. The casters own spells are effected just as much as anyone else's spells. This spell must still overcome any previously existing anti-magic to work.

Globe of Spacial Compression
As: 45 + D20 + R2 + 5X

Components: V2 G2 C3	Spell type: S I C2 T3
Power: 4	Casting time: Segments
Duration: 1 mn/1 hr	Control: Auto, fixed

Skills: None

Adversely effects spells cast from within the area of effect by dividing their A, D, R and V modifiers by an amount equal to this spells X modifier plus one. If *Globe of Spacial Compression* is cast with an X of 3, spacial modifiers of effected spells are quartered. *All* modifiers are affected. A similar spell to effect only one or two of the above modifiers would be the same level as this one. A spell which allowed a choice at the time of casting would be about ten levels higher.

Knowing the Strength Against Magic
As: 5 + D10

Components: V1	Spell type: S U C4 T6
Power: 2	Casting time: Seconds
Duration: Inst	Control: N/A

Skills: None

Finds the level of anti-magic in the specified region. This spell must still be able to overcome the anti-magic. The region doesn't have to be seen to be examined, though its position relative to the caster must be known.

Making it Part of You
As: 20 + 10M
En: 25

Components: V1 G1	Spell type: S T C1 T2
Power: 2	Casting time: Hours
Duration: Perm	Control: N/A

Skills: None

This spell binds an item to you, an action which has two effects. The first, and useful effect, is that body spells which effect your form also effect the item if it is being carried or worn in the same way. So casting *Taking the Shape of the Beast* can mean your clothes and equipment change with

you, and change back when the spell ends. The other effect is an unfortunate side effect in that there is a connection between you and the item. If another mage has such an item of yours, then any far sense spells to locate you are cast as if the mage knows you well – ie you get no bonuses to your WIL to resist detection even if the mage has never seen you before. In a few situations this may be useful, but normally it is unwanted.

Reading the Touch of Talent

As: 25 +D5 + P2

Components: V2 G2	Spell type: S I C2 T1
Power: 2	Casting time: Rounds
Duration: Inst	Control: N/A
Skills: None	

When cast upon a creature, the mage is aware of whether that creature is gifted with talent, and if so, whether it is full or partial, and in which region of magic they are specialised, if any.

Recurrence of the Triggered Spell

As: 5 + E2

En: 5 + E3 + X1

Components: V2 G2	Spell type: S T C3 T1
Power: 2	Casting time: Minutes
Duration: Perm	Control: N/A
Skills: None	

This ritual is cast upon any spell which is triggered by some event. Its effect is to automatically recast the original spell once it has been triggered so that it is reset. The time for the spell to be reset is given by the X modifier. An hour to reset has a modifier of 0, 30 minutes is +5, 5 minutes is +10, 1 minute is +15, 30 seconds is +20, 20 seconds for +25, 10 seconds for +30, 5 seconds for +35. and a further +5 for each segment less than 10. The E modifier is the level of the spell so effected. This spell affects one spell only, so spells linked with *Taking the Golden Opportunity* require two or more castings of this spell (*Golden Opportunity* does not need this spell though).

Shell of Magical Protection

As: 30 + E2 + R1

Components: V2 G2 C2	Spell type: S I C1 T3
Power: 4	Casting time: Segments
Duration: 1 mn/15 mn	Control: Auto, caster
Skills: None	

An enhanced version of *Globe of No Magic*, in that it allows some magic to pass out of it, but none to pass through it from outside. Spells may be cast unaffected within its confines, it is only when a spell passes through the 'shell' is it affected by the anti-magic. Indirect spells may pass through it from within without any hindrance, direct spells are affected as normal, and all spells cast from outside are also affected.

Taking the Golden Opportunity

As: 15 + E2 + 10X

Components: V2	Spell type: S I C2 T1
Power: 2	Casting time: Rounds
Duration: Special	Control: N/A
Skills: None	

Redirects output from one spell into another. The practical point of this is that the first spell can be used as a trigger for the second spell. For example, a Wards of the Silent Alarm can be set up over an area, then Taking the Golden Opportunity can be cast followed by a Bolt of Incandescent Lightning spell. The latter spell is not activated until the first spell detects someone, at which point that person is fried. The latter spell must be cast immediately after the Golden Opportunity spell, and its level must not exceed the E modifier of this spell. The first spell is unaffected by all of this, so will still wake the wizard as normal in the above example. The X modifier of the spell is for each previous Taking the Golden Opportunity the mage still has up. One point must be put into it for each of them (limiting the number possible).

Weave Disjunction

As: 20 + D2 + I3 + R1

Components: V2 G1	Spell type: S I C1 T2
Power: 3	Casting time: Segments
Duration: Inst	Control: N/A
Skills: Directed spells	

This spell rips apart the fabric of the weave, causing chaos and disruption in the area so specified. Physically, the spell has no effect, but any caught within its 'blast' suffer a loss in power equal to the intensity of the spell.

Weave Scream

As: 30 + E2 + R5

Components: V3 G3	Spell type: S A C1 T2
Power: 3	Casting time: Segments
Duration: Inst	Control: N/A
Skills: Data" off}Skills: None	

Similar to *Weave Disjunction*, this spell attacks the fabric of the weave from which magi draw the power for their spells. All magi within the area of effect must make a WIL+*concentration* check for each of their spells that they are either casting or have maintained, equal to the effect modifier of this spell. Failure means that the sudden disturbance in the weave causes them to lose concentration, and that spell fails. A similar spell such as 15 + D10 + E2 + 5N + P2 is possible, but since it needs to overcome WIL, is generally considered less useful.

Wings of Distant Flight
As: $15 + D*\frac{1}{2} + E5$

Components: V1 G2 C1	Spell type: M
Power: 2	Casting time: Segments
Duration: Special	Control: Auto, caster
Skills: None	

This meta-magic spell allows the distance of another spell to be increased. The E modifier must equal the level of the first spell, and the D modifier is equal to *half* the D modifier of the original spell. The distance of *Wings of Distant Flight* then replaces that of the original spell (allowing greater range with the original spell without compromising the other effects of the spell).

Body Form

Arise From the Slumber of Sleep
Bo: $15 + N3 + P4$
Mi: $10 + N2 + R10 + P4$

Components: V1 G1	Spell type: S V C4 T2
Power: 2	Casting time: Segments
Duration: Inst	Control: N/A
Skills: None	

This spell immediately awakens any creatures it effects. Such creatures come fully awake, and unwilling to go back to sleep for the next minute. If the caster desires, they can be made aware that they have been deliberately awakened, else the chances are as normal for detecting mind intrusion. Affected creatures are not exempt from any penalties due to fatigue though. A simpler (level 5) version of this spell would have a potency modifier of only P2.

Bringing the Dead to Life
Bo: $60 + P4 + X1$
Mi: $70 + P4 + X1$
Ne: $60 + P3 + 2X$

Components: V3 G3 C3	Spell type: S D C1 T1
Power: 5	Casting time: Hours
Duration: 15 min/inst	Control: Auto, locked
Skills: None	

A powerful spell which can restore those that are dead back to life – not as undead, but as living people. Their original body must be present (and in a fit state to live in – lost limbs or other damage is not restored), and there is a relationship modifier for all three potencies as per far sense spells. The X modifier is 1 for each full hour that has passed in between the death of the person, and the beginning of the spell. Note that the dead spirit will resist the spell, regardless of the wishes of the person when alive. This spell is very difficult to cast, since very few magi are good enough at both mind and necromancy.

Burning Agony of Death
Bo: $40 + D50 + N5 + R10 + P2$
Fi: $40 + I3$

Components: V3 G2	Spell type: S I C1 T4
Power: 4	Casting time: Segments
Duration: Inst	Control: N/A
Skills: None	

A powerful offensive spell that can be used to good effect against large numbers of people. Anyone who fails the WIL check, suffers damage at H40 equal to the intensity of the spell. The spell bypasses all armour, since it cooks the target from inside, their flesh charring and falling from their bones as they die screaming in agony, the spell keeping them alive until the very last moment. Not for the squeamish.

Chains of the Heavy Limbs
Bo: $10 + D10 + 2E$
Mi: $15 + D10 + P2$

Components: V1 G2 C1	Spell type: S I C3 T2
Power: 2	Casting time: Segments
Duration: 2 rnd/ 1 hr	Control: Auto, lock
Skills: None	

A creature effected by this spell is slowed, both in mind and in body. Its base speed is raised by 1 point for every point of effect of the spell.

Claws of Arctic Death
Bo: $25 + D10 + 2N + R3 + P2$
Co: $25 + I3$

Components: V2 G2	Spell type: S I C2 T2
Power: 3	Casting time: Segments
Duration: Inst	Control: N/A
Skills: None	

Unless they make a WIL check to resist this spell, the targeted creatures are filled with magical cold, suffering damage as per the spell intensity, at penetration C25. Note though that they get no protection due to armour, since the spell effects them directly.

Closure of the Open Wound
Bo: $15 + D2 + E3 + P2$

Components: V2 G1	Spell type: S V C2 T2
Power: 3	Casting time: Segments
Duration: Inst	Control: N/A
Skills: Data" off}Skills: None	

For every multiple that the effect modifier of this spell exceeds the number of points of bleeding that the target creature has, then one point of bleeding is healed. Unlike the healing of actual injuries themselves, this spell does not require mana.

Confusion of the Befuddled Mind

Bo: 15 + D5 + E1
Mi: 20 + 5N + R5 + P2

Components: V1 G1 C1	Spell type: S I C2 T2
Power: 2	Casting time: Segments
Duration: 2 mn/30 mn	Control: Auto, locked
Skills: None	

The targets of the spell become dizzy and mildly nauseous, loosing balance, coordination and suffering sensory deprivation. The targets suffer a penalty to all actions equal to the effect modifier of the spell. This means that some otherwise simple actions such as standing up (difficulty -5) or walking (difficulty 0) can now become a problem. At the termination of this spell, the effects wear off at a rate of one point per second.

Crippled is the Healthy Man

Bo: 20 + D10 + E1 + P2

Components: V2 G1	Spell type: S I C2 T3
Power: 4	Casting time: Segments
Duration: Inst	Control: N/A
Skills: None	

A spell more suited to cursing someone than getting rid of a foe. The affected creature permanently looses one point of STR and CON (though not BOD if this is separate) per point of effect of the spell. Normal rules for loss of potentials apply.

Curse of Blindness

Bo: 20 + D5 + P2

Components: V2 G1	Spell type: S I C2 T2
Power: 3	Casting time: Segments
Duration: Inst	Control: N/A
Skills: None	

Strikes the target blind by destroying the structure of the eyes, making the spell difficult to reverse. Affects up to two eyes on one creature.

Enlarge the Body

Bo: 20 + D5 + E5 + M10

Components: V1 G2 C1	Spell type: S I C2 T2
Power: 3	Casting time: Rounds
Duration: 1 mn/30 mn	Control: Auto, locked
Skills: None	

When cast, this spell causes the target to grow or shrink by us much as 1% per point of effect of the spell. The minimum size is 20% of the target's original size. STR and BOD (not CON) are increased in like proportion to the target's size. Multiple castings of the spell effect the target's original size – not the magically enhanced one.

Failure of the Many Bodies

Bo: 50 + D10 + N1 + R5 + P2

Components: V2 G2	Spell type: S I C2 T3
Power: 4	Casting time: Segments
Duration: Inst	Control: N/A
Skills: None	

All the creatures affected by the spell are slain instantly when their bodily organs are scrambled. Not a nice way to go.

Filters of the Lungs

Ai: 25
Bo: 15 + D3 + I1

Components: V2 C1	Spell type: S I C3 T2
Power: 2	Casting time: Segments
Duration: 15 mn/2 hr	Control: Auto, locked
Skills: None	

This spell increases a creatures CON to resist gaseous poisons by the intensity of the spell. Both inhaled and contact poisons which are of gaseous nature (but not powder) are affected.

Flight Without Wings

Ai: 20 + S5
Bo: 10 + D1 + M10

Components: V1 G1 C2	Spell type: S I C2 T2
Power: 2	Casting time: Segments
Duration: 10 mn/1 hr	Control: Manual, locked
Skills: Flying	

Gives a single creature the ability to fly through air. The speed (S modifier) of the spell gives the maximum speed of the creature while in the air. An AGI+flying skill is needed to give fine control while in flight, which defaults to 0D. The mass of the spell gives the mass of the creature plus anything carried.

Flight of the Wyvern Untamed

Ai: 40 + S20
Bo: 15 + D1 + M20

Components: V1 G1 C2	Spell type: S I C2 T2
Power: 3	Casting time: Segments
Duration: 15 mn/2 hr	Control: Manual, locked
Skills: Flying	

Allows creatures otherwise not gifted with the ability of flight to fly. It is a high level version of the Flight Without Wings spell, and is designed for much faster travel. See the lower level version for other aspects of the spell.

Giving the Shape of the Beast

Bo: 25 + D1 + M10 + X1

Components: V2 G3 C2	Spell type: S I C2 T2
Power: 3	Casting time: Rounds
Duration: 15 min/4 hrs	Control: Auto, locked
Skills: See below	

This spell is the same as *Taking the Shape of the Beast*

except that it can be cast on another creature. This version of the spell can be cast on the wizard herself, but such is pointless since this spell is harder than the caster only version.

Halt the Beat of the Heart
Bo: 40 + D10 + P2
Components: V1 G1   Spell type: S I C2 T2
Power: 2   Casting time: Segments
Duration: Inst   Control: N/A
Skills: None
When cast, this spell causes a creature's heart to stop beating, effectively killing them. Of course, a creature without a heart, or one which doesn't need it (or has multiple hearts) will not be effected. This is especially true of all types of undead and spirits.

Healing Touch
Bo: 25 + E1
Components: V1 G1   Spell type: S T C2 T1
Power: 4   Casting time: Minutes
Duration: 1 hr/Inst   Control: N/A
Skills: None
Through this spell, the mage can heal himself and others, reducing injuries by an amount equal to the effect of the spell. As soon as the spell ends though, all injuries return (making the use of mana rather important). Any natural healing rolls the creature makes are based on the true size of the injury (ie its level before this spell was cast), unless mana was used to make the effects permanent. For multiple castings of this spell, simply take the best result.

Iron Skin
Bo: 15 + E1 + M10
Components: V1 G2 C1   Spell type: S C C2 T2
Power: 2   Casting time: Rounds
Duration: 2 mn/30 mn   Control: Auto, caster
Skills: None
This spell increases the toughness of the mage's skin – effectively granting him armour versus physical attacks. For each point of effect of the spell, the caster gains 1 point of armour versus S and B attacks, and ½ a point versus P, A, C and H attack forms.

Knives of Stabbing Pain
Bo: 20 + D10 + I2 + P2
Components: V2 G1   Spell type: S I C2 T2
Power: 2   Casting time: Segments
Duration: Inst   Control: N/A
Skills: None
Causes excruciating pain in the creature effected. If they fail their WIL roll then they suffer damage equal to the spell's intensity (ignores armour, and cannot be healed with mundane healing), plus must make a CON+*stamina* check versus the damage or fall unconscious from the pain. Any

action the creature was in the middle of is interrupted unless they roll twice the *stamina* difficulty.

Lungs of Watery Death
Bo: 10 + P2
Wa: 25 + D5 + E3
Components: V2 G2   Spell type: S I C2 T2
Power: 3   Casting time: Segments
Duration: Inst   Control: N/A
Skills: None
The effect of this deadly spell is to create water in the lungs of some living creature. The spell target must make a WIL check to resist the spell. Failure means they must make a second check, this time with BOD (or CON, if they do not have a separate rating), against the effect component in the Water part of the spell. Success on the second check means they suffer 1D of stuns, and 1D of short term fatigue. Failure means they suffer another 2D of extra fatigue for every 5 (or part of) points they failed this check by. If this fatigue exceeds their CON+*stamina* then they die.

Petrification of the Living Body
Bo: 35 + D3 + P2
Ea: 25 + M50 + P2
Components: V1 G2   Spell type: S I C2 T2
Power: 3   Casting time: Segments
Duration: 1 hr/inst   Control: N/A
Skills: None
Causes a single creature (made of flesh and blood) to be changed to stone. Despite the name of the spell, it can also affect undead – as long as they have a physical body, though it will not affect, say, a person magically changed to another (non-body) form. The victim must make a CON+*stamina* check of difficulty 40 or die when transformed to stone. When the spell ends, a second check is required of difficulty 20 when the spell ends.

Purge the Blood of Venom
Bo: 25 + D1 + I1
Components: V1 G2   Spell type: S I C3 T1
Power: 2   Casting time: Segments
Duration: Inst   Control: N/A
Skills: None
Allows a creature to have a second CON roll to resist the effects of any poison, with the intensity of the spell adding to the creatures CON. This spell will not bring a dead person to life though, so fast acting poisons can be a very big problem.

Quiet of the Peaceful Nursery
Bo: 15 + D20 + R10
Mi: 35 + D20 + R5 + N1 + P2
Components: V1 G1 C2   Spell type: S I C3 T2
Power: 3   Casting time: Segments
Duration: 15 mn/ 6 hr   Control: Auto, locked
Skills: None

Causes a number of specified people to fall asleep. They remain asleep until either the mage stops concentration, or they are woken. They can only be woken by a very loud noise, or after being vigorously shaken – the sleep is very deep.

Restoration of the Impaired Vision
Bo: 50 + 10X + P2

Components: V2 G1 C2	Spell type: S D C3 T1
Power: 3	Casting time: Minutes
Duration: 1 mn/inst	Control: Auto, locked
Skills: None	

This spell cures blindness in a single target. Unless mana is used, the effects of the spell are not permanent though. The X modifier gives the extent of the damage which must be repaired. An X of zero for something simple such as cataracts, X of 1 for flash damage, or being short or long sighted, 2 for serious damage (such as that caused by Curse of Blindness) and 3 for someone who has been blind since birth, is lacking eyes (but should naturally have them), or who has had their vision system totally destroyed.

Slow the Progression of Poison
Bo: 10 + D1 + I2

Components: V1 G1	Spell type: S I C3 T1
Power: 2	Casting time: Segments
Duration: Inst	Control: N/A
Skills: None	

Slows down the rate at which poison works. A poison which takes segments to take effect now takes rounds. Seconds become minutes, rounds hours, minutes days, and hours or slower become weeks. The spell allows the target a CON check, with a bonus equal to the spells intensity. Success means the poison is slowed.

Slumber of the Sleeping Babe
Bo: 5 + D20
Mi: 25 + D20 + P2

Components: V1 G1 C1	Spell type: S V C3 T2
Power: 2	Casting time: Segments
Duration: 15 mn/4 hr	Control: Auto, locked
Skills: None	

This spell causes a single creature to fall asleep unless they make their WIL check. The sleep is very deep, so it is difficult to wake them. Once the mage stops concentrating though, they will wake up in a few minutes.

Splintering of Bone
Bo: 20 + D10 + 2N + P2

Components: V3 G2	Spell type: S I C2 T3
Power: 2	Casting time: Segments
Duration: Inst	Control: N/A
Skills: None	

Causes bones in a single target creature to break and shatter. The N modifier states how many bones (really areas of body) are broken. For simplicity, hands and arms are considered to have two bones (upper and lower), hands and feet ones each (though individual fingers can be targeted if desired) and ribs have two. Use combat critical results as guides to the effect of broken bones. Since it also causes severe pain, a useful spell for torturing people, if rather crude.

Stealing the Breath of Life
Ai: 10 + E3
Bo: 20 + D10 + P2

Components: V2 G1	Spell type: S I C2 T2
Power: 3	Casting time: Segments
Duration: Inst	Control: N/A
Skills: None	

This spell takes away the air in a persons lungs. If the WIL check is failed, then the target must make a CON+stamina check versus the effect of the spell. If this is less than the effect, then 1D of short term fatigue is gained. A roll less than half the effect, causes 2D of fatigue, less than a third causes 3D, less than a fourth 4D and so on.

Strong is the Hero
Bo: 15 + D5 + 2I + P2

Components: V2 G2 C2	Spell type: S I C2 T2
Power: 3	Casting time: Seconds
Duration: 1 mn/1 hr	Control: Auto, locked
Skills: None	

This spell, when cast upon a creature, increases that creatures STR and CON by an amount equal to the intensity of the spell. All actions and effects (including healing or critical effects) are figured based on the enhanced levels. This spell is not cumulative with similar spells cast on the same creature. Apart from a slight thickening of the muscles, there is no obvious change in the creature's appearance.

Suffering the Burden of Age
Bo: 10 + D10 + 2E + P2

Components: V2 G1	Spell type: S I C2 T2
Power: 2	Casting time: Segments
Duration: Inst	Control: N/A
Skills: None	

This spell forces a creature to make an immediate aging roll, and suffer the immediate effects thereof. The effect of the spell adds to the result of the roll, so an effect of +19 will automatically kill a creature, though this is a somewhat inefficient way to do so.

Taking the Shape of the Beast
Bo: 15 + M10 + X1

Components: V1 G3 C1	Spell type: S C C2 T1
Power: 3	Casting time: Rounds
Duration: 15 mn/4 hr	Control: Auto, caster
Skills: See below	

On the casting of this spell, the caster shifts into a shape of his choosing. The mass component limits how much extra

mass can be gained, or lost, but it is not possible to go down to less than 20% of original size. The X modifier limits the types of changes possible to the creature. 2 points are required for each point of change to STR or BOD, 4 points for AGI or DEX. 5 points for adding a limb (less for a short or weak one). 2 to 5 to change a limb (5 to change an arm into a wing); 2 to get rid of one. 5 points if final shape is not humanoid. 2 points for each change to appearance stat, minimum of -10, maximum of +10. Skills such as *observation* and *acting* will be needed to duplicate another person. Cosmetic changes such as adding thin fur, changing skin or hair colour etc can be done for free. New skills may have to be developed if new form can do things the original couldn't – such as flying or swimming.

Touch of the Leper
Bo: 20 + D1 + 5E + P2

Components: V2 G2	Spell type: S I C3 T2
Power: 2	Casting time: Rounds
Duration: Inst	Control: N/A
Skills: None	

This very nasty spell inflicts in the target a fatal rotting disease. The creature will die in seven months, minus one month per point of effect of the spell. The victim looses points off all physical attributes until they die. The process can be stopped with a healing spell (or faith), but this will not reverse the effects of the spell. It is not contagious. If number of months until death is zero, then affected target dies within the day.

Weeping Wounds of Death
Bo: 10 + D10 + E1 + 5N + P2

Components: V2 G2	Spell type: S I C2 T2
Power: 2	Casting time: Segments
Duration: Inst	Control: N/A
Skills: None	

Causes cuts and sores to appear on the targets skin, which then start to bleed. The target gains points of bleeding equal to the effect of the spell. The bleeding is non-magical once started, and can be healed normally.

Cold Form

Blast of Icy Death
Co: 15 + D10 + I2 + R1

Components: V3 G2	Spell type: S I C2 T3
Power: 3	Casting time: Segments
Duration: Inst	Control: N/A
Skills: Directed spells	

Causes a blast of sub-zero temperatures to fill the specified region, freezing anyone within its effect. Damage equal to the intensity of the spell is suffered, at penetration C15.

Breath of Winter
Co: 20 + D10 + E3 + R10

Components: V2 G1 C1	Spell type: S I C2 T3
Power: 3	Casting time: Segments
Duration: 10 mn/6 hr	Control: Auto, fixed
Skills: None	

Lowers the temperature in the specified area by a number of degrees equal to the E modifier of the spell. Temperature does *not* continue to decrease if the spell is maintained, but stays constant.

Bridge of Ice
Co: 5 + M5
Wa: 10 + A5 + D5

Components: V2 G1	Spell type: S I C3 T2
Power: 3	Casting time: Seconds
Duration: Inst	Control: N/A
Skills: None	

When cast, a specified area of water has its surface frozen so to enable crossing of it. The ice is thick enough so support a mass equal to the M effect of the spell. In moderate temperature, the 'bridge' weakens by 1kg each minute. It melts at half this rate in cold temperatures, and double this in warm, quintuple in hot, and decuple in very hot climates.

Claws of Arctic Death
Bo: 25 + D10 + 2N + R3 + P2
Co: 25 + I3

Components: V2 G2	Spell type: S I C2 T2
Power: 3	Casting time: Segments
Duration: Inst	Control: N/A
Skills: None	

Unless they make a WIL check to resist this spell, the targeted creatures are filled with magical cold, suffering damage as per the spell intensity, at penetration C25. Note though that they get no protection due to armour, since the spell effects them directly.

Cloak of Winter Warmth
Co: 15 + D5 + E3

Components: V1 G2 C1	Spell type: S I C3 T2
Power: 2	Casting time: Rounds
Duration: 15 min/4 hrs	Control: Auto, locked
Skills: None	

When enchanted with this spell, the spell recipient gains a resistance to all cold attacks, both magical and mundane. An armour rating equal to the effect of the spell is gained versus Cold attacks only. This armour is treated as normal for purposes of both intense and prolonged cold.

Cone of Frigid Cold

Co: 20 + D10 + I2 + 2R

Components: V3 G2	Spell type: S D C2 T3
Power: 3	Casting time: Segments
Duration: Instantaneous	Control: N/A

Skills: Directed spells

A shimmering blue cone springs from the casters hand, reaching out to the full distance of the spell. The radius gives the radius of the end of the cone, which is a plane perpendicular to the direction of the cone. Any caught within its confines suffer cold damage equal to the intensity of the spell, of penetration C20.

Kill the Flames

Co: 15 + D20 + I3 + N1 + R1

Components: V2 G2	Spell type: S I C2 T3
Power: 3	Casting time: Segments
Duration: Inst	Control: N/A

Skills: Directed spells

With this spell several fires with the distance of the spell can be extinguished (or at least reduced). A number (N modifier) of fires each of size up to the radius of the spell, are reduced in intensity. Fires larger than the radius of the spell are only reduced over the region covered by the spell.

Pillar of Ice

Co: 25 + E2

Wa: 25 + D10 + V1

Components: V2 G2	Spell type: S I C2 T2
Power: 3	Casting time: Segments
Duration: 1 mn/1 hr	Control: N/A

Skills: None

A block of ice appears at the designated point. Any objects, including creatures, within that area, are encased in the ice. It requires a lifting check versus the effect of the spell to break free, though the difficulty is modified by +5 for each metre the creature is from the edge of the ice. Creatures will usually suffocate before suffering serious effects from the cold, but otherwise they take 0D+8 prolonged damage each minute, with a penetration of C0.

Spheres of Fire and Ice

Co: 35 + D20 + I2 + R1

Fi: 35 + D20 + I2 + R1

Components: V3 G2	Spell type: S D C1 T4
Power: 4	Casting time: Segments
Duration: Inst	Control: N/A

Skills: Directed spells

A ball of glowing fire appears in front of the caster, and speeds off in the direction specified. A fraction of a second later, a pale blue sphere of cold appears in the same place and follows the first. The two spheres move for the distance of the spell, and anyone caught within them suffer heat and cold damage respectively, at a penetration of H35 and C35. The two halves of the spell do not have to be the same.

Furthermore, because of the sudden rapid change from hot to cold, creatures must make a CON+stamina check versus the minimum damage received. Unless they get twice the difficulty, they suffer 1D of stuns. For every 5 they are below the difficulty, they suffer a further 1D of stuns. The GM may rule that certain substances (especially glass) might be shattered by this spell.

Wall of Protecting Cold

Co: 25 + I2 + R1

Components: V2 G2 C1	Spell type: S C C2 T3
Power: 3	Casting time: Segments
Duration: 1 mn/15 mn	Control: Auto, caster

Skills: None

This spell surrounds the magi in a spherical wall of cold. Anything that passes through this wall suffers C30 damage equal to the intensity of the spell.

Wind of the Arctic Night

Co: 20 + D5 + I2 + V1

Components: V2 G2	Spell type: S I C2 T3
Power: 3	Casting time: Segments
Duration: Inst	Control: N/A

Skills: None

When this spell is cast, a frigid blast of wind fills the specified region. All creatures caught within the spell suffer damage equal to the intensity of the spell, penetration C20. The wind is not a real wind, but more a wall of quickly moving cold.

Earth Form

Armour of Strength

Ea: 20 + 10E

Components: V2 G2 C2	Spell type: S T C2 T4
Power: 4	Casting time: Segments
Duration: 1 hr/1 dy	Control: Auto, locked

Skills: None

When cast upon metal armour, this spell increases its resistance versus all attacks. The armour's 'armour' versus each attack form is increased by 1 point per effect of the spell per 5 points of armour the armour already has. So chain mail, with 30 versus S attacks, would be improved by 6 for every point of effect. This spell is not cumulative with other similar spells, though it is with permanent enchantments.

Blade of the Master Smith

Ea: 30 + 3E

Components: V2 G2 C2	Spell type: S T C2 T4
Power: 3	Casting time: Segments
Duration: 1 hr/1 dy	Control: Auto, locked

Skills: None

Increases the penetration of any metal or stone bladed weapon (ie those doing S or P damage). The increase is equal to +1 per point of effect of the spell. This spell is not cumula-

Chapter 3 : Spells

tive with similar spells cast on the same weapon, except for permanent enchantments.

Changing the Nature of Rock
Ea: 10 + D5 + I3 + V1

Components: V1 G1 C2 — Spell type: S I C2 T2

Power: 3 — Casting time: Seconds

Duration: 15 min/Inst — Control: Manual, fixed

Skills: None

Changes a given volume of rock or earth to be changed in nature, being made either harder or software as the mage wishes. Hardened earth or sand will become very much like stone, and rock which is weakened sufficiently will collapse under its own weight (just like sand). The amount by which the rock is changed is given by the intensity of the spell.

Earth Shock
Ea: 10 + D5 + E1 + R5

Components: V3 G2 — Spell type: S I C1 T2

Power: 2 — Casting time: Segments

Duration: Inst — Control: N/A

Skills: Directed spells

Upon the casting of this spell, the ground (or other region made of earth or rock) gives a sudden jolt, knocking all those standing to the ground unless they make a successful AGI+*balance* check versus the effect of the spell.

Gaping Chasm of Death
Ea: 15 + D5 + R1

Components: V2 G2 — Spell type: S I C1 T2

Power: 3 — Casting time: Segments

Duration: Inst — Control: N/A

Skills: Directed spells

This causes a hole to open up in solid ground at a designated point. The chasm is a cylinder of depth and diameter equal to twice the radius of the spell. The sides of the chasm are smooth, about difficulty 60 to climb depending on nature of the ground and size of the chasm.

Grinding Stone to Dust
Ea: 10 + D5 + I5 + 3V

Components: V3 G2 — Spell type: S I C1 T2

Power: 3 — Casting time: Seconds

Duration: Inst — Control: N/A

Skills: None

A specified volume of rock is instantly turned into fine powder, equal to about a tenth of the original volume. The spell only works on rock, earth, sand or crystal. If the intensity of the spell is not met then only a portion of the volume is changed.

Making the Stone Anew
Ea: 20 + D5 + I2 + V1

Components: V2 G3 — Spell type: S I C1 T3

Power: 4 — Casting time: Seconds

Duration: 1 hr/inst — Control: N/A

Skills: None

Creates a volume of rock, of strength equal to the intensity of the spell. The rock can appear in any cuboid shape, and if created next to a stone or earth wall, floor or ceiling, then they can be grafted together at the mage's option.

Meteors of Fiery Death
Ea: 30 + D10 + I2 + 5N + 2R

Fi: 30 + I2 + R2

Components: V3 G3 — Spell type: S D C1 T4

Power: 4 — Casting time: Segments

Duration: Inst — Control: N/A

Skills: Directed spells

A number of rock meteors appear in front of the caster and speed off towards their specified targets, hitting anyone within their path and causing damage of penetration B30. When they reach their targets, they explode in a large ball of fire, causing Heat damage to anyone within radius of penetration H30. The spell has a loud (and very satisfying) audio and visual display. The meteors (actually fragments of smaller rocks, not one solid ball), zoom off with a nice whistling sound, trailing sparks, and the final explosion occurs with a resounding boom which can be heard for kilometres around in some cases. Not a spell for those who prefer the subtle approach.

Opening the Pits of Hell
Ea: 35 + R10

Fi: 45 + I3

Components: V3 G3 C2 — Spell type: S I C1 T4

Power: 4 — Casting time: Seconds

Duration: 1 rnd/15 mn — Control: Manual, fixed

Skills: None

When cast, causes gaping fissures and chasms to open up within the radius of the spell, spewing forth magma and ash. Any creature in the area automatically takes prolonged heat damage each round. Those who fall into one of the pits, suffers normal damage. Damage is equal to spell intensity, of penetration H60. Each round, a balance check is required versus a difficulty equal to the intensity of the spell in points to avoid falling into the shifting pools of magma.

Pass Through Stone
Ea: 15 + I5 + 5S

Components: V1 G2 C3 — Spell type: S C C2 T1

Power: 2 — Casting time: Rounds

Duration: 6 rnd/15 mn — Control: Manual, caster

Skills: None

This spell, when cast, allows the mage to walk through stone or earth. The type of stone which can be moved to is equal to

the intensity of the spell. Each dice less than the needed intensity reduces movement by a half. If the spell is disrupted in any way while the mage is in the middle of a wall, then he is trapped and will quickly suffocate – the mage cannot move any part of his body, so any further spells must be with V and G components of 0.

Petrification of the Living Body
Bo: 35 + D3 + P2
Ea: 25 + M50 + P2

Components: V1 G2	Spell type: S I C2 T2
Power: 3	Casting time: Segments
Duration: 1 hr/inst	Control: N/A
Skills: None	

Causes a single creature (made of flesh and blood) to be changed to stone. Despite the name of the spell, it can also affect undead – as long as they have a physical body, though it will not affect, say, a person magically changed to another (non-body) form. The victim must make a CON+*stamina* check of difficulty 40 or die when transformed to stone. When the spell ends, a second check is required of difficulty 20 when the spell ends.

Question of the Earth Below
Ea: 25 + R100 + 10X

Components: V3	Spell type: S V C3 T1
Power: 2	Casting time: Minutes
Duration: Instantaneous	Control: N/A
Skills: None	

Allows the wizard contact with the spirit of the earth. Each point of X modifier allows the wizard to ask one question, which the earth spirit will answer as best it can. The radius of the spell gives the area over which this part of the earth has knowledge. The spell can be cast but once per week over the same region.

Rigid Grip of the Earth
Ea: 20 + D10 + I3 + V10

Components: V2 G2	Spell type: S I C2 T3
Power: 4	Casting time: Seconds
Duration: Perm	Control: N/A
Skills: None	

Changes a specified volume of sand, mud, earth or similar substance into hard rock. It can be used to reverse Transmute Rock to Mud, or on any naturally occurring earth-like substance. Water in mud is not destroyed, just displaced. Any object in the material so changed is stuck fast.

Shaping the Form of Stone
Ea: 5 + D1 + I4 + V1

Components: V1 G3 C2	Spell type: S I C2 T2
Power: 3	Casting time: Seconds
Duration: 1 mn	Control: Manual, fixed
Skills: None	

This spell allows the mage to shape stone into any form she desires. The intensity of the rock is the hardness of stone which can be affected, each dice of toughness beyond the spell's intensity the stone adds, increases the time taken to shape it by a multiple (ie x2, x3 etc). Generally, one cubic metre takes one round to shape – may take longer for very elaborate shapes, or shorter, if merely cutting a passage through the rock.

Sharpness of the Blade's Edge
Ea: 10 + 7E

Components: V1 G1 C2	Spell type: S T C2 T4
Power: 3	Casting time: Segments
Duration: 1 hr/1 dy	Control: Auto, locked
Skills: None	

When cast on any weapon with a metal or stone edge, such as a sword or spear head, then its penetration is increased by one for every point of effect. This spell is not cumulative with other similar magics except permanent enchantments.

Splitting the Earth Asunder
Ea: 15 + D25 + 5E

Components: V2 G1	Spell type: S I C1 T4
Power: 3	Casting time: Segments
Duration: Inst	Control: N/A
Skills: Directed spells	

Causes a great fissure to open up in the ground, running in a more or less straight line away from the caster. The fissure has a width equal to the E modifier of the spell, and a depth equal to twice this. The walls of the fissure are reasonably smooth (about climbing difficulty 40), and the bottom of the fissure is jagged and hard (if the ground material allows it – ie cast on sand will nullify this part of the spell). If the caster wishes to get the ground to open beneath particular creatures, a directed spells check is required, at -1D for each creature beyond the first.

Transmute Rock to Mud
Ea: 20 + D10 + I5 + V25
Wa: 5 + D25 + V50

Components: V2 G2	Spell type: S I C1 T4
Power: 3	Casting time: Seconds
Duration: 1 mn/inst	Control: N/A
Skills: None	

This spell forces a specified volume of rock to change into mud, effectively ruining its defensive value, and causing creatures on top of it to fall into the now muddy pit. The type of rock which can be affected is dictated by the intensity component (where 1D is sand or loose dirt, going up to about 20D for hard granite). An intensity which is less than the required amount will affect a smaller portion of the rock (ie 10D intensity versus granite would only affect about half the volume). The spell is instantaneous, but the mud remains mud until it dries. A dust of dry water spell will solidify the area into rock hard mud instantly.

Chapter 3 : Spells

Wrath of Earth and Thunder
Ea: 35 + I3 + R10

Components: V3 G3 C2	Spell type: S I C1 T4
Power: 4	Casting time: Segments
Duration: 1 rnd	Control: Manual, fixed
Skills: None	

When cast, this spell causes the ground around the caster to shake and rumble, cracking apart as it is savaged by earthquakes. Any buildings or other constructions within the area of effect, take damage equal to the intensity of the spell, getting no armour to resist. Creatures must make a balance check at difficulty 1 per point of intensity. If they fall, they suffer d8 stuns, else they suffer d4 stuns.

Enchantment

Making it Part of You
As: 20 + 10M
En: 25

Components: V1 G1	Spell type: S T C1 T2
Power: 2	Casting time: Hours
Duration: Perm	Control: N/A
Skills: None	

This spell binds an item to you, an action which has two effects. The first, and useful effect, is that body spells which effect your form also effect the item if it is being carried or worn in the same way. So casting *Taking the Shape of the Beast* can mean your clothes and equipment change with you, and change back when the spell ends. The other effect is an unfortunate side effect in that there is a connection between you and the item. If another mage has such an item of yours, then any far sense spells to locate you are cast as if the mage knows you well – ie you get no bonuses to your WIL to resist detection even if the mage has never seen you before. In a few situations this may be useful, but normally it is unwanted.

Recurrence of the Triggered Spell
As: 5 + E2
En: 5 + E3 + X1

Components: V2 G2	Spell type: S T C3 T1
Power: 2	Casting time: Minutes
Duration: Perm	Control: N/A
Skills: None	

This ritual is cast upon any spell which is triggered by some event. Its effect is to automatically recast the original spell once it has been triggered so that it is reset. The time for the spell to be reset is given by the X modifier. An hour to reset has a modifier of 0, 30 minutes is +5, 5 minutes is +10, 1 minute is +15, 30 seconds is +20, 20 seconds for +25, 10 seconds for +30, 5 seconds for +35. and a further +5 for each segment less than 10. The E modifier is the level of the spell so effected. This spell affects one spell only, so spells linked with *Taking the Golden Opportunity* require two or more castings of this spell (*Golden Opportunity* does not need this

spell though).

Ethereal

Window onto the Ethereal
Et: 5 + R2

Components: V1 C1	Spell type: S V C3 T2
Power: 2	Casting time: Segments
Duration: 5 mn/1 hr	Control: Auto, caster
Skills: None	

Allows the wizard to see onto the ethereal plane, out to a distance equal to the radius of the spell. Creatures and items on that plane can be seen, as can the nature of the plane at this point. Can be used to see the reflection of the mortal realm, giving some hint of its nature.

Far Sense

Clear Sight
Fa: 10 + R5

Components: V1 G1 C2	Spell type: S C C3 T2
Power: 2	Casting time: Seconds
Duration: 5 min/1 hr	Control: Auto, caster
Skills: None	

The purpose of this spell is to allow the mage to see clearly, through all sorts of mundane illusions and darkness, including heat distortion, water, mirages and reflections. It will not allow the mage to see through those of magical nature though – these would require the illusion art.

Divine the Presence of Water
Fa: 10 + R200
Wa: 5 + 10X

Components: V1 G2	Spell type: S U C4 T2
Power: 2	Casting time: Rounds
Duration: Inst	Control: N/A
Skills: None	

Tells the wizard where the nearest body of water is located, giving the direction and distance to its nearest part. The X modifier increases the likely hood of finding small amounts of water. Anything larger than 1000m³ requires no modifier. 100m³ requires 1 point of modifier, 10m³ requires 2 points, 1m³ requires 3 points, 1/10m³ requires 4 points and so on.

Extension Beyond Sight
Fa: 10 + R5

Components: V1 G0	Spell type: M A C4 T2
Power: 2	Casting time: Segments
Duration: Inst	Control: N/A
Skills: None	

Many detection type spells only detect objects within sight of the caster – such as those which show up magical or other auras. This meta spell enhances such spells, giving them a far sense component so that they also detect things outside the mages normal field of vision – going through walls and into

containers etc.

Eye of Seeing
Fa: 5 + D5 + S1

Components: V1 C1	Spell type: S V C3 T2
Power: 2	Casting time: Seconds
Duration: 2 min/30 min	Control: Manual, move
Skills: None	

This spell allows the mage to see things he otherwise wouldn't be able to. The mage can look out from the spell as if it were his own eyes, seeing around corners, or over hills. The foci of the spell can be moved, but the distance travelled (not line of sight) must remain within the distance modifier of the spell. The mage can only guide this spell to places he's seen. Since the eye of seeing allows him to see new places, this means he can actually send it practically anywhere – though not through walls or similar solid obstacles. The spell always starts within a metre of the mage.

Scrying the Distant Object
Fa: 15 + D1000 + R5 + P2

Components: V1 G1 C3	Spell type: S U C4 T2
Power: 2	Casting time: Minutes
Duration: 5 mn/1 hr	Control: Auto, locked
Skills: None	

This is one of the long range scrying spells. When it is cast, the mage specifies an object which is the target of the spell, and this spell will allow the mage to see the target as long as it is within range of the spell. If a radius of 0 is specified, the caster simply knows where the object is in relation to himself. With larger a radius, the caster can see the object, and the area immediately around it, up to the radius of the spell. The WIL difficulty is modified (downwards) if the mage is unfamiliar with the target – see the notes on scrying in the magic rules. While this spell is maintained, it is possible to cast further spells through it, as long as they can match the range. These spells must have a type of A, V or U though.

True Sight
Fa: 15 + R5
Il: 20 + E2

Components: V1 G1 C2	Spell type: S V C4 T2
Power: 2	Casting time: Seconds
Duration: 2 mn/15 mn	Control: Auto, caster
Skills: None	

The purpose of this spell is to allow the mage to see the true nature of things. It is a modified form of the clear sight spell, and allows everything that spell does, including automatically seeing through darkness and other natural illusions and optical mirages. Because of the inclusion of the art of illusion though, the mage can also see through illusions of a magical nature. Unless the 'illusion' has a cloaking greater than the effect of this spell, then the mage sees it for what it is. Illusions are not dispelled or affected in any way, merely

detected and seen through.

Fire Form

Arrow of Fire
Fi: 5 + D10 + I2

Components: V2 G2	Spell type: S D C1 T3
Power: 3	Casting time: Segments
Duration: Inst	Control: N/A
Skills: Directed spells	

This offensive spell causes a bolt of fire to leap from the casters hand, towards the specified target. When it hits, it does damage equal to the spell intensity, of type H, with penetration 5. The physical form of the spell is a streak of fire, accompanied by a fiery hissing sound as it shoots through the air.

Blossom of Fire
Fi: 15 + R1 + D5 + I2

Components: V3 G2	Spell type: S I C1 T3
Power: 3	Casting time: Segments
Duration: Inst	Control: N/A
Skills: Directed spells	

When cast, the designated point erupts in an explosion of heat and light, though has little outward pressure. Damage is type H (full body), of penetration 15. The explosion is accompanied by a relatively quiet woosh, which is a bit of a let down really.

Bolt of Roaring Flame
Fi: 20 + D20 + I3

Components: V2 G2	Spell type: S I C1 T3
Power: 3	Casting time: Segments
Duration: Inst	Control: N/A
Skills: Directed spells	

This is a more powerful version of the Arrow of Fire spell. Though it is harder to cast, and does less damage initially, when cast by powerful wizards, this spell can be pretty deadly. The penetration of the spell is 20, of type H. Its physical form is much similar to its weaker cousin, but tends to be brighter and louder, leaving a bright trail of sparks in its wake.

Burning Agony of Death
Bo: 40 + D50 + N5 + R10 + P2
Fi: 40 + I3

Components: V3 G2	Spell type: S I C1 T4
Power: 4	Casting time: Segments
Duration: Inst	Control: N/A
Skills: None	

A powerful offensive spell that can be used to good effect against large numbers of people. Anyone who fails the WIL check, suffers damage at H40 equal to the intensity of the spell. The spell bypasses all armour, since it cooks the target from inside, their flesh charring and falling from their bones

as they die screaming in agony, the spell keeping them alive until the very last moment. Not for the squeamish.

Cauldron of Liquid Fire

Fi: 25 + I2
Wa: 15 + D20 + V5

Components: V3 G3	Spell type: S I C1 T3
Power: 4	Casting time: Seconds
Duration: Inst	Control: N/A
Skills: None	

Creates a volume of highly flammable liquid, which is furthermore already ignited. The oily liquid will float on water, and causes damage equal to the spell intensity each round. The penetration is H25. A slow spell to cast, but useful for flushing people out from buildings, or making an area impassable. The liquid and fire dissipates slowly after the spell is cast, loosing a dice of intensity each minute as the liquid is consumed. This liquid is magical, and can be dispelled.

Comfort of the Travelling Hearth

Fi: 5 + I1 + R2

Components: V1 G0 C1	Spell type: S C C3 T2
Power: 2	Casting time: Segments
Duration: 10 mn/2 hr	Control: Auto, caster
Skills: None	

Warms the region around the caster by the intensity of the spell. The heat is prolonged, so must be very high to cause actual damage. The normal use of this spell is to keep the mage and her companions warm in cold climates. The penetration is H0.

Fires of Flickering Torchlight

Fi: 5 + D5 + I2 + S1

Components: V1 G1 C1	Spell type: S I C2 T2
Power: 2	Casting time: Segments
Duration: 15 min/2 hr	Control: Auto, move
Skills: None	

On the casting of this spell, the wizard is able to create glowing 'flames' which give off light, but little heat (maybe as much as a candle for very high intensity). The light is much like torchlight – flickery and orange.

Fury of the Burning Sun

Fi: 30 + D10 + I3 + R2

Components: V3 G3	Spell type: S I C1 T3
Power: 4	Casting time: Segments
Duration: Inst	Control: N/A
Skills: Directed spells	

This is a powerful version of the Blossom of Fire spell. Damage caused is of type H, penetration 30. Furthermore, those caught in the blast must make a STR check against the damage caused, or be affected as if by an overbearing attack.

Hell's Raging Inferno

Fi: 35 + D20 + I2 + V25

Components: V3 G3 C3	Spell type: S I C1 T3
Power: 4	Casting time: Seconds
Duration: 1 rnd/10 mn	Control: Manual, fixed
Skills: None	

This powerful spell causes the specified region to be filled by a raging conflagration, burning anything within it. The fact that this spell can be maintained from round to round, makes it especially dangerous. Damage is sustained when the spell is first cast, or when a creature first enters the affected region, and each round thereafter. Those within *Hell's Raging Inferno* suffer a penalty to their skills equal to half the intensity of the spell. Damage caused is rater obviously of type H, penetration 35.

Meteors of Fiery Death

Ea: 30 + D10 + I2 + 5N + 2R
Fi: 30 + I2 + R2

Components: V3 G3	Spell type: S D C1 T4
Power: 4	Casting time: Segments
Duration: Inst	Control: N/A
Skills: Directed spells	

A number of rock meteors appear in front of the caster and speed off towards their specified targets, hitting anyone within their path and causing damage of penetration B30. When they reach their targets, they explode in a large ball of fire, causing Heat damage to anyone within radius of penetration H30. The spell has a loud (and very satisfying) audio and visual display. The meteors (actually fragments of smaller rocks, not one solid ball), zoom off with a nice whistling sound, trailing sparks, and the final explosion occurs with a resounding boom which can be heard for kilometres around in some cases. Not a spell for those who prefer the subtle approach.

Opening the Pits of Hell

Ea: 35 + R10
Fi: 45 + I3

Components: V3 G3 C2	Spell type: S I C1 T4
Power: 4	Casting time: Seconds
Duration: 1 rnd/15 mn	Control: Manual, fixed
Skills: None	

When cast, causes gaping fissures and chasms to open up within the radius of the spell, spewing forth magma and ash. Any creature in the area automatically takes prolonged heat damage each round. Those who fall into one of the pits, suffers normal damage. Damage is equal to spell intensity, of penetration H60. Each round, a balance check is required versus a difficulty equal to the intensity of the spell in points to avoid falling into the shifting pools of magma.

Sheets of Rippling Fire

Fi: 10 + A4 + I1

Components: V2 G2 C2	Spell type: S D C1 T3
Power: 3	Casting time: Segments
Duration: 1 rnd	Control: Manual, caster
Skills: None	

This spell causes sheets of flame to shoot from the caster's hands, filling the area specified. All those caught in the fire take damage equal to the intensity of the spell, with penetration 2 per Dice of damage. Damage is sustained each round a creature is within the area of effect. While the spell is in effect, the caster cannot move, so the effect is stationary. The appearance of the spell is like billowing planes of fire, emanating from the caster. The colours range from dull red to bright orange, giving a spectacular display.

Spheres of Fire and Ice

Co: 35 + D20 + I2 + R1

Fi: 35 + D20 + I2 + R1

Components: V3 G2	Spell type: S D C1 T4
Power: 4	Casting time: Segments
Duration: Inst	Control: N/A
Skills: Directed spells	

A ball of glowing fire appears in front of the caster, and speeds off in the direction specified. A fraction of a second later, a pale blue sphere of cold appears in the same place and follows the first. The two spheres move for the distance of the spell, and anyone caught within them suffer heat and cold damage respectively, at a penetration of H35 and C35. The two halves of the spell do not have to be the same. Furthermore, because of the sudden rapid change from hot to cold, creatures must make a CON+stamina check versus the minimum damage received. Unless they get twice the difficulty, they suffer 1D of stuns. For every 5 they are below the difficulty, they suffer a further 1D of stuns. The GM may rule that certain substances (especially glass) might be shattered by this spell.

Walking the Flames Unharmed

Fi: 15 + D5 + E3

Components: V1 G2 C1	Spell type: S I C3 T2
Power: 2	Casting time: Rounds
Duration: 10 mn/1 hr	Control: Auto, locked
Skills: None	

When enchanted with this spell, the target gains a resistance to all fire attacks, both magical and mundane. An armour rating equal to the effect of the spell is gained versus Heat attacks only. This armour is treated as normal for purposes of both intense and prolonged heat.

Illusion

Blur the Clear Vision

Il: 5 + D1 + 2E + 4V

Components: V1 G2 C1	Spell type: S I C3 T2
Power: 2	Casting time: Segments
Duration: 2 rnd/15 min	Control: Auto, locked
Skills: None	

By covering an object in a shifting pattern of illusions, this spell enables the wizard to give a creature protection from attack. Simply, for each point of effect of the spell, the creature is +1 to the difficulty to be hit, and parries against its own attacks are at -1. There is a limit to this though. The bonus/penalty cannot be higher than 10.

Cloak of Veiled Sight

Il: 20 + D2 + E6

Components: V1 G2 C3	Spell type: S I C3 T2
Power: 2	Casting time: Segments
Duration: 5 min/ 1 hr	Control: Auto, locked
Skills: None	

This spell cloaks the target in a veil of invisibility, effectively hiding her from sight – both normal and infravision. Creatures viewing the cloaked target get a PER+*observation* check to see her, against the effect modifier of the spell. If the spell target is walking, then the difficulty is halved, if running, then it is quartered. The effect modifier must be split between sight, sound and olfactory senses, providing all round proof against detection.

Constructing the Real Image

Il: 20 + D10 + E6 + 2V

In: 20 + E1 + I2 + 2V

Components: V1 G2 C3	Spell type: S I C3 T2
Power: 3	Casting time: Seconds
Duration: 1 hr/1 dy	Control: Auto, fixed
Skills: Observation	

This powerful spell takes an illusion, and gives it real substance. The illusion so created is stationary in nature, though it may be moved physically (since it is physical). The main use of the spell is to create illusory terrain, such as an image of a rockfall blocking a passage. Creatures will see the rockfall, will be unable to pass through it, be able to pick up rocks and walk off with them or would even be able to get out picks and shovels and dig their way through it. The Illusion art is similar to the Image of False Visions spell (except see the end of this description). The invocation effect gives the armour value of the construct created, and the intensity gives the BOD of the construct. No armour means even touching or moving the construct will cause it damage, about 5 or 10 points will ensure normal handling will have no effect on it. When it's hitpoints reach 0, the spell is destroyed, and all parts of the construct dissipate. Note that the effect for the illusion part of the spell has a few other things to take into account. Since people are able to examine

the construct, and move bits of it around (if the subject matter allows this), it is somewhat harder to make it believable. The spell needs an effect of at least 50 to simulate effects such as walking on grass or sand, 100 for leaves rustling in trees and so forth, or higher for correct internal details (say if a tree is chopped down and the trunk examined). As for *Images of the False Vision*, a different effect is needed for sight, sound and smell.

Curse of the Haunted Forest

Il: 20 + A20
Pl: 30 + A20 + 5X

Components: V3 G3 C1	Spell type: R I C4 T1
Power: 3	Casting time: Minutes
Duration: 1 dy/1 wk	Control: Auto, fixed
Skills: None	

This causes a region of forest to apparently become haunted. Trees and plants take on a will of their own, and are given limited locomotive power, though they cannot walk. They will try to cause harm to any within the confines of the forest. The illusion component adds special effects such as leering faces on trees, mists, wraith-like figures and willo-the-wisps. The X modifier increases the 'intelligence' of the forest. At 0, it can do no more than act directly, trying to swipe with branches or grasp with vines. At 5, it is able to make far reaching plans, channelling creatures into dead ends, blocking off escapes and so forth.

Globe of Soft Light

Il: 5 + D5 + I2 + R2 (+ P2)

Components: V1 C1	Spell type: S I C3 T2
Power: 2	Casting time: Segments
Duration: 15 min/6 hrs	Control: Auto, fixed
Skills: None	

The specified area is evenly filled with light by this spell. Of course, the region around it is also lit up, but the light fades beyond the radius of the spell as normal. If cast at a creature's eyes, then it gets a WIL roll to resist, else it suffers a penalty to actions equal to the intensity of the spell.

Globe of Utter Darkness

Il: 5 + D5 + I2 + R2 (+ P2)

Components: V1 C1	Spell type: S I C3 T2
Power: 2	Casting time: Segments
Duration: 15 min/4 hrs	Control: Auto, fixed
Skills: None	

When the spell is cast, the area so specified is filled with darkness. If cast on a creature, then it gets a WIL roll to resist the effects.

Image of the False Vision

Il: 10 + D20 + E6 + S5 + 2V

Components: V1 G1 C3	Spell type: S I C3 T2
Power: 2	Casting time: Seconds
Duration: 5 mins/1 hr	Control: Manual, move
Skills: Observation	

This powerful and flexible spell allows the mage to create an optical illusion of whatever she desires. The effect of the spell is how 'real' it appears to viewers. This effect can be split between three senses – sight, sound and olfactory. One or more can be ignored in order to increase the others (humans for instance tend to believe their eyes over their noses, so ignoring olfactory and going for a merely visual and audio illusion will be effective against them. Many animals have different priorities). The more real it seems, the less blurred or fuzzy the image. Each viewer gets an observation check to notice this, though just because an image has been noted as fuzzy, does not necessarily mean the viewer immediately thinks it is an illusion (especially if the illusion is of something like a wraith, which is expected to be a bit fuzzy). The GM may also force the mage to make an observation check if she is trying to make a particularly complex or accurate illusion, especially if the viewers are familiar with the subject.

Images of the Many Mirrors

Il: 20 + E12 + 4N + R2

Components: V1 G2 C2	Spell type: S C C3 T2
Power: 2	Casting time: Seconds
Duration: 5 mins/1 hr	Control: Auto, move
Skills: None	

This is a specialised version of the *Image of the False Vision* spell. It creates a number of illusions of the mage, which move about within the radius of the spell. Such movement, together with the magic of the spell itself, make it very difficult for anyone to figure out exactly which image is the caster, and which are illusions. Each attack on the caster is against a random image (ie with 3 images, there is a 25% chance of the caster being hit). If an illusion is hit, then it disappears, else the mage is effected as normal.

Out of Sight Out of Mind

Il: 30 + D15 + E8 + R2
Mi: 30 + D15 + R2 + P2

Components: V1 G3 C3	Spell type: S I C4 T1
Power: 3	Casting time: Rounds
Duration: 1 hr/1 dy	Control: Auto, fixed
Skills: Data" off}Skills: None	

Combines *Aura of Total Insignificance* with *Cloak of Veiled Sight*, to produce a powerful effect, albeit on a stationary object (which could be a person, building, path etc). Those viewing the target of the spell must make PER checks (difficulties according to normal illusions) and also WIL checks (difficulty given by the mind potency). Failure of the first, means that the object cannot be seen. Failure of the

second means that *everyone* (regardless of whether they can actually see it) unconsciously avoids it. For instance, if cast on a cottage in a forest, people who would otherwise stumble across it by walking into it, actually go around it, though they may think they are walking in a straight line. It can be very difficult to convince people that something is actually there (with the use of string, linking hands etc), though it is possible. The magic is such that those who fail a WIL check are convinced that nothing is amiss.

Projecting the Captured Image
Il: 15 + D5 + E6 + V1

Components: V1 G1	Spell type: M I C3 T2
Power: 2	Casting time: Segments
Duration: Inst	Control: N/A

Skills: None

This meta-spell takes the images from far sense and mind spells (for example), and projects them as an illusion for all to see. It can only project things which use the three sense that illusions can handle. So images of something can be read from someones mind and projected, but more abstract thoughts could not be.

Spray of Prismatic Hues
Il: 30 + P2 + R5

Components: V1 G3	Spell type: S D C2 T2
Power: 2	Casting time: Segments
Duration: Instantaneous	Control: N/A

Skills: None

This rather colourful spell causes the caster to be surrounded by bright multi-coloured lights. All within the area of effect of the spell may be adversely effected if they are looking at it. Unusually, potential victims get a DEX check before a WIL check. If they make the DEX check, then they succeed in looking away in time, and reduce the effects by one category. If the WIL check is succeeded, then the victim suffers 1d4 stuns. Failure means they are also blinded for 1d4x10 minutes. A failure by half or more means they fall unconscious for 1d6 hours. A critical WIL or DEX means they avoid the effects altogether. A fumbled DEX means they look straight into the spell effect, and effects are worsened by one category. A fumbled WIL means they are permanently blinded as well as any other effects.

True Sight
Fa: 15 + R5
Il: 20 + E2

Components: V1 G1 C2	Spell type: S V C4 T2
Power: 2	Casting time: Seconds
Duration: 2 mn/15 mn	Control: Auto, caster

Skills: None

The purpose of this spell is to allow the mage to see the true nature of things. It is a modified form of the clear sight spell, and allows everything that spell does, including automatically seeing through darkness and other natural illusions and optical mirages. Because of the inclusion of the art of illusion though, the mage can also see through illusions of a magical nature. Unless the 'illusion' has a cloaking greater than the effect of this spell, then the mage sees it for what it is. Illusions are not dispelled or affected in any way, merely detected and seen through.

Invocation

Army of Spectral Might
In: 50 + D10 + E3 + I4 + 2N

Components: V2 G2 C3	Spell type: S I C2 T2
Power: 4	Casting time: Seconds
Duration: 2 rnd	Control: Auto, move

Skills: Directed spells

A similar but much more potent form of the *Faithful Shield Maidens* spell. Except as noted above, this spell obeys the same rules as the latter spell.

Bands of Binding
In: 15 + D10 + E2

Components: V2 G2 C2	Spell type: S I C2 T2
Power: 2	Casting time: Segments
Duration: 1 min/1 hr	Control: Auto, locked

Skills: None

This spell creates bands of invisible force which wrap around the target creature, binding its arms and legs together. A lifting check versus the effect of the spell is needed to break free. The creature can try when the spell is first cast, and then once each duration of the spell.

Beast of Burden
In: 20 + D10 + I3 + S1

Components: V1 G1 C1	Spell type: S I C2 T2
Power: 2	Casting time: Seconds
Duration: 15 mn/2 hr	Control: Auto, move

Skills: None

Creates a construct in the shape of a beast of burden – the exact form and size is up to the caster, but tends to be larger the stronger the construct is – assume about half the size of a mundane animal of similar strength. The STR of the creature is equal to the intensity of the spell, and it has a BOD of a third that. It cannot fly, but can traverse all but the most perilous of terrains. It's principle use is for carting around large amounts of goods. It cannot be used in combat, save for a ramming attack.

Blade of Force
In: 20 + I2

Components: V1 G1 C1	Spell type: S C C1 T2
Power: 3	Casting time: Segments
Duration: 1 rnd	Control: Auto, caster

Skills: Directed spells

This spell creates a shimmering blue-white blade of force, capable of cleaving through armour with ease. It must be

wielded two handed, and uses the casters directed spells against a base difficulty of 20 . The intensity of the spell gives the weapons damage, which has penetration S+20 (ie add wielder's STR), and has a weapon code of "$$". Whilst the blade may be parried, it can often destroy the object so used – regrettably most people facing this weapon only find out by experience. The speed of the weapon is 0 plus the users base physical speed. Variations of this spell are known to exist giving a red or green blade. And no, it doesn't hum when in use.

Cloak of Armour

In: 30 + E1

Components: V1 G1 C1	Spell type: S C C2 T2
Power: 2	Casting time: Segments
Duration: 2 min/15 min	Control: Auto, caster
Skills: None	

Cloak of Armour surrounds the mage in a moving, flexible cloak of force. Each point of effect gives an armour of 1 versus P, A, C and H. Against S attacks, only ½ a point is gained, and no protection is gained for type B attacks – the cloak is too flexible. The cloak covers the entire mage, and appears as shimmering planes of force.

Constructing the Real Image

Il: 20 + D10 + E6 + 2V
In: 20 + E1 + I2 + 2V

Components: V1 G2 C3	Spell type: S I C3 T2
Power: 3	Casting time: Seconds
Duration: 1 hr/1 dy	Control: Auto, fixed
Skills: Observation	

This powerful spell takes an illusion, and gives it real substance. The illusion so created is stationary in nature, though it may be moved physically (since it is physical). The main use of the spell is to create illusory terrain, such as an image of a rockfall blocking a passage. Creatures will see the rockfall, will be unable to pass through it, be able to pick up rocks and walk off with them or would even be able to get out picks and shovels and dig their way through it. The Illusion art is similar to the Image of False Visions spell (except see the end of this description). The invocation effect gives the armour value of the construct created, and the intensity gives the BOD of the construct. No armour means even touching or moving the construct will cause it damage, about 5 or 10 points will ensure normal handling will have no effect on it. When it's hitpoints reach 0, the spell is destroyed, and all parts of the construct dissipate. Note that the effect for the illusion part of the spell has a few other things to take into account. Since people are able to examine the construct, and move bits of it around (if the subject matter allows this), it is somewhat harder to make it belie- vable. The spell needs an effect of at least 50 to simulate effects such as walking on grass or sand, 100 for leaves rustling in trees and so forth, or higher for correct internal details (say if a tree is chopped down and the trunk

examined). As for *Images of the False Vision*, a different effect is needed for sight, sound and smell.

Faithful Shield Maidens

In: 15 + D1 + E2 + I2 + 10N

Components: V2 G2 C2	Spell type: S I C2 T2
Power: 4	Casting time: Segments
Duration: 3 rnd	Control: Auto, move
Skills: Directed spells	

Conjures one or more spectral figures which are able to fight for the wizard. They will obey simple commands, such as attack, move and defend, though at all times remain within the distance modifier of the spell. They have skills equal to the wizards directed spells. The invocation art gives the physical attributes of the maidens. They have an effective STR and CON equal to the spell intensity. Their armour is equal to the effect of the spell, and they are armed with a single weapon of penetration equal to half this. Damage of the weapon is equal to the base strength of the maiden. Each maiden also carries a medium shield. They appear as vaguely translucent white warriors. They are roughly man-sized, though those of high STR will tend to be a bit larger. The maidens have a base speed of 6, and all attacks are made at speed of 9. For purposes of movement, they have an AGI equivalent to 6D, but no related skills.

Field of Holding

In: 5 + D1 + 2E + 5V

Components: V0 G1 C1	Spell type: R I C4 T1
Power: 2	Casting time: Seconds
Duration: 1 dy/1 mn	Control: Auto, locked
Skills: None	

Creates a cuboid of force, usually around an object. The field is pretty weak, requiring merely a lifting skill check against the effect of the spell to break free. It is normally cast around fragile objects, such as old books, glass ware and the like which need to be moved. Because the spell creates a solid block of force, the item inside is well protected. The spell effect can be considered an armour rating. If an attack (such as a fall, or a knock) overcomes the armour, the spell is broken and the item inside is free to be harmed. If cast around a living being, a STR check can be made to break free, against the effect of the spell. One check can be made each round.

Floating Disc

In: 5 + D1 + M10 + 4R

Components: V1 G0 C1	Spell type: S I C2 T2
Power: 2	Casting time: Segments
Duration: 15 mn/2 hr	Control: Auto, move
Skills: None	

Creates a shallow bowel-shaped disc of force, which floats at about waist height near the caster. It remains within the spells distance at all times, and is used for carrying goods and equipment which cannot otherwise be carried. The

radius of the spell is usually kept to about half a metre.

Gauntlet of Crushing Force

In: 25 + D10 + I3

Components: V3 G2	Spell type: S D C2 T2
Power: 3	Casting time: Segments
Duration: Inst	Control: N/A

Skills: Directed spells

This spell forms a spectral 'fist' of force which shoots forth from the caster to smash its target. It causes damage of penetration B25.

Knight Protectors of Mathus

In: 30 + D5 + E2 + I3 + 5N

Components: V2 G2 C2	Spell type: S I C2 T2
Power: 4	Casting time: Segments
Duration: 3 rnd/15 mn	Control: Auto, move

Skills: Directed spells

Of the same breed as Faithful Shield Maidens and Army of Spectral Might this spell summons forth several constructs of force to defend the mage. See Faithful Shield Maidens for notes on the working of this spell.

Lance of Force

In: 15 + D10 + I2

Components: V1 G1	Spell type: S D C2 T3
Power: 2	Casting time: Segments
Duration: Inst	Control: N/A

Skills: Directed spells

The lance of force is a long and thin rod of force, with a sharp pointy bit at the end. When cast, it shoots towards the specified target, and if it hits, causes damage of type P equal to the intensity of the spell, penetration P25.

Rain of Death

In: 45 + D20 + I2 + 2N

Components: V2 G2	Spell type: S D C2 T2
Power: 4	Casting time: Segments
Duration: Inst	Control: N/A

Skills: Directed spells

Creates a specified number of metre long darts of force, which shoot out from the caster to strike the specified targets. Anything so hit suffers P45 damage equal to the intensity of the spell.

Rochelle's Nimble Fingers

In: 25 + 2D + E1

Components: V1 G2	Spell type: S V C3 T1
Power: 2	Casting time: Rounds
Duration: inst	Control: Manual, fixed

Skills: Pick locks

By invoking small 'rods' of force, the mage can manipulate small items to a great degree of precision. It was originally designed for unlocking locks. The time taken to cast the spell includes the time taken to pick the lock (or whatever). The

effect of the spell is the difficulty of lock which may be opened, and cannot exceed the maximum roll possible the mage can make with her pick locks skill (ie a mage with a pick locks of 4D cannot use an effect higher than 40). This is because some knowledge of the lock is required as well as simple dexterity. Other tasks may require other skills, though the *Fingers* return no sensory input, so cannot be used to search, or to test a liquid for acidity or warmth etc.

Storm of Blades

In: 20 + D10 + I2 + V1

Components: V2 G1 C2	Spell type: S I C1 T2
Power: 3	Casting time: Segments
Duration: 2 rnd	Control: Auto, fixed

Skills: None

This spell brings into existence a whirling storm of death – glittering planes of force which spin with great speed, cutting into little pieces anyone foolish enough to enter, and anyone unlucky enough to be caught inside. Damage done is equal to the intensity of the spell, penetration S20. The blades make a high pitched humming noise as they whistle through the air.

Walls of Force

In: 10 + A5 + D10 + E4

Components: V1 G1 C1	Spell type: S I C2 T3
Power: 2	Casting time: Segments
Duration: 1 mn/1 hr	Control: Auto, fixed

Skills: None

By casting Walls of Force, the wizard creates one or more planes of force which can be used as a barrier. Each point of effect gives the wall 2 hitpoints and 1 point of armour versus all physical attacks. The wall cannot be moved once created, it must also be a flat plane. If 'corners' are required, then each face of the wall is calculated separately for its area.

Mind

Arise From the Slumber of Sleep

Bo: 15 + N3 + P4

Mi: 10 + N2 + R10 + P4

Components: V1 G1	Spell type: S V C4 T2
Power: 2	Casting time: Segments
Duration: Inst	Control: N/A

Skills: None

This spell immediately awakens any creatures it effects. Such creatures come fully awake, and unwilling to go back to sleep for the next minute. If the caster desires, they can be made aware that they have been deliberately awakened, else the chances are as normal for detecting mind intrusion. Affected creatures are not exempt from any penalties due to fatigue though. A simpler (level 5) version of this spell would have a potency modifier of only P2.

Chapter 3 : Spells

Aura of Total Insignificance

Mi: 30 + 5N + R5 + P2

Components: V1 G1 C2	Spell type: S C C4 T1
Power: 2	Casting time: Segments
Duration: 1 mn/5 mn	Control: Auto, caster

Skills: None

This powerful mind effecting spell causes everyone to totally ignore the caster and any other specified recipients within the radius of the spell, as if they were unimportant, or at the very least, somebody else's problem. Anything short of attack will be ignored, though doing something obviously detrimental to a person (such as robbing them blind) or unusual or note-worthy (such as killing someone, though not picking a lock, or climbing a wall), allows a second WIL check. Success means they resist the spell, though they won't necessarily know they have been magically duped. There are several modifiers to the WIL difficulty depending on circumstances. If the viewers saw and had interest in the mage before the spell was cast, there is a x½ modifier. Doing something such as attacking someone gives a x1/5 modifier, and a second WIL check. An attack by one of the spell recipients onto an individual where the attacker was obviously the recipient, gives automatic success. The GM should use his own discretion in other situations.

Bringing the Dead to Life

Bo: 60 + P4 + X1

Mi: 70 + P4 + X1

Ne: 60 + P3 + 2X

Components: V3 G3 C3	Spell type: S D C1 T1
Power: 5	Casting time: Hours
Duration: 15 min/inst	Control: Auto, locked

Skills: None

A powerful spell which can restore those that are dead back to life – not as undead, but as living people. Their original body must be present (and in a fit state to live in – lost limbs or other damage is not restored), and there is a relationship modifier for all three potencies as per far sense spells. The X modifier is 1 for each full hour that has passed in between the death of the person, and the beginning of the spell. Note that the dead spirit will resist the spell, regardless of the wishes of the person when alive. This spell is very difficult to cast, since very few magi are good enough at both mind and necromancy.

Chains of the Heavy Limbs

Bo: 10 + D10 + 2E

Mi: 15 + D10 + P2

Components: V1 G2 C1	Spell type: S I C3 T2
Power: 2	Casting time: Segments
Duration: 2 rnd/ 1 hr	Control: Auto, lock

Skills: None

A creature effected by this spell is slowed, both in mind and in body. Its base speed is raised by 1 point for every point of effect of the spell.

Change of Heart

Mi: 10 + D5 +10E + P2

Components: V2	Spell type: S I C2 T2
Power: 2	Casting time: Rounds
Duration: Inst	Control: N/A

Skills: None

This spell allows the wizard to shape the emotions of others. With its use, any single personality trait, directed or general, may be shifted one or more categories (as given by the effect modifier) from its natural value, though must remain in the -5 to +5 range. The trait will gradually turn back to its original value over time.

Confusion of the Befuddled Mind

Bo: 15 + D5 + E1

Mi: 20 + 5N + R5 + P2

Components: V1 G1 C1	Spell type: S I C2 T2
Power: 2	Casting time: Segments
Duration: 2 mn/30 mn	Control: Auto, locked

Skills: None

The targets of the spell become dizzy and mildly nauseous, loosing balance, coordination and suffering sensory depriva-tion. The targets suffer a penalty to all actions equal to the effect modifier of the spell. This means that some otherwise simple actions such as standing up (difficulty -5) or walking (difficulty 0) can now become a problem. At the termination of this spell, the effects wear off at a rate of one point per second.

Detection of Intrusion

As: 15 + E2 + R2

Mi: 10 + R2 + P2

Components: C1 G1 C1	Spell type: S A C3 T2
Power: 2	Casting time: Seconds
Duration: 1 hr/1 dy	Control: Auto, fixed

Skills: Data" off}Skills: None

Wards an area such that any intelligent creatures that enter it who fail a WIL check, or any magic that does not have cloaking exceeding the effect modifier is detected, and a warning given to the caster of this spell.

Enslavement of Utter Obedience

Mi: 60 + D3 + P2

Components: V2 G2 C1	Spell type: R I C2 T1
Power: 3	Casting time: Rounds
Duration: 1 wk/1 yr	Control: Auto, locked

Skills: None

This powerful spell totally enslaves the target creature, bringing him under the caster's utter control. The slave has no will or personality of his own, and will follow the casters commands even if they lead to obvious death. This spell isn't quite as useful as it first appears though, since the spell has the following side effects on the poor target. First, his WIL is halved, and all WIL based skills revert to 0D. All other skills

are halved. The target also much of his personality and any magical talent is lost.

Fortress of Iron Will

As: 10 + 5R
Mi: 15 + I1

Components: V1 C3	Spell type: S C C3 T2
Power: 2	Casting time: Segments
Duration: 1 mn/30 mn	Control: Auto, caster
Skills: None	

This spell protects the wizard (or an area around the wizard if a radius is given) from mind effecting spells. Any creatures so protected get a bonus to their WIL equal to the intensity of the spell while the spell is in effect. This is one of the more common spells to be found in items, since it is most useful if maintained permanently.

Imbue with Commanding Presence

Mi: 15 + 2I + P2

Components: V2 G1 C1	Spell type: S C C3 T2
Power: 2	Casting time: Seconds
Duration: 5 mn/1 hr	Control: Auto, caster
Skills: See below	

In the minds of those seeing and hearing the caster, she seems especially charismatic, and they will look on all requests from the caster favourably. In game turns, the caster receives a bonus to all CHA skills equal to the intensity of the spell. People receive a WIL roll to resist the first time the are affected by the spell.

Locating the Studied Mind

Mi: 10 + D1000 + P4

Components: V1 G1	Spell type: S U C4 T4
Power: 2	Casting time: Segments
Duration: Inst	Control: N/A
Skills: None	

This spell is used for locating the whereabouts of someone previously studied with *Storing the Pattern of the Mind*. If the target is within range, then the caster knows both their location (ie distance to them, and direction), and their general state of health and mind. Note that because their is already a link between the caster and the spell target, *far sense* is not required for this spell.

Lost in the Depths

Mi: 45 + D3 + P2

Components: V3 G2	Spell type: S I C2 T2
Power: 2	Casting time: Seconds
Duration: Inst	Control: N/A
Skills: None	

The victim of this spell is effectively turned into a vegetable. She looses all memories, skills and any ability to relate to the world. KNO, CHA and WIL become 0D, and AGI, DEX and PER are reduced to 1 or 2 points. Though some death spells may be an easier way to get rid of someone, the spirit of the victim cannot be summoned up to get useful information afterwards. This spell is reversible, but a spell to do so would be very difficult, and not totally infallible.

Mind Blast

Mi: 35 + R1 + P2

Components: V2	Spell type: S A C1 T3
Power: 3	Casting time: Segments
Duration: Inst	Control: N/A
Skills: None	

This not-so-subtle mind spell causes a blast of powerful mental energy which (hopefully) overcomes the minds of all those within the radius of effect of the spell (which is centred on the wizard). The effect of this is to kill the creatures effected, or at the very least turn them into gibbering idiots (those which fail their WIL check by 5 points or less are merely turned into vegetables, a process which is almost irreversible).

Out of Sight Out of Mind

Il: 30 + D15 + E8 + R2
Mi: 30 + D15 + R2 + P2

Components: V1 G3 C3	Spell type: S I C4 T1
Power: 3	Casting time: Rounds
Duration: 1 hr/1 dy	Control: Auto, fixed
Skills: Data" off}Skills: None	

Combines *Aura of Total Insignificance* with *Cloak of Veiled Sight*, to produce a powerful effect, albeit on a stationary object (which could be a person, building, path etc). Those viewing the target of the spell must make PER checks (difficulties according to normal illusions) and also WIL checks (difficulty given by the mind potency). Failure of the first, means that the object cannot be seen. Failure of the second means that *everyone* (regardless of whether they can actually see it) unconsciously avoids it. For instance, if cast on a cottage in a forest, people who would otherwise stumble across it by walking into it, actually go around it, though they may think they are walking in a straight line. It can be very difficult to convince people that something is actually there (with the use of string, linking hands etc), though it is possible. The magic is such that those who fail a WIL check are convinced that nothing is amiss.

Painting the Picture of the Dream

Mi: 35 + D50 + P2

Components: G1 C3	Spell type: S V C4 T2
Power: 2	Casting time: Minutes
Duration: 1 seg	Control: Manual, locked
Skills: None	

This powerful spell creates a dream for one sleeping target. The environment of the dream is under the control of the caster, but the actions of the target are not. The caster cannot directly find out information this way, but can do so indirectly through the targets actions. For example, to find out the password for the thieves guild, the caster could create

a dream in which the target goes to the guild and has to give the password, thereby giving the wizard the information he wants. How railroaded the target is into a chain of events is up to the caster, and though the chance of the target finding out he is being 'controlled' is minimal, it does increase with more the caster forces the targets hand (this is left entirely up to GM discretion). If the target is killed in a particularly nasty way, then he must make a stamina check, where a fumble means death in real life. The spell does not prevent someone from waking up, which disrupts the spell. Note that the target receives no bonuses to his WIL to resist this spell, so though it is a long winded way to do so, this spell can be easier than using another to directly probe for difficult to reach information. Dream time passes at a rate of a minute for each segment of real time.

Probe of the Open Mind

Mi: 15 + D5 + P2

Components: V1 G1 C3	Spell type: S V C3 T2
Power: 2	Casting time: Rounds
Duration: 1 rnd	Control: Manual, locked
Skills: None	

There are some spells which do more harm to the PR of magi than even the most fire loving demonologist could hope to attain in a lifetime. This is one of them. With it, the mage may lay bare the thoughts of another person, reading their memories much like a book. Despite the low base difficulty though, it is a hard spell to cast, because of the many penalties for reading deep into a persons mind – see the section on mind reading in the *The Casting of Magic* (chapter 4) for further details.

Quiet of the Peaceful Nursery

Bo: 15 + D20 + R10

Mi: 35 + D20 + R5 + N1 + P2

Components: V1 G1 C2	Spell type: S I C3 T2
Power: 3	Casting time: Segments
Duration: 15 mn/ 6 hr	Control: Auto, locked
Skills: None	

Causes a number of specified people to fall asleep. They remain asleep until either the mage stops concentration, or they are woken. They can only be woken by a very loud noise, or after being vigorously shaken – the sleep is very deep.

Rewriting the Book of the Mind

Mi: 20 + D5 + P1

Components: V1 C3	Spell type: S V C2 T2
Power: 2	Casting time: Rounds
Duration: 1 rnd	Control: Manual, locked
Skills: None	

This greatly feared spell allows the wizard to rewrite a creatures memories and thoughts. Only thoughts which have been previously detected (ie by *Probe of the Open Mind* or a similar spell) can be changed. See the rules on mind reading

for further details on this spell.

Sense of the Heart's Desire

Mi: 5 + D5 + P2

Components: G1	Spell type: S V C4 T2
Power: 2	Casting time: Seconds
Duration: Inst	Control: N/A
Skills: None	

This spell allows the wizard to sense the emotions of the target creature. There may be a modifier to the WIL difficulty, depending on how specific the information sought is (see the previous chapter on The Casting of Magic).

Sense of the Living Mind

Mi: 10 + R5 + P2

Components: V1 C1	Spell type: S A C4 T2
Power: 2	Casting time: Seconds
Duration: 2 mn	Control: Auto, caster
Skills: None	

This spell allows the wizard to sense the presence of thoughts of living creatures within the radius of effect of the spell. The only thing that may be sensed about the minds are whether they are animal, human intelligence or extra-planar.

Sense the Intruding Thoughts

Mi: 20 + R5 + P2

Components: V2 G3 C2	Spell type: S A C3 T2
Power: 2	Casting time: Rounds
Duration: 1 hr/1 dy	Control: Auto, fixed
Skills: None	

By placing an area under the protection of this spell, the wizard is automatically alerted to any intruders moving into the area of effect. If she is asleep, then she is wakened, and knows the reason why. A general impression of the size and number of creatures can be gleaned with this spell. A number of individuals may be made transparent to the spell (ie, they don't set it off), and a minimum WIL may be set – ie anything less than 1D is ignored. A successful WIL check means the creature is undetected by this spell.

Sharing the Captured Thoughts

Mi: 25 + D5 + 5N + P2

Components: V1	Spell type: M I C4 T1
Power: 2	Casting time: Segments
Duration: Inst	Control: N/A
Skills: None	

Similar to *Projecting the Captured Image*, but instead sends the images gained from the main spell directly to a number of people's minds. This way, abstract thoughts can be broadcast, as well as images from spells.

Slumber of the Sleeping Babe

Bo: 5 + D20
Mi: 25 + D20 + P2

Components: V1 G1 C1	Spell type: S V C3 T2
Power: 2	Casting time: Segments
Duration: 15 mn/4 hr	Control: Auto, locked
Skills: None	

This spell causes a single creature to fall asleep unless they make their WIL check. The sleep is very deep, so it is difficult to wake them. Once the mage stops concentrating though, they will wake up in a few minutes.

Storing the Pattern of the Mind

Mi: 20 + D5 + 4E + 2P

Components: V1 G0 C1	Spell type: S I C3 T1
Power: 2	Casting time: Rounds
Duration: 1 dy/1 wk	Control: Auto, locked
Skills: None	

By the use of this spell, the caster makes a detailed study of the targets mind, enabling the caster to both find and effect the target with greater ease. It forms a prerequisite of *Locating the Studied Mind* and gives greater identification for *Sense of the Living Mind* and similar spells (the caster can instantly recognise minds which have been stored with this spell). The effect modifier also acts as a bonus to the potency for mind spells on that person.

Strike of Sudden Death

Mi: 25 + D5 + P2

Components: V3 G2	Spell type: S I C2 T3
Power: 3	Casting time: Segments
Duration: Inst	Control: N/A
Skills: None	

The affected target of the spell is killed instantly if the WIL check is failed. He falls down immediately dead, without uttering a sound.

Strings of the Puppets

Mi: 30 + D5 + 5N + P2

Components: V1 G2 C3	Spell type: S I C2 T1
Power: 2	Casting time: Segments
Duration: 1 mn/30 mn	Control: Manual, locked
Skills: None	

This spell allows the mage to take control of a creature's mind, and hence their body as well. The creature so controlled can be made to do anything the caster wishes, including fighting but not spell casting – such is too delicate an operation for an outside controller to handle (though the a controlled wizard can be made to drop currently maintained spells). The creature cannot be made to do anything the mage doesn't know about, and tends to have a rather glazed look, so isn't as useful as more subtle methods of control in some circumstances. The mage has full use the the creatures senses while this spell is in effect. If several subjects are controlled with this spell, then only basic commands (such as walk, fight, stand still etc) can be given to all at once.

Talking Through the Unbroken Silence

Mi: 10 + D10 + 5N + P2

Components: V1 C1	Spell type: S I C3 T2
Power: 2	Casting time: Seconds
Duration: 1 rnd/1 hr	Control: Manual, lock
Skills: None	

This spell allows the mage telepathy with the target of the spell. Two way communication is possible, though no information may be gleamed by either person unless the other desires it. Speech, pictures, feelings etc can be conveyed by the spell. Note that the caster must still be able to see the target when the spell is cast, but can otherwise be maintained as long as the target remains within the distance of the spell.

Unleash the False Desire

Mi: 15 + D5 + 5E + P2

Components: V1 C2	Spell type: S I C2 T3
Power: 2	Casting time: Seconds
Duration: 1 rnd/1 mn	Control: Auto, locked
Skills: None	

This spell instils one single, very powerful, emotion in a single creature. The mage may give the creature an emotional trait of value +5 or -5 (or any value in between), which lasts while the spell is maintained. As soon as the spell is finished, the creatures emotions return to normal. Types of emotion that can be instilled are fear, love or hate.

Wards of the Silent Alarm

Mi: 10 + R2 + P2

Components: G1 C2	Spell type: S A C4 T2
Power: 2	Casting time: Rounds
Duration: 1 hr/12 hr	Control: Auto, fixed
Skills: None	

This spell is set up over an area, usually around an encampment. After the region has been defined, any intelligent creature that moves into the region sets off a mental warning for the wizard who cast the spell. The warning is sufficient to wake a person from even a deep sleep. Any who are within the radius of the spell when it is cast will not trigger its effects. The spell is automatically ended when it is triggered. It is possible to set a 'lower bound WIL', where any WIL resistance below this value does not trigger the spell – ie 20 so animals (usually 2D WIL) won't trigger it.

Words of Suggestion

Mi: 30 + D10 + N5 + R2 + P2

Components: V2 G1	Spell type: S I C2 T2
Power: 2	Casting time: Segments
Duration: Inst	Control: N/A
Skills: None	

Allows the wizard to plant a 'suggestion' in the mind of the

targets. The suggestion can be a simple command (such as run away), or a more complex set of instructions, such as to ignore the caster, or to go and collect an item. See the notes on mind spells for purposes of WIL bonuses because of dangerous or unnatural suggestions.

Words of Warning

Mi: 10 + D10 + P2

Components: V1 C1	Spell type: S I C3 T4
Power: 2	Casting time: Segments
Duration: 1 rnd	Control: Manual, lock
Skills: None	

This is a simplified version of *Talking Through the Unbroken Silence*, in that communication is one way only – from the caster to the target. One special feature of the spell is that the target gets no WIL to resist on initial casting, but may do so each round the spell is in effect, as for normal mind spells. This spell cannot be used to distract a mage who is casting a spell (for instance).

Plant

Blight on the Healthy Plants

Pl: 10 + D10 + 2E + 3N

Components: V1 G2 C1	Spell type: S I C3 T2
Power: 2	Casting time: Seconds
Duration: 1 rnd	Control: Auto, locked
Skills: None	

Causes a number of plants to grow sick and die. The spell effectively causes damage equal to the E modifier each round, when damage totals the plants total hitpoints, the plant has rotted to practically nothing. See the Core Rules for average BOD values for plants (in general, bushes about 1D, small trees 3D to 5D, large oaks 15D to 20D).

Curse of the Haunted Forest

Il: 20 + A20
Pl: 30 + A20 + 5X

Components: V3 G3 C1	Spell type: R I C4 T1
Power: 3	Casting time: Minutes
Duration: 1 dy/1 wk	Control: Auto, fixed
Skills: None	

This causes a region of forest to apparently become haunted. Trees and plants take on a will of their own, and are given limited locomotive power, though they cannot walk. They will try to cause harm to any within the confines of the forest. The illusion component adds special effects such as leering faces on trees, mists, wraith-like figures and willo-the-wisps. The X modifier increases the 'intelligence' of the forest. At 0, it can do no more than act directly, trying to swipe with branches or grasp with vines. At 5, it is able to make far reaching plans, channelling creatures into dead ends, blocking off escapes and so forth.

Encouraging Words of Growth

Pl: 15 + D20 + 2E + 5N

Components: V2 G3 C3	Spell type: S I C2 T1
Power: 4	Casting time: Seconds
Duration: 1 rnd	Control: Auto, locked
Skills: None	

A powerful spell which speeds up the growth of a number of plants, from grasses to trees. Growth beyond normal maximum size takes double time up to 50% larger than maximum. The E modifier gives the rate of growth, specified in points of BOD. Simply, flowers will take a round or less, while a large oak could take several minutes to grow from a small acorn to full size. The effects of the spell are permanent.

Grasping Vines of Entanglement

Pl: 15 + A2 + D10 + E2

Components: V1 G2 C2	Spell type: S I C3 T2
Power: 3	Casting time: Segments
Duration: 1 rnd/1 hr	Control: Auto, locked
Skills: None	

A region of plants, including grasses, bushes, trees and flowers, will become animated and attempt to grasp and hinder any creature or object moving through them. Any creatures must make a STR check versus the E of the spell. Failure means they cannot move, success means they can move at a third speed, and twice the difficulty means they can move through unhindered. The check is made each round they are within the area. Standing still will not attract the notice of the plants, but doing such usually has the desired effect anyway.

Moving the Plants Aside

Pl: 5 + I2 + 5R

Components: V2 G2 C1	Spell type: S C C3 T2
Power: 2	Casting time: Segments
Duration: 5 mn/1 hr	Control: Auto, caster
Skills: None	

All plants in a specified radius around the caster will attempt to move out of his way, clearing a path for him in the desired direction, allowing unhindered movement. About a minute after the caster leaves the area, the plants move back to how they were originally, though signs of passage is not hidden. The I modifier is the thickness of foliage moved aside.

Sap of Deadly Poison

Pl: 25 + A1 + D10 + E2

Components: V1 G1	Spell type: S I C2 T2
Power: 3	Casting time: Segments
Duration: 30 mn/Inst	Control: N/A
Skills: None	

Turns the sap of plants into poison which can effect animals. When cast upon thorny plants, or those which are usually eaten, results can be quite deadly. A failed CON check for anyone eating or being pricked by such plants means death

within a minute, with pain up to that point. The poison works when ingested or injected, and its potency is equal to the effect of the spell. The poison lasts about six hours, and all plants affected are killed.

Solid Wall of Oak
Pl: 25 + A2 + D10 + I3

Components: V2 G2 C1	Spell type: S I C2 T2
Power: 3	Casting time: Segments
Duration: 1 hr/Inst	Control: Auto, fixed
Skills: None	

Creates a solid wooden wall, with length and height made from the area modifier of the spell, and the intensity giving its BOD – which is thickness. See the core rules, chapter 10, for the armour values and equivalent thickness for such a wall – assume hard wood. The wall can be free standing, or rooted to earth or plants, but not to stone or metal. It vanishes when the spell ends unless mana is used to make it permanent.

Speak with the Awakened Plant
Pl: 10 + R10 + 10X

Components: V3	Spell type: S I C3 T2
Power: 2	Casting time: Minutes
Duration: Inst	Control: N/A
Skills: None	

Allows the wizard contact with the spirits of the plants. For each point of X modifier, the wizard may ask one question of that region. Only regions of large bushes and trees have enough 'intelligence' to answer the wizards questions. The spirit will answer as best it can, but the spell may only be cast once a day over the same region. The radius of the spell gives the area over which the plants have knowledge. The questions are asked during the casting of the spell, and the answers are obtained when it is completed.

Sprouting of Winter Leaves
Pl: 20 + E2 + 3N + R20

Components: V2 G2 C2	Spell type: S I C3 T2
Power: 3	Casting time: Rounds
Duration: 1 rnd	Control: Auto, locked
Skills: None	

Causes plants to sprout leaves whatever the time of year. Casting this spell in the middle of winter can have disastrous results for plants, but few wizards ever worry about this. For purposes of this spell, consider the amount of leaves a tree or bush has at maximum cover to be equal to its full hitpoints, the the E modifier of this spell is the rate at which leaves are grown. Note that this spell isn't much use on evergreen plants. The effects of the spell are permanent and non-magical.

Stripping the Trees of Their Leaves
Pl: 10 + E1 + 2N + R20

Components: V1 G1 C1	Spell type: S I C3 T2
Power: 2	Casting time: Segments
Duration: 1 sec	Control: Auto, locked
Skills: None	

Causes leaves on trees and bushes to turn brown and fall off. The rate is as for sprouting of the winter leaves, except the opposite occurs, and things happen a lot quicker, in a matter of seconds.

Wall of Sharp Thorns
Pl: 15 + D10 + I2 + V2

Components: V2 G1	Spell type: S I C2 T2
Power: 4	Casting time: Segments
Duration: 1 hr/inst	Control: N/A
Skills: None	

Creates a wall of thick entangled thorns in the specified region. It can be cast around objects, including creatures, and doing so can be painful for the creatures concerned. The I modifier gives the strength of the wall. Anyone trying to break through it without suitable weapons takes a P0 attack at damage equal to a fifth of the spell intensity. A spell more to slow than to damage, though can be deadly when combined with *Sap of Deadly Poison*.

Water Form

Beaker of Water
Wa: 5 + M1

Components: V2 G1	Spell type: S I C2 T2
Power: 3	Casting time: Seconds
Duration: 1 hr/inst	Control: N/A
Skills: None	

This spell creatures an amount of water which flows from the caster's hand. The water so created is magical, so to have any lasting benefit mana must be used with the spell. The water is pure, distilled water, so will taste slightly 'strange' but is otherwise perfectly refreshing as normal water.

Bridge of Ice
Co: 5 + M5
Wa: 10 + A5 + D5

Components: V2 G1	Spell type: S I C3 T2
Power: 3	Casting time: Seconds
Duration: Inst	Control: N/A
Skills: None	

When cast, a specified area of water has its surface frozen so to enable crossing of it. The ice is thick enough so support a mass equal to the M effect of the spell. In moderate temperature, the 'bridge' weakens by 1kg each minute. It melts at half this rate in cold temperatures, and double this in warm, quintuple in hot, and decuple in very hot climates.

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Cauldron of Liquid Fire
Fi: 25 + I2
Wa: 15 + D20 + V5
Components: V3 G3   Spell type: S I C1 T3
Power: 4   Casting time: Seconds
Duration: Inst   Control: N/A
Skills: None
Creates a volume of highly flammable liquid, which is furthermore already ignited. The oily liquid will float on water, and causes damage equal to the spell intensity each round. The penetration is H25. A slow spell to cast, but useful for flushing people out from buildings, or making an area impassable. The liquid and fire dissipates slowly after the spell is cast, loosing a dice of intensity each minute as the liquid is consumed. This liquid is magical, and can be dispelled.

Covering of Oil
Wa: 5 + D5 + 5M
Components: V1 G2   Spell type: S I C3 T2
Power: 3   Casting time: Segments
Duration: 15 mn/Inst   Control: N/A
Skills: None
Creature an amount of oil equal to the mass of the spell. For the sake of this spell, 1 kg of oil gives 10,000cm² of oil, enough to cover a single person. More than this can drench a person, or cover a wider area. The oil is both slick (ie can be used to hinder movement if put over the floor) and flammable. A single point of intensity of fire will ignite it. A *fire* meta-magic spell of 5 + D5 + I1 could be cast with this spell to do this.

Curse of Vile Water
Wa: 10 + D1 + E2 + V1
Components: V1 G1   Spell type: S I C2 T2
Power: 3   Casting time: Seconds
Duration: Inst   Control: N/A
Skills: None
This spell makes an amount of water impure and unfit to drink. Any who drink it must make a CON check versus the effect of the spell, else suffer illness and stomach cramps, starting 10 minutes after imbibing it, and lasting for 1/2 hour for each point by which they failed the check. Creatures so affected suffer -2D to all actions, and move at half speed. A PER+observation check of difficulty 60 will notice that the water is unfit. Creatures get a bonus equal to the effect of the spell to their roll (ie really bad water is foul smelling and 'the wrong sort of colour' and hence easy to notice). The difficulty is halved if they are actively checking the water first.

Divine the Presence of Water
Fa: 10 + R200
Wa: 5 + 10X
Components: V1 G2   Spell type: S U C4 T2
Power: 2   Casting time: Rounds
Duration: Inst   Control: N/A
Skills: None
Tells the wizard where the nearest body of water is located, giving the direction and distance to its nearest part. The X modifier increases the likely hood of finding small amounts of water. Anything larger than 1000m³ requires no modifier. 100m³ requires 1 point of modifier, 10m³ requires 2 points, 1m³ requires 3 points, 1/10m³ requires 4 points and so on.

Dust of Dry Water
Wa: 20 + D1 + V1
Components: V2 G1   Spell type: S I C1 T3
Power: 4   Casting time: Seconds
Duration: Inst   Control: N/A
Skills: None
Water so effected by this spell becomes 'dry' – it is converted into a fine powdery dust equal to about 1/100 its original volume.

Flood of Rushing Water
Wa: 25 + D10 + V10
Components: V3 G3   Spell type: S I C2 T3
Power: 4   Casting time: Segments
Duration: 1 mn/inst   Control: N/A
Skills: Swimming
Creates a volume of water, which appears where the caster wills. The water vanishes after the spell expires, unless extended with mana. The water is pure (distilled) water.

Lungs of Watery Death
Bo: 10 + P2
Wa: 25 + D5 + E3
Components: V2 G2   Spell type: S I C2 T2
Power: 3   Casting time: Segments
Duration: Inst   Control: N/A
Skills: None
The effect of this deadly spell is to create water in the lungs of some living creature. The spell target must make a WIL check to resist the spell. Failure means they must make a second check, this time with BOD (or CON, if they do not have a separate rating), against the effect component in the Water part of the spell. Success on the second check means they suffer 1D of stuns, and 1D of short term fatigue. Failure means they suffer another 2D of extra fatigue for every 5 (or part of) points they failed this check by. If this fatigue exceeds their CON+*stamina* then they die.

Mighty Torrent of Water

Wa: 20 + D5 + I2

Components: V3 G2   Spell type: S D C2 T4

Power: 3   Casting time: Segments

Duration: Inst   Control: N/A

Skills: None

A 'bolt' of water, equal in appearance and form to that from a high pressure hose, shoots from the caster towards the target specified. Damage is of penetration B20. The water dissipates a few segments after hitting the target.

Pillar of Ice

Co: 25 + E2

Wa: 25 + D10 + V1

Components: V2 G2   Spell type: S I C2 T2

Power: 3   Casting time: Segments

Duration: 1 mn/1 hr   Control: N/A

Skills: None

A block of ice appears at the designated point. Any objects, including creatures, within that area, are encased in the ice. It requires a lifting check versus the effect of the spell to break free, though the difficulty is modified by +5 for each metre the creature is from the edge of the ice. Creatures will usually suffocate before suffering serious effects from the cold, but otherwise they take 0D+8 prolonged damage each minute, with a penetration of C0.

Purify Water

Wa: 15 + D1 + V2

Components: V1 G1   Spell type: S I C2 T2

Power: 3   Casting time: Rounds

Duration: inst   Control: N/A

Skills: None

When cast, this spell purifies a specified amount of water or other liquids. Any liquid may be so purified, as long as it is not within the body of a living creature. The liquid being purified to must make up at least 50% of the whole – so a drop of oil cannot be placed in a barrel of water, and then the entire barrel 'purified' to oil.

Spring of Ever Flowing Water

Wa: 20 + D2 + M1 + R5

Components: V2 G2 C2   Spell type: S V C2 T2

Power: 3   Casting time: Segments

Duration: 1 rd/1 hr   Control: Auto, fixed

Skills: None

When this spell is cast, water starts 'raining' over the specified region. An amount of water is created each round equal to the M effect of the spell (1 tonne of water is equal to 1m3). If no mana is used in the casting of the spell, the water lasts for as many minutes as the spell lasted in rounds. Otherwise, the water created is permanent.

Subtle Taste of Poison and Purity

Wa: 10 + D1

Components: V1   Spell type: S I C4 T1

Power: 2   Casting time: Seconds

Duration: Inst   Control: N/A

Skills: None

Divines the nature of any liquid. The wizard knows whether the liquid is poisonous, flammable, acidic etc. In the case of poisons, the caster roughly knows the effects of the poison.

Transmute Rock to Mud

Ea: 20 + D10 + I5 + V25

Wa: 5 + D25 + V50

Components: V2 G2   Spell type: S I C1 T4

Power: 3   Casting time: Seconds

Duration: 1 mn/inst   Control: N/A

Skills: None

This spell forces a specified volume of rock to change into mud, effectively ruining its defensive value, and causing creatures on top of it to fall into the now muddy pit. The type of rock which can be affected is dictated by the intensity component (where 1D is sand or loose dirt, going up to about 20D for hard granite). An intensity which is less than the required amount will affect a smaller portion of the rock (ie 10D intensity versus granite would only affect about half the volume). The spell is instantaneous, but the mud remains mud until it dries. A dust of dry water spell will solidify the area into rock hard mud instantly.

Chapter 3 : Spells

4 Ritual Magic

Rituals are a form of magic which is much more powerful than the standard magic employed by the majority of magi. It is much older, and far more tied to its environment. As such, such magic is difficult to use, slow and generally disliked. Unfortunately, there are many things which require ritual magic, and its effects can be quite spectacular. For this reason, it is still used, though it is generally best to try and use more mundane magics first, before resorting to rituals.

4.1 Advantages of Ritual Magic

The first advantage is that rituals are far more powerful. The effects of most spells tend to be localised, brief and somewhat limited in what they can do. 'Limited' is of course a relative term, and normal magic is by no means weak compared to mundane effects.

Rituals though can call up storms over an area hundreds of kilometres across, can shake mountains, swallow cities whole and enslave whole regions. Admittedly, these sorts of things are for Archmages and the like, but with simple magic, these effects would require difficulties in the hundreds – way beyond what any mortal could do. And that's not all...

Groups of magi can get together to cast a single ritual, their combined skills allowing greater effects than would be possible if only one of them could attempt it.

Permanent devices imbued with spells to be called on at will can be created. This is one of the most common use of rituals.

4.2 The Price

All of this comes with a price of course. Simply, rituals are complex to learn and to cast. They are not as flexible as simple magics, and require certain elements (the rituals which must be performed for the spell to work) to be included in the casting. They also tend to be very slow, and difficult to conceal (in the mundane sense – they can still be cloaked as normal).

4.3 Learning Rituals

Learning a ritual is not the same as for learning a simple spell. As normal, an experience point cost is required to learn a ritual spell, though all rituals are considered to be 'untaught'. Whereas this is all that is needed to learn a simple spell though, a ritual requires something more.

First, when a ritual spell is learnt, it is learnt up to a specific level. Rituals still have a base level, as for a standard spell, and this is what is used to base the experience point cost on, but the mage must also specify the maximum level the spell difficulty can be raised to.

For instance, *Wrath of the Raging Storm* is a ritual of level 30 in air, and 20 in water. To learn it, it's cost would be based on a level 30 spell (the highest of the two as normal). The mage must also specify a maximum level, say 80. This doesn't affect the cost, but means that the modifiers for either the air or water halves of the spell can never bring either difficulty above 80. The same ritual may be learnt more than once, at different maximum levels.

Elements of the Ritual

This maximum level is used as a basis for the elements necessary to cast the ritual. These elements are what makes a ritual such a pain to cast. An element can be anything from some material item which must be used when the ritual is cast (such as a branch from an oak tree struck by lightning), or might be an act that must be performed (a dance or song) or some condition which must be met (such as a certain time or place).

Each of these elements is defined when the ritual is learnt. Once defined, they cannot be changed. The same ritual can be learnt multiple times, each time with a different set of elements, and at different maximum level. Since the number of elements required is based on this maximum level, it becomes sensible to define the maximum as something quite low, though not too low such that the ritual is too weak.

There are two types of element – central and peripheral. The former are 'worth' more than the latter, in fact, a central element is equal to two similar peripheral elements. When a ritual is cast, leaving out a peripheral element makes the ritual somewhat harder, but not too much so. Leaving out a central element effectively ruins it since the penalty is much more severe.

A central element has a base worth of 20 points. A peripheral element has a base worth of 10 points. Both of these are modified in the same way (described below), depending on how restricting the element is. Leaving out a peripheral ritual increases the difficulty of the spell by +10, leaving out a central element increases it by +25. These two modifiers can increase the casting difficult to beyond the maximum defined level.

Sometimes, it may not be possible to fully match a required element, but a similar alternative may be available. For instance, a ritual may require that it be cast atop a bare

hill. If the only hill available has the crumbling remains of an old cottage atop it, then it could be considered close enough to cause only half the normal penalty.

Defining the Elements

The total value of all elements must equal or exceed the maximum level of the spell. Exactly what elements are used though is entirely up to the magus inventing the spell. All the elements must be related to the nature of the spell though in some way – elements which aren't directly related to the spell effect will contribute less towards the total than ones which are.

4.4 Cost of Elements

When the elements are chosen for the ritual, their cost must be figured. The base cost is that of whether the element is either central or peripheral. There are three modifiers to this base cost. Higher cost elements mean fewer elements are needed.

Ease of Requirement

The first modifier depends on how easy the element is to come by. Rarer elements have a higher cost, but they are more likely to be unavailable when the ritual must be cast.

Easy (x½): Such elements are very easy to come by, requiring little or no hassle in their procurement. Examples include having to cast the ritual outside or at night, needing a bonfire, or special (or no) clothing.

Moderate (x1): These elements are somewhat restricting, but no overly difficult to come by. They could include casting the ritual on a hill, in a forest, while it is raining or during the full moon. It could also include the sacrifice of a particular animal, or minor mutilation of the caster.

Hard (x2): Rare or infrequent requirements, such as during a storm, during equinoxes, solstices or particular holy days (generally those which occur once or twice a year). Could also include serious mutilation for the caster, 'human' sacrifice or rare and/or expensive materials.

Very hard (x3): Very rare materials, in some sacred place, or during an event which occurs only once every few years (leap years for instance, or solar eclipse).

Exceptionally hard (x4): Anything which is almost impossible to fulfil. Time restrictions would be events which occur every few decades (conjunction of planets maybe, or a comet). Death of the caster would count as an exceptionally hard element.

Relationship

The second modifier depends on how much the element is related to the spell. Requiring that a weather control ritual be cast while standing on your head for instance, is not going to be of any use. It is basically up to the GM to decide how related an element is.

No relationship (x0): An element totally unrelated to the effect being produced does not contribute to the cost in any way.

Little relationship (x¼): There is a very loose connection between the effect produced by the ritual and the element.

Some relationship (x½): There is a loose connection between the element and the effect.

Related (x1): The element and the effect of the ritual are related.

Consumption of Rare Objects

If the ritual element requires a rare object to be consumed during the casting, then the cost of the element is doubled. Rare objects are anything which are hard to come by or expensive which are normally reusable (ie sacrifice of anything is assumed to be consumed in the original cost), such as a tree struck three times by natural lightning, or the gravestone of a saint, can gain this x2 bonus if they are destroyed when the ritual is cast.

4.5 Working Together

The problem with many spells is that they can require skills in several different arts. With simple magic, a single mage has to be good at all the required arts for the spell. Rituals are somewhat different, in that several magi can get together to cast the same spell, each casting a different art.

If they so wish, magi can also combine on a single art. When this is done, the primary caster (generally the one with the highest skill) gets a -1D penalty for every assistant helping him. Each assistant though adds a fifth of his skill to that of the primary mage. Only one skill roll is made as normal, though each assistant must also roll the fumble die, giving multiple chances of a fumble. Obviously, an assistant with less than 5D skill is worse than useless.

Finally, everyone taking part in the ritual must know the ritual – or at least those parts of it that they are helping to cast. The different rituals do not have to have the same requisite elements, though *all* must be met (where the same element is stated for more than one mage, meeting it once

counts for all requirements of that element), and any penalties for missing out an element apply to all casting rolls for that ritual.

Leaving out Arts

Rituals are also more modular than simple spells. Any ritual which has an art marked with a bullet (•) can be cast without that art, with the resultant loss of the effects provided by that art. For instance, *Fury of the Raging Storm* uses the arts of *air*, *cold* and *water*. All of these are optional. The art of *air* would provide the hurricane force winds. The art of *water* would provide the driving rain, and the art of *cold* would freeze the rain making it a blizzard and make the wind bitterly cold.

A ritual can be learnt with all the arts, in which case the mage has the option of leaving them out at casting time, or without one (or more), in which case that art can never be used with it. In the latter case, the spell is learnt just as if it didn't have that art (so the cost might be cheaper).

If different magi are combining on casting a ritual (as described above), they as long as their 'version' of the spell has the arts that they are casting or helping with, then they can take part.

Chapter 4 : Ritual Magic

5 Magical Items

Even the most powerful of magi have their limitations, for spells take time to cast, often a lot of time. Power is not infinite, and after any protracted battle, a mage may well be tired and weak, unable to cast further magic, or even unable to keep up a few basic protective spells.

Striving for greater power therefore, magi soon found out how to place magic into inanimate objects, and use these to protect and arm themselves to cover as many limitations as possible.

5.1 Item Construction

What an item looks like and what it is made of can be just as important as the magic that is placed within in. Most importantly, the size of the item can severely limit how much magic can be placed within it. A ring can never be as powerful as a staff, though with a lot of effort and skill, any item can be improved to hold a lot more than its original capacity.

Item Capacity

An object has a *base capacity* based on its size. Table 5.1 gives a list of common objects, together with their capacity. For other objects, just extrapolate from those already listed. The base capacity of an item is then multiplied by the material modifier (table 5.2). For items made of several materials, either use the average, or if the majority of the item is of one material (such as a wooden staff with a metal cap, or leather armour with metal studs) than just use the figure for the most common material in the item.

The final capacity is the maximum spell levels that can be used to enchant the item. The figures may seem very low (especially for rings et al), but the magic used to actually enchant the item isn't the same as that which provides the effects. And anyway, the capacity can still be improved.

5.2 Creating Items

Unlike for the normal use of magic, the enchanting of items does not require spells – though some of the effects placed within an item might be spells themselves. Instead, basic skill rolls are made with the relavent art.

The time taken is normally measured in weeks, with one week for every five difficulty of the highest difficulty. Modifiers for each skill are given in the same way as for spell modifiers, but no spells need to be learnt.

Controlling Magic

There is always a danger that the number and power of magical items will get out of control in a campaign. Limiting them, especially among non-magi, is a problem all GM's have to face at some time or another.

The first thing to note is that unless magic is *very* common, there will not be shops dealing with magic items for common purchase. After all, those that have them will generally not want to part with them, and few magi will be willing to spend all their time making items for others.

Secondly, magi are powerful, far more so than mundanes. By allowing mundanes to get hold of powerful magical items, magi will soon find themselves without their advantage. Many are unwilling to allow magic to fall into the hands of non-magi for just that reason.

A special sore point for magi are devices which protect against magic – anti-magic or items which give bonuses to WIL. After all, the only reason a mundane would have for wanting such an item is for protecting against those that wield magic – such as the magi himself. Magi are generally very loathe to allow such items to be used by non-magi.

Of course, providing for a magi's friends and companions is only intelligent, but the line has to be drawn somewhere. And it is always best to ensure that even your friends aren't protected totally from *your* magic.

5.3 The Use of Craft

When an item is constructed, it can be advantageous to take time to ensure the physical object to be enchanted is properly crafted. This may be by the actual shape of the object, or through the use of runes and symbols carved onto its surface.

To do this, the mage needs to use a craft skill of the correct form (ie woodcraft for wooden items, metalcraft for metal items etc). The skill is averaged with KNO when used, and cannot be higher than the crafter's KNO+*enchantment* – some knowledge of the nature of magic is required for the crafting to be of any use.

The effects of the crafting is to lower the level of the enchantments laid upon the item. This has two main effects. The first is that it allows more potent enchantments to be placed into a fixed capacity, and secondly, it means it is easier to cast the enchantments.

When an item is crafted, it gets a *craft modifier*. For

Chapter 5 : Magical Items

Table 5.1 : Capacity of Objects

Base Capacity	Size of object
50	Ring, earring
100	Necklace, bracelet
150	Circlet, armband, glove, amulet
200	Wand, belt
250	Sword, cloak
300	Staff, two handed sword, backpack
400	Shield, chest
500	Suit of armour, large chest, door, man
700	Floor
1,000	Room

Table 5.2 : Material Modifiers

Capacity Modifier	Material of Object
×½	Iron, steel, glass, rock
×1	Wood, gold, leather
×1½	Silver, bone, faerie wood
×2	Adamantite, gemstone
×3	Mithril

Magical Metals

Many worlds have a number of metals which are magical in nature. *Myths* includes rules for these metals, though if the GM desires, they can be left out completely. A brief description of the *Myths* view of these metals is given below.

Adamantite is a form of magical iron, found most often deep below the ground. It is black and hard, as heavy as iron but much stronger. When worn as armour by a mage, it reduces any power increases by one.

Dassis is a soft, dense, black metal of unknown origin, though it is thought to be created under intense magical pressure. It is highly magic resistant. It gives no modifier to capacity for items, but the craft roll is at -100! Armour worn by magi causes all power costs to be quintupled for full armour, and trebled for half armour.

Mithril is magical silver, being lighter but very strong. It is most sought after by mages and weaponsmiths, but is very rare. Armour made of mithril reduces power increases by three.

uncrafted items, this is assumed to be 1·00. When an item is crafted, roll the crafter's crafting skill, divide by a hundred and add one. For example, a mage rolls a crafting skill of 37. This will give the item a craft modifier of 1·37.

A critical in a crafting roll allows a restricted open ended roll – roll again and add *half* of the second roll. A second critical adds a quarter of the third roll and so on. A fumble ruins the item, destroying any enchantments laid upon it.

Whenever an enchantment is laid upon an item, divide the level of the enchantment by the craft modifier. This reduces the level of the enchantment for purposes of both capacity, and also for the difficulty to be rolled by the mage. It does not affect the actual effects of the enchantment in any way, neither does it affect the amount of mana required to enchant the item or the time required.

5.4 Attuning Items

Many items must be attuned to its user before they can be used. All items which affect the abilities and skills of its user must be attuned to. The principle affect of attuning to an item is that the user is able to use its powers. A side affect though is that their is an arcane link between the item and the user. Anyone who has the item, can cast *far sense* spells at the user as if he is well known by the caster, regardless of their actual relationship. Also, the distance to the user is considered to be half of what it actually is.

Attuning requires a week of study with the item, at the end of which a WIL+*concentration* roll must be made of difficulty 10. For each item already attuned to, this difficulty is raised by 5. An item can only be attuned to a single person at any one time. The amount by which the concentration roll was made should be recorded. If someone else tries to attune to the item while the original person is still attuned, the amount by which the concentration roll was made is added to the difficulty.

It is possible to break the attunement. This requires another week of study with the item, and a WIL+*concentration* check of 20. If the item is not actually available (ie it has been lost or stolen), then the difficulty is 40. Once an item is no longer attuned to, the +5 to attuning difficulties for other items is dropped.

If the item is destroyed, a check is still required. Likewise, if the original user is dead, the attunement difficulty must still be overcome as normal. This can make the obtainment of items belonging to powerful but deceased arch magi somewhat problematical.

Quick Attuning

Normally, it takes a week of study to attune to, or

deattune from an item. At the mage's option, it is possible to speed this up, by taking penalties to the skill. Likewise, taking longer can give a bonus to the skill roll.

4 weeks	+2D	2 weeks	+1D
1 week	+0D	3 days	-1D
2 days	-2D	1 day	-3D
12 hours	-4D	6 hours	-4D
3 hours	-5D	2 hours	-6D
1 hour	-7D		

It is not possible to spend less than an hour attuning to an item. Lastly, only those with some form of *talent* can attune to an item. This makes a lot of items unavailable to mundanes.

5.5 Combining on Enchantments

As for ritual spells, it is possible for several magi to combine their skills to make more powerful items than one of them could achieve on his own. There are two possible ways in which magi can combine. The first is that each difficulty can be made by *any* mage. An enchantment which requires an *astral* and an *enchantment* roll for instance, can be made by two magi, one who does the *astral* parts and the other who does the *enchantment*. In such cases, both must spend full time making the item.

Alternatively, two or more can combine on a single skill. One of the magi (best results are obtained if the one with the highest skill is chosen) is the first magi. For every helper he has, he suffers a -1D to his skill. Every helper though adds a fifth of his skill to the first magi's. Helpers with 5D skill or less are pointless or even detrimental. All must spend the full time working on the item. Though only one skill roll is made (that of the first magi, plus any bonuses), *all* magi involved must check for fumbling, using their full skill.

5.6 Arcane Items

Arcane items are those which modify and enhance magical abilities in the user. All must be attuned to before use. Unless stated otherwise, time to enchant is equal to one week per five levels of the enchantment. Where multiple *enchantments* are put on the device, total the result.

All the effects of the following can be combined into one item. If this is done, then a single cloaking and anti-anti-magic effect is sufficient to cover all such enchantments on the item. In both cases, *astral* rolls of 10+C2 and 10+T2 are required. Both are separate rolls, and require mana equal to half the difficulty. The craft value can affect these as normal, though no other bonuses can be gained for item form. Time taken for these two effects is negligible.

Power Items

Many arcane items require power of some form for their effects to work, most notable of which are those which store spells for quick casting. Such power can also be used by the mage for his own use.

A mage with a power item to tap, can choose to use power from either his own reserves, the power item, or a mixture of the two. Once the reserves in the power item are reduced to zero, no further power can be drained from it. Power can be transferred from the mage to the item, or vice versa, an action which takes the base mental speed of the mage in segments, plus a further segment for each full 20 points of power transferred.

Creating the item requires an *enchantment* difficulty of 20+E5, taking one week per five difficulty. An amount of mana equal to the difficulty of the enchantment must be used – each seed used adds one to the difficulty as for spells. The effects of the enchantment gives the maximum amount of power that can be stored in the device.

The craft value of the item can be modified by the form of the item, and restrictions and bonuses put into the item at time of enchantment.

- +10 if item is a staff.
- +5 if item is an amulet, necklace, circlet or wand.
- +10 if power cannot be used by user (ie only used by spells stored in item).

Spell Stores

A spell store is a way in which a spell can be placed into an item, for speedy recall at a later date. Such spells can be recast from the item multiple times as standard. This is normally limited though, as standard, to three times.

Spells cast from a spell store can normally use either the mage's own power, or that of the item itself. They cannot use power from another item the mage has. Normally, mana cannot be used to boost the duration of a spell cast from a store, those this can be changed (see later).

To cast a spell from a store, a difficulty 15 WIL+*concentration* check is needed. The speed of the item is normally 4, though can be faster. The command to cast the spell is purely mental, requiring no verbals or gestures, and is always assumed to be slow cast (though the level of the spell does not affect casting time in this case). The user must have *talent* of some description to be able to use such items.

Normally, any type of spell can be placed into an

item, except for rituals. Placing an item in a spell store can only be done by the mage attuned to the item, and requires that the spell is 'cast into it' with a normal casting roll taking double normal time, and mana expended equal to the power cost of the spell. This mana does not add to the casting difficulty, but neither does it affect the duration of the spell.

To create a spell store, all that is required is that the creator provides room for the spells. The enchantment is difficulty 15+E5, where the effect modifier gives the maximum number of spell levels that can be stored in the item at any one time. Mana is required equal to the level of this enchantment. The spells themselves are put in later, after the item has been enchanted. The modifiers given to the stored spell can be reduced when the spell is cast out of the item, though they cannot be increased.

The following are modifiers to the craft roll, depending on the exact abilities of the item, and the actual physical item used.

- +10 if item is a staff or wand.
- +5 if item is an amulet, ring or circlet.
- +5 if item is restricted to storing spells from 5 arts (specified at enchantment).
- +10 if limited to two arts.
- +15 if limited to only a single art.
- +10 if spells cast from store can only affect the item or the user.
- -10 if mana can be used to prolong the duration of spells.
- +10 if spells can only use power from the item itself.
- +15 if spells can only use power from the user. Not compatible with previous.
- -5 to reduce speed of item to 3.
- -10 to reduce speed to 2.
- -15 to reduce speed to 1.
- -20 to reduce speed to 0.
- +25 if each spell only used once.
- +10 if each spell only used twice.
- -10 if each spell can be used five times
- -20 if each spell can be used ten times.
- -30 if each spell can be used as many times as desired.

Concentration Items

A concentration item enables a mage to keep up spells which require concentration without actually suffering the penalties of concentration – the item effectively does all the hard work itself.

Such an item is limited to a number of spells, and the level of concentration which can be achieved. Levels of concentration are similar to the concentration component (C0 – C3) of spells. A spell of a higher concentration level than the item can cope with are unaffected, they cannot be reduced by the item. Of course, the concentration level can be dropped at casting time (say from C3 to C2), and then the lower level placed in the item.

To use the item, it must be specified whether a cast spell is being put into the item when it is cast. After that, the choice cannot be changed except by dropping the spell, and recasting it. The item must be attuned to before it can be used.

To place the enchantment, the following difficulties are required:

As: 20 + 15N
En: 15 + 10N + X1
Mi: 35 + X1

The 'N' modifier is the number of spells which can be stored by the item. The X modifier depends on the level of concentration that the item can deal with: 10 points for C1, 20 for C2 and 40 for C3. C3 items are rare and highly sought after. Mana is required equal to the highest difficulty. Modifiers to the crafting roll are as follows:

- +15 if item is a circlet.
- +10 for a hood or helm.
- +5 for an amulet.
- +5 for sapphires or diamonds.
- -25 for non-worn (ie carried) item.
- -10 for non head or neck worn item.

5.7 Protective Items

The following items are protective in nature. The majority can be used by anyone without the need for attuning to the item, though in some cases this makes the item harder to enchant. This section does not include the magical enhancement of armour, which is covered later.

Will Bonus Items

There are two types of items which increase the wearer's effective WIL. The first of these adds directly to WIL, the second, multiplies WIL. Both affect the final WIL roll, not the number of dice actually rolled. The second are harder to make, but can be much more effective, especially for mages who often have a high WIL attribute. Both items only modify WIL for purposes of resistance rolls. Personality trait checks (except where caused by magical means), skills and WIL to WIL contests are unaffected.

As standard, WIL bonus items require attuning to,

though they can be made without this requirement (though these are somewhat harder to make). The enchantment requires three skills, those of *enchantment*, *astral* and *mind*. The difficulties are as follows:

As: 20 + E1 *or* As: 25 + E1 + 2R
En: 15 + E2
Mi: 15 + E1

The effect of the enchantment is the WIL bonus gained, as a straight number (ie +20 or +40, *not* +4D or +8D etc). There are two possibilities, which depend on whether the item just protects the wearer, or all those within a certain radius of the wearer (the user normally gets no choice about who is affected – everyone within radius gets the bonus whether they are friend or foe). The enchantment requires mana equal to the highest level of enchantment of the three. As normal, the craft roll can be modified for a number of reasons, all of which are detailed below.

- +10 if item is either head wear or an amulet.
- +5 if sapphires or diamonds.
- -5 if item is carried.
- -25 if user does not have to attune to the item to use it, in which case it affects the wearer.
- +10 item cannot be 'switched off'. If it has a radius, it is always working.
- If a radius item is selective over who it protects, then there is a -5 penalty for every person beyond the wearer who can be pro-tected (a numerical limit). Wearer must be attuned to item to be able to specify whom, else only affects the wearer.

Will Multiplier Items

The second type of mind protection actually multi-plies WIL, making it far more useful for characters with a high WIL, as well as being more powerful overall. Such an item must be attuned to though, so is not for general use. Enchantment difficulties for such an item are:

As: 10 + 25X
En: 10 + 20X
Mi: 10 + 15X

The X modifier gives the multiple:
1 = x1.25   2 = x1.5
3 = x2   4 = x3
Each extra +1 is another multiple.

Remember that the multiplier multiplies what is actually rolled for WIL. In the case of an open ended critical result, only the first roll is multiplied. These items are difficult to make, but can be very powerful. Craft modifiers

are as follows.

- +10 item is circlet, helm or amulet.
- +5 item is other head or neck item.
- -15 item works when carried.
- +5 sapphires or diamonds used.
- +5 item cannot be switched off.

Shielding Items

These items protect the user from magical scrying. Unlike WIL items, these provide a definite WIL value which scrying attempts must get through, separate from the users own WIL (so two resistance rolls are gained).

Enchantment requires use of mana equal to the level of the enchantment, difficulties of which are as follows:

As: 10 + I2 + R2
En: 15 + I2

Everything within the radius of the item is protected from scrying. Scrying centred on a place not under the protection of the item, with a radius that includes the user, ignores the protection afforded by the item, hence the need for a radius. Craft modifiers include the following.

- +5 if item is an amulet or cloak.
- -25 if item does not have to be attuned to. Such items 'switch on' when picked up or worn.
- +5 if item cannot be switched off while being worn.

Anti-Magic Items

Such items can be of limited use to magi, since they also interfere with any spells cast by the mage. An item with only a few points of anti magic though can be beneficial, since the mage can overcome it without undue effect on his own spells, while spells cast at the mage may bounce if they are not expecting protection, giving the user time to react before the attacker has time to cast another spell, this time with anti-anti-magic.

As: 20 + E2 + 2R
En: 25 + E5

The enchantment requires mana equal to the level of the enchantment. Normally, such items require attunement, and can be switched on and off by the user.

- +5 if item is an amulet.
- +50 if item is made of dassis.
- -25 if item does not have to be attuned to when used.

- +10 if item cannot be switched on and off by the user.
- -10 if strength of the anti-magic can be varied from zero to its maximum. Requires item is attuned to.
- -10 if radius can be varied. Requires that the item is attuned to.

Physical Protection

Physical protection takes the form of an armour rating, versus one or all of the physical attack forms. When used with armour, it counts as an extra layer of armour for purposes of protection (so the first layer of mundane armour is halved, the second at third value etc), but not for penalties. If used in conjunction with another source of magical armour, just take whichever is highest for any particular attack form. Unless otherwise stated, protection of this form is assumed to cover all locations equally. Though direct heat and cold attacks are protected against fully, it grants no protection versus prolonged attacks of this nature. These items normally must be attuned to.

En: 20 + E1
Il: 10 + E3 •
In: 20 + 2E

As normal, mana must be expended equal to the level of the enchantment. Normally, the protection appears as a cloak of shimmering force surrounding the user, as is normal for invocation effects. The illusion art may be left out, but if it is used, then it can be used to make the cloak invisible. Only the sense of sight needs to be masked.

Craft modifiers for this sort of enchantment are listed below.

- +5 if item is a ring or amulet.
- +10 if item is a cloak or helm.
- +15 if item is body armour or a shield.
- -5 if attuning is not necessary.
- -10 if item can be used while carried.
- +10 if enchantment only protects against B, P and S attacks.

Physical Protection (continued)

An alternative way to gain physical protection is to use the art of *body*, which toughens the user's body to give it 'natural' armour versus physical attacks. Very similar to using the invocation art, except as noted below:

Bo: 20 + 2E
En: 20 + E1

Again, mana is required equal to the level of the enchantment. Modifiers to the crafting roll are as follows:

- +15 if user's own body is enchanted.
- +10 if item is a ring or amulet.
- +5 if item is a cloak, helm, armour or shield.
- -20 if attuning is not necessary.
- -15 if item can be used while carried.
- +10 if enchantment only protects against B, P and S attacks.

6 Familiars

A *familiar* is a creature which has a special (arcane) attachment to a mage. It is both friend and companion, as well as being able to aid the mage in his magical studies.

Anyone with some form of *Talent* may have a familiar, unless they have taken the arcane curse *No Familiar*. Unless the person also has at least some magical skill in the art of *enchantment* and at least one of *astral*, *body* or *mind*, the advantages gained from having a familiar are very limited.

6.1 Gaining a Familiar

Since a familiar is (usually) a natural animal, one cannot simply be conjured up out of thin air. It must be found, and more importantly, befriended. Finding a familiar may be incredibly easy, or incredibly hard, depending on the type of animal the mage is looking for. An above average member of the species is optimal, but not necessary. The only restriction is that the animal must have a KNO and WIL of 2D or higher.

Common choices of familiar include cats, dogs, ravens or even snakes. Large and battle worthy familiars can be easy to lose (through combat), and difficulty to maintain (ie they need to eat a lot).

Finding a Familiar

This process is left ultimately in the hands of the GM. The best way to handle this is to play out the search for a suitable familiar, a task which could take many months. On the other hand, a couple of CHA+*animal handling* rolls could suffice.

Befriending the Familiar

Once a familiar has been found, it is the task of the magi to befriend it. The method used must be totally natural. No magic (or other unnatural means) may be used to make the animal like you.

Chapter 6 : Familiars