##### St. Michael’s Hammer

##### First Circle Spells

Detect Undead

Casting Time: Very Short

Range: Self

Area of Effect: 20 hex diameter

Initiative: ---

Delivery: ---

Difficulty: 8

Duration: Instant

Save: None

Maintain: None

This spell gives the caster the location of any undead within 20 meters of him. It also gives a general indication of the undead creatures’ power.

Michael’s Minor Protection

Casting Time: Not Engaged

Range: 10 hexes

Area of Effect: 1 target

Initiative: -2

Delivery: Direct

Difficulty: 10

Duration: 10 rounds

Save: None

Maintain: 8/4

This spell gives the target a +2 to saves vs. spells. For spells that do not allow saving throws, -1 damage or effect/die is given instead.

Saints’ Lantern

Casting Time: Combat

Range: Self

Area of Effect: 9 hex diameter

Initiative: -2

Delivery: ---

Difficulty: 10

Duration: 4 hours

Save: None

Maintain: 8/4

This spell creates a powerful magical light that emanates from the caster’s off hand. Under normal circumstances, this light is equivalent to a bright lantern. If this light contacts an area of magical darkness, the caster must make a magic skill test against the DL of the darkness effect. If the caster succeeds, the darkness is dispelled. If the caster misses the roll, the darkness can still be dispelled if the caster spends a number of magic skill levels equal to the number by which he missed the roll.

Sustain

Casting Time: Short

Range: Touch

Area of Effect: A two-person meal

Initiative: ---

Delivery: ---

Difficulty: 6

Duration: Permanent

Save: None

Maintain: None

This simple spell creates a bland, but edible meal sufficient for two people. Regardless of the caster’s roll, this spell drains at least one spell level.

##### Second Circle Spells

Cave Lore

Casting Time: Short

Range: Self

Area of Effect: Self

Initiative: ---

Delivery: ---

Difficulty: 14

Duration: Instant

Save: None

Maintain: None

By standing at the mouth of a cave and chanting this spell, the caster gains information about the size of the cave and what lies within. This includes general information on denizens, minerals and treasures.

Detect Magic

Casting Time: Very Short

Range: Self

Area of Effect: 1 hex

Initiative: ---

Delivery: ---

Difficulty: 13

Duration: Instant

Save: None

Maintain: None

This spell gives the caster the location of any persistent spells or magic items in close proximity. It also tells the caster a rough type of magic (elemental, necromantic, etc.) and a general idea of the strength.

Mage Hammer

Casting Time: Combat

Range: 12 hexes

Area of Effect: 1 target

Initiative: +2

Delivery: Throw

Difficulty: 12

Duration: 1 round

Save: WIL (2d10+7)

Maintain: None

This spell creates a mystical hammer which the caster hurls at an enemy mage. If the caster is casting a spell when he is hit by the hammer, or tries to cast the round after being struck, he must make a WIL save to cast as though he were hit by an attack that did 2d10+2 damage.

Mountain Way

Casting Time: Short

Range: Self

Area of Effect: Self

Initiative: ---

Delivery: ---

Difficulty: 12

Duration: 1 day

Save: None

Maintain: None

This spell grants the caster knowledge of the mountains. He gains a +2 (or a 12 skill level, whichever is higher) to the following skills: Climbing, Knowledge: Mountain Creatures, Knowledge: Mountain Plants, Navigation, Survival: Mountains.

Recall Item

Casting Time: Very Short

Range: Touch

Area of Effect: 1 item

Initiative: ---

Delivery: ---

Difficulty: 12

Duration: 1 day

Save: None

Maintain: None

This spell is cast on an object and will allow the caster to call that object to his hand as a free action as long as the object is still within 5 km. Once the item is recalled, the spell ends.

Saints’ Torch

Casting Time: Combat

Range: Self

Area of Effect: 9 hex diameter

Initiative: -2

Delivery: ---

Difficulty: 14

Duration: 12 rounds

Save: None

Maintain: 12/6

This spell has all of the powers of Saints’ Lantern, but in addition, any undead or demonic creature in its area of effect takes 1d3 points of damage each round with no save and no armor.

##### Third Circle Spells

Dispel Magic

Casting Time: Long

Range: 5 hexes

Area of Effect: 1 spell

Initiative: ---

Delivery: ---

Difficulty: 18 or higher

Duration: Instant

Save: None

Maintain: None

This spell destroys an enchantment. The DL of this spell is either 18, or the DL of the enchantment to be dispelled +4, whichever is higher. This spell drains one more spell level than indicated by the mage’s casting roll.

Michael’s Aegis

Casting Time: Combat

Range: 5 hexes

Area of Effect: 1 target

Initiative: 0

Delivery: Direct

Difficulty: 17

Duration: 10 rounds

Save: None

Maintain: 15/8

This spell gives the target a +4 to saves vs. spells. For spells that do not allow saving throws, -2 damage or effect/die is given instead.

Saints’ Armor

Casting Time: Combat

Range: Self

Area of Effect: Self

Initiative: -2

Delivery: ---

Difficulty: 18

Duration: 10 rounds

Save: None

Maintain: None

When this spell is cast, it immediately costs the caster 3 magic levels. The caster’s remaining magic power form a powerful shield against all attacks. Any damage done to the caster takes away his remaining spell levels before harming him. No other spells may be cast while Saints’ Armor is in effect.

Steal Spell

Casting Time: Combat

Range: Self

Area of Effect: Self

Initiative: +1

Delivery: ---

Difficulty: Varies

Duration: 3 rounds

Save: None

Maintain: None

This spell is used by St. Michael’s crusaders to defeat mages by turning their spells against them. While this enchantment is active, the next spell cast against the crusader allows him to attempt to steal it. The roll pits the crusader’s magic skill against the enemy spells’ casting DL.

If the crusader succeeds, he can use the spell until the casting mage is dead, unconscious or out of his line of sight. The enemy mage loses use of this spell for a similar time. If the spell fails, normal level reductions apply. The crusader still takes the normal effect of a spell he steals (if it hits and/or he fails his save). To steal more than one spell at a time, this enchantment must be cast a second time. Multiple castings of Steal Spell cannot be stacked.