

# Chapter 0

## Earth Magic

Magicians of the Earth Element study the earth and stones, seeking to understand their properties and the matrices that hold the world together. As a result of their studies they are typically methodical, well-organized, and persistent.

Earth Magic typifies the power of the element, and the magician's ability to manipulate that power.

Magnetism spells allow the caster to manipulate the natural attractions and repulsions that exist in various material objects. Items composed primarily of iron, nickel, or cobalt that are affected by magnetism are called "ferromagnetic." Most spells in this group only affect ferromagnetic items. However, this group also contains spells to endow non-ferromagnetic items with that property.

Hindrances are used to pose obstacles in another's path, through the blocking nature of earth and stone.

The Necromancy/Time spells form a very powerful group capable of affecting the dimension of time through the timelessness of Earth and dealing certain death to return living matter to the clay from whence it came. Because of the great power that must be channeled to use these spells, they are more difficult to learn, and drain their user. The base costs for these spells is 600 EP.

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## 0.1 Earth Magic

### 1 - Rockfist

Time to Cast: 1 Rounds  
 Resist Check: None  
 Target: Touch  
 Duration: Instantaneous  
 Area: Single target  
 Effect: 1d6 + 1/Finesse punch

Empowers the caster to punch their target as if hitting them with a rock. The spell energy is only expended on a successful attack roll.

### 2 - Liquify

Time to Cast: 2 Rounds  
 Resist Check: None  
 Target: 25 + 5/Finesse Feet  
 Duration: 15 + 5/Finesse Rounds  
 Area: 10 + 2/Finesse Feet Radius  
 Effect: Make mud

Turns a horizontal surface of earth, sand or clay into a viscous mud. The mud cuts movement rates to 1/4 normal, and reduces all defense values by 2. When the spell expires, the mud turns into a soft loam from which ensnared creatures can easily escape.

### 3 - Open

Time to Cast: 2 Rounds  
 Resist Check: None  
 Target: Touch  
 Duration: 1d6 + 1/Finesse Minutes  
 Area: 0.5 + 0.25/Finesse Feet Radius  
 Effect: Open passage

Create a small cylindrical opening in earth or stone. This may only be a niche if the stone is very thick.

### 4 - Wane

Time to Cast: 1 Rounds  
 Resist Check: 3d6 vs PWR negates  
 Target: LOS 20 + 5/Finesse Feet  
 Duration: 1d6 + 1/Finesse Rounds  
 Area: 1 creature  
 Effect: Lower STR 1d6 + 2/Finesse

Reduces the strength of living creatures as well as lowering damage from physical attacks. Any successful "to Strike" attacks by the affected target are automatically lowered by 1d6 + 2/Finesse DP for the duration of the spell.

### 5 - Trench

Time to Cast: 1 Rounds  
 Resist Check: None  
 Target: LOS 10 + 3/Finesse Feet  
 Duration: Instantaneous  
 Area: 5 + 2/Finesse Feet Radius  
 Effect: Dig hole in earth

Dig a hole downward into earth, but not stone, of the indicated volume. The dimensions are as the caster desires, within the given area of effect. The trench is created by displacing the earth and is permanent until manually filled.

### 6 - Sculpt

Time to Cast: 1 Minutes  
 Resist Check: None  
 Target: Touch  
 Duration: Special  
 Area: 5 + 1/Finesse lb stone  
 Effect: Work stone

By using this spell and the appropriate tools, the caster can quickly create finished objects (small statues, weapons, etc.) from stone within the casting time. Items normally made of stone last indefinitely, but things better made of metal (swords, etc.) will last only one day. The workmanship cannot exceed what the caster is capable of without the use of this spell.

### 7 - Wax

Time to Cast: 1 Rounds  
 Resist Check: 4d6 vs PWR negates  
 Target: Touch  
 Duration: 1d8 + 1/Finesse Rounds  
 Area: 1 creature  
 Effect: Raise STR 1d6 + 1/Finesse

Increases the strength of its target as well as raising damage from physical attacks. Any successful "to Strike" attacks by the affected target are automatically raised by 1d6 + 2/Finesse DP for the duration of the spell.

### 8 - Masonry

Time to Cast: 3 Rounds  
 Resist Check: None  
 Target: 30 + 5/Finesse Feet  
 Duration: 30 + 10/Finesse Rounds  
 Area: 10 + 5/Finesse Feet Radius  
 Effect: Erect a wall

Magically construct a stone wall. Stones rise up through the earth (or from whatever source seems reasonable) and are fitted and mortared together. The wall can be shaped as desired within the limits of the Area. At the end of the spell the mortar disintegrates and the whole construct can be easily knocked down.

**9 - Stretch**

Time to Cast: 2 Rounds  
 Resist Check: 4d6 vs PWR negates  
 Target: LOS 20 + 5/Finesse Feet  
 Duration: 1d8 + 2/Finesse Rounds  
 Area: 1 humanoid  
 Effect: Double normal reach

The target can stretch their arms as if they were made of rubber. The top of a wall may be reachable, opponents may be attacked while preventing them from striking, etc.

**10 - Earth Force**

Time to Cast: 1 Rounds  
 Resist Check: None  
 Target: 40 + 10/Finesse Feet  
 Duration: 1d8 + 2/Finesse Rounds  
 Area: 6 + 2/Finesse Feet Radius  
 Effect: 0 to 2 Gs

Creatures and objects in the area of effect can be made weightless so they rise from the ground if they push with their feet, or made up to 2 times heavier than normal, impeding all their actions by the factor of the G force.

**11 - Transparency**

Time to Cast: 1 Rounds  
 Resist Check: None  
 Target: Touch  
 Duration: 10 + 3/Finesse Minutes  
 Area: 1 + 0.5/Finesse Feet Radius  
 Effect: See thru stone

Create a cylindrical viewing portal through earth or stone. This portal allows viewing in only one direction of the caster's choice.

**12 - Flatten**

Time to Cast: 2 Rounds  
 Resist Check: 4d6 vs PWR negates  
 Target: LOS 20 + 5/Finesse Feet  
 Duration: 8 + 2/Finesse Minutes  
 Area: 1 being  
 Effect: Make two-dimensional

Make one target and their possessions as thin as a piece of paper. The target is still capable of movement, and can slip under doors or through cracks. Since a thin target is harder to hit, they receives a +6 defense bonus.

**13 - Chasm**

Time to Cast: 2 Rounds  
 Resist Check: None  
 Target: 150 + 50/Finesse Feet  
 Duration: Instantaneous  
 Area: 50 x 5 x 10 (LxWxD)  
 Effect: Open crack in earth

The earth trembles and produces a crack in the area of effect. Structures spanning the crack may be damaged or destroyed, depending upon the sturdiness and depth of their foundations (GM's discretion). Each finesse extends one dimension by 5 feet.

**14 - Adamant**

Time to Cast: 1 Minutes  
 Resist Check: None  
 Target: Touch  
 Duration: Instantaneous  
 Area: 100 lb object  
 Effect: Make unbreakable

Endows normally breakable non-living objects (glass, pottery, etc.) with the durability of the hardest metal. It works on normal and magical objects alike.

**15 - Terovoki**

Time to Cast: 5 Rounds  
 Resist Check: None  
 Target: 100 + 20/Finesse  
 Duration: 4 + 1/Finesse Minutes  
 Area: Special  
 Effect: Summon earth elemental

Summon 1d6+1 earth elementals to any point within the caster's range. A source of earth must be available and must be part of the planet. The elementals will serve the caster, even in combat. They will not turn on them, but will make note of who summoned them. There is a 1d10 chance on each successive summoning that the elementals will attempt to take the caster with them at the end of the spell.

**16 - Crumble**

Time to Cast: 4 Rounds  
 Resist Check: None  
 Target: 100 + 30/Finesse Feet  
 Duration: Instantaneous  
 Area: 30 + 10/Finesse Feet Radius  
 Effect: Turn stone to dust

The indicated area of natural stone or stone work crumbles into dust.

## 0.2 Magnetism

### 1 - Compass

Time to Cast: 1 Round  
 Resist Check: None  
 Target: Touch  
 Duration: 1d4 + 1/Finesse H  
 Area: 1 foot radius object  
 Effect: Find magnetic north

Make any ferromagnetic item into a compass. The item points to magnetic north (not necessarily true north) for the duration of the spell.

### 2 - Magnetize

Time to Cast: 1 Round  
 Resist Check: None  
 Target: Touch  
 Duration: 2 + 1/Finesse Minutes  
 Area: 10 + 2/Finesse lb object  
 Effect: Magnetizes object

Magnetizes one ferromagnetic object.

### 3 - Iron Defense

Time to Cast: 1 Round  
 Resist Check: None  
 Target: Caster  
 Duration: 2d6 + 2/Finesse Round  
 Area: Caster  
 Effect: Inc. DV 2 + 1/Finesse

Increase the defensive value of the caster's choice (combat, missile, or grapple) by temporarily adding a minute amount of the earth's magnetic power.

### 4 - Ironize

Time to Cast: 1 Round  
 Resist Check: Special  
 Target: LOS 20 + 5/Finesse Feet  
 Duration: 14 + 4/Finesse Round  
 Area: 100 lb object  
 Effect: See text

Make any metallic or stone object ferromagnetic. This spell is most useful as a preparatory step to other magnetism spells. Magical items get a 4d6 RC versus their PWR to avoid the effect.

### 5 - Hither

Time to Cast: 1 Round  
 Resist Check: None  
 Target: LOS 20 + 5/Finesse Feet  
 Duration: 6 + 2/Finesse Round  
 Area: 60 lb item  
 Effect: Pull item to caster

Pull a ferromagnetic item towards the caster. The object must be free standing and normally liftable by the caster. The caster gestures at the item and pulls and then the object moves at a rate of 4 feet per round in a straight line.

### 6 - Deflect Missile

Time to Cast: 1 Round  
 Resist Check: None  
 Target: Caster  
 Duration: 2d6 + 2/Finesse Round  
 Area: Caster  
 Effect: See text

Cause any missile with a metal head to swerve harmlessly to one side of the magician (caster's choice). It is possible that someone else might be struck by the missile.

### 7 - Flux Shield

Time to Cast: 1 Round  
 Resist Check: None  
 Target: Caster  
 Duration: 3d6 + 3/Finesse Minutes  
 Area: Caster  
 Effect: See text

Protect the caster from any natural or magically induced magnetic field, including the spells in this group.

### 8 - Ironwood

Time to Cast: 1 Round  
 Resist Check: 4d6 vs PWR negates  
 Target: LOS 20 + 5/Finesse Feet  
 Duration: 14 + 4/Finesse Round  
 Area: 5 + 2/Finesse Feet radius  
 Effect: Magnetize plants

Temporarily make plant material ferromagnetic. The area of effect is a 5 + 2/Finesse Feet radius for normal non-sentient plants, no RC. Only a single sentient plant lifeform can be affected, and it gets an RC of 4d6 vs PWR to resist.

**9 - Repulse Metal**

Time to Cast: 1 Round  
 Resist Check: None  
 Target: LOS 20 + 5/Finesse Feet  
 Duration: 2d6 + 2/Finesse Minutes  
 Area: 300 lb objects  
 Effect: Push items away

Push ferromagnetic items away from the caster at a rate of 4 feet per round.

**10 - Dervish**

Time to Cast: 2 Round  
 Resist Check: 5d6 vs PWR negates  
 Target: LOS 20 + 5/Finesse Feet  
 Duration: 2d6 + 2/Finesse Minutes  
 Area: 200 + 50/Finesse lb object  
 Effect: Spin 60 RPM

Cause a ferromagnetic item to spin in an alternating magnetic field. If sentient, the target cannot perform any actions while enspelled.

**11 - Monopole**

Time to Cast: 1 Round  
 Resist Check: None  
 Target: Touch  
 Duration: 2 + 1/Finesse Minutes  
 Area: 100 + 20/Finesse lb object  
 Effect: Anti-magnetism

Creates a magnetic monopole from a single ferromagnetic object. Such monopoles are anti-magnetic in that they repel rather than attract other ferromagnetic items.

**12 - Magic Buckler**

Time to Cast: 1 Round  
 Resist Check: None  
 Target: Caster  
 Duration: 2d6 + 2/Finesse Round  
 Area: Caster  
 Effect: Deflects attacks

Deflect all attacks from ferromagnetic weapons, regardless of the direction of the attack. Magical weapons get a 4d6 RC versus PWR to penetrate the effect.

**13 - Ironflesh**

Time to Cast: 1 Round  
 Resist Check: 4d6 vs PWR negates  
 Target: LOS 20 + 5/Finesse Feet  
 Duration: 14 + 4/Finesse Minutes  
 Area: 1 creature  
 Effect: Magnetize flesh

Turn flesh ferromagnetic, allowing it to be affected by either normal magnetism or magnetism spells.

**14 - Magic Matrix**

Time to Cast: 3 Round  
 Resist Check: None  
 Target: Caster  
 Duration: 2d6 + 2/Finesse Round  
 Area: 6 + 2/Finesse Feet radius  
 Effect: Prevents magic

Protects all those within it from the effect of all magician core spells, plus one type of elemental magic. The area is centered on the caster. The caster states the element to be excluded at the time of casting. Matrix spells can be "nested" to provide protection from more than one type of elemental magic.

**15 - Rebound**

Time to Cast: 1 Round  
 Resist Check: 4d6 vs STR negates  
 Target: Caster  
 Duration: 15 + 5/Finesse Round  
 Area: Caster  
 Effect: Rebounds attacks

Turn attacks upon the caster from ferromagnetic weapons back onto attackers. The counter attack is made using the attackers' melee modifiers and defense values. Once Rebound in place, the caster is free to perform other actions.

**16 - Conversion**

Time to Cast: 2 Round  
 Resist Check: None  
 Target: Caster  
 Duration: 15 + 5/Finesse Round  
 Area: 4 + 1/Finesse Feet radius  
 Effect: Convert magic

Convert any elemental spell directed at the caster into another elemental spell as if it were cast by the caster. Essentially, this allows the caster to cast a spell using someone else's power. The converted spell must use fewer elemental units than the original spell and must be a spell the caster knows.

## 0.3 Hindrances

### 1 - Bar

Time to Cast: 1 Round  
 Resist Check: None  
 Target: Touch  
 Duration: 1d4 + 1/Finesse H  
 Area: 1 door  
 Effect: Bar a door

Apply a magical force across the inside of an existing door just as if it were barred with a stout length of wood. STR checks to open the door are made with one additional die.

### 2 - Springe

Time to Cast: 4 Round  
 Resist Check: 4d6 vs PER finds  
 Target: Touch  
 Duration: Until tripped  
 Area: 5' radius  
 Effect: Lay a snare

Quickly lay a snare, the type that uses a bent sapling or other springy object to tighten a rope around a victim's feet and lift them into the air. The snare can be found and avoided by making the RC.

### 3 - Lock Arcane

Time to Cast: 1 Round  
 Resist Check: None  
 Target: Touch  
 Duration: 1d4 + 1/Finesse H  
 Area: 1 door  
 Effect: Lock a door

Lock any kind of door. Lockpicking attempts are of no use, and the only way to open it is to Revoke the spell or apply 2x as much force as would normally be necessary.

### 4 - False Door

Time to Cast: 4 Round  
 Resist Check: 4d6 vs PER finds  
 Target: Touch  
 Duration: Permanent  
 Area: 1 door  
 Effect: Hide real door

Create a door that leads nowhere and cannot be opened. Upon examination and a successful RC versus PER, it becomes apparent that this is someone Feets idea of a joke. False Door can be used in combination with Camodoor or other spells.

### 5 - Jam

Time to Cast: 2 Round  
 Resist Check: None  
 Target: Touch  
 Duration: 1d4 + 1/Finesse H  
 Area: 1 door  
 Effect: Wedge door

Wedges a door such that trying to open it simply jams it tighter. The door can be opened by Revoking the spell or applying 4x the necessary force, destroying the door in the process.

### 6 - Caltrops

Time to Cast: 1 Round  
 Resist Check: None  
 Target: 20 + 5/Finesse Feet  
 Duration: 1d4 + 1/Finesse Minutes  
 Area: 6 + 2/Finesse Feet radius  
 Effect: Prickly footing

Deploy hundreds of four-headed spikes, one of which always points up. Moving through the area must be done at 1/4 normal speed or suffer 4d4 points of damage per round.

### 7 - Punchdoor

Time to Cast: 2 Round  
 Resist Check: None  
 Target: Touch  
 Duration: 2d6 + 2/Finesse Minutes  
 Area: 1 door  
 Effect: Hit with door

Place a portal that delivers the same number of dice and type of damage as that used to try to open it.

### 8 - Deadfall

Time to Cast: 5 Round  
 Resist Check: 4d6 vs PER finds  
 Target: Touch  
 Duration: Until tripped  
 Area: 3' radius  
 Effect: Create deadfall

Identify a good trap area and speedily set up a deadfall using available materials. The deadfall can be noticed by making the indicated RC, and tripped without damage. Stumbling into a stone deadfall inflicts 4d6 points of damage; a wooden one 2d6.

**9 - False Trails**

Time to Cast: 4 Round  
 Resist Check: 4d6 vs PER negates  
 Target: Multitouch  
 Duration: Instantaneous  
 Area: Targets  
 Effect: 2 + 1/Finesse trails

Create fake trails. One trail is real, of course, but can only be positively identified by making the RC. These trails no longer radiate magic after being created, and will age naturally.

**10 - Camodoor**

Time to Cast: 4 Round  
 Resist Check: 4d6 vs PER finds  
 Target: Touch  
 Duration: 1d4 + 1/Finesse H  
 Area: 1 door  
 Effect: Blend door

Disguise a door to blend in perfectly perfectly with its surroundings. It can only be found by making the RC (one attempt per adventurer).

**11 - Trigger**

Time to Cast: 1 Minutes  
 Resist Check: None  
 Target: Touch  
 Duration: 30 + 10/Finesse Minutes  
 Area: 6 + 2/Finesse Feet radius  
 Effect: Triggers spell

Create a circular plane that serves as a threshold over a doorway or opening. While casting Trigger, the caster casts a second spell that is held in suspension with the Trigger. If the threshold is breached, the second spell is set off. The triggered spell is subject to its normal resistance checks

**12 - Thorny Maze**

Time to Cast: 1 Minutes  
 Resist Check: 4d6 vs WIL negates  
 Target: Touch  
 Duration: 1d6 + 1/Finesse H  
 Area: 1 normal door  
 Effect: Create a maze

Anyone who touches a door protected with Thorny Maze and fails the RC will find themselves in the midst of a maze of dense thorn bushes. They must roll 10 or above on 2d6 to extricate themselves (check each round). For every failed attempt they take 1d6 points of damage. On a successful check the maze disappears.

**13 - Blockade**

Time to Cast: 4 Round  
 Resist Check: 5d6 vs PWR negates  
 Target: Touch  
 Duration: 1d8 + 1/Finesse H  
 Area: 1 door  
 Effect: 1 + 1/Finesse item

Touch a normal door and name 1+1/Finesse people, creatures, or items. They cannot pass through the door unless the RC is made.

**14 - Mankiller**

Time to Cast: 1 Minutes  
 Resist Check: 5d6 vs AGI avoids  
 Target: Touch  
 Duration: Until tripped  
 Area: 10 + 2/Finesse Feet radius  
 Effect: Make deadly trap

Create a trap that uses swinging swords, thrusting spears, etc. to deal death and destruction. The setup is up to the caster, using up to four such weapons. The trap is so elegant that it cannot be discovered until it's too late. The victim dies unless the RC is made.

**15 - No Trace**

Time to Cast: 4 Round  
 Resist Check: 5d6 vs PER finds  
 Target: Multitouch  
 Duration: 3d6 + 2/Finesse hours  
 Area: Targets  
 Effect: Obliterate trail

Travel without leaving a trace. Anyone making the RC can find the trail, but only one attempt per seeker is allowed.

**16 - Seal**

Time to Cast: 1 Minutes  
 Resist Check: Special  
 Target: Touch  
 Duration: Permanent  
 Area: 6' radius  
 Effect: See text

Create an area that cannot be passed. In addition, if the caster finesses the effect, anyone who touches the door and fails a 5d6 vs PWR RC, suffers one of these effects which the caster designates on setting the seal: 1 Finesse: Paralysis, 2 Finesses: Petrification, 3 Finesses: Death, 4 Finesses: Obliteration

## 0.4 Necromancy/Time

### 1 - Shiver

Time to Cast: 1 Round  
 Resist Check: None  
 Target: LOS 80 + 20/Finesse Feet  
 Duration: 1 Round  
 Area: 1 target  
 Effect: Causes a cold shiver

Send a chilling shiver up the spine of its target. The spell requires little hand motion and no speech, so no one can tell the caster used a spell.

### 2 - Mist

Time to Cast: 1 Round  
 Resist Check: None  
 Target: 100 + 25/Finesse Feet  
 Duration: 4 + 2/Finesse Round  
 Area: 10' radius  
 Effect: Creates cloud

Create a cloud of dust and mist. This is especially good for impressive entrances and exits and will obscure the caster. Finessing the effect will allow the caster to shape or sequence the cloud in any way they choose.

### 3 - Cold Touch

Time to Cast: 1 Round  
 Resist Check: 3d6 vs WIL negates  
 Target: Touch  
 Duration: 4 Round  
 Area: Target  
 Effect: Produces chill

Produces a very deep chilling sensation, as if the target was being gripped by the hand of death. No actual damage is done, but if the target fails his RC, they can perform no action while the spell exists and they are gripped by the caster.

### 4 - The Voice

Time to Cast: 1 Round  
 Resist Check: 3d6 vs WIL negates  
 Target: Hearing  
 Duration: 4 + 2/Finesse Round  
 Area: Targets  
 Effect: Changes voice

Change the caster's voice into a smooth and gripping tone which is difficult to ignore. Those who hear The Voice and fail their RC can perform no actions while the caster is speaking. Targets get an RC attempt each round of the duration.

### 5 - Root

Time to Cast: 2 Round  
 Resist Check: 3d6 vs PWR negates  
 Target: Touch  
 Duration: Instantaneous  
 Area: 1 being  
 Effect: Change to plant

If the target fails their RC, their feet become growing roots, rooting them to the spot. Each succeeding week sees another 10% of their body turned into a plant; after 10 weeks the victim is a plant. During the transformation they gain nourishment from their roots. If Root is Revoked, before they are totally changed to a plant form, the effects can be reversed. Once the victim is 100% a plant, they remain so forever.

### 6 - Pause Time

Time to Cast: 1 Round  
 Resist Check: 4d6 vs AGI negates  
 Target: Touch  
 Duration: 1d12 + 3/Finesse Round  
 Area: Targeted creature  
 Effect: Halt passage of time

Surround the target by a blue field of energy which suspends the passage of time. The field and the object appear immaterial and can not be affected by anything other than its revocation. When the duration expires or the spell is Revoked, the affected creatures will not know anything has happened to them.

### 7 - Soul Catcher

Time to Cast: 3 Round  
 Resist Check: 4d6 vs WIL negates  
 Target: Touch  
 Duration: Permanent  
 Area: 1 being  
 Effect: Stores essence

The living target of this spell must have a soul and be touching a stone with a weight of at least 10 pounds. If they fail their RC the essence of their being is drawn into the stone, leaving their body as a living empty husk.

### 8 - Earthbone

Time to Cast: 3 Round  
 Resist Check: 4d6 vs PWR negates  
 Target: Touch  
 Duration: Permanent  
 Area: 1 being  
 Effect: Special

Any being the caster touches, who fails the RC, is immediately turned to stone. This does not include the target's clothing or equipment. Successfully Revocating this spell returns the target to normal, with no knowledge of the intervening time, but a memory of being turned to stone.



**9 - Suspend Time**

Time to Cast: 1 Round  
 Resist Check: 5d6 vs PWR negates  
 Target: Touch  
 Duration: Permanent  
 Area: Targeted creature  
 Effect: Suspend life

The target is surrounded by a blue field of energy which suspends the passage of time. The field and the object appear immaterial and can not be affected by anything other than its revocation. The target's body doesn't die nor require sustenance or air. They resume living when the spell is revoked with no concept of the passage of time nor knowledge of events that transpired during their magical sleep.

**10 - Soul Home**

Time to Cast: 1 Minutes  
 Resist Check: 3d6 vs WIL negates  
 Target: Touch  
 Duration: Permanent  
 Area: Targeted creature  
 Effect: Implants soul

This spell allows the caster to take a stored soul and implant it into a living animal or humanoid body which is missing it's soul.

**11 - Scythe**

Time to Cast: 2 Round  
 Resist Check: 3d6 vs AGI negates  
 Target: 20 + 5/Finesse Feet  
 Duration: 1 + 1/Finesse Round  
 Area: 1 creature  
 Effect: Instant death

The target must be touching earth or stone to be affected by this spell. At the end of the casting time, a bloody scythe bursts from the ground and sweeps towards the target. If they makes a successful RC, the blade misses and the target is unharmed. If the RC fails, the blade hits and the victim is cut in half, decapitated, etc (GM's discretion).

**12 - Halt Time**

Time to Cast: 1 Round  
 Resist Check: None  
 Target: 80 + 20/Finesse Feet  
 Duration: 1 + 1/Finesse days  
 Area: 30 + 10/Finesse Feet radius  
 Effect: Stops time

All creatures and objects with 50% or more of their mass within the radius are surrounded by a blue field of energy which suspends the passage of time. The field and the objects appear immaterial and can not be affected by anything other than its Revocation. No people or creatures within the area will be aware that the spell occurred or that any time has passed.

**13 - Soul Hold**

Time to Cast: 1 H  
 Resist Check: None  
 Target: Caster  
 Duration: 6 months  
 Area: Caster  
 Effect: Locks soul

Lock the caster's soul within their body, preventing it from leaving even if the body dies. The soul animates the body, which continues to function, past death. The body will decompose normally, and they will eventually end up a skeleton. Each time this spell is cast, the caster's HEA is reduced by one rank. When HEA reaches 0, the spell expires, the body collapses, and the soul leaves.

**14 - Obliterate**

Time to Cast: 3 Round  
 Resist Check: 5d6 vs PWR negates  
 Target: Touch  
 Duration: Instantaneous  
 Area: 1 creature  
 Effect: Utter annihilation

The target must be touching earth or stone. If they fail their RC they are immediately, irretrievably turned to dust.

**15 - Retreat Time**

Time to Cast: 1 Round  
 Resist Check: None  
 Target: None  
 Duration: Instantaneous  
 Area: Special  
 Effect: Reverses time

Cause the flow of time around the caster to reverse for one round. Thrusting himself into the past, at the conclusion of this spell they will find themselves at the place and time of the beginning of the previous round. No one else will have any knowledge that this has occurred, and the caster will only know because they will remember the events of the aborted round, and will have the spell energy for this spell expended.

**16 - Soul Banish**

Time to Cast: 1 Round  
 Resist Check: 5d6 vs WIL negates  
 Target: LOS 100 + 30/Finesse Feet  
 Duration: Instantaneous  
 Area: Single creature  
 Effect: Eliminates soul

Totally and utterly obliterate the sould of the target, leaving their body an empty husk. No divine intervention is allowed the target.

# Chapter 1

## Fire Magic

Magicians of the Fire element spend endless hours of hot and sweaty concentration to unlock the secrets of flames and heat. Their studies make many of them nimble and quick, and most have passionate emotions. Their spell groups are described below.

Fire Magic typifies the power of the element, in spells like Fireball and Conflagration, and the ability to manipulate the element.

The Illumination group provides the caster with light and darkness spells of varying power.

Conjurations are used to create phantasms and shams to delude the foolish and gullible.

Mind Twisters are similar to the Charms group of the Water magicians, but are generally more powerful and, perhaps, even sinister. Because of the great power that must be channeled to use this spells, they are more difficult to learn, and drain their user. The base costs for these spells is 600 EP.

- |                    |                       |                      |                  |
|--------------------|-----------------------|----------------------|------------------|
| 1. Fire Magic      | 2. Illumination       | 3. Conjurations      | 4. Mind Twisters |
| 1. Flint and Steel | 1. Glowworm           | 1. Veil              | 1. Gutter        |
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## 1.1 Fire Magic

### 1 - Flint and Steel

Time to Cast: 1 Round  
 Resist Check: None  
 Target: Caster  
 Duration: 4 + 2/Finesse Rounds  
 Area: Caster's thumb  
 Effect: Make a flame

Snap your fingers and produce a one inch high flame from your thumb.

### 2 - Flaming Arrows

Time to Cast: 1 Round  
 Resist Check: None  
 Target: LOS 20 + 5/Finesse Feet  
 Duration: 6 + 2/Finesse Rounds  
 Area: 1 arrow  
 Effect: Make burning arrows

Cause one arrow each round which is ready to fire to burst into flames. The arrow will inflict an additional 1d8 points of damage if it hits. The caster must have uninterrupted concentraion for the duration of the spell.

### 3 - Flame

Time to Cast: 1 Round  
 Resist Check: 3d6 vs AGI for half  
 Target: LOS 30 Feet  
 Duration: 3 + 1/Finesse Rounds  
 Area: 1 target  
 Effect: 1d6 fire damage

A ball of flame appears harmlessly in the caster's hand. They may then hurl it up to 30 Feet, once per round, to automatically hit any target in direct LOS. Non-living, flammable targets can be ignited by the fire. Living things are not ignited, but do take damage.

### 4 - Part Fire

Time to Cast: 1 Round  
 Resist Check: Special  
 Target: LOS 10 + 3/Finesse Feet  
 Duration: 8 + 2/Finesse Rounds  
 Area: 3 Feet Wide x 20 + 5/Finesse Long  
 Effect: Part fire

Clear a narrow path through continuously burning natural or magical fires (magical fires get an initial RC of 9 or less on 3d6). The path must be straight, and creatures no larger than a normal human may pass through the flames unscathed. This spell is of no use against flame attacks.

### 5 - Immolate

Time to Cast: 1 Round  
 Resist Check: 4d6 vs WIL negates  
 Target: LOS 20 + 5/Finesse Feet  
 Duration: 4 + 1/Finesse Rounds  
 Area: 1 target  
 Effect: Flaming form

Envelop the target's form in illusory magical flames. The target gains resistance to flame attacks (subtract 3d6 DP from each damage roll) and is also more difficult to see through the flames (increase CDV and MDV by +2) for the duration of the spell.

### 6 - Quench

Time to Cast: 1 Round  
 Resist Check: None  
 Target: LOS 50 + 10/Finesse Feet  
 Duration: Instantaneous  
 Area: 5 + 3/Finesse torches  
 Effect: Extinguish fire

Snuffs out normal fires of the size indicated by the area of effect. A small campfire is equivalent to 5 torches, a large bonfire 10 torches, etc. This spell has no effect versus magical fires or sudden fire attacks.

### 7 - Nimble

Time to Cast: 1 Round  
 Resist Check: 4d6 vs AGI negates  
 Target: LOS 20 + 5/Finesse Feet  
 Duration: 8 + 2/Finesse Rounds  
 Area: 1 living target  
 Effect: Raise AGI and skills

Increases the AGI of the target creature by 1d6 ranks, and all existing AGI based skills increase +2 ranks for the duration of the spell.

### 8 - Fireball

Time to Cast: 1 Round  
 Resist Check: 4d6 vs HEA for half  
 Target: LOS 120 + 30/Finesse Feet  
 Duration: Instantaneous  
 Area: 40 + 5/Finesse Feet Radius  
 Effect: 8d6 fire damage

Draw a bit of elemental fire from the surrounding environment and direct it to explode in a designated area. All creatures failing their RC take the indicated damage. Dry, combustible materials can be easily set aflame with this spell.

**9 - Flame Dance**

Time to Cast: 2 Rounds  
 Resist Check: None  
 Target: Caster  
 Duration: 8 + 2/Finesse Rounds  
 Area: 1 being  
 Effect: Move with flames

Walk through normal and magical flames for the duration of the spell without damage. While within the flames, the caster's CDV and MDV are increased by +4.

**10 - Firebreath**

Time to Cast: 2 Rounds  
 Resist Check: 4d6 vs AGI for half  
 Target: 0  
 Duration: 3 + 1/Finesse Rounds  
 Area: 30' x 10' cone  
 Effect: 4d6 fire damage

Spout flame from the caster's mouth once each round. All creatures within this area that fail their RC take the indicated damage. Non-living, flammable objects can be ignited with the spell.

**11 - Flame Barrier**

Time to Cast: 2 Rounds  
 Resist Check: 4d6 vs AGI for half  
 Target: 40 Feet  
 Duration: 15 + 4/Finesse Rounds  
 Area: 20 + 10/Finesse Feet Radius  
 Effect: 4d6 fire damage

Call forth a roaring wall of fire, which may be in any shape the caster chooses as long as it does not exceed the area indicated. The flames can be extinguished by normal or magical rain in 5 rounds. Creatures attempting to cross the flames take 4d6 DP each round for as long as the crossing takes, subject to an RC each round.

**12 - Flameshape**

Time to Cast: 4 Rounds  
 Resist Check: Special  
 Target: Touch  
 Duration: 1 + 0.25/Finesse Hours  
 Area: 2 + 1/Finesse Feet Radius  
 Effect: Create fiery object

Transforms a normal flame (magical flame gets an initial RC of 9 or less on 3d6) into a solid and harmless (to the caster) clay-like material. The flame will hold its shape until its spell expires.

**13 - Conflagration**

Time to Cast: 1 Round  
 Resist Check: None  
 Target: 100 Feet  
 Duration: 15 + 4/Finesse Rounds  
 Area: 40 + 20/Finesse Feet Radius  
 Effect: 4d6 fire damage

An enhanced version of the Flame Barrier spell. The flames are more intense, and can set combustible materials afire even if they are wet. Normal rain cannot extinguish a Conflagration, though Water spells can.

**14 - Comet**

Time to Cast: 2 Rounds  
 Resist Check: 5d6 vs HEA for half  
 Target: 200 + 50/Finesse Feet  
 Duration: Instantaneous  
 Area: Special  
 Effect: 14d6

A super potent Fireball. Creatures within 20 feet of the target take full damage, those within 60 feet take 1/2x damage, and those within 100 feet take 1/4x damage. A successful RC reduces damage by a further 1/2x.

**15 - Fajrovoki**

Time to Cast: 4 Rounds  
 Resist Check: None  
 Target: LOS 40 + 10/Finesse Feet  
 Duration: 4 + 1/Finesse Minutes  
 Area: Special  
 Effect: Summon fire elementals

Summon 1d6+1 fire elementals to any point within the caster's range. A source of fire must be available (even a candle) within the target area. The elementals will serve the caster, even in combat. They will not turn on them, but will make note of who summoned them. There is a 1d10 chance on each successive summoning that the elementals will attempt to take the caster with them at the end of the spell.

**16 - Spirit Fire**

Time to Cast: 2 Rounds  
 Resist Check: None  
 Target: Special  
 Duration: Special  
 Area: Special  
 Effect: Selective damage

Allows the caster to duplicate Flame, Firebreath, Flame Barrier, Fireball, or Comet. The range, duration, area, resistance check and effect are the same as the duplicated spell. A Spirit Fire burns with a white flame which is harmless to creatures the caster states are friends. Only living creatures can be damaged. Combustible materials cannot be ignited with this spell, even if the effect it is duplicating is capable of such.

## 1.2 Illumination

### 1 - Glowworm

Time to Cast: 1 Round  
 Resist Check: None  
 Target: Touch  
 Duration: 10 + 3/Finesse Minutes  
 Area: 50 lb object  
 Effect: Make item glow

Causes an inanimate target which is liftable by the caster to give of a soft, candle-like glow. The amount of light produced is suitable for reading or other close work.

### 2 - Magic Torch

Time to Cast: 1 Round  
 Resist Check: None  
 Target: LOS 10 + 5/Finesse Feet  
 Duration: 2 + 1/Finesse Hours  
 Area: 1 object  
 Effect: Create torchlight

Causes a handheld object to shed light equivalent to a normal torch.

### 3 - Light Shield

Time to Cast: 1 Round  
 Resist Check: None  
 Target: Caster  
 Duration: 1d6 + 1/Finesse Rounds  
 Area: Caster  
 Effect: See text

Gather existing light into a circular shield. The base spell yields a buckler, two finesse a shield, and four finesse a shield which subtracts -2 from any damage done on a successful attack. There must be at least one torch within 10 feet of the caster for this spell to function.

### 4 - Magic Lantern

Time to Cast: 1 Round  
 Resist Check: None  
 Target: Touch  
 Duration: 2 + 1/Finesse Hours  
 Area: 1 object in hand  
 Effect: Create lantern

Create a controllable light source. The magician can vary the amount of light produced, from full lantern light to completely dark, on command.

### 5 - Whip

Time to Cast: 1 Round  
 Resist Check: None  
 Target: Caster  
 Duration: 2d6 + 2/Finesse Rounds  
 Area: Caster  
 Effect: Create enchanted whip

Gather existing light into a long, flexible beam and wield it like a once enchanted whip for the spell's duration. The Whip does 1d6+1 DP per successful attack.

### 6 - Limn

Time to Cast: 1 Round  
 Resist Check: 3d6 vs AGI negates  
 Target: LOS 20 + 5/Finesse Feet  
 Duration: 1d6 + 2/Finesse Rounds  
 Area: 5 + 3/Finesse Feet Radius  
 Effect: Outline with light

Outlines creatures and objects in dim or dark surroundings with light from tendrils in the caster's fingertips, making them easier to see. Mobile creatures are allowed an RC to avoid the effect; immobile creatures and objects get no RC.

### 7 - Alarm

Time to Cast: 1 Minute  
 Resist Check: 4d6 vs PER (detect)  
 Target: LOS 100 Feet  
 Duration: 1d8 + 2/Finesse Hours  
 Area: See text  
 Effect: 2 + 1/Finesse beams

Protect a room, building, campsite, etc. with a faint beam of light which, when broken, emits a shrill alarm. Each beam can extend up to 20 feet, if necessary.

### 8 - Latent Vision

Time to Cast: 3 Rounds  
 Resist Check: None  
 Target: Caster  
 Duration: 1d6 + 2/Finesse Minutes  
 Area: LOS  
 Effect: View recent past

Allows the caster to view the events of the recent past. The vision starts at the beginning of the duration and moves forward in real time until reaching the time of casting. The caster is blind to anything in the present, but is able to move around (though should be wary of obstacles).

**9 - Rainbow Bridge**

Time to Cast: 4 Rounds  
 Resist Check: 4d6 vs PWR negates  
 Target: Multitouch  
 Duration: 1d8 + 1/Finesse Minutes  
 Area: 120 + 30/Finesse Feet  
 Effect: Create bridge

Create a bridge of light. As many people or creatures the caster can touch during the casting time may use the bridge.

**10 - Dazzle**

Time to Cast: 1 Round  
 Resist Check: 4d6 vs AGI negates  
 Target: 40 + 10/Finesse Feet  
 Duration: 2 Rounds  
 Area: 10 + 5/Finesse Feet Radius  
 Effect: Blind for 1d4 Rounds

Causes a ball of light to appear in the caster's hand and may be hurled up to the target distance. The ball explodes after 2 rounds, producing a shower of brilliant light fragments that temporarily blind any vision-endowed creature in the area of effect.

**11 - Blade**

Time to Cast: 1 Round  
 Resist Check: None  
 Target: Caster  
 Duration: 2d6 + 2/Finesse Rounds  
 Area: Caster  
 Effect: See text

Gathers existing light into a narrow, blade-shaped beam which the magician may wield as a twice enchanted, one-handed sword. Such a weapon does 1d10+2 DP per successful strike.

**12 - Mirror Wall**

Time to Cast: 4 Rounds  
 Resist Check: 4d6 vs PER negates  
 Target: Touch  
 Duration: 1d4 + 1/Finesse Minutes  
 Area: 10 + 5/Finesse Feet Radius  
 Effect: Creates one way mirror

Turn any flat surface into a temporary one-way mirror. Anyone on the backside of the wall can see through it, but it looks like a normal wall to those who fail their RC.

**13 - Reflective Travel**

Time to Cast: 2 Rounds  
 Resist Check: None  
 Target: Caster  
 Duration: Instantaneous  
 Area: Caster  
 Effect: Travel 1000 met LOS

Instantly travel to the source of a reflection.

**14 - Sun Call**

Time to Cast: 2 Rounds  
 Resist Check: None  
 Target: 0  
 Duration: 1d4 + 1/Finesse Hours  
 Area: 20 + 10/Finesse Feet Radius  
 Effect: Make daylight

Bring the brilliance of the noon sun to any area.

**15 - Ruby Death**

Time to Cast: 1 Round  
 Resist Check: 5d6 vs AGI avoids  
 Target: LOS 120 Feet  
 Duration: Instantaneous  
 Area: 1 target  
 Effect: 15d6 damage

Fire a red ray of concentrated light energy from the caster's finger. Any target which fails its RC takes the indicated amount of damage.

**16 - Beamrider**

Time to Cast: 4 Rounds  
 Resist Check: None  
 Target: Caster  
 Duration: Instantaneous  
 Area: Caster  
 Effect: Travel 1000 mets LOS

Travel to the source of any light within LOS in the blink of an eye.

## 1.3 Conjurations

### 1 - Veil

Time to Cast: 1 Round  
 Resist Check: 4d6 vs PWR negates  
 Target: Caster  
 Duration: 15 + 5/Finesse Minutes  
 Area: Caster  
 Effect: Veils caster

Cast a distorting veil over the caster's face and clothes. Anyone viewing the caster who fails the RC will believe the caster to be a total stranger.

### 2 - Emit Self

Time to Cast: 2 Rounds  
 Resist Check: None  
 Target: Caster  
 Duration: 4 + 2/Finesse Minutes  
 Area: Caster  
 Effect: Make an image

Create a transparent image of the caster. The image can be directed to appear in any direction, possibly through intervening obstacles. The image moves, sounds and smells like the caster. The image can range from one inch in size up to the caster's true size.

### 3 - Phantasmal Fire

Time to Cast: 1 Round  
 Resist Check: None  
 Target: Special  
 Duration: Special  
 Area: Special  
 Effect: Duplicate Fire spell

Duplicates the visual, sound and smell effects of any Fire spell, but completely harmless. This spell cannot duplicate any spell whose effect is visual only (such as Magic Torch) or any Conjuraton spells.

### 4 - Emit Object

Time to Cast: 2 Rounds  
 Resist Check: None  
 Target: LOS 10 Feet  
 Duration: 4 + 2/Finesse Minutes  
 Area: Single 1000 lb object  
 Effect: Make an image

Project an image of another person or object under the same constraints as the Emit Self spell. The object can be no larger than the caster.

### 5 - Mask

Time to Cast: 2 Rounds  
 Resist Check: None  
 Target: Caster  
 Duration: 2d4 + 1/Finesse Hours  
 Area: Caster  
 Effect: Disguises caster

The caster first visualizes the memorized image of a person and concentrates. Mask then makes the caster appear as that person, including clothing. The caster cannot change race or general size with this magic. The adventurer must inform the GM when they are memorizing a person, which takes 5 minutes of game time.

### 6 - Emanate Self

Time to Cast: 4 Rounds  
 Resist Check: None  
 Target: Caster  
 Duration: 6 + 3/Finesse Minutes  
 Area: Caster  
 Effect: Make an image

Project a non-transparent, real-seeming image of themselves. Other aspects of the image are as in the Emit Self spell.

### 7 - Phantasmal Air

Time to Cast: 1 Round  
 Resist Check: None  
 Target: Special  
 Duration: Special  
 Area: Special  
 Effect: Duplicate Air spell

Duplicates the visual, sound and smell effects of the any Air spell, but completely harmless. The spell cannot duplicate any spell whose effect is visual only.

### 8 - Emanate Object

Time to Cast: 4 Rounds  
 Resist Check: None  
 Target: LOS 10 Feet  
 Duration: 6 + 3/Finesse Minutes  
 Area: Single 1000 lb object  
 Effect: Make an image

Project an image of another person or object under the same constraints as the Emanate Self spell. The object can be no larger than the caster.

**9 - Shrouding**

Time to Cast: 3 Rounds  
 Resist Check: 4d6 vs PWR negates  
 Target: Multitouch  
 Duration: 2d4 + 1/Finesse Minutes  
 Area: Targeted creatures  
 Effect: Disguises group

Disguises those touched to appear to be a those expected to be found in that environment to anyone failing the RC. For example, if in a hostile castle they might appear as a group of appropriately dressed guards.

**10 - Radiate Self**

Time to Cast: 6 Rounds  
 Resist Check: None  
 Target: Caster  
 Duration: 8 + 4/Finesse Minutes  
 Area: Caster  
 Effect: Make an image

Creates an image which can move, sound and smell either independently or under control of the caster. All other aspects of this spell are the same as the Emanate Self spell.

**11 - Phantasmal Water**

Time to Cast: 1 Round  
 Resist Check: None  
 Target: Special  
 Duration: Special  
 Area: Special  
 Effect: Duplicate Water spell

Duplicates the visual, sound and smell effects of any Water spell, but completely harmless. It cannot duplicate any spell whose effect is visual only.

**12 - Radiate Object**

Time to Cast: 6 Rounds  
 Resist Check: None  
 Target: LOS 10 Feet  
 Duration: 8 + 4/Finesse Minutes  
 Area: Caster  
 Effect: Make an image

Project an image of another person or object under the same constraints as the Radiate Self spell. The object can be no larger than the caster.

**13 - Envelop**

Time to Cast: 4 Rounds  
 Resist Check: None  
 Target: Multitouch  
 Duration: 20 + 10/Finesse Minutes  
 Area: Targeted creatures  
 Effect: Disguises group

The targets appear to blend perfectly into the background. They must be touched to be found.

**14 - Project Self**

Time to Cast: 1 Minute  
 Resist Check: None  
 Target: Caster  
 Duration: 10 + 5/Finesse Minutes  
 Area: Caster  
 Effect: Program image

Preprogram an image to appear at sometime up to one year into the future. It can be triggered by a specific time, the utterance of a particular word, or the occurrence of a particular event. All other aspects of the image are as in the Radiate Self spell.

**15 - Phantasmal Earth**

Time to Cast: 1 Round  
 Resist Check: None  
 Target: Special  
 Duration: Special  
 Area: Special  
 Effect: Duplicate Earth spell

Duplicate the visual, sound and smell effects of any Earth spell, but completely harmless. It cannot duplicate any spell whose effect is visual only.

**16 - Project Object**

Time to Cast: 1 Minute  
 Resist Check: None  
 Target: LOS 10 Feet  
 Duration: 10 + 5/Finesse Minutes  
 Area: Object  
 Effect: Make an image

This spell allows the caster to project an image of another person or object under the same constraints as the Project Self spell. The object can be no larger than the caster.



## 1.4 Mind Twisters

### 1 - Gutter

Time to Cast: 1 Round  
 Resist Check: None  
 Target: Caster  
 Duration: 1 Round  
 Area: 5' Radius  
 Effect: Cause doubt

Causes beings who are within melee range and able to see a flame held in the caster's hand to suffer momentary doubt as to how to attack. They automatically lose initiative the next round.

### 2 - Flame Dreams

Time to Cast: 1 Minute  
 Resist Check: None  
 Target: LOS 20 + 5/Finesse Feet  
 Duration: 1d3 + 1/Finesse Minutes  
 Area: 1 humanoid  
 Effect: Plan dream

Allows the caster to dictate circumstances of the target's dream. The target must already be asleep and within 20 Feet of a fire (campfire, fireplace, etc.). Fire must be a component of the dream. If the target is present in the dream and killed, they will wake just before their dreamed death.

### 3 - Dismay

Time to Cast: 1 Round  
 Resist Check: 3d6 vs WIL negates  
 Target: Touch  
 Duration: 1d10 + 2/Finesse Rounds  
 Area: 80 + 20/Finesse Feet Radius  
 Effect: INT < 3 flee

Touching a large fire, any non-intelligent creatures within sight of the fire flee from the caster at their maximum movement rate, for the spell's duration.

### 4 - Unman

Time to Cast: 1 Round  
 Resist Check: 3d6 vs WIL negates  
 Target: Touched  
 Duration: 1d4 + 1/Finesse Rounds  
 Area: 60 + 15/Finesse Feet Radius  
 Effect: INT > 3 flee

Touching a large fire, any intelligent creatures within sight of the fire pause one round in fear before fleeing the caster at their maximum movement rate, for the spell's duration.

### 5 - Forget

Time to Cast: 1 Round  
 Resist Check: 4d6 vs WIL negates  
 Target: Touch  
 Duration: Instantaneous  
 Area: 1 creature  
 Effect: Forget recent events

Causes the target to forget the events from the present back four rounds. One finesse changes the time period to four minutes, two finesses to one hour, three finesses to one day, and four finesses to three days. Willing subjects need not make an RC. Revoking the spell doesn't restore the lost memories.

### 6 - Stray Thought

Time to Cast: 1 Round  
 Resist Check: 4d6 vs WIL negates  
 Target: LOS 40 + 10/Finesse Feet  
 Duration: 1d4 + 1/Finesse Rounds  
 Area: 1 creature INT > 4  
 Effect: Insinuate action

Causes the target to undertake an action which is reasonable under the circumstances as though it was their own. An unreasonable (GM discretion) action will cause the spell to fail.

### 7 - Chaos

Time to Cast: 1 Round  
 Resist Check: 4d6 vs WIL negates  
 Target: LOS 40 + 10/Finesse Feet  
 Duration: 1d6 + 1/Finesse Rounds  
 Area: 10 + 5/Finesse Feet Radius  
 Effect: Create disorder

While targeting a fire at least the size of a camp fire, creatures behave erratically. On a 1 on 1d10, creatures carry out planned actions. Otherwise, creatures with INT > 4 bicker among themselves. Creatures with INT < 4 who roll 1 on 1d4 attack each other, otherwise they simply mill about.

### 8 - Befriend

Time to Cast: 2 Rounds  
 Resist Check: 4d6 vs WIL  
 Target: 60 + 15/Finesse Feet  
 Duration: 1d20 + 4/Finesse Rounds  
 Area: 10 + 5/Finesse Feet Radius  
 Effect: Enemies = friends

Cancels any hatred towards the caster and their companions by creatures within the area of effect. This will last as long as the none of the adventurers take a hostile action (including casting spells) towards the Befriended targets. As with other spells in this group, targets must be within 80 Feet of a medium fire (campfire or larger) to be affected.

**9 - Neophyte**

Time to Cast: 2 Rounds  
 Resist Check: 4d6 vs WIL negates  
 Target: LOS 40 + 10/Finesse Feet  
 Duration: 1d8 + 2/Finesse Rounds  
 Area: 1 humanoid INT > 4  
 Effect: Forget background

If the target fails the RC they suddenly forgets all their background training for the spell's duration. Fighters don't have a clue as to the use of their weapons, magicians can no longer remember spells, priests cannot remember the name of their deity nor the dogma of their religion (thus becoming powerless), etc.

**10 - Betask**

Time to Cast: 1 Minute  
 Resist Check: 4d6 vs WIL negates  
 Target: Touch  
 Duration: Permanent  
 Area: 1 being INT > 7  
 Effect: Set a task

The caster touches the target with a magical flame held in the caster's hand and sets them a single task. The object of the task must be within the ability of the target to accomplish, and cannot take longer than a year, else the spell fails. The target feels duty-bound to perform the assigned mission, and will devote all their energies and resources to its accomplishment.

**11 - Charlatan**

Time to Cast: 2 Rounds  
 Resist Check: 4d6 vs WIL negates  
 Target: LOS 20 + 5/Finesse Feet  
 Duration: 2d6 + 2/Finesse Rounds  
 Area: 1 humanoid  
 Effect: "act" other background

The target immediately assumes a different background of the caster's choosing for the spell's duration. Whatever the new background, the target feels they are giving a stellar performance, but blows never hit, spells never succeed, etc.

**12 - Arson**

Time to Cast: 2 Rounds  
 Resist Check: 5d6 vs WIL negates  
 Target: LOS 20 + 5/Finesse Feet  
 Duration: 1d8 + 2/Finesse Minutes  
 Area: 1 being INT > 4  
 Effect: Change surroundings

The target must be capable of seeing a flame held in the caster's hand, and suddenly finds themselves in a vaguely familiar, but perplexing, network of flaming walls. The basic layout is any building the target is familiar with (preferably their home), and the target must act accordingly.

**13 - Amnesia**

Time to Cast: 1 Round  
 Resist Check: 5d6 vs WIL negates  
 Target: Touch  
 Duration: Instantaneous  
 Area: 1 creature  
 Effect: Forget events

Causes the target to forget events from the present back one week. One finesse changes the time period to four weeks, two finesses to four months, three finesses to four years, and four finesses cause total memory loss. Willing subjects need not make an RC. Revoking the spell doesn't restore the lost memories.

**14 - Babe**

Time to Cast: 1 Minute  
 Resist Check: 5d6 vs WIL negates  
 Target: Touch  
 Duration: Permanent  
 Area: 1 creature  
 Effect: Turn into baby

Immediately reduces the target's intellect and physical coordination to that of an infant, though their body remains full-sized. The effect is permanent unless cancelled by the caster or Revoked.

**15 - Fever**

Time to Cast: 1 Minute  
 Resist Check: 5d6 vs WIL negates  
 Target: Caster  
 Duration: 8 + 4/Finesse Hours  
 Area: Caster's scryer  
 Effect: Obviate sendings

Anyone attempting a scrying spell on a magician under a Fever spell must make an to avoid serious brain damage (INT drops to 1) as they suddenly feel overcome by a fever. If the RC is made, the scrying spell proceeds.

**16 - Pith**

Time to Cast: 4 Rounds  
 Resist Check: 5d6 vs WIL negates  
 Target: Touch  
 Duration: Permanent  
 Area: 1 creature  
 Effect: Scramble brain

Magically scrambles the target's brain. Basic brain function remains to keep the body alive, but thought and co-ordinated action are impossible until Pith is Revoked.

## Chapter 2

# Air Magic

Magicians devoted to the Air element spend much of their time out of doors where they may feel the power of the wind and the subtleties of light breezes. Some dismiss Air magicians as flighty and fickle, but they are the most cerebral of the elemental magicians.

Air Magic typifies the power of the element, in spells like Lightning Bolt and Anaerobia, and the ability to manipulate the element.

Vision spells enhance the seeing ability of the magician.

Scrying spells are information-gathering magics.

Dimensions involve summoning or sending items to or away from the caster. Because of the great power that must be channeled to use these spells, they are more difficult to learn, and draining to the magician. The base costs for these spells is 600 EP.

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## 2.1 Air Magic

### 1 - Minibolt

Time to Cast: 1 Round  
 Resist Check: None  
 Target: LOS 60 + 15/Finesse Feet  
 Duration: Instantaneous  
 Area: 1 object or creature  
 Effect: 1d6 damage

Sends a small electrical charge from the air blasting towards the target. A Minibolt always hits the target, but magical resistance can negate or reduce the damage (GM's discretion).

### 2 - Gust

Time to Cast: 1 Round  
 Resist Check: None  
 Target: 60 + 10/Finesse Feet  
 Duration: 1 Minute  
 Area: 5 x (20 + 10/Finesse)' line  
 Effect: 30 + 10/Finesse mph gust

Produces a blast of air in the area of effect sufficient to extinguish unprotected flames, fan a large fire, etc.

### 3 - Arise

Time to Cast: 1 Round  
 Resist Check: None  
 Target: Caster  
 Duration: 2d6 + 1/Finesse Rounds  
 Area: Caster  
 Effect: Accelerate 4 + 1/Finesse Feet /Rounds

Allows the caster to float into the air like a kite. While concentrating, the caster can accelerate up or down, but is at the mercy of winds and other forces that could cause lateral movement. The caster cannot carry more than they can normally lift above their head.

### 4 - Fresh Air

Time to Cast: 1 Round  
 Resist Check: None  
 Target: 0  
 Duration: 1d4 + 1/Finesse Rounds  
 Area: 10 + 5/Finesse Feet Radius  
 Effect: Freshen air

Cleanse a volume of fetid, putrid, or poisonous air to make it breathable. The purified area can move with the caster if they so choose.

### 5 - Ironlungs

Time to Cast: 1 Round  
 Resist Check: 4d6 vs PWR negates  
 Target: Touch  
 Duration: 10 + 3/Finesse Minutes  
 Area: 1 creature  
 Effect: Hold breath

The target can hold their breath for the spell's duration. Total concentration by the target is necessary, so Ironlungs prevents most forms of spell casting.

### 6 - Lightning Bolt

Time to Cast: 1 Round  
 Resist Check: 3d6 vs HEA for 1/2  
 Target: LOS 120 + 30/Finesse Feet  
 Duration: Instantaneous  
 Area: 4 + 1/Finesse Feet wide line  
 Effect: 6d6 damage

Create opposed electrical charges between the caster's fingertip and their intended target, causing a bolt of electrical energy to travel from their finger to the target along the path of least resistance. Intervening objects and people along this path are affected by the bolt, as is the target.

### 7 - Fly

Time to Cast: 1 Round  
 Resist Check: 4d6 vs PWR negates  
 Target: LOS 20 + 5/Finesse Feet  
 Duration: 4d6 + 6/Finesse Rounds  
 Area: 1 humanoid  
 Effect: Fly 120 + 30/Finesse Feet /Rounds

The target is able to fly. Simple actions can be performed without penalty while in flight, but weapon attacks are made at a penalty (GM's discretion) and spell casting is impossible. The target cannot carry more than they could lift above their head.

### 8 - Wind

Time to Cast: 4 Rounds  
 Resist Check: None  
 Target: 0  
 Duration: 6 + 3/Finesse Hours  
 Area: 60 + 20/Finesse Feet Radius  
 Effect: Control wind

Control the speed and direction of the wind. The wind is strong enough to propel a sailing vessel if desired, although a sail is an obvious necessity.

**9 - Air Temperature**

Time to Cast: 2 Rounds  
 Resist Check: None  
 Target: 90 + 20/Finesse Feet  
 Duration: 6 + 2/Finesse Hours  
 Area: 60 + 20/Finesse Feet Radius  
 Effect: Change temperature

Change the temperature in the chosen area. Current weather effects are modified by the change, as dictated by common sense. Air Temperature can be targeted on the caster or another person, and the area of effect will move with that person.

**10 - Anaerobia**

Time to Cast: 1 Round  
 Resist Check: 4d6 vs PWR negates  
 Target: LOS 20 + 10/Finesse Feet  
 Duration: 4d20 + 8/Finesse Minutes  
 Area: 1 creature  
 Effect: Survive without air

This spell satisfies the target's need for oxygen, making normal breathing unnecessary. All actions may be performed normally. Anaerobia does not protect the target from possible physical damage caused by hostile environments, such as fire, extreme cold, etc.

**11 - Hawksoar**

Time to Cast: 1 Round  
 Resist Check: 4d6 vs PWR negates  
 Target: Touch  
 Duration: 15 + 4/Finesse Rounds  
 Area: 1 humanoid  
 Effect: Fly and attack

Hawksoar adds the abilities of combat and spell casting to the Fly spell. All actions are allowable and not subject to any penalties.

**12 - Ekblovego**

Time to Cast: 3 Rounds  
 Resist Check: 5d6 vs STR for half  
 Target: 0  
 Duration: 1d6 + 1/Finesse Rounds  
 Area: 30'x(150 + 30/Finesse)' line  
 Effect: Massive wind blast

Create a massive blast or gust of wind. All free standing objects and creatures are blown backwards 80 feet and suffer 1d6 DP each round they remain in the effect. Some structural damage to buildings may even result (GM's discretion).

**13 - Vacuum**

Time to Cast: 3 Rounds  
 Resist Check: 4d6 vs HEA  
 Target: 100 + 30/Finesse Feet  
 Duration: Instantaneous  
 Area: 30 + 10/Finesse Feet Radius  
 Effect: Remove air

Creates an airless space in the area of effect. Aerobic creatures who fail the RC become comatose. Fires are immediately extinguished, sailing vessels becalmed, and other processes involving air are likewise halted. The GM will adjudicate any side-effects of the sudden decompression.

**14 - Blitzen**

Time to Cast: 2 Rounds  
 Resist Check: 4d6 vs AGI for half  
 Target: 160 + 40/Finesse Feet  
 Duration: 8 + 2/Finesse Rounds  
 Area: 15 + 5/Finesse Feet Radius  
 Effect: 1 lightning strike/Rounds

Causes lightning to strike the indicated area once each round. All creatures in the area of effect are hit and suffer 6d6 DP for each attack. If the magician is casting this during a thunderstorm, all base parameters are doubled.

**15 - Aerovoki**

Time to Cast: 4 Rounds  
 Resist Check: None  
 Target: 40 + 10/Finesse Feet  
 Duration: 4 + 1/Finesse Minutes  
 Area: Special  
 Effect: Summon air elementals

Summon 1d6+1 air elementals to any point within the caster's range. Air must be available. The elementals will serve the caster, even in combat. They will not turn on them, but will make note of who summoned them. There is a 1d10 chance on each successive summoning that the elementals will attempt to take the caster with them at the end of the spell.

**16 - Wrath**

Time to Cast: 4 Rounds  
 Resist Check: 5d6 vs HEA for half  
 Target: 160 + 40/Finesse Feet  
 Duration: 4 + 1/Finesse Minutes  
 Area: Up to 1/4 met Radius  
 Effect: Summon wind storm

Summon a wind storm of unbelievable strength. It can be in the form of a hurricane, tornado, or a straight line wind. Wind velocity is 300 mph or more, few structures will survive (the GM may give stone buildings an RC). Each round in the effect, creatures suffer 3d6 DP from being struck by flying debris. Spell casting is impossible. The RC must be made each round.

## 2.2 Vision

### 1 - Murk

Time to Cast: 1 Round  
 Resist Check: 3d6 vs PER negates  
 Target: 20 + 5/Finesse Feet  
 Duration: 1d20 + 4/Finesse Rounds  
 Area: 10 + 5/Finesse Feet Radius  
 Effect: Reduce visibility

Causes dust motes in the environment to coalesce onto water droplets to create a dirty, murky area. Vision is reduced by 40 + 10/Finesse Feet. Murk is effective in underwater as well as air.

### 2 - Distortion

Time to Cast: 1 Round  
 Resist Check: None  
 Target: None  
 Duration: 1d20 + 4/Finesse Minutes  
 Area: 5 + 2/Finesse Feet Radius  
 Effect: Obscure vision

Bends and shifts light rays erratically in the area of effect, causing forms within the area become blurry, indistinct, and are 90% unrecognizable.

### 3 - Crystal

Time to Cast: 1 Round  
 Resist Check: None  
 Target: 20 + 5/Finesse Feet  
 Duration: 1d4 + 1/Finesse Minutes  
 Area: 10 + 5/Finesse Feet Radius  
 Effect: Increase visibility

Cleansing the air of impurities clinging to water droplets. It is only effective in haze, fog, murky water, etc.

### 4 - Glamor

Time to Cast: 2 Rounds  
 Resist Check: 4d6 vs WIL negates  
 Target: Touch  
 Duration: 1d20 + 1/Finesse Minutes  
 Area: 1 creature  
 Effect: Boost COM 2 + 1/Finesse

Alters the natural COM of the target, affecting reactions accordingly.

### 5 - Intuit

Time to Cast: 2 Rounds  
 Resist Check: None  
 Target: Caster  
 Duration: 1d20 + 1/Finesse Minutes  
 Area: Caster  
 Effect: Boost PER 2 + 1/Finesse

Temporarily increase their PER for the duration of the spell.

### 6 - One Eye

Time to Cast: 1 Round  
 Resist Check: 3d6 vs PWR negates  
 Target: 20 + 5/Finesse Feet  
 Duration: 1d8 + 2/Finesse Rounds  
 Area: 1 creature  
 Effect: Blind one eye

Temporarily blinds target in one eye (caster's choice). The target's melee modifiers are reduced by 2 + 1/Finesse to reflect the loss of depth perception. If the target only had one eye to begin with, it will become totally blind.

### 7 - Discovery

Time to Cast: 2 Rounds  
 Resist Check: None  
 Target: Caster  
 Duration: 1d20 + 4/Finesse Minutes  
 Area: Caster  
 Effect: Magnify 8 + 2/Finesse times

See minute things or details that escape normal vision. Rolls against PER are made with one less die than normal.

### 8 - Parallax

Time to Cast: 1 Round  
 Resist Check: None  
 Target: 0  
 Duration: 1d8 + 2/Finesse Rounds  
 Area: Caster  
 Effect: Boost DV by 2 + 1/Finesse

The caster's body seems to shift about suddenly. Attackers must try to correct for the sudden parallax error, in effect raising all the caster's DVs.

**9 - Long Eyes**

Time to Cast: 2 Rounds  
 Resist Check: None  
 Target: 0  
 Duration: 1d6 + 2/Finesse Minutes  
 Area: Caster  
 Effect: Closer 8 + 2/Finesse times

See distant objects as if they are much closer. They must have LOS, and certain atmospheric conditions (e.g. fog, haze, precipitation, etc.) can reduce the effectiveness by 1/2x. This also will increase the range of other LOS spells cast during Long Eyes duration. Finesse to increase the range of these spells are applied before Long Eyes multiplies the range.

**10 - Heat Vision**

Time to Cast: 2 Rounds  
 Resist Check: 4d6 vs PWR negates  
 Target: Touch  
 Duration: 1d20 + 4/Finesse Minutes  
 Area: 1 creature  
 Effect: See heat @ 40 + 10/Finesse Feet

See infrared instead of (NOT in addition to) light. Objects will vary in color from jet black (very cold) to bright red (very hot). A cold draft or emanations from ice interfere with heat vision by making forms opaque.

**11 - Night Sight**

Time to Cast: 2 Rounds  
 Resist Check: None  
 Target: Caster  
 Duration: 1d4 + 1/Finesse Minutes  
 Area: Caster  
 Effect: See in the dark

See in natural darkness and shadows as well as in bright moonlight. If the effect is fully finessed they can even see in magical darkness or shadows.

**12 - Invisibility**

Time to Cast: 1 Round  
 Resist Check: 4d6 vs PWR negates  
 Target: Touch  
 Duration: 5 + 2/Finesse Minutes  
 Area: 1 object or creature  
 Effect: Make unseeable

Surrounds the target with a magical field which shifts light out of phase. If the field is touched by an ungrounded physical object, the spell is broken. An invisible person can walk about or open doors, but cannot drop or pick up anything nor physically attack. Spells which have a physical manifestation break the enchantment. Invisible creatures are in the same phase and can see one another.

**13 - Sight License**

Time to Cast: 1 Round  
 Resist Check: 4d6 vs PWR negates  
 Target: Touch  
 Duration: 8 + 3/Finesse Hours  
 Area: 1 creature  
 Effect: Allows sight

Temporarily grants the target the power of sight, even if it is blind or lacks sight organs.

**14 - Blind**

Time to Cast: 1 Round  
 Resist Check: 4d6 vs PWR negates  
 Target: LOS 20 + 5/Finesse Feet  
 Duration: Permanent  
 Area: 1 creature  
 Effect: Remove vision

Makes the target blind until cancelled by the caster or Revoked. The target must be capable of vision for the spell to be effective, i.e., Blinding a worm is of little consequence.

**15 - Projection**

Time to Cast: 4 Rounds  
 Resist Check: None  
 Target: 0  
 Duration: 5 + 2/Finesse Minutes  
 Area: LOS 250 + 100/Finesse Feet  
 Effect: Create mass vision

All people and/or creatures in the area of this spell see just what the caster desires them to see. The vision appears quite real, but has no audio, temperature or touch components. The caster MUST maintain concentration for the duration of this spell, or the vision disappears immediately.

**16 - See All**

Time to Cast: 4 Rounds  
 Resist Check: None  
 Target: Caster  
 Duration: 12 + 4/Finesse Rounds  
 Area: Caster  
 Effect: Create LOS

See through one solid object or creature. This can be as small as a rabbit or as large as a mountain, but can be only one thing. Thus the caster can cast a line of sight spell through any interposing creature or object subject to that spell's normal range restrictions.

## 2.3 Scrying

### 1 - Detect Motivation

Time to Cast: 1 Round  
 Resist Check: 3d6 vs WIL negates  
 Target: LOS 20 + 5/Finesse Feet  
 Duration: 1d6 + 1/Finesse Rounds  
 Area: 1 humanoid  
 Effect: Confirm motivation

For each round of the spell's duration, the magician may think of a motivation. If the target has that motivation, the caster will know it positively. On the 3rd attempt, the target is allowed an RC. If the RC is successful, further attempts fail, but the results of the third guess are still revealed to the caster.

### 2 - Hear

Time to Cast: 2 Rounds  
 Resist Check: None  
 Target: 40 + 10/Finesse Feet  
 Duration: 1d4 + 1/Finesse Minutes  
 Area: 10 + 5/Finesse Feet Radius  
 Effect: Remote hearing

Hear any noises or speech in the chosen area as if your ears are there. The area does not have to be in the caster's LOS.

### 3 - Read Emotions

Time to Cast: 1 Minute  
 Resist Check: 3d6 vs WIL negates  
 Target: LOS 40 + 10/Finesse Feet  
 Duration: 1d4 + 1/Finesse Minutes  
 Area: 1 living creature  
 Effect: Know thoughts

Know the surface thoughts of the targeted creature. These are very general and primal in nature, such as hunger, anger, contentment, sadness, etc., regardless of the creature's INT.

### 4 - Mask Motivation

Time to Cast: 1 Round  
 Resist Check: None  
 Target: Touch  
 Duration: 1d4 + 1/Finesse Hours  
 Area: 1 creature  
 Effect: Mask motivation

Mask Motivation enables the caster to deny that information, or feed false information (caster's choice), to anyone using spells.

### 5 - See

Time to Cast: 2 Rounds  
 Resist Check: None  
 Target: 60 + 15/Finesse Feet  
 Duration: 1d4 + 1/Finesse Minutes  
 Area: 10 + 5/Finesse Feet Radius  
 Effect: Remote vision

See everything in the chosen area as if your eyes are there. The area does not have to be in the caster's LOS, but after casting See, the caster must remain motionless and concentrate or the spell is broken.

### 6 - Witchsmeller

Time to Cast: 1 Round  
 Resist Check: None  
 Target: 0  
 Duration: 1d4 + 1/Finesse Rounds  
 Area: 10 + 5/Finesse Feet Radius  
 Effect: Uncover magic

Any enchanted items in the area of effect glow with a silver aura in the eyes of the caster. Very magical items, such as relics, glow with a gold aura. The strength of the glow is reflective of the strength of the magic. Other spells must be used to gain more knowledge (e.g. Know Element, etc).

### 7 - Know True Motivation

Time to Cast: 1 Round  
 Resist Check: 4d6 vs WIL negates  
 Target: LOS 60 Feet  
 Duration: Instantaneous  
 Area: 1 target  
 Effect: See true motivation

Allows the caster to know the true motivation of any creature in the area with a single casting. Mask Motivation, however, will deceive this spell. If the target succeeds on their RC, they will become aware of the scrying and the caster will not receive the information.

### 8 - Locate

Time to Cast: 2 Rounds  
 Resist Check: 4d6 vs WIL negates  
 Target: Caster  
 Duration: 1d4 + 1/Finesse Minutes  
 Area: 200 + 20/Finesse Feet beam  
 Effect: Discover location

Locate any item or creature which the caster previously seen or touched. The caster first visualizes the target of their search. A search beam moves with the caster, and an image forms as soon as the subject comes within range of the beam. The vision can only be seen by the caster, and recedes into the distance to where the item or creature is actually located.



**9 - Senses**

Time to Cast: 2 Rounds  
 Resist Check: None  
 Target: 60 + 15/Finesse Feet  
 Duration: 1d4 + 1/Finesse Minutes  
 Area: Special  
 Effect: 1 + 1/Finesse senses

Allows one of more senses to operate remotely. The caster must remain motionless for the spell's duration. This spell poses risks, for damaging effects present in the remote area can attack the caster through the spell. For example, poison gas in the remote area may cause damage if the caster chooses smell as a remote sense.

**10 - Truthtell**

Time to Cast: 1 Round  
 Resist Check: 4d6 vs WIL negates  
 Target: Touch  
 Duration: 1d4 + 1/Finesse Minutes  
 Area: 1 creature  
 Effect: Prevent lying

Any creature failing the RC must answer all the caster's questions truthfully for the duration of the spell.

**11 - Futuresee**

Time to Cast: 2 Minutes  
 Resist Check: None  
 Target: Caster  
 Duration: 3 + 1/Finesse questions  
 Area: Caster  
 Effect: See the future

Futuresee enables the caster to determine what will happen in the immediate future (1 + 1/Finesse days) by asking yes-or-no questions of an elemental spirit. The truthfulness of the answers is from 50 + 10/Finesse percent. If not truthful, responses can be totally false, or couches as half-truths (GM's discretion).

**12 - Legends**

Time to Cast: See text  
 Resist Check: None  
 Target: Special  
 Duration: 1 + 1/Finesse clues  
 Area: Special  
 Effect: Know antiquity

Gain knowledge of the items, places, and people of antiquity. If the caster is touching the item, standing on the site, or next to a grave, the casting time is one day; otherwise one week. The caster can learn from one to five pieces of information about the subject in the form of clues, or as a range of numbers. The information is always truthful, but the player must make correct interpretations.

**13 - Thingtell**

Time to Cast: 4 Rounds  
 Resist Check: None  
 Target: Touch  
 Duration: 1d6 + 1/Finesse Minutes  
 Area: 1 object  
 Effect: Speak with objects

Speak with inanimate objects like chairs, rocks, trees, bushes, etc. The object cannot volunteer information, but will answer the caster's questions truthfully, one question per round of the spell's duration.

**14 - Backfire**

Time to Cast: 1 Round  
 Resist Check: None  
 Target: Caster  
 Duration: 3d6 + 3/Finesse Hours  
 Area: Caster  
 Effect: Reverse scrying

Protects the caster from scrying attempts, and also reverses the process so that they find out what information the opposing caster was seeking from them, ignoring any normal RC. They can also learn the direction and distance of the attempt.

**15 - Scan**

Time to Cast: 1 Minute  
 Resist Check: None  
 Target: Caster  
 Duration: 1d8 + 1/Finesse Rounds  
 Area: 800 + 300/Finesse Feet beam  
 Effect: Scan area

After deciding on what piece of information the caster wishes to know ("horses nearby?", "any carnivorous plants in the area?", etc.), a beam of violet light shoots from the magician's eyes and sweeps the area like a searchlight. The beam stops and points at matching objects if contacting it, giving the direction and distance. The beam moves with the caster, but is blocked by walls, trees, etc.

**16 - Godspeak**

Time to Cast: 1 D  
 Resist Check: None  
 Target: Caster  
 Duration: 1 + 1/Finesse questions  
 Area: Caster  
 Effect: Find unmitigated truth

Ask any question of the caster's sworn deity and be assured of a 100% truthful answer. The caster must be on good terms with their sworn deity, through regular obeisance, performance of deeds to further the deity's goals, etc. Optionally, the spell always functions, but there may be some penalty on EU recharging time if the caster has been lax, or the deity may only answer one question regardless of finesse (GM's discretion).

## 2.4 Dimensions

### 1 - Shimmer

Time to Cast: 1 Round  
 Resist Check: 3d6 vs PWR negates  
 Target: LOS 20 + 5/Finesse Feet  
 Duration: 1d4 + 1/Finesse Rounds  
 Area: 1 creature  
 Effect: Increase CDV 2 + 1/Finesse

While under the influence of Shimmer, the target's physical form appears indistinct and wavering, effectively increasing their CDV. The caster must be touched by air while murmuring the spell.

### 2 - Thought Move

Time to Cast: 1 Round  
 Resist Check: 3d6 vs WIL negates  
 Target: LOS 20 + 5/Finesse Feet  
 Duration: Instantaneous  
 Area: 1 object  
 Effect: Move 20 + 5/Finesse lb

Move a non-living, free standing object within the weight limit and in the caster's LOS from one place to another within the allowable range. Since the motion is slow, no damage is inflicted from striking other objects, unless circumstances dictate otherwise (walking into a set spear, falling from a height, etc)

### 3 - Send Object

Time to Cast: 1 Round  
 Resist Check: None  
 Target: Touch  
 Duration: Instantaneous  
 Area: 1 object  
 Effect: Send small object

Send an object enclosed in the caster's fist to any previously memorized location. The object can not exceed 10 pounds.

### 4 - Peer

Time to Cast: 2 Rounds  
 Resist Check: None  
 Target: Memloc  
 Duration: 1d6 + 1/Finesse Minutes  
 Area: 60' Radius  
 Effect: See memorized place

Monitor any memorized location for the spell's duration. Only sight is allowed; no sounds, smells, etc. can be discovered.

### 5 - Magic Fence

Time to Cast: 1 Round  
 Resist Check: 4d6 vs WIL negates  
 Target: Caster  
 Duration: 1d6 + 1/Finesse Minutes  
 Area: 5 + 2/Finesse Feet Radius  
 Effect: Exclude summonings

Create a glowing boundary (shaped to the caster's choosing), centered on the caster. Other planar and immaterial creatures, and magically transported objects cannot pass this line unless the RC is made (objects save vs the WIL of the caster of the spell transporting it).

### 6 - Call Object

Time to Cast: 3 Rounds  
 Resist Check: None  
 Target: Special  
 Duration: Instantaneous  
 Area: 1 + 1/Finesse objects  
 Effect: Recall from storage

Retrieve up to five objects from the place where they were previously stored by a Send Object spell. The five objects do not have to have been sent to the same location.

### 7 - Hole

Time to Cast: 3 Rounds  
 Resist Check: None  
 Target: Touch  
 Duration: 3d6 + 2/Finesse Rounds  
 Area: 6 + 6/Finesse Foot Radius  
 Effect: Create hole

Creates a hole (6 + 6/Finesse inches deep) in any non-living object. No light can pass through this hole, making it appear totally black, but objects and creatures can pass through with no resistance. Magical objects get a 4d6 RC versus PWR to negate the effect. For example, the caster could cast this on a door next to the lock, reach inside, and unlock the door.

### 8 - Giant Stride

Time to Cast: 2 Rounds  
 Resist Check: None  
 Target: Multitouch  
 Duration: 1d6 + 1/Finesse Rounds  
 Area: Targets  
 Effect: Port 160 + 40/Finesse Feet

Open a temporary two-way door to a spot within their LOS. The door is invisible, except to the caster and anyone touched during the casting time. The starting and ending points must be touched by air. The effect for observers is that those affected disappear into thin air and reappear in the blink of an eye.

**9 - Send Package**

Time to Cast: 3 Rounds  
 Resist Check: None  
 Target: Touch  
 Duration: Instantaneous  
 Area: 1 object  
 Effect: Send package

Send an inanimate object of up to 100 + 10/Finesse Pounds and no more than 2 + 1/Finesse Feet Radius can be sent to any previously memorized location.

**10 - Pocket**

Time to Cast: 3 Rounds  
 Resist Check: None  
 Target: Multitouch  
 Duration: 2d6 + 2/Finesse Rounds  
 Area: Targets  
 Effect: Open elemental pocket

Create an opening to a pocket dimension. The opening appears suspended in air, visible only to the caster and anyone touched during the casting time. If they enter they appear to vanish into thin air. Normal human life is supported in the dimension, and at the end of the duration any living creatures still within the dimension are returned to their starting point. The caster must be touching air for this spell to work.

**11 - Portable Hole**

Time to Cast: 7 Rounds  
 Resist Check: None  
 Target: Touch  
 Duration: 1d6 + 1/Finesse Hours  
 Area: 6 + 6/Finesse Foot Radius  
 Effect: Create portable hole

This creates a hole (6 + 6/Finesse Inches Deep) in any non-living object. No light can pass through this hole, making it appear totally black, but objects and creatures can pass through. Grasping the hole by the outside edge, the Portable Hole can be peeled off and reused elsewhere. Magical objects get a 4d6 RC vs PWR to negate the effect.

**12 - Call Package**

Time to Cast: 5 Rounds  
 Resist Check: None  
 Target: Special  
 Duration: Instantaneous  
 Area: 1 + 1/Finesse objects  
 Effect: Recall package

Retrieve up to five packages from the place where they were previously stored by a Send Package spell. The five packages do not have to have been sent to the same location.

**13 - Magic Door**

Time to Cast: 4 Rounds  
 Resist Check: None  
 Target: Multitouch  
 Duration: 1d4 + 1/Finesse Hours  
 Area: Memloc  
 Effect: Open door to memloc

Open a door to any location the caster has memorized, visible only to themselves and those touched during the casting time. The caster must be touching air, and air must be available at the destination for the spell to work. The location can be any distance away, but must be on the same plane.

**14 - Vanish**

Time to Cast: 4 Rounds  
 Resist Check: 4d6 vs PWR negates  
 Target: LOS 20 + 5/Finesse Feet  
 Duration: 3d6 + 3/Finesse Hours  
 Area: 1 creature  
 Effect: Send to pocket dim.

The caster must be touching air for this spell to work. The target is immediately dispatched to a small, life supporting pocket dimension in the air for the duration of the spell.

**15 - Otherworld**

Time to Cast: 4 Rounds  
 Resist Check: None  
 Target: 0  
 Duration: Permanent  
 Area: 10 + 5/Finesse Feet Radius  
 Effect: Open portal

The caster must have at hand still air with a volume of at least the area of effect. When the spell is cast, the caster concentrates on a dimension and the place within that dimension where the portal will lead. A visible portal opens, providing a corridor to the target. Anyone can then step through this portal, and be there. The corridor cannot be opened onto the same dimension from which it is cast.

**16 - Banish**

Time to Cast: 4 Rounds  
 Resist Check: 5d6 vs PWR negates  
 Target: LOS 20 + 5/Finesse Feet  
 Duration: Permanent  
 Area: 1 creature  
 Effect: Send creature

Banish is the same as Vanish, except the RC is more difficult and the duration is permanent unless Revoked.

## Chapter 3

# Water Magic

Water magicians are interested in the properties of all liquids, but are especially drawn to the rivers and oceans of Jaern. Like the ocean, they seem timeless, with an inevitability to their actions.

Water Magic typifies the power of the element, in spells like Well and Ocean Cold, and the ability to manipulate the element.

Changings allow the magician or target to assume a different physical form.

Wardings provide protection to creatures and objects.

Charms are used to impose the caster's will on living creatures. Because of the great power that must be channeled to use these spells, they are more difficult to learn, and drain their user. Their base cost is 600 EP.

### 1. Water Magic

1. Spray
2. Well
3. Level
4. Ice Ball
5. Gills
6. Hot or Cold
7. Rain Dance
8. Hail
9. Dam
10. Riverman
11. Demolish
12. Ocean Cold
13. Torrent
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### 2. Wardings

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2. Fountain
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### 4. Charms

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2. Drowse
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5. Snare
6. Shock
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8. Hibernate
9. Dormant
10. Siren
11. Drover
12. Greenthumb
13. Nightmare
14. Davy Jones
15. Mesmerize
16. Decant

## 3.1 Water Magic

### 1 - Spray

Time to Cast: 1 Round  
 Resist Check: 3d6 vs AGI negates  
 Target: 40 + 10/Finesse Feet  
 Duration: 4 + 1/Finesse Rounds  
 Area: 10 + 5/Finesse Feet Radius  
 Effect: Saturate

A very fine elemental water mist spurts from the caster's fingertips, and everyone in the area of effect who fails the RC is drenched as if in a thunderstorm. Torch-sized fires are extinguished, and items susceptible to water damage might be harmed (GM's discretion.)

### 2 - Well

Time to Cast: 1 Minute  
 Resist Check: None  
 Target: LOS 40 + 10/Finesse Feet  
 Duration: 30 + 8/Finesse Rounds  
 Area: 6 + 2/Finesse Feet Radius  
 Effect: Dig a well

Find potable water in any natural environment by digging a well from which any creature may drink. The water is real and can be stored for later use.

### 3 - Level

Time to Cast: 1 Round  
 Resist Check: None  
 Target: LOS 30 + 5/Finesse Feet  
 Duration: 15 + 4/Finesse Rounds  
 Area: 5 + 2/Finesse Feet Radius  
 Effect: Change 4 + 1/Finesse Feet

Control the level of any aqueous liquid within the area indicated. The liquid is displaced, not created or destroyed.

### 4 - Ice Ball

Time to Cast: 1 Round  
 Resist Check: None  
 Target: Touch  
 Duration: 5 + 1/Finesse Rounds  
 Area: Handful of water  
 Effect: 1d6 damage

Any handful of water touched turns into a sparkling nugget of elemental ice in the caster's hand, which may then be thrown at any target (50 + 10/Finesse Feet) away in their LOS (roll "to strike") once each round for the duration of the spell and as long as there is at least a handful of water.

### 5 - Gills

Time to Cast: 1 Round  
 Resist Check: 4d6 vs WIL negates  
 Target: Touch  
 Duration: 2d20 + 1/Finesse Minutes  
 Area: 1 creature  
 Effect: Breathe water

Enable the recipient to extract oxygen from water. It conveys no movement or other benefits to a submerged creature.

### 6 - Hot or Cold

Time to Cast: 2 Rounds  
 Resist Check: None  
 Target: LOS 60 + 15/Finesse Feet  
 Duration: 12 + 3/Finesse Minutes  
 Area: 4 + 2/Finesse Feet Radius  
 Effect: Control water temp.

Control the temperature of the indicated volume of any aqueous substance, making it boil or freeze, or any temperature between. The desired temperature is maintained for the duration, after which the temperature normalizes according to the ambient air temperature.

### 7 - Rain Dance

Time to Cast: 1 Minute  
 Resist Check: None  
 Target: Caster  
 Duration: 1 + 0.25/Finesse Hours  
 Area: 1 + 0.5/Finesse met Radius  
 Effect: See text

Increase or decrease the level of precipitation by up to 1/2 inch per hour. The form will be as rain or snow, depending upon the prevailing air temperature. The area is centered on the caster and with them.

### 8 - Hail

Time to Cast: 2 Rounds  
 Resist Check: 4d6 vs HEA for 1/2  
 Target: 60 + 20/Finesse Feet  
 Duration: 5 + 1/Finesse Rounds  
 Area: 10 + 5/Finesse Feet Radius  
 Effect: 2d6 damage

A hail storm strikes the area.

**9 - Dam**

Time to Cast: 3 Rounds  
 Resist Check: None  
 Target: LOS 100 + 30/Finesse Feet  
 Duration: 6 + 3/Finesse Minutes  
 Area: 40 + 20/Finesse Feet Radius  
 Effect: Stop flowing water

Create an invisible wall of force which stops the flow of water in a stream or currents in a lake or sea. If the dam can touch land at both ends, it will hold back rising water. If land cannot be touched the water will flow around the Dam with increased force on either side. When the spell ends, any pent-up water is released.

**10 - Riverman**

Time to Cast: 4 Rounds  
 Resist Check: 4d6 vs PWR negates  
 Target: Multitouch  
 Duration: 1d4 + 1/Finesse Minutes  
 Area: Targeted creatures  
 Effect: Walk on water

Those under the spell can walk on water without sinking.

**11 - Demolish**

Time to Cast: 3 Rounds  
 Resist Check: None  
 Target: LOS 20 Feet  
 Duration: Instantaneous  
 Area: 20 + 5/Finesse Feet Radius  
 Effect: Destruction

Cause latent moisture within the area of effect to suddenly freeze, totally collapsing and destroying most wooden structures. Living creatures are not affected.

**12 - Ocean Cold**

Time to Cast: 2 Rounds  
 Resist Check: 4d6 vs HEA for 1/2  
 Target: 0  
 Duration: 5 + 1/Finesse Rounds  
 Area: 80 x 10 Foot Wide cone  
 Effect: 3d6 damage

Create a cone-shaped area of the chill of the deepest oceans extending from the caster outstretched hands and becoming 10 feet wide at the limit of the range. Creatures in the area of effect suffer 3d6 DP per round and have their movement speed reduced by 1/2x due to the shock of the intense cold.

**13 - Torrent**

Time to Cast: 1 Minute  
 Resist Check: None  
 Target: 0  
 Duration: 4 + 1/Finesse Hours  
 Area: 2 + 1/Finesse met Radius  
 Effect: Torrential downpour

Cause the sky to cloud over and unleash 2 inches of rain per hour. Such a massive downpour of rain may cause structures to be washed away or damaged (GM's discretion).

**14 - Divert**

Time to Cast: 10 Rounds  
 Resist Check: None  
 Target: 120 + 30/Finesse Feet  
 Duration: See text  
 Area: 100 + 50/Finesse Feet wide  
 Effect: Change course

Change the course of a stream, redirecting the flow in any direction, even uphill. The new channel is permanent, although directional changes (reversing normal flow direction, etc.) will only last one day.

**15 - Akvovoki**

Time to Cast: 4 Rounds  
 Resist Check: None  
 Target: LOS 40 + 10/Finesse Feet  
 Duration: 4 + 1/Finesse Minutes  
 Area: Special  
 Effect: Call water elementals

Summon 1d6+1 water elementals to any point within the caster's range from any water source (even a cup of water is sufficient). The elementals will serve the caster, even in combat. They will not turn on them, but will make note of who summoned them. There is a 1d10 chance on each successive summoning that the elementals will attempt to take the caster with them at the end of the spell.

**16 - Tidal Wave**

Time to Cast: 2 Rounds  
 Resist Check: Special  
 Target: LOS 240 + 60/Finesse Feet  
 Duration: Instantaneous  
 Area: Special  
 Effect: Create tidal wave

Create a vast wall of moving water on a river, lake, or ocean within range. The wall height will range from 1d4 x 10 Feet for a river or lake to 1d20 x 10 Feet for the ocean. Once cast, the wave will strike in 1d12 rounds. All trees and structures are washed away (GM's discretion on exceptionally strong stone structures). Living creatures must make either an RC of 5d6 vs Swimming or a 7d6 vs STR or drown.

## 3.2 Wardings

### 1 - Forfend

Time to Cast: 4 Rounds  
 Resist Check: 3d6 vs PWR negates  
 Target: Touch  
 Duration: 2d6 + 2/Finesse Hours  
 Area: See text  
 Effect: Area protection

The magician must touch at least three points during the casting time to set the ward. Any person or creature attempting to enter the Forfended area must make the RC to do so. The area could be a pouch, a door, an opening, etc.

### 2 - Fountain

Time to Cast: 1 Minute  
 Resist Check: None  
 Target: Touch  
 Duration: 2d8 + 2/Finesse Hours  
 Area: 5 + 3/Finesse Feet Radius  
 Effect: Audible alarm

Fountain may be cast anywhere, though it is most effective when cast on a dry fountain. When an intruder enters the protected area the fountain starts to flow with a gentle burbling noise that awakens the caster, even from a magical sleep.

### 3 - Poisonward

Time to Cast: 4 Rounds  
 Resist Check: 4d6 vs WIL negates  
 Target: Touch  
 Duration: 1d8 + 2/Finesse Rounds  
 Area: 1 creature  
 Effect: See text

Poisonward reveals the presence of poisonous creatures or items in the target's LOS. If the effect is finessed four times, the target is allowed to subtract one die from their RC if hit by a poisonous attack during the spell's duration.

### 4 - Stay

Time to Cast: 4 Rounds  
 Resist Check: 3d6 vs PWR negates  
 Target: Touch  
 Duration: 2d6 + 2/Finesse Hours  
 Area: See text  
 Effect: Prevent exit

The magician must touch four corners of the area to be warded (the four cardinal points if a circular area) within the casting time. Anyone can enter the warded area, but cannot leave unless the RC is made.

### 5 - Weapon Ward

Time to Cast: 4 Rounds  
 Resist Check: 4d6 vs WIL negates  
 Target: Touch  
 Duration: 20 + 8/Finesse Minutes  
 Area: 1 creature  
 Effect: Reveal weapons

The target of Weaponward is immediately forewarned of the location of weapons anywhere within 120 feet of their LOS. Anyone carrying weapons cannot approach within melee range of the target unless the RC is made.

### 6 - Snugbug

Time to Cast: 4 Rounds  
 Resist Check: 3d6 vs PWR negates  
 Target: Touch  
 Duration: 2d4 + 1/Finesse Hours  
 Area: See text  
 Effect: Provide safe sleep

The caster must touch at least four corners of the area to be warded during the casting time. Anyone within the area at the end of the casting time immediately falls into a restful sleep that can only be interrupted by inflicting damage. Snugbug also ward

### 7 - Monitor

Time to Cast: 4 Rounds  
 Resist Check: None  
 Target: Touch  
 Duration: 4 + 1/Finesse Hours  
 Area: Caster  
 Effect: Check wards

Monitor enables the caster to remotely monitor the condition of any wards he has set, finding out if they have expired or if they have been tested or breached. The caster establishes Monitor by touching the perimeter of the warded area or object and casts

### 8 - Debar

Time to Cast: 4 Rounds  
 Resist Check: 4d6 vs PWR negates  
 Target: Touch  
 Duration: 1d6 + 1/Finesse Hours  
 Area: See text  
 Effect: Bar 1 + 1/Finesse backgrnds

Debar gives the caster control over who may enter the warded area, by background. The ward is set by touching at least four corners of the area during the casting time while stating which backgrounds are excluded. People of those backgrounds must make the

**9 - Claw Ward**

Time to Cast: 4 Rounds  
 Resist Check: 4d6 vs PWR negates  
 Target: Touch  
 Duration: 8 + 4/Finesse Minutes  
 Area: 1 creature  
 Effect: Shield natural weapon

Creatures with claws, fangs, or other natural weapons attacking the recipient of Claw Ward must make the RC before attempting the blow. If the RC is failed, no attack can be made by that creature that round. y

**10 - Water Tongue**

Time to Cast: 4 Rounds  
 Resist Check: None  
 Target: Touch  
 Duration: Special  
 Area: Up to 4 liters  
 Effect: 20 + 5/Finesse words

Water Tongue enables the caster to endow a volume of water with the ability to deliver a short message (25 words or less) when a preset triggering event occurs. The trigger must be detailed by the caster at the time of casting. The spell remains on the ob

**11 - Magic Ward**

Time to Cast: 4 Rounds  
 Resist Check: 4d6 vs PWR negates  
 Target: Touch  
 Duration: 1d6 + 1/Finesse Hours  
 Area: See text  
 Effect: Block spells

The magician must touch at least four corners of the area to be warded during the casting time. A spell cast into the warded area must roll a number of d6 equal to its rank and score higher than the ward's 11d6 roll to be successful.

**12 - Master Ward**

Time to Cast: 7 Rounds  
 Resist Check: 5d6 vs PWR  
 Target: Touch  
 Duration: 1d8 + 2/Finesse Hours  
 Area: See text  
 Effect: See text

Master Ward enables the caster to set up any spell he can cast as a penalty for breaching a ward. The ward is set by touching the four corners of the area, casting Master Ward, and then the penalty spell (including any allowable finesse). The indicated Rounds

**13 - Spirit Ward**

Time to Cast: 4 Rounds  
 Resist Check: 5d6 vs PWR negates  
 Target: Touch  
 Duration: 1d8 + 2/Finesse Hours  
 Area: See text  
 Effect: Ward against spirits

Spirit Ward is set by the caster by touching at least four corners of the area during the casting time. Spirits cannot enter the warded area unless the RC is made.

**14 - Bliss**

Time to Cast: 4 Rounds  
 Resist Check: 4d6 vs PWR negates  
 Target: Touch  
 Duration: Permanent  
 Area: See text  
 Effect: Make items invisible

The caster sets Bliss by touching at least four corners of the area during the casting time while designating 1 + 1/Finesse inanimate items in the area. At the end of the casting time those items become invisible, and can only be seen from within the area by ma

**15 - Spongelungs**

Time to Cast: 4 Rounds  
 Resist Check: 5d6 vs PWR negates  
 Target: Touch  
 Duration: 2d6 + 2/Finesse Hours  
 Area: See text  
 Effect: Deadly ward

Spongelungs is set as described for previous wards. If the RC is failed the creature's lungs fill with water, causing death in four rounds. If drowning is inappropriate for the victim, death may not result (GM discretion).

**16 - Multicheck**

Time to Cast: 1 Round  
 Resist Check: None  
 Target: Touch  
 Duration: See text  
 Area: See text  
 Effect: 1 + 1/Finesse RC

Multicheck is cast immediately after another warding spell. It forces additional RC checks (up to 5) to be made to breach the ward. The duration and area of Multicheck matches the original ward.



## 3.3 Changings

### 1 - Distill

Time to Cast: 1 Round  
 Resist Check: See text  
 Target: Touch  
 Duration: Instantaneous  
 Area: 1 + 0.5/Finesse liters  
 Effect: Change liquids

Distill allows the caster to change any aqueous liquid into another aqueous liquid. The magical properties of the liquid (if any) are unaltered. Magical liquids get an RC of 9 or less on 3d6 to be affected. The caster needs to have tasted the created liquid.

### 2 - Drought

Time to Cast: 1 Round  
 Resist Check: See text  
 Target: Touch  
 Duration: Instantaneous  
 Area: 1 + 0.5/Finesse Feet Radius  
 Effect: Liquid to earth

Drought changes the indicated amount of aqueous liquid into sand, clay, and/or stone. Magical properties (if any) of the material are not altered. Magical liquids get an RC of 9 or less on 3d6 to be affected.

### 3 - Memorize Profile

Time to Cast: 10 Minutes  
 Resist Check: None  
 Target: Touch  
 Duration: Special  
 Area: 1 creature  
 Effect: Memorize profile

This spell allows the caster to memorize the profile of a target creature, animal or person. The profile is a detailed view of the physical characteristics of the target and is used in other changings spells. The caster must be touching the target for the

### 4 - Condense

Time to Cast: 2 Rounds  
 Resist Check: None  
 Target: LOS 20 + 10/Finesse Feet  
 Duration: Instantaneous  
 Area: 5 + 2/Finesse Feet Radius  
 Effect: Air to water

Condense changes the indicated volume of air to water, the resultant volume decreasing to 10% of its original size. The magical properties (if any) are not affected. Magical gasses get an RC of 9 or less on 3d6 to be affected. The GM will adjudicate any d

### 5 - Dissolve

Time to Cast: 2 Rounds  
 Resist Check: Special  
 Target: Touch  
 Duration: Instantaneous  
 Area: 1 + 0.25/Finesse Feet Radius  
 Effect: Earth to water

Dissolve changes any sand, clay and/or stone objects up to the volume indicated into water. The magical properties (if any) are unaltered. Magical objects (e.g. magical gems, etc.) get an RC of 9 or less on 3d6 to be affected.

### 6 - Dowse

Time to Cast: 2 Rounds  
 Resist Check: Special  
 Target: LOS 10 + 3/Finesse Feet  
 Duration: 1d20 + 4/Finesse Rounds  
 Area: 1 + 0.5/Finesse Feet Radius  
 Effect: Fire to water

Dowse changes any normal fire up to the diameter indicated into water. Magical fires get an RC of 9 or less on 3d6 to be affected.

### 7 - Evaporate

Time to Cast: 1 Round  
 Resist Check: Special  
 Target: Touch  
 Duration: Instantaneous  
 Area: 5 + 2/Finesse Feet Radius  
 Effect: Liquid to air

Evaporate changes the indicated amount of aqueous liquid into air. The volume increases by a factor of 10. The magical properties (if any) are unaffected. The GM will adjudicate any pressurization effects. Magical liquids get an RC of 9 or less on 3d6 to

### 8 - Disguise

Time to Cast: 4 Rounds  
 Resist Check: 4d6 vs PWR negates  
 Target: Touch  
 Duration: 1d12 + 2/Finesse Hours  
 Area: See text  
 Effect: Change appearance

Disguise allows the caster to alter the appearance of one target, of the caster's own species, to roughly the same height and weight (within 10%). Sex, hair and eye color, etc. may be freely changed.

**9 - Endwarf**

Time to Cast: 4 Rounds  
 Resist Check: 4d6 vs PWR negates  
 Target: Touch  
 Duration: 1d8 + 1/Finesse Hours  
 Area: See text  
 Effect: See text

Endwarf enables the caster to shrink another of their own race, including equipment, down to 10% of the target's original size, or 1% if the effect is finessed once (a 6 foot tall being could be made 7" tall, or 7/10" with one finesse). The target's STR is

**10 - Transmute**

Time to Cast: 4 Rounds  
 Resist Check: 4d6 vs PWR negates  
 Target: Touch  
 Duration: 1d12 + 2/Finesse Hours  
 Area: See text  
 Effect: Change appearance

Similar to Disguise, this spell allows the caster alter the race of the target, if desired, as well as the appearance. The height and weight limitations are the same, and the target must be of the caster's species.

**11 - Enmass**

Time to Cast: 4 Rounds  
 Resist Check: 4d6 vs PWR negates  
 Target: Touch  
 Duration: 1d8 + 1/Finesse Hours  
 Area: See text  
 Effect: Up to 300 + 100/Finesse%

Enmass is the opposite of Endwarf, and affects the target (who must be of the caster's species) and their equipment. If the target is originally 6' tall, he could be made up to 18' with the base spell, or up to 42' tall with four finesses. The target's STR

**12 - Elemental Mastery**

Time to Cast: 3 Rounds  
 Resist Check: None  
 Target: Touch  
 Duration: 1 day + 12 hours/Finesse  
 Area: 1 + 0.5/Finesse Feet Radius  
 Effect: Change any element

Elemental Mastery enables the magician to convert the indicated volume of one element to another as he desires. Outlining the area to be converted with their hand, he casts the spell and the area changes to the indicated material(s) for the duration of the

**13 - Age**

Time to Cast: 2 Rounds  
 Resist Check: 4d6 vs PWR negates  
 Target: LOS 20 + 5/Finesse Feet  
 Duration: Permanent  
 Area: 1 creature  
 Effect: Age 1d20 + 4/Finesse years

The target of Age who fails the RC, instantly and permanently becomes older.

**14 - Transmogrify**

Time to Cast: 1 Hour  
 Resist Check: None  
 Target: Touch  
 Duration: Permanent  
 Area: 1 creature  
 Effect: Modify other

This spell allows the caster to make a physical change in another person or creature. The target of the spell must be forcibly immobilized for the entire casting time of the spell. The caster uses a memorized profile of the physical attribute to guide th

**15 - Mutate**

Time to Cast: 1 Hour  
 Resist Check: None  
 Target: Self  
 Duration: Instantaneous  
 Area: Self  
 Effect: Modify caster/target

Mutate empowers the caster to make physical changes to themselves (or another single immobilized target with one finesse). Having memorized the profile of the features he wishes to acquire, he casts this spell. Guiding the changes to their own body, extra arms

**16 - Rebirth**

Time to Cast: 1 Round  
 Resist Check: Special  
 Target: Self  
 Duration: Permanent  
 Area: Caster  
 Effect: Totally transform

The caster uses this spell to completely renew their physical form. Once started, the rebirth can not be aborted. For 2d6 rounds, in a shower of pyrotechnics, the caster changes. The player rerolls all the initial physical characteristics as if they were crea

## 3.4 Charms

### 1 - Rockabye

Time to Cast: 1 Round  
 Resist Check: 3d6 vs WIL negates  
 Target: LOS 20 + 5/Finesse Feet  
 Duration: Until awakened  
 Area: 1 creature  
 Effect: Put INT  $\geq$  3 asleep

The intelligent target of this spell must not be in combat, and must be unaware that the caster is attempting a spell. If the spell succeeds, the target slips into a natural sleep, but will awaken normally. If the spell fails, the target is unaware of the

### 2 - Drowse

Time to Cast: 1 Round  
 Resist Check: 3d6 vs WIL negates  
 Target: LOS 20 + 5/Finesse Feet  
 Duration: Until awakened  
 Area: 1 creature  
 Effect: Put INT  $\geq$  3 asleep

The effect of Drowse is the same as Rockabye, but the target must be non-intelligent.

### 3 - Jackfrost

Time to Cast: 1 Round  
 Resist Check: 3d6 vs WIL negates  
 Target: 20 + 5/Finesse Feet  
 Duration: Instantaneous  
 Area: 5 + 2/Finesse Feet Radius  
 Effect: Inactivate plants

Plants or plant-like creatures in the area of effect which fail the RC are blasted with a light ice, which melts away in one round. The plants then turn brown and lie flat on the ground, just as if frosted. The plants will return to their original conditi

### 4 - Frostfeet

Time to Cast: 1 Round  
 Resist Check: 4d6 vs WIL negates  
 Target: LOS 20 + 5/Finesse Feet  
 Duration: 2d6 + 2/Finesse Rounds  
 Area: 1 + 1/Finesse creatures  
 Effect: Freeze in place

The intelligent targets of this spell are prevented from moving, as if their feet were frozen to the ground.

### 5 - Snare

Time to Cast: 1 Round  
 Resist Check: 4d6 vs WIL negates  
 Target: LOS 20 + 5/Finesse Feet  
 Duration: 2d6 + 2/Finesse Rounds  
 Area: 1 + 1/Finesse creatures  
 Effect: Halt INT  $\geq$  3 movement

The non-intelligent targets of Snare which fail the RC feel incapable of movement, as if bound or caught in a snare, for the duration of the spell.

### 6 - Shock

Time to Cast: 1 Round  
 Resist Check: 4d6 vs WIL negates  
 Target: LOS 20 + 5/Finesse Feet  
 Duration: 2d6 + 2/Finesse Rounds  
 Area: 10 + 3/Finesse Feet Radius  
 Effect: Bind plants

If the RC is failed, plants in the targeted area are prevented from moving, as if bound with rope like shocks of grain in a field, for the spell's duration.

### 7 - Witchy Sleep

Time to Cast: 2 Rounds  
 Resist Check: 4d6 vs WIL negates  
 Target: LOS 25 + 5/Finesse Feet  
 Duration: 1d6 + 1/Finesse Hours  
 Area: 1 + 1/Finesse creatures  
 Effect: Induce magical sleep

If the intelligent targets of Witchy Sleep fail their RC, they slip into a deep, magical sleep. They will only awaken when the spell is cancelled by the caster, Revoked, or the duration expires.

### 8 - Hibernate

Time to Cast: 2 Rounds  
 Resist Check: 4d6 vs WIL negates  
 Target: LOS 25 + 5/Finesse Feet  
 Duration: 1d6 + 1/Finesse Hours  
 Area: 1 + 1/Finesse creatures  
 Effect: Induce magical sleep

This spell is similar to Witchy Sleep, except it works only on non-intelligent creatures.

**9 - Dormant**

Time to Cast: 2 Rounds  
 Resist Check: 4d6 vs WIL negates  
 Target: 25 + 5/Finesse Feet  
 Duration: 1d6 + 1/Finesse days  
 Area: 10 + 3/Finesse Feet Radius  
 Effect: Halt plant processes

Dormant causes all plants in the targeted area which fail the RC to immediately suspend all normal plant functions such as growth, photosynthesis, fruit production, etc.

**10 - Siren**

Time to Cast: 2 Rounds  
 Resist Check: 4d6 vs WIL negates  
 Target: LOS 25 + 5/Finesse Feet  
 Duration: 2d6 + 2/Finesse Rounds  
 Area: 1 + 1/Finesse creatures  
 Effect: Impose will on INT  $\geq 3$

Siren enchants any intelligent creature to do the caster's bidding. If the target disobeys the caster, the spell is broken, but the target loses one point of WIL permanently. When the spell ceases, the target will be completely aware of the enchantment a

**11 - Drover**

Time to Cast: 2 Rounds  
 Resist Check: 4d6 vs WIL negates  
 Target: LOS 25 + 5/Finesse Feet  
 Duration: 2d6 + 2/Finesse Rounds  
 Area: 1 + 1/Finesse creatures  
 Effect: Impose will on INT  $\geq 3$

Drover is similar to Siren, except it only works on non-intelligent creatures. Other aspects of the spells are the same.

**12 - Greenthumb**

Time to Cast: 2 Rounds  
 Resist Check: 4d6 vs WIL negates  
 Target: 25 + 5/Finesse Feet  
 Duration: 2d6 + 2/Finesse Rounds  
 Area: 10 + 3/Finesse Feet Radius  
 Effect: Impose will on plants

Greenthumb allows the caster to coerce plants in the targeted area, which fail the RC, to do their bidding. Such actions must be within the abilities of the plants, i.e., ground movement is impossible unless the plant has that ability. Accelerated growth, e

**13 - Nightmare**

Time to Cast: 2 Rounds  
 Resist Check: 5d6 vs WIL negates  
 Target: Touch  
 Duration: Permanent  
 Area: Single target  
 Effect: Withdraws mind

The intelligent target of this spell has their mind thrust into their subconscious, where he has non-ending and terrifying nightmares. His body seems vacant and vegetable-like. This spell stays in effect until cancelled by the caster or Revoked.

**14 - Davy Jones**

Time to Cast: 4 Rounds  
 Resist Check: 5d6 vs WIL negates  
 Target: Touch  
 Duration: Permanent  
 Area: 1 creature  
 Effect: Confinement

The target must be within 20 feet of a 200 square foot or larger body of water for the spell to work. This powerful Water magic causes any flesh-and-blood creature to be drawn into the water. The creature does not die, and may be brought back by Revoking

**15 - Mesmerize**

Time to Cast: 3 Rounds  
 Resist Check: 5d6 vs WIL negates  
 Target: LOS 5 + 1/Finesse Feet  
 Duration: Permanent  
 Area: 1 creature  
 Effect: Hypnotize

At the end of the casting time, scintillating water droplets stream from the caster's fingertips and weave a seductive pattern before the targeted (any flesh-and-blood) creature. If the RC is failed the creature is totally under the caster's control and c

**16 - Decant**

Time to Cast: 2 Minutes  
 Resist Check: 5d6 vs WIL negates  
 Target: Touch  
 Duration: Permanent  
 Area: Single target  
 Effect: Move life force

The caster can pour the immersed target's life force into a decanter filled with water, or to return it to a vacant body. If the RC is failed, the life force is transferred. No more than one life force can inhabit a body, unless all parties are willing. A