Chapter 13: Elemental Magic

Elemental magic is derived from the natural forces present in the environment: Earth, Fire, Air and Water. Mages must learn how to control and shape these forces to create magical manifestations.

Each force of nature, or **Element**, is controlled in very different ways. When a mage begins to learn their art, they must choose an element with which to work. Once declared, the mage may only buy spells from that element, or the element it dominates (see “Learning Spells” in Chapter 9).

Unless specified, the base cost of acquiring elemental spell groups is 300 EXP.

Additionally, each Element shares a spell group with the Element adjacent to it, such as the *Cindrolafo* group shared between Earth and Fire, or the *Storms* spell group shared between Air and Water. These shared spell groups are bought at base cost for mages of either element that shares it.

## Elemental Core Spells

All mages have access to certain “core” spells. These spells are still created by the power of the caster’s element, but manifest themselves similarly regardless of the element.

**Common Magics** is a group that makes mages’ everyday and professional life easier.

**Movement** spells enable the mage to move quickly and efficiently from place to place.

**Tongues and Scripts** includes the ability to create, interpret and use a special elemental cipher that mages commonly use to communicate, teach, and learn about magics.

**Shadow Magics** enable the mage to manipulate shadow, which involves the use of both light and darkness.

**Interdictions** allow a mage to better resist and counter magic of all kinds. These spells **cannot be deferred** by normal means. This means that magic items containing spells of this group cannot be made by adventurers. Most of the spells in this group have a duration of 2 + 1/F minutes† which means the spell will remain dormant until it is activated (the method of activation is described in the spell description itself). Only one of these spells may be activated at a time, but multiple spells may be held on a target concurrently. Additionally, by **fully finessing** a 1 round cast *Interdictions* spell, the casting time can be reduced to a **reaction** that satisfies the activation condition of the spell’s effect.

**Runic Magic** involves the use of enchanted ink and drawn foci that are filled with elemental energy. There are three types of runes: Armor, Weapon, and Body.

**Scrolls** are created using magical papyrus and imbued with magic for later use. Scrolls are activated using a Standard Action, unless using a special *Scroll Vernier*, which enables the use of a scroll with a Fifth.

**Arcane Blade** spells augment the mage’s physical body and enchant their weapons at the cost of temporarily reducing their magical power.

**Revocation** spells are used to cancel another mage’s magic.

**Defer** spells are the means by which a mage manufactures magical items and creates permanent or delayed spell effects.

| **1. Common Magics**  1 Lamp  2 Change Temperature  3 Renew Object  4 Glue  5 Mending  6 Fetch  7 Find  7 Lesser Heal  8 Weapon Charm  9 Reassemble  10 Know Element  10 Heal  11 Armor Charm  12 Fasten  13 Shelter  14 Servants  15 Know Magic  15 Greater Heal  16 Sunder | **2. Movement**  1 Tireless Walking  2 Cushion  3 Stickum  4 Catspaw  5 Quicken  6 Leap  7 Tireless Running  8 Slow  9 Grasshopper  10 Speed  11 Mire  12 Puppet  13 Hasten  14 Lightfoot  15 Snatch  16 Emulate | **3. Tongues and Scripts**  1 Lexesoterica  2 Message  3 Cipher  4 Name Tongue  5 Listen  6 Quiet  7 Speed Read  8 Fluency  9 Scriptknow  10 Lockjaw  11 Interpolate  12 Scribe  13 Babble  14 Need  15 Translator  16 Mindspeak | **4. Shadow Magics**  1 Shadow Spawn  1 Dark Mist  2 Shadow Carry  3 Contrast  4 Shadow Object  5 Shadow Servant  5 Shadow Wall  6 Shadow Hide  6 Inverse Darkness  7 Shadow Horse  7 Shadowmeld  8 Light Bane  9 Shadow See  9 Shadow Cast  10 Multishadow  11 Shadow Leap  12 Shadow Mount  13 Shadow Life  14 Shadow Target  15 Shadow Guardian  16 Shadow ‘Port |
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| **5. Interdictions**  1 Resist Magic  2 Identify Magic  3 Energy Sink  4 Spell Block  5 Protect from Magic  6 Lesser Counterspell  7 Lesser Rebound  8 Delay  9 Greater Protection  10 Greater Counterspell  11 Greater Rebound  12 Spell Shield  13 Forbid  14 Magic Matrix  15 Magi’spegulo  16 Anti-Magic Area | **6. Runic Magic**  1 Create Enchanted Ink  2 Rune of Insurance  3 Speedpaint  4 Rune of Protection  5 Rune of Precision  6 Rune of Piercing Blows  7 Rune of Restoration  8 Rune of Elements  9 Rune of Elemental Protection  10 Rune of Assistance  11 Rune of Elemental Revenge  12 Rune of Rebound | **7. Scrolls**  1 Papyrus  2 Light Spirits  3 Scroll of Copy  4 Map Scroll  5 Scroll of Playback  6 Scroll Copying  7 Scroll of Healing  8 Bound Scrolls  9 Seal  10 Hide Magic  11 Summon Familiar  12 Spell Storage  13 Scroll Vernier  14 Summon Greater Familiar  15 Force Summon  16 Greater Seal | **8. Arcane Blade**  1 Convert Power  2 Physical Enhancement  3 Magic Strike  4 Self-Recovery  5 Piercing Blow  6 Power Infusion  7 Overdrive  8 Ergokinetic Claw  9 Restorative Loop  10 Energy Deflection  11 Phasing Blade  12 Single Strike of Hell  13 Complete Restoration  14 Energized Material  15 Power Exchange  16 Phoenix’s Spirit |
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| **9. Revocation**  1–16 Revocation | **10. Defer**  1–16 Defer |  |  |

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##### Common Magics

| **Elemental Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **1 – Lamp** | |  |
| Time to Cast: | 1 round | Causes any **non-living object** to shed light equivalent to a normal torch. |
| Resist Check: | none |
| Target: | touch |
| Duration: | 2 + 1/F hours |
| Area: | one item |
| Effect: | illuminate |
|  |  |  |
| **2 – Change Temperature** | |  |
| Time to Cast: | 1 round | Allows the caster to set and maintain any desired air temperature from 0 to 100 degrees Fahrenheit within an enclosed and moderately well insulated space without need for normal heating or cooling devices. |
| Resist Check: | none |
| Target: | touch |
| Duration: | 6 + 2/F hours |
| Area: | 15 + 5/F’ radius |
| Effect: | set and maintain temp |
|  |  |  |
| **3 – Renew Object** | |  |
| Time to Cast: | 1 round | Enables the mage to restore one item to its new/clean appearance. Clothing, dishes, books, etc. are likely targets. |
| Resist Check: | none |
| Target: | touch |
| Duration: | instantaneous |
| Area: | 30 + 15/F lb. item |
| Effect: | restore appearance |
|  |  |  |
| **4 – Glue** | |  |
| Time to Cast: | 1 round | This spell allows the caster to glue **two surfaces of any two items** together. The items cannot be separated by any physical means while this spell is in effect. Normally it lasts 4 minutes. One finesse allows it to last for one hour, two for one day, three for one week and four for one month. |
| Resist Check: | none |
| Target: | touch |
| Duration: | special |
| Area: | two items |
| Effect: | glue together |
|  |  |  |
| **5 – Mending** | |  |
| Time to Cast: | 4 rounds | *Mending* allows the caster to restore **any broken item** to its original condition if the caster has handled the object before it was broken and all the original pieces are at hand. |
| Resist Check: | none |
| Target: | touch |
| Duration: | instantaneous |
| Area: | 50 lb. object |
| Effect: | fix it |
|  |  |  |
| **6 – Fetch** | |  |
| Time to Cast: | 1 round | *Fetch* causes any **free standing item** in the caster’s line of sight to be immediately brought to them. |
| Resist Check: | none |
| Target: | LOS 200 + 50/F’ |
| Duration: | instantaneous |
| Area: | 20 + 5/F lb. item |
| Effect: | fetch item |
|  |  |  |
| **7 – Find** | |  |
| Time to Cast: | 1 hour | The caster **concentrates on a particular material** and casts this spell. If the material is within the area of the spell, an image of the material will appear in the general direction of its location. This spell locates the material to the nearest met and is fairly useless at close range. The caster cannot use this spell to locate a particular object. |
| Resist Check: | none |
| Target: | caster |
| Duration: | instantaneous |
| Area: | 300 + 150/F mets |
| Effect: | locate material |
|  |  |  |
| **7 – Lesser Heal** | |  |
| Time to Cast: | 2 rounds | All within the area that are willing or fail the resistance check are healed 1d6 DP. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | LOS 10 + 5/F’ |
| Duration: | instantaneous |
| Area: | 10 + 5/F’ radius |
| Effect: | heals all in area |
|  |  |  |

| **Elemental Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **8 – Weapon Charm** | |  |
| Time to Cast: | 1 round | *Weapon Charm* causes **any weapon** to function as if once enchanted for the duration of the spell. Using an item thus enchanted gives its bearer a +1 + 1/2F on any roll to hit and damage (*bonus*). Multiple castings of this spell on a single target will stack with each other and permanent enchantments, up to +5. |
| Resist Check: | none |
| Target: | touch |
| Duration: | 30 + 10/F’ minutes |
| Area: | one weapon |
| Effect: | enchant weapon |
|  |  |  |
| **9 – Reassemble** | |  |
| Time to Cast: | 1 round | *Reassemble* allows the caster to restore **any broken item** to its original condition. The caster must have the majority of the original pieces, but need not know the object’s original shape. In order for this to function, the caster must have over 50% of the original object and the spell will use other materials to fill in the pieces that are not available. The caster will need the materials that need to be replaced either from purchasing them or finding them.  If the spell doesn’t have the proper materials to restore the object completely, the spell will fail and nothing will happen. Materials cannot be substituted for similar materials; this spell will only work if the caster has the exact materials, even if they are in their component forms, needed to restore the object. |
| Resist Check: | none |
| Target: | touch |
| Duration: | instantaneous |
| Area: | 100 lb. item |
| Effect: | make whole again |
|  |  |  |
| **10 – Know Element** | |  |
| Time to Cast: | 1 minute | *Know Element* enables the mage to discover the elemental makeup (earth, fire, air, water) of any object. Unfinessed, the spell reveals the dominant element only; fully finessed, it reveals all elements used in the object’s makeup and manufacture. |
| Resist Check: | none |
| Target: | touch |
| Duration: | instantaneous |
| Area: | 10’ radius object |
| Effect: | learn elemental makeup |
|  |  |  |
| **10 – Heal** | |  |
| Time to Cast: | 2 rounds | All within the area that are willing or fail the resistance check are healed 2d6 DP. |
| Resist Check: | 5d6 vs WIL negates |
| Target: | LOS 10 + 5/F’ |
| Duration: | instantaneous |
| Area: | 10 + 5/F’ radius |
| Effect: | heals all in area |
|  |  |  |
| **11 – Armor Charm** | |  |
| Time to Cast: | 1 round | *Armor Charm* causes **any armor** to function as if once enchanted for the duration of the spell. Using armor thus enchanted gives its wearer 1 + 1/2F magic DVs. Multiple castings of this spell on a single target will stack with each other and permanent enchantments, up to +5. |
| Resist Check: | none |
| Target: | touch |
| Duration: | 30 + 10/F minutes |
| Area: | one piece of armor |
| Effect: | enchant armor |
|  |  |  |
| **12 – Fasten** | |  |
| Time to Cast: | 1 round | With *Fasten*, the caster can fasten or unfasten 1 + 1/F **ropes, buckles, buttons, latches, etc.** at a distance. By finessing, up to five fastenings can be worked in the area of effect. As a rule of thumb, most shields have two fastenings, and most armors have five. |
| Resist Check: | none |
| Target: | 20 + 5/F’ |
| Duration: | instantaneous |
| Area: | 10 + 2/F’ radius |
| Effect: | work fastenings |
|  |  |  |
| **13 – Shelter** | |  |
| Time to Cast: | 1 hour | The caster visualizes a structure within the given size limits as they begin to cast this spell. The magic then takes any needed trees, earth, clay, etc. within 120’ of the target and processes them into building supplies, and are used to construct a building as near to the visualization as the raw materials allow. |
| Resist Check: | none |
| Target: | LOS 120 + 30/F’ |
| Duration: | instantaneous |
| Area: | 50 + 10/F’ radius |
| Effect: | create building |
|  |  |  |
| **14 – Servants** | |  |
| Time to Cast: | 1 hour | The mage can automate certain aspects of their surroundings by creating invisible servants to handle such mundane chores as cooking, cleaning, laundering, trash removal, etc. Each servant has a single specific task. The servants must stay within the spell’s area of effect. |
| Resist Check: | none |
| Target: | 10’ |
| Duration: | 1 week |
| Area: | 200 + 100/F’ radius |
| Effect: | 1 + 1/F’ servants |
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| **Elemental Spell Name and Details** | | **Description** |
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| **15 – Know Magic** | |  |
| Time to Cast: | 1 hour | *Know Magic* enables the mage to discover which spells were used to create a magical item. Up to six spells from the caster’s background can be discovered. Spells outside the caster’s background will not be revealed unless the mage first casts *Know Element* to discover their presence. |
| Resist Check: | none |
| Target: | touch |
| Duration: | instantaneous |
| Area: | 1 magical object |
| Effect: | know 2 + 1/F spells |
|  |  |  |
| **15 – Greater Heal** | |  |
| Time to Cast: | 1 round | All within the area that are willing or fail the resistance check are healed 6d6 DP. |
| Resist Check: | 6d6 vs WIL negates |
| Target: | LOS 100 + 20/F’ |
| Duration: | instantaneous |
| Area: | 100 + 20/F’ radius |
| Effect: | heals all in area |
|  |  |  |
| **16 – Sunder** | |  |
| Time to Cast: | 1 round | *Sunder* enables the caster to break any **non-magical item**, regardless of its composition. |
| Resist Check: | none |
| Target: | touch |
| Duration: | instantaneous |
| Area: | 1000 lb. item |
| Effect: | break object |
|  |  |  |

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##### Movement

| **Elemental Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **1 – Tireless Walking** | |  |
| Time to Cast: | 1 round | *Tireless Walking* uses elemental power to increase the endurance of the target’s body while walking, i.e., moving at half movement rate. While this spell is in effect, the target will not tire or weaken. |
| Resist Check: | none |
| Target: | touch |
| Duration: | 12 + 3/F hours |
| Area: | single creature |
| Effect: | walk without fatigue |
|  |  |  |
| **2 – Cushion** | |  |
| Time to Cast: | 1 round | While under the protection of *Cushion*, the target may fall from any height and suffer no impact damage. The speed of descent is unaffected by this spell; the impact occurs as if the laws of momentum have been temporarily suspended. |
| Resist Check: | none |
| Target: | touch |
| Duration: | 10 + 5/F minutes |
| Area: | single creature |
| Effect: | non-damaging fall |
|  |  |  |
| **3 – Stickum** | |  |
| Time to Cast: | 1 round | *Stickum* enables the target to climb vertical surfaces, or hang from horizontal surfaces, with the surefootedness of a fly or spider. While sticking to a surface the caster can move at up to one quarter their normal land movement rate. |
| Resist Check: | none |
| Target: | touch |
| Duration: | 10 + 5/F minutes |
| Area: | single creature |
| Effect: | climbing aid |
|  |  |  |
| **4 – Catspaw** | |  |
| Time to Cast: | 1 round | *Catspaw* empowers the target to move across potentially noisy areas (dry leaves, loose gravel, etc.) without a sound. Note that this spell will not silence speech, rustling clothing, etc. |
| Resist Check: | none |
| Target: | touch |
| Duration: | 10 + 5/F minutes |
| Area: | single creature |
| Effect: | silent movement |
|  |  |  |
| **5 – Quicken** | |  |
| Time to Cast: | 1 round | *Quicken* allows the caster to increase the target’s movement by 10’ per round and allows one additional simple attack each round. Additional attacks only deal the attack's *core* damage. |
| Resist Check: | none |
| Target: | touch |
| Duration: | 1 + 1/F minutes |
| Area: | single creature |
| Effect: | increase speed |
|  |  |  |
| **6 – Leap** | |  |
| Time to Cast: | 1 round | *Leap* multiplies the force of the caster’s legs to propel them in a jump. The total length of the leap is up to 40’ + 10’/F, and may be any combination of vertical and horizontal distance that does not exceed the total. The caster takes no damage when landing. |
| Resist Check: | none |
| Target: | caster |
| Duration: | instantaneous |
| Area: | self |
| Effect: | 40 + 10/F’ jump |
|  |  |  |
| **7 – Tireless Running** | |  |
| Time to Cast: | 1 round | *Tireless Running* allows the target to run (move at full movement rate) for the duration of the spell without fatigue. |
| Resist Check: | none |
| Target: | touch |
| Duration: | 12 + 3/F hours |
| Area: | single creature |
| Effect: | run without fatigue |
|  |  |  |
| **8 – Slow** | |  |
| Time to Cast: | 2 rounds | *Slow* reduces the movement and attack rates of all within the area of effect by 1/2. |
| Resist Check: | 4d6 vs PWR negates |
| Target: | LOS 20 + 5/F’ |
| Duration: | 1 + 1/F minutes |
| Area: | 10 + 5/F’ radius |
| Effect: | slow beings |
|  |  |  |

| **Elemental Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **9 – Grasshopper** | |  |
| Time to Cast: | 2 rounds | *Grasshopper* allows the caster to empower up to five touched beings to perform one jump (as in *Leap*) each round of the duration. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | multitouch |
| Duration: | 4 + 2/F rounds |
| Area: | 1 + 1/F beings |
| Effect: | leap 40 + 10/F’ |
|  |  |  |
| **10 – Speed** | |  |
| Time to Cast: | 2 rounds | *Speed* increases the targets’ movement by 20’ per round and allows them two additional simple attacks per round for the duration of the spell. Additional attacks only deal the attack's *core* damage. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | multitouch |
| Duration: | 1 + 1/F minutes |
| Area: | 2 + 1/2F creatures |
| Effect: | speed movement |
|  |  |  |
| **11 – Mire** | |  |
| Time to Cast: | 2 rounds | *Mire* reduces the movement and attack rates of all within the area of effect to 1/3. |
| Resist Check: | 4d6 vs PWR negates |
| Target: | 20 + 5/F’ |
| Duration: | 1 + 1/F minutes |
| Area: | 10 + 5/F’ radius |
| Effect: | slow beings |
|  |  |  |
| **12 – Puppet** | |  |
| Time to Cast: | 1 round | *Puppet* allows the caster to place all creatures in the area of the effect in a trance-like state. They then cast a movement spell rank 7 or below on themself. All those under the effects of *Puppet* may now move as the caster moves. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | touch |
| Duration: | special |
| Area: | 10 + 5/F’ radius |
| Effect: | endow with movement |
|  |  |  |
| **13 – Hasten** | |  |
| Time to Cast: | 2 rounds | *Hasten* increases the targets’ movement by 30’ per round and allows them an additional four simple attacks per round for the duration of the spell. Additional attacks only deal the attack's *core* damage. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | multitouch |
| Duration: | 1 + 1/F minutes |
| Area: | 2 + 1/2F creatures |
| Effect: | speed enhancement |
|  |  |  |
| **14 – Lightfoot** | |  |
| Time to Cast: | 2 rounds | The target of *Lightfoot* is momentarily endowed with the ability to run at a movement rate of 500’ per round. This is equal to 225 mets per hour (approximately 85 miles per hour). |
| Resist Check: | 4d6 vs WIL negates |
| Target: | touch |
| Duration: | 2 + 1/F hours |
| Area: | single creature |
| Effect: | unnatural speed |
|  |  |  |
| **15 – Snatch** | |  |
| Time to Cast: | 1 round | *Snatch* allows the target to grab any moving object and move with it. The object must have enough momentum to lift the target, else nothing happens (GM discretion). The target is also protected from any damage that might normally occur. Thus, an adventurer can snatch hold of a boulder flung by a siege machine, fly over a wall, and land unharmed. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | touch |
| Duration: | special |
| Area: | single creature |
| Effect: | grab moving objects |
|  |  |  |
| **16 – Emulate** | |  |
| Time to Cast: | 1 round | *Emulate* allows the caster to assume the movement ability of any creature they can see. Land, swim and fly movement rates of the creature are granted to the caster. The mage must still take precautions if movement is planned in a hostile environment (under water, through fire, etc.). |
| Resist Check: | none |
| Target: | caster |
| Duration: | 30 + 10/F minutes |
| Area: | self |
| Effect: | emulate movement |
|  |  |  |

#### 

##### Tongues and Scripts

| **Elemental Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **1 – Lexesoterica** | |  |
| Time to Cast: | 1 round | With this spell a target is enabled to read any script written in the special cipher of elemental mages. Scrolls and other written material prepared with the *Ciphe*r spell need this spell to be understood or used. A code or key phrase may need to be spoken while casting this spell if the *Cipher* was prepared in conjunction with the *Encrypt* spell. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | touch |
| Duration: | 30 + 10/F minutes |
| Area: | single being |
| Effect: | decipher magic text |
|  |  |  |
| **2 – Message** | |  |
| Time to Cast: | 1 round | The caster can communicate with another person or creature within their line of sight by casting the spell, then whispering the message. Total privacy is not assured, as the whispered speech can be heard emanating from the target’s ear. |
| Resist Check: | none |
| Target: | LOS 500 + 250/F’ |
| Duration: | 1 + 1/F minutes |
| Area: | single creature |
| Effect: | long rage speech |
|  |  |  |
| **2 – Project** | |  |
| Time to Cast: | 1 round | The caster magically projects their voice to all beings in the radius. They can hear the caster normally as if they were standing next to them. The caster cannot turn this ability on and off while the spell is up. When fully finessed, the caster can weaponize this ability and scream as an action, dealing 4d6 pain damage to all in the area of effect. Creatures that succeed the resistance check do not take any damage. Doing so ends the spell. |
| Resist Check: | 4d6 vs PER negates\* |
| Target: | caster |
| Duration: | 1 + 1/F minutes |
| Area: | 200 + 50/F’ radius |
| Effect: | project voice |
|  |  |  |
| **3 – Cipher** | |  |
| Time to Cast: | 1 round | The magician uses *Cipher* when they wish to write something in the elemental cipher. These ciphers can only be understood with the use of the *Lexesoterica* spell. When fully finessed, the caster can assign a password or short phrase that must be used as well in order to read the encrypted text. If a mage does not know the passcode they can attempt to override the Cipher’s defenses by making a 4d6 vs PWR when they cast *Lexesoterica*. If they are successful they can read the text and the original caster of this spell is alerted of this action. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 30 + 10/F minutes |
| Area: | self |
| Effect: | magical writing |
|  |  |  |
| **4 – Name Tongue** | |  |
| Time to Cast: | 1 round | *Name Tongue* allows the mage to identify an unknown language or script. Script identification has no duration. For spoken languages, the speaker must remain within hearing of the caster for the duration of the spell. |
| Resist Check: | none |
| Target: | LOS 5’ or caster |
| Duration: | 4 + 2/F rounds |
| Area: | one script or hearing |
| Effect: | identify language |
|  |  |  |
| **5 – Listen** | |  |
| Time to Cast: | 2 rounds | *Listen* allows the caster to manipulate sound and redirect it to themself. This will enable them to listen in on conversations and other sounds provided a medium for sound to travel through. This does not provide an understanding of its source other than what the caster can discern. If there are people within the zone, they can make a 4d6 vs PWR check to notice this eavesdropping. Fully finessed, the caster can perfectly visualize the area from the sounds alone, and even memlock the location based on sounds. |
| Resist Check: | 4d6 vs PWR\* |
| Target: | LOS 200 + 50/F’ |
| Duration: | 10 + 5/F minutes |
| Area: | 20 + 5/F’ radius |
| Effect: | eavesdrop |
|  |  |  |
| **6 – Quiet** | |  |
| Time to Cast: | 1 round | *Quiet* creates an immobile area absolutely devoid of noise of any kind. It makes verbal communication impossible, and masks the natural noises of anyone or anything in the affected area. Those within the area may still cast spells by mouthing the focus words, even if they cannot be heard. |
| Resist Check: | none |
| Target: | LOS 20 + 5/F’ |
| Duration: | 30 + 10/F minutes |
| Area: | 10 + 5/F’ radius |
| Effect: | eliminate sound |
|  |  |  |
| **7 – Speed Read** | |  |
| Time to Cast: | 2 minutes | With this magic the caster may read, with perfect comprehension, anything written in a language they already know. The basic rate is one page per minute; the hastened rate depends on the finesses applied. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 2 + 1/F hours |
| Area: | self |
| Effect: | read 4 + 1/F times faster |
|  |  |  |

| **Elemental Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **8 – Fluency** | |  |
| Time to Cast: | 4 rounds | *Fluency* enables the caster to understand any spoken or written communication. They can also speak in this tongue if it is humanly possible. This encompasses all languages and even animal grunts and squeaks if such could be considered normal communication for the animals involved. Fully finessed, this spell also allows the caster to accurately record, and later recall or write down, any normal speech within hearing. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 30 + 10/F minutes |
| Area: | self |
| Effect: | understand |
|  |  |  |
| **9 – Alter** | |  |
| Time to Cast: | 1 minute | The caster casts this on an item with writing. If the item is magical, it must make a 4d6 vs PWR to negate this effect. The caster can alter the text and change it as they see fit, although the handwriting remains the same as the original document. The caster must be able to see the text they are altering for this spell to work, and must be able to read and write the language it is written in.  The altered text is now considered magical and will appear under appropriate detections. |
| Resist Check: | none |
| Target: | touch |
| Duration: | 1 + 1/F days |
| Area: | one item with writing |
| Effect: | change meaning |
|  |  |  |
| **10 – Lockjaw** | |  |
| Time to Cast: | 1 round | *Lockjaw* is used to prevent an individual from speaking or communicating. Thus orders can be disrupted and spell casting prevented unless using *Silent Cast (CS)*. With 2 finesses the use of hands/limbs for gesturing, communicating, or spell casting is prevented as well. Fully finessed this spell makes giving or understanding orders impossible. |
| Resist Check: | 4d6 vs PWR negates |
| Target: | LOS 20 + 5/F’ |
| Duration: | 1 + 1/F minutes |
| Area: | single being |
| Effect: | prevent speech |
|  |  |  |
| **11 – Interpolate** | |  |
| Time to Cast: | 2 minutes | *Interpolate* supplies five words for each illegible word written on any surface, one of which is correct. Each finesse reduces the number of suggestions by one. If *Interpolate* is combined with *Fluency*, the writing can be in any language. Combined with *Lexesoterica*, *Interpolate* can be used to complete fragmented magical text. |
| Resist Check: | special |
| Target: | touch |
| Duration: | instantaneous |
| Area: | one item with writing |
| Effect: | special |
|  |  |  |
| **12 – Silver Tongue** | |  |
| Time to Cast: | 1 round | The caster laces their voice and words with magic to make them more convincing. Any *Acting* skill checks made involving the usage of voice or words are made with 2 dice off. This can include *Acting: Deception*, *Acting: Persuasion*, or *Acting: Performance* checks, and may even extend to *Acting: Instrumental Music (Singing)* checks if the GM deems appropriate. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 1 + 1/F minutes |
| Area: | self |
| Effect: | very persuasive |
|  |  |  |
| **13 – Babble** | |  |
| Time to Cast: | 1 round | If the unfortunate target of this casting fails the resistance check, any attempt to speak or form coherent communication is sabotaged. Their voice comes out as gibberish, their writing as meaningless scrawls. Attempts to use hand signals turn into a hilarious stomping and waving gesture. Any attempt to cast magical spells fails, even with *Silent Cast (CS)*. |
| Resist Check: | 5d6 vs PWR negates |
| Target: | LOS 40 + 10/F’ |
| Duration: | 1 + 1/F minutes |
| Area: | single being |
| Effect: | confuse speech |
|  |  |  |
| **14 – Need** | |  |
| Time to Cast: | 1 round | The caster may designate one willing person or creature to be the recipient of this spell. The caster casts the spell upon the target to attune the target to the magic. Thereafter, any time the caster casts *Need* and names the recipient, the caster’s desire is immediately communicated to the target, which must make every effort to comply. |
| Resist Check: | willing target |
| Target: | touch |
| Duration: | instantaneous |
| Area: | single creature |
| Effect: | communicate need |
|  |  |  |
| **15 – Translator** | |  |
| Time to Cast: | 4 rounds | *Translator* is an enhanced *Fluency* spell, allowing those the caster can touch within the casting time to also understand otherwise incomprehensible speech or writing. This spell also allows the caster to accurately record, and later recall or write down, any normal speech within hearing. |
| Resist Check: | 6d6 vs WIL negates |
| Target: | multitouch |
| Duration: | 2 + 1/F hours |
| Area: | touched beings |
| Effect: | understand |
|  |  |  |
| **16 – Mindspeak** | |  |
| Time to Cast: | 4 minutes | *Mindspeak* allows the caster to open two-way mental communications with anyone they have memorized, regardless of where they are, for the duration of the spell. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | memlocked creature |
| Duration: | 30 + 10/F minutes |
| Area: | single creature |
| Effect: | voiceless speech |
|  |  |  |

#### 

##### Shadow Magics

| **Elemental Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **1 – Shadow Spawn** | |  |
| Time to Cast: | 1 round | *Shadow Spawn* enables the caster to make pockets of shadow in the area of effect, as if the natural lighting direction had shifted to the caster’s desire. |
| Resist Check: | none |
| Target: | LOS 40 + 10/F’ |
| Duration: | 1 + 1/F minutes |
| Area: | 10 + 3/F’ radius |
| Effect: | make shadows |
|  |  |  |
| **1 – Dark Mist** | |  |
| Time to Cast: | 1 round | The caster creates a shadowy mist that obscure even in light conditions. In existing shadows, it is nearly invisible (3d6 vs PER to see it). People in the mist must make a 2d6 vs PER to be able to see through it, so those that fail take a blind fighting debuff. The mist is affected by wind. Any alternative to normal vision such as heat vision or *Hear Light* will allow the user to see through the mist. |
| Resist Check: | 2d6 vs PER negates\* |
| Target: | LOS 60 + 15/F’ |
| Duration: | 1 + 1/F minutes |
| Area: | 5 + 2/F’ cube |
| Effect: | obscure |
|  |  |  |
| **2 – Shadow Carry** | |  |
| Time to Cast: | 1 round | *Shadow Carry* enables the caster’s natural shadow to carry any items the caster could normally carry. These items are visible while being carried. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 1 + 1/F minutes |
| Area: | caster |
| Effect: | give shadow strength |
|  |  |  |
| **3 – Contrast** | |  |
| Time to Cast: | 1 round | *Contrast* deepens the tone of any shadow, thus causing anything hidden or concealed therein to stand out sharply against a pure black background. |
| Resist Check: | none |
| Target: | LOS 40 + 10/F’ |
| Duration: | 1 + 1/F minutes |
| Area: | 10 + 3/F’ radius |
| Effect: | reveal the hidden |
|  |  |  |
| **4 – Shadow Object** | |  |
| Time to Cast: | 2 rounds | *Shadow Object* enables the caster to make a **non-living, non-magical object** from its shadow. The shadow must be motionless, and the caster must touch it to call the object’s form from its shadow. The created object is the size of the shadow. |
| Resist Check: | none |
| Target: | touch |
| Duration: | 1 + 1/F minutes |
| Area: | 20’ radius shadow |
| Effect: | create item |
|  |  |  |
| **5 – Shadow Servant** | |  |
| Time to Cast: | 2 rounds | *Shadow Servant* creates a servant from the caster’s own shadow. The mage gives the shadowy butler a task, which it immediately carries out. This cycle can be repeated until the duration expires. The tasks must be those that the caster could actually perform and must not involve combat. The shadow servant has none of the magical abilities of the caster. If struck by a weapon, the shadow disperses. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 2 + 1/F hours |
| Area: | caster’s shadow |
| Effect: | make a servant |
|  |  |  |
| **5 – Shadow Wall** | |  |
| Time to Cast: | 1 round | The caster creates a solid wall of shadow that hinders light passing through it, however non-light based projectiles and people can freely pass through it. Any light-based projectiles or light-based energy get a -3 to damage. Targeting of LOS spells through the wall is hindered and requires a successful 2 dice check against *Arcana*. |
| Resist Check: | none |
| Target: | LOS 5’ |
| Duration: | 4 + 2/F rounds |
| Area: | 10’ x 10’ x 3” |
| Effect: | solid wall |
|  |  |  |
| **6 – Shadow Hide** | |  |
| Time to Cast: | 1 round | *Shadow Hide* is an enhancement of *Shadow Carry*. Items given to the shadow are not visible while being carried. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 2 + 1/F hours |
| Area: | caster’s shadow |
| Effect: | make a servant |
|  |  |  |

| **Elemental Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **6 – Inverse Darkness** | |  |
| Time to Cast: | 1 round | The target of this spell has their vision inverted, allowing them to see shadows as light and light as shadow.  For example: dark, obscuring shadows become blinding light and vice versa. This allows the targets to effectively see in darkness as if it was light. Or if the area is well lit the target could be blinded. PER checks to see in such conditions are under GM discretion. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | touch |
| Duration: | 4 + 2/F rounds |
| Area: | single creature |
| Effect: | inverse light |
|  |  |  |
| **7 – Shadow Horse** | |  |
| Time to Cast: | 4 rounds | *Shadow Horse* calls forth an equine creature from any natural shadow. This can be a horse to be ridden, a mule for carrying heavy items, etc. The creature functions in all respects like its normal counterpart, except it does not need food or water. |
| Resist Check: | none |
| Target: | touch |
| Duration: | 12 + 3/F hours |
| Area: | caster |
| Effect: | create equine |
|  |  |  |
| **7 – Shadowmeld** | |  |
| Time to Cast: | 2 rounds | The caster melds into existing shadows, and becomes practically invisible, enemies can make a 4d6 vs PER each round to see you. The caster may move and/or cast a spell, but this reduces the PER check by 2 dice. Stealth: Move Silently, Stealth: Shadows or other specializations may be used in conjunction with this spell, but the checks are not cumulative. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 4 + 2/F rounds |
| Area: | self |
| Effect: | shadowmeld |
|  |  |  |
| **8 – Light Bane** | |  |
| Time to Cast: | 1 round | *Light Bane* causes any non-magical illumination device to go dark (though its fuel is still consumed) in the area of effect. Magical illumination devices make the 4d6 vs PWR check or go dark. |
| Resist Check: | 4d6 vs PWR negates\* |
| Target: | 20 + 10/F’ |
| Duration: | 1 + 1/F minutes |
| Area: | 20 + 10/F’ radius |
| Effect: | banish illumination |
|  |  |  |
| **9 – Shadow See** | |  |
| Time to Cast: | 2 rounds | *Shadow See* enables the mage to see with their shadow. The caster can see whatever is in the line of sight of the head of their shadow, and target spells through this LOS. *Multishadow* can be used in conjunction with this spell. |
| Resist Check: | none |
| Target: | touch |
| Duration: | 1 + 1/F minutes |
| Area: | caster’s shadow |
| Effect: | see through shadow |
|  |  |  |
| **9 – Shadow Cast** | |  |
| Time to Cast: | 1 round | After casting this spell, the caster may use their shadow to cast the next spell they wish to use. A 3d6 vs PER will allow any enemies to notice the oddly moving shadow, if the caster’s shadow is surrounded in shadows, the check is 5d6 vs PER, as the shadow blends in with the environment. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 10 minutes (or until used) |
| Area: | caster’s shadow |
| Effect: | invisible casting |
|  |  |  |
| **10 – Multishadow** | |  |
| Time to Cast: | 1 round | *Multishadow* enables the caster to create up to six (when fully finessed) duplicates of **their own shadow**, as if more than one directional light source were striking them from different directions. This spell is most useful in conjunction with other shadow spells. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 2 + 1/F hours |
| Area: | caster’s shadow |
| Effect: | 2 + 1/F shadows |
|  |  |  |
| **11– Shadow Leap** | |  |
| Time to Cast: | 1 round | With *Shadow Leap*, the mage can make an instantaneous move (free action) to any point **their own shadow touches**. One such move can be made each round for the duration of the spell. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 4 + 2/F rounds |
| Area: | caster’s shadow |
| Effect: | jump through shadow |
|  |  |  |

| **Elemental Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **12 – Shadow Mount** | |  |
| Time to Cast: | 4 rounds | *Shadow Mount* allows the mage to create any type of creature for use as a mount by throwing its shadow on a surface and calling the creature forth. The shadow can be created with hand gestures, paper cutouts, etc. The created creature has the standard physical abilities of the copied creature, but will not engage in combat. |
| Resist Check: | none |
| Target: | LOS 10’ |
| Duration: | 12 + 3/F hours |
| Area: | one shadow |
| Effect: | create mount |
|  |  |  |
| **13 – Shadow Life** | |  |
| Time to Cast: | 2 rounds | *Shadow Life* endows the caster’s shadow with independent action. The shadow takes on the physical attributes (STR, AGI, HEA, COM) of the caster and has 10 in other attributes, and for the duration of the spell, can do any physical actions the caster could, including simple attacks in combat, but not spell casting or skill checks. The shadow must remain within the caster’s line of sight for the duration, or else the spell is canceled.  Animated shadows are controlled following Summonable Creatures mechanics |
| Resist Check: | none |
| Target: | caster |
| Duration: | 30 + 10/F minutes |
| Area: | caster’s shadow |
| Effect: | vivify shadow |
|  |  |  |
| **14 – Shadow Target** | |  |
| Time to Cast: | 1 round | Shadow Target grants the caster an ability to affect creatures and objects with spell effects or attacks by targeting their shadows. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 1 + 1/F minutes |
| Area: | self |
| Effect: | target shadow |
|  |  |  |
| **15 – Shadow Guardian** | |  |
| Time to Cast: | 1 minute | The mage first makes the shadow of a creature on a surface, through hand manipulation, a paper cutout, etc. The caster then states (in 25 words or less) the condition that will trigger the spell. When triggered, the *Shadow Guardian* steps out of its shadow and attacks with the normal physical (not magical) abilities of the creature it mimics. The shadow disperses after it or the intruder is slain. |
| Resist Check: | none |
| Target: | LOS 10’ |
| Duration: | special |
| Area: | one shadow |
| Effect: | create a guardian |
|  |  |  |
| **16 – Shadow ‘Port** | |  |
| Time to Cast: | 1 round | By standing on a shadow and casting *Shadow ‘Port*, the mage travels instantly to the exterior or interior of the shadow’s source. The caster may choose where to appear in relation to the source, though they must know the layout of interior destinations to be completely successful. If they don’t, they must roll 4d6 vs AGI to avoid a stumbling re-entry and loss of initiative for 1d4 rounds. |
| Resist Check: | none |
| Target: | caster |
| Duration: | instantaneous |
| Area: | self |
| Effect: | go to source |
|  |  |  |

#### 

##### Interdictions

These spells **cannot be deferred** by normal means. This means that magic items containing spells of this group cannot be made by adventurers. Most of the spells in this group have a duration of 2 + 1/F minutes† which means the spell will remain dormant until it is activated (the method of activation is described in the spell description itself). Only one of these spells may be activated at a time, but multiple spells may be held on a target concurrently. Additionally, by **fully finessing** a 1 round cast *Interdictions* spell, the casting time can be reduced to a **reaction** that satisfies the activation condition of the spell’s effect.

| **Elemental Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **1 – Resist Magic** | |  |
| Time to Cast: | 1 round | Once cast, activates the next time another spell or magic-based effect specifically targets the person protected by this spell. That target must attempt to resist that spell if possible, and any resist checks are made at one die less. If there is no resist check, then this spell activates to no effect. |
| Resist Check: | 3d6 vs PWR negates |
| Target: | touch |
| Duration: | 2 + 1/F minutes† |
| Area: | single creature |
| Effect: | help resist spell |
|  |  |  |
| **2 – Identify Magic** | |  |
| Time to Cast: | 1 round | Once cast, this spell activates the next time a spell is cast within the range. That spell’s name is immediately known to the touched target of this spell (this spell is activated by the touched target as well). No further information about the spell being cast is given to the user of this spell. If (due to simultaneous action) more than one spell is cast at once, the user of this spell chooses which spell they identify. |
| Resist Check: | 3d6 vs PWR negates |
| Target: | touch, LOS 60 + 15/F’ |
| Duration: | 2 + 1/F minutes† |
| Area: | single creature |
| Effect: | know cast spell |
|  |  |  |
| **3 - Energy Sink** | |  |
| Time to Cast: | 1 round | This spell is activated by the caster upon a spell within range. If that spell’s caster fails the power check, they must spend an additional 1 + 1/F EU or their spell has no effect (the units originally used to cast the spell are still used). This spell has no effect against spells cast from items, or against non-elemental spells. |
| Resist Check: | 4d6 vs PWR negates |
| Target: | caster, LOS 60 + 15/F’ |
| Duration: | 2 + 1/F minutes† |
| Area: | self |
| Effect: | make spell more costly |
|  |  |  |
| **4 - Spell Block** | |  |
| Time to Cast: | 1 round | This spell activates the next time a spell specifically targeting the caster of this spell is cast on them. Roll *4d6 Counterspell*. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 2 + 1/F minutes† |
| Area: | self |
| Effect: | block minor spell |
|  |  |  |
| **5 - Protect from Magic** | |  |
| Time to Cast: | 1 round | The same as *Resist Magic*, but any checks are made at two dice less. |
| Resist Check: | 3d6 vs PWR negates |
| Target: | touch |
| Duration: | 2 + 1/F minutes† |
| Area: | single creature |
| Effect: | help resist magic |
|  |  |  |
| **6 - Lesser Counterspell** | |  |
| Time to Cast: | 1 round | Activate this spell upon a spell cast from within the range. Roll *6d6 Counterspell*. |
| Resist Check: | none |
| Target: | caster, LOS 90 + 15/F’ |
| Duration: | 2 + 1/F minutes† |
| Area: | self |
| Effect: | prevent minor spell |
|  |  |  |
| **7 – Lesser Rebound** | |  |
| Time to Cast: | 1 round | Activate this spell upon a spell specifically targeting you within the range. Roll *6d6 Counterspell,* rebound on success. |
| Resist Check: | none |
| Target: | caster, LOS 60 + 15/F’ |
| Duration: | 2 + 1/F minutes† |
| Area: | self |
| Effect: | redirect minor spell |
|  |  |  |
| **8 - Delay** | |  |
| Time to Cast: | 1 round | The target activates this spell upon a spell cast from within the range. If the spell is of rank 6 or below, its casting time is increased by 1 round. |
| Resist Check: | 3d6 vs PWR negates |
| Target: | touch, LOS 60 + 15/F’ |
| Duration: | 2 + 1/F minutes† |
| Area: | single creature |
| Effect: | block minor spell |
|  |  |  |

| **Elemental Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **9 - Greater Protection** | |  |
| Time to Cast: | 1 round | The target may activate this spell when they are a target of another spell or magic based effect. The target takes two dice off of any resistance check required by that spell. |
| Resist Check: | 3d6 vs PWR negates |
| Target: | touch |
| Duration: | 2 + 1/F minutes† |
| Area: | single creature |
| Effect: | protect against spell |
|  |  |  |
| **10 - Greater Counterspell** | |  |
| Time to Cast: | 1 round | Activate this spell upon a spell cast from within the range. Roll *10d6 Counterspell*. |
| Resist Check: | none |
| Target: | caster, LOS 120 + 30/F’ |
| Duration: | 2 + 1/F minutes† |
| Area: | self |
| Effect: | prevent spell |
|  |  |  |
| **11 - Greater Rebound** | |  |
| Time to Cast: | 1 round | Activate this spell upon a spell specifically targeting you within the range. Roll *10d6 Counterspell,* rebound on success. |
| Resist Check: | none |
| Target: | caster, 90 + 15/F’ |
| Duration: | 2 + 1/F minutes† |
| Area: | self |
| Effect: | redirect spell |
|  |  |  |
| **12 - Spell Shield** | |  |
| Time to Cast: | 2 rounds | This spell activates the next time a spell or magic-based effect makes the caster roll a resistance check, and stays up for the next 1 + 1/F minutes. As long as this spell is up, roll 12d6 Counterspell against any new spell that affects you. If the affected spell requires experience to cast, you must spend the same amount of experience to successfully counter it, otherwise the counterspell fails. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 2 + 1/F minutes† |
| Area: | self |
| Effect: | shield against spells |
|  |  |  |
| **13 - Forbid** | |  |
| Time to Cast: | reaction | This spell is cast as a reaction when an opponent casts another spell. Target a spell cast within the range. If it is rank 12 or below, it has no effect. If the spell was above rank 12, roll *13d6 Counterspell.* |
| Resist Check: | none |
| Target: | caster, LOS 200 + 50/F’ |
| Duration: | instantaneous |
| Area: | self |
| Effect: | prevent spell |
|  |  |  |
| **14 - Magic Matrix** | |  |
| Time to Cast: | 2 rounds | A *Magic Matrix* protects all those within it from the effect of all Elemental Core spells, plus one type of elemental magic (chosen by the caster when casting). The area is centered on the caster and moves with them. The caster states the element to be excluded at the time of casting. *Magic Matrix* spells can be stacked to provide protection from more than one type of elemental magic. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 1 + 1/F minutes |
| Area: | 5 + 5/F’ radius |
| Effect: | protects from elemental |
|  |  |  |
| **15 - Magi’spegulo** | |  |
| Time to Cast: | 2 rounds | *Magi’spegulo* creates a translucent, reflective shield around the caster. Whenever you are targeted by a spell within LOS 200 + 50/F’, roll *12d6 Counterspell*, rebound on success. |
| Resist Check: | none |
| Target: | caster, LOS 200 + 50/F’ |
| Duration: | 1 + 1/F minutes |
| Area: | self |
| Effect: | rebound all spells |
|  |  |  |

| **Elemental Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **16 - Anti-Magic Area** | |  |
| Time to Cast: | 2 rounds | The affected area is divorced from the magical energy that suffuses the multiverse. Within the area, spells can’t be cast, summoned creatures disappear, and even magic items become mundane. The *Anti-Magic Zone* does not move with the caster.  Spells and other magical effects, except those created by a deity or their artifacts, are suppressed in the zone and can’t protrude into it. Units or charges expended to cast a suppressed spell are consumed. While an effect is suppressed, it doesn’t function, but the time it spends suppressed counts against its duration.  **Targeted Effects:** Spells and other magical effects, such as *Minibolt*, that target a creature or an object in the zone have no effect on that target.  **Areas of Magic:** The area of another spell or magical effect, such as *Fireball*, can't extend into the area. If the *Anti-Magic Zone* overlaps an area of magic, the part of the area that is covered by the zone is suppressed. For example, the flames created by a *Flame Barrier* are suppressed within the zone, creating a gap in the wall if the overlap is large enough.  **Spells:** Any active spell or other magical effect on a creature or an object in the zone is suppressed while the creature or object is in it.  **Magic Items:** The properties and powers of magic items are suppressed in the zone. For example, a *+1 Long Sword* in the Sphere functions as a nonmagical *Long Sword*. A magic weapon's properties and powers are suppressed if it is used against a target in the zone or wielded by an attacker in the zone. If a magic weapon or piece of magic ammunition fully leaves the zone (For example, if someone fires a *+1 bullet* or throws a magic spear at a target outside the sphere), the magic of the item ceases to be suppressed as soon as it exits.  **Magical Travel:** Teleportation and planar travel fail to work in the zone, whether the zone is the destination or the departure point for such magical travel. A portal to another location, world, or plane of existence, as well as an opening to an extradimensional space, temporarily closes while in the zone.  **Creatures and Objects:** A creature or object summoned or created by magic temporarily winks out of existence in the zone. Such a creature instantly reappears once the space the creature occupied is no longer within the zone.  **Revocation Magic:** Spells and magical effects such as *Revocation* have no effect on the zone. Likewise, the spheres created by different *Anti-Magic Area* spells don't nullify each other. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 1 + 1/F minutes |
| Area: | 120 + 30/F’ radius |
| Effect: | area devoid of magic |
|  |  |  |

###### 

##### Runic Magic

Unlike any other type of magic, *Runic Magic* does not involve spell casting in a traditional sense. Instead of using words to channel magical energy, the caster creates some special enchanted ink, draws complicated runes on the target's surface and fills those runes with their elemental energy. Each rune requires the special enchanted ink to be drawn.

There are three types of runes:

* **Armor runes**: These are drawn on the surface of the target's armor or shield, imbuing defense and resistance.
* **Weapon runes**: THese are drawn on the surface of the target's weapon, imbuing damage and combat assistance.
* **Body runes**: drawn directly on the target's skin.

The target can have only one rune of each type drawn on them or their equipment at the same time. If two runes of the same type are drawn on the target, only the most recent one has an effect and the older rune disappears. **Activating a rune is a free action.**

| **Elemental Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **1 – Create Enchanted Ink** | |  |
| Time to Cast: | 10 minutes | Ordinary ink cannot withstand being filled with elemental energy, and also cannot be used to draw on many types of surfaces and be easily erased. The caster uses this spell to modify ordinary ink’s properties. Ink enchanted this way can be used for runecrafting, will last for a long time, and stick to any surface. One bottle will provide enough ink to last the entire day. |
| Resist Check: | none |
| Target: | touch |
| Duration: | 1 day |
| Area: | one bottle of ink |
| Effect: | enchant ink |
|  |  |  |
| **2 – Rune of Insurance** | |  |
| Time to Cast: | 2 minutes | **Weapon or Armor rune.** Protected equipment cannot be damaged or destroyed while this rune is active. This includes results of critical hit, effects of other spells, etc. This rune activates when protected equipment would be damaged and then disappears. |
| Resist Check: | none |
| Target: | touch |
| Duration: | 24 hours until used |
| Area: | one item |
| Effect: | protect equipment |
|  |  |  |
| **3 – Speedpaint** | |  |
| Time to Cast: | 1 round | The caster uses this spell i**n combination with an attempt to draw another rune from this list.** This allows the caster to finish drawing the rune in one round instead of normal drawing time. This spell itself cost no units but the unit cost of targeted rune is doubled (total units spent on this are 2\*(unit cost of targeted rune)). |
| Resist Check: | none |
| Target: | caster |
| Duration: | instantaneous |
| Area: | self |
| Effect: | quick painting |
|  |  |  |
| **4 – Rune of Protection** | |  |
| Time to Cast: | 2 minutes | **Armor rune.** The user decreases incoming physical damage by 1 + 1/4F. When activated, this rune will last for 4 + 2/F rounds and then disappears. |
| Resist Check: | none |
| Target: | touch |
| Duration: | 24 hours until used |
| Area: | one armor |
| Effect: | damage reduction |
|  |  |  |
| **5 – Rune of Precision** | |  |
| Time to Cast: | 2 minutes | **Weapon rune**. The user adds 2 + 1/F to their attack roll. When activated, this rune will last for 4 + 2/F rounds and then disappears. |
| Resist Check: | none |
| Target: | touch |
| Duration: | 24 hours until used |
| Area: | one weapon |
| Effect: | increase protection |
|  |  |  |
| **6 – Rune of Piercing Blows** | |  |
| Time to Cast: | 2 minutes | **Weapon rune.** On the round this rune is activated, the targeted weapon ignores Physical DR. The rune then disappears. |
| Resist Check: | none |
| Target: | touch |
| Duration: | 24 hours until used |
| Area: | one weapon |
| Effect: | ignore damage reduction |
|  |  |  |
| **7 – Rune of Restoration** | |  |
| Time to Cast: | 2 minutes | **Body rune.** When activated by the user this rune will instantly heal 4d6 damage points and then disappear. |
| Resist Check: | none |
| Target: | touch |
| Duration: | 24 hours until used |
| Area: | one creature |
| Effect: | heal |
|  |  |  |

| **Elemental Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **8 – Rune of Elements** | |  |
| Time to Cast: | 2 minutes | **Weapon rune.** When activated, rune will grant the weapon a 1d6 elemental damage (bonus) on each hit with type depending on the primary element of the caster (earth - earth, fire - fire, air - lightning, water - cold). When activated, this rune will last for 4 + 2/F rounds and then disappears. |
| Resist Check: | none |
| Target: | touch |
| Duration: | 24 hours until used |
| Area: | one weapon |
| Effect: | bonus damage |
|  |  |  |
| **9 – Rune of Elemental Protection** | |  |
| Time to Cast: | 2 minutes | **Body rune.** When activated this rune will grant the user one rank of Resist (Element type) with element type depending on the primary element of the caster (earth - earth, fire - fire, air - lightning, water - cold). When activated, this rune will last for 4 rounds and then disappears. |
| Resist Check: | none |
| Target: | touch |
| Duration: | 24 hours until used |
| Area: | one creature |
| Effect: | resistance |
|  |  |  |
| **10 – Rune of Assistance** | |  |
| Time to Cast: | 2 minutes | **Body rune.** Upon failing resistance or skill check, the user can activate this rune and modify the roll by 2. The rune then disappears. |
| Resist Check: | none |
| Target: | touch |
| Duration: | 24 hours until used |
| Area: | one creature |
| Effect: | adjust roll |
|  |  |  |
| **11 – Rune of Elemental Revenge** | |  |
| Time to Cast: | 2 minutes | **Armor rune.** When activated this rune will infuse armor with power of elements. When a user is hit in melee, the rune deals 2d6 points of elemental damage to the attacker with type of damage depending on the primary element of the caster (earth - earth, fire - fire, air - lightning, water - cold). Multiple sources of damage from the same target will trigger rune only once. When activated, this rune will last for 4 + 2/F rounds and then disappears. |
| Resist Check: | none |
| Target: | touch |
| Duration: | 24 hours until used |
| Area: | one armor |
| Effect: | revenge |
|  |  |  |
| **12 – Rune of Rebound** | |  |
| Time to Cast: | 2 minutes | **Armor rune.** When the user is hit by a melee weapon, they can choose to activate this rune. Instead of hitting the user, the attack will use the same “to hit'' roll against the enemy. If this roll would hit the enemy, it does the weapon’s base damage to them. This rebounded attack cannot result in a critical hit. The rune then disappears. |
| Resist Check: | none |
| Target: | touch |
| Duration: | 24 hours until used |
| Area: | one armor |
| Effect: | rebound attack |
|  |  |  |

##### Scrolls

Scrolls are a slightly different type of magic from the norm in a sense that they are based around later use, rather than instantaneous effect. The caster must create more *Papyrus* for each scroll they wish to create. Created scrolls last **1 day** before they expire having been unused, unless the original caster pays the unit cost of scroll at the 24-hour mark to renew the scroll for an additional day. Instead of using words and hand motions, the caster focuses on the *Papyrus* and channels elemental energy as magic circles slowly draw themselves upon the paper. The magic is then stored within the completed scroll until activated, which then begins the duration.

Activating a scroll is **an action** unless the user has a *Scroll Vernier*, which will make activating a scroll a fifth.

| **Elemental Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **1 – Papyrus** | |  |
| Time to Cast: | 2 rounds | The caster summons magical paper to empower with elemental energy. This spell must be used to create more paper for each scroll spell they wish to cast in this group. They may also use two finesses to make this paper immune to fire or water damage, or four finesses to make scrolls immune to both. |
| Resist Check: | none |
| Target: | touch |
| Duration: | 3 days (or until use) |
| Area: | caster’s hand |
| Effect: | create magical paper |
|  |  |  |
| **2 – Light Spirits** | |  |
| Time to Cast: | 5 minutes | Upon activating this scroll, a floating light ball appears and follows the caster around for the duration. The light ball can move around in the area (which follows the caster) as the caster requests to shed light into dark areas. |
| Resist Check: | none |
| Target: | touch |
| Duration: | 30 + 10/F minutes |
| Area: | self, 200’ radius |
| Effect: | create light |
|  |  |  |
| **3 – Scroll of Copy** | |  |
| Time to Cast: | 5 minutes | Upon activating this scroll, it will copy images or text from paper upon itself, if the paper is magical, it must make a 5d6 vs PWR to resist. This does not copy any magical aspects, and can only fit two pages worth of text onto a piece of *Papyrus*. Any text takes five minutes to copy. |
| Resist Check: | 5d6 vs PWR negates |
| Target: | touch |
| Duration: | 5 minutes |
| Area: | up to two pages of text |
| Effect: | copy paper |
|  |  |  |
| **4 – Map Scroll** | |  |
| Time to Cast: | 5 minutes | Upon activating this scroll, it emits a horizontal magical blast that maps out details of the surrounding area. It maps solid objects, but cannot pass through walls or doors unless there is an arm-sized hole for the magic to pass through. Creatures will mark a ping on the scroll, but it does not update the movement seeing as it’s a single blast. If there are multiple layers to the area, multiple *Map Scrolls* will be required. This does no damage, but is very visible. Proper *Survival: Navigation* checks may need to be made to read the map. |
| Resist Check: | none |
| Target: | caster |
| Duration: | instantaneous |
| Area: | 250 + 125/F’ radius |
| Effect: | create map |
|  |  |  |
| **5 – Scroll of Playback** | |  |
| Time to Cast: | special\* | The caster focuses on this scroll for any amount of time, but for every additional ten minutes after the first, the caster must pay an additional five units. They then place this scroll in a location with a trigger condition set; when the trigger condition is met, the scroll will record everything that happens within a 10 + 5/F’ radius area. For every ten minutes the caster spent focusing the scroll the scroll can record 30 minutes. Caster then retrieves the scroll and can activate the scroll to replay the events up to 3+1/F times before the scroll breaks. |
| Resist Check: | none |
| Target: | touch |
| Duration: | special\* |
| Area: | 10 + 5/F’ radius |
| Effect: | record events |
|  |  |  |
| **6 – Scroll Copying** | |  |
| Time to Cast: | 2 rounds | The caster may use this spell to copy another magical scroll from this group they have completed, to give them another copy of that scroll. Copies may not be copied and any scroll may only be copied once. |
| Resist Check: | none |
| Target: | touch |
| Duration: | instantaneous |
| Area: | single scroll |
| Effect: | copy scroll |
|  |  |  |
| **7 – Scroll of Healing** | |  |
| Time to Cast: | 5 minutes | Upon activating this scroll, the target magically heals 3d6 DP, which will close any open wounds and fix basic injuries. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | LOS 10’ |
| Duration: | instantaneous |
| Area: | single creature |
| Effect: | heal |
|  |  |  |

| **Elemental Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **8 – Bound Scrolls** | |  |
| Time to Cast: | 5 minutes | The caster takes two pieces of *Papyrus* and links them: when one is written on or erased, the text magically updates on the other, creating a means of written communication regardless of distance. This spell works across planes, unless blocked or prevented by other magical means. |
| Resist Check: | none |
| Target: | touch |
| Duration: | permanent |
| Area: | two *Papyruses* |
| Effect: | create live chat |
|  |  |  |
| **9 – Seal** | |  |
| Time to Cast: | 5 minutes | The caster sets a trigger condition upon making this scroll, and then places it to set the trap. Upon activation, the scroll creates a solid yellow barrier around the area and all within must make a 4d6 vs STR or fall prone. Creatures that try to leave the area must 4d6 vs WIL to be able to pass through the barrier. Creatures within are magically kept alive and will not starve. Once prone, checks to get back up are a contested STR, where the barrier rolls 6 dice. |
| Resist Check: | special\* |
| Target: | scroll |
| Duration: | 1 + 1/F days |
| Area: | 5 + 5/F’ radius |
| Effect: | seal creatures |
|  |  |  |
| **10 – Hide Magic** | |  |
| Time to Cast: | 5 minutes | The caster creates a scroll that, when activated, absorbs all magical auras on the object or creature; the scroll itself also does not glow under magical detections, as it just feeds on the residual energy. A 3-die *Arcana: Identify Elemental/Divine*, in conjunction with the capacity to detect magic can be used to negate this. |
| Resist Check: | none |
| Target: | touch |
| Duration: | 2 + 1/F hours |
| Area: | single creature |
| Effect: | hide magical output |
|  |  |  |
| **11 – Summon Familiar** | |  |
| Time to Cast: | 1 + 1/F hours | Caster envisions a creature (maximum rate 30) to summon and focuses energy into the scroll. That creature is magically summoned; if it fails the resist check, it is non-hostile for 1 + 1/F hour. During this time, the caster must make a deal to be able to summon the creature, or this spell fails. Creatures that pass the resist check act according to their nature. Creatures must be summoned in a proper space, i.e. whales can not be summoned on land, or within a confined space. If there is a willing creature present at time of casting, casting only takes 4 rounds and creates the bond with that creature. The created summoning scroll lasts indefinitely until used. |
| Resist Check: | 6d6 vs WIL negates |
| Target: | touch |
| Duration: | until used |
| Area: | single creature |
| Effect: | summon familiar |
|  |  |  |
| **12 – Spell Storage** | |  |
| Time to Cast: | 1 minute | The caster prepares a piece of *Papyrus* with their power, then has another caster channel knowledge of an elemental spell into the scroll (rank up to the original caster’s PWR/2), allowing the user of the scroll to cast the spell out of their own unit pool for the duration of the scroll. |
| Resist Check: | none |
| Target: | touch |
| Duration: | 6 + 2/F hours |
| Area: | single spell |
| Effect: | store spell |
|  |  |  |
| **13 – Scroll Vernier** | |  |
| Time to Cast: | 1 hour | The caster focuses some of their life energy into a scroll, and upon activating, it physically manifests itself and becomes a vernier. The *Scroll Vernier* can attach to any set of armor or clothes to allow them to activate scrolls as a fifth, only one scroll can be activated in a round. The *Scroll Vernier* weighs 15 lbs. and takes 2 rounds to put on or take off. The vernier can hold up 6+1/F scrolls. |
| Resist Check: | none |
| Target: | touch |
| Duration: | permanent |
| Area: | single item |
| Effect: | create scroll vernier |
|  |  |  |
| **14 – Summon Greater Familiar** | |  |
| Time to Cast: | special | This scroll functions identically to *Summon Familiar*, but without a rate cap. The creature must be willing and the scroll will last indefinitely until it is used. |
| Resist Check: | willing target |
| Target: | touch |
| Duration: | permanent |
| Area: | single creature |
| Effect: | summon familiar |
|  |  |  |
| **15 – Force Summon** | |  |
| Time to Cast: | 1 hour | The caster uses this scroll to forcibly create a bond with a creature. They may then summon the creature via the *Summon Familiar* rules without a rate cap. The scroll will last indefinitely until it is used, and the creature will follow commands for 1 + 1/F days and can be un-summoned via standard spell dropping rules. |
| Resist Check: | 6d6 vs WIL negates |
| Target: | touch |
| Duration: | permanent |
| Area: | single creature |
| Effect: | forced familiar |
|  |  |  |
| **16 – Greater Seal** | |  |
| Time to Cast: | 15 minutes | This scroll functions identically to *Seal*, but the resist checks are 6d6 vs STR to remain standing and 6d6 vs WIL to leave the area. Also, the barrier rolls 10 dice for the contested STR check to get up. |
| Resist Check: | special\* |
| Target: | location |
| Duration: | 1 + 1/F months |
| Area: | 25 + 10/F’ radius |
| Effect: | seal creatures |
|  |  |  |

##### Arcane Blade

Unlike most mages who cast spells from distance, practitioners of this the *Arcane Blade* prefer to deal with threats by augmenting their bodies and enchanting regular weapons for close combat. This usually comes at a cost, reducing overall magical power while the spells are active and channeling that energy into weapons for various effects, enhancing physical attributes, and improving physical recovery.

| **Elemental Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **1 – Convert Power** | |  |
| Time to Cast: | 1 round | This spell allows the caster to convert some of their PWR into physical ability. For the duration of the spell, the caster adds 1 + 1/F to their STR, AGI, or HEA (chosen when the spell is cast) while losing the same amount of PWR. Only a single instance of this spell can be in effect on a target regardless of the attribute chosen. This effect cannot be used to raise attributes above 18. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 1 + 1/F minutes |
| Area: | self |
| Effect: | convert power |
|  |  |  |
| **2 – Physical Enhancement** | |  |
| Time to Cast: | 1 round | The caster uses their magical energy to enhance their body. At a moment of casting, one of the following attributes are chosen: STR, HEA, or AGI. This spell activates the next time the caster would attempt a resistance check against the chosen attribute. Instead of making the check against the chosen attribute, the caster makes a resistance check of the same difficulty against their PWR. Only a single instance of this spell can be in effect on a target regardless of the attribute chosen. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 10 + 5/F minutes |
| Area: | self |
| Effect: | physical boost |
|  |  |  |
| **3 – Magic Strike** | |  |
| Time to Cast: | none | The caster uses this spell **in combination with an attempt to strike an opponent**. This attack adds 1d6 + 2/F points of magical damage (*skill*). |
| Resist Check: | none |
| Target: | caster |
| Duration: | instantaneous |
| Area: | self |
| Effect: | add magic damage |
|  |  |  |
| **4 – Self-Recovery** | |  |
| Time to Cast: | 1 fifth | The caster channels their elemental energy to heal their wounds, restoring 3d6 damage points. |
| Resist Check: | none |
| Target: | caster |
| Duration: | instantaneous |
| Area: | self |
| Effect: | heal |
|  |  |  |
| **5 – Piercing Blow** | |  |
| Time to Cast: | none | The caster uses this spell **in combination with an attempt to strike an opponent**. The attack is made against touch DVs of the target. This spell cannot be used in combination with other spells that require a hit to activate, such as *Foolhardy*. |
| Resist Check: | none |
| Target: | caster |
| Duration: | instantaneous |
| Area: | self |
| Effect: | ignore armor |
|  |  |  |
| **6 – Power Infusion** | |  |
| Time to Cast: | 1 round | The caster infuses their weapon with part of their power. For the duration, their PWR is lowered by 1 + 1/4F, but the bonus to hit and damage (*bonus*) on the weapon attack is increased by the same amount, stacking with Weapon Charm or permanent enchantments past their normal limits. |
| Resist Check: | none |
| Target: | touch |
| Duration: | 30 + 10/F minutes |
| Area: | single weapon |
| Effect: | empower |
|  |  |  |
| **7 – Overdrive** | |  |
| Time to Cast: | 1 round | The caster uses this spell to greatly increase their mobility. For the duration, the caster can move their full movement as a fifth. Once the duration ends, the caster is *Dazed* for the next round. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 4 + 2/F rounds |
| Area: | self |
| Effect: | increase mobility |
|  |  |  |
| **8 – Ergokinetic Claws** | |  |
| Time to Cast: | 1 round | The caster channels elemental energy into their limb, which is then released in the form of claw-like protrusions. These claws deal 1d6 points of pure magical damage per hit and are additionally enchanted by +1 + 1/2F. Attacks with *Ergokinetic Claws* ignore armor DVs and deal full damage to immaterial and ethereal creatures. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 1 + 1/F minutes |
| Area: | self |
| Effect: | energy protrusions |
|  |  |  |

| **Elemental Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **9 – Restorative Loop** | |  |
| Time to Cast: | 1 round | The caster creates an energy loop between themself and the weapon in their hand, rapidly moving energy between the two and utilizing it to their benefit. For the duration, the user heals DP equal to the main *Weapon Charm* or similar enchantment of the weapon every round (holding a +3 sword restores 3 DP per round). The enchantment must be part of the weapon and not the user’s body, thus this effect will not apply to *Ergokinetic Claws* or similar effects. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 4 + 2/F rounds |
| Area: | self |
| Effect: | combat restoration |
|  |  |  |
| **10 – Energy Deflection** | |  |
| Time to Cast: | 1 reaction\* | This spell can be used as a reaction to the caster being hit with magical damage while their weapon is drawn. The incoming energy is redirected into the weapon and is released with the caster's next attack, adding half of the absorbed damage to the attack (if multiple enemies are hit, divide damage equally between them) as pure magical damage. Only one source of damage can be absorbed. If energy is not used within the next round, it dissipates harmlessly. The use of this spell puts a huge toll on the caster and they lose one point of PWR for every use of this ability. Lost points are recovered at the rate of 1 point per day of rest. |
| Resist Check: | none |
| Target: | caster |
| Duration: | instantaneous |
| Area: | self |
| Effect: | deflect energy |
|  |  |  |
| **11 – Phasing Blade** | |  |
| Time to Cast: | 2 rounds | The caster channels energy into the weapon they are holding. The weapon partly shifts into a non-physical state dealing base pure magic damage instead of physical. Attacks with *Phasing Blade* ignore armor DVs and deal full damage to immaterial and ethereal creatures. This spell ends if the weapon is not in contact with the caster for more than a round. |
| Resist Check: | none |
| Target: | touch |
| Duration: | 1 + 1/F minutes |
| Area: | single weapon |
| Effect: | energy blade |
|  |  |  |
| **12 – Single Strike of Hell** | |  |
| Time to Cast: | 1 round | The caster uses this spell **in combination with an attempt to strike an opponent**. The caster makes a simple attack against the enemy. If they hit, it is considered a critical hit. If they miss, they suffer a critical hit with base 1d12 of damage (damage type depends on caster’s weapon). For every 2 finesses, the caster adds +1 to critical hit roll, however the same bonus will be applied if the caster misses. |
| Resist Check: | none |
| Target: | caster |
| Duration: | instantaneous |
| Area: | self |
| Effect: | force critical hit |
|  |  |  |
| **13 – Complete Restoration** | |  |
| Time to Cast: | 2 rounds | Once cast, this spell completely restores the caster's body. Damage points are fully restored, any lost limbs and internal organs are regrown. However, healing from all other sources is halved until the caster’s next full rest period. |
| Resist Check: | none |
| Target: | caster |
| Duration: | instantaneous |
| Area: | self |
| Effect: | repair body |
|  |  |  |
| **14 – Energized Material** | |  |
| Time to Cast: | 1 minute | The caster infuses a weapon that they are holding with their elemental energy, changing basic properties of the material. For the duration, their PWR is lowered by 4 + 1/2F, but the bonus to hit and damage (*bonus*) on the weapon attack is increased by the same amount, stacking with *Weapon Charm* or permanent enchantments past their normal limits. |
| Resist Check: | none |
| Target: | touch |
| Duration: | 30 + 10/F minutes |
| Area: | single weapon |
| Effect: | empower |
|  |  |  |
| **15 – Power Exchange** | |  |
| Time to Cast: | 1 hour | The caster gains the permanent ability to spend a round to convert some of their power into STR, HEA, or AGI. Caster adds up to 8 to the chosen attribute, but loses the same amount of PWR. Only one attribute can be altered at the same time.. This effect cannot be used to raise an attribute above 20. |
| Resist Check: | none |
| Target: | caster |
| Duration: | permanent |
| Area: | self |
| Effect: | convert PWR |
|  |  |  |
| **16 – Phoenix’s Spirit** | |  |
| Time to Cast: | 1 day | *Phoenix’s Spirit* allows the caster’s body to be fully restored in the event of death. One minute after the caster dies, their body is wreathed in green, harmless flames. Over the next five minutes, the caster’s body is fully healed and brought back to life. The caster is unconscious for the next hour. This spell lasts indefinitely until used. Only one *Phoenix’s Spirit* can be active at any given time. |
| Resist Check: | none |
| Target: | caster |
| Duration: | special\* |
| Area: | self |
| Effect: | restore body |
|  |  |  |

##### Revocation (Elemental)

| **Elemental Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **1–16 – Revocation (Elemental)** | |  |
| Time to Cast: | 3 - 1/2F rounds\* | The *Revocation* spell disrupts other magical effects. Roll *(rank of Revocation)d6 Counterspell* targeting one magical effect within range.  When targeting enchanted items, roll *Counterspell* as normal. On success, the item turns into a mundane version of itself for 1 hour per rank of Revocation.  The Elemental *Revocation* spell may be used on divine, psionic, or other non-elemental effects and items but receives a 2-1/2F die penalty on the *Counterspell* roll. |
| Resist Check: | none |
| Target: | LOS 80 + 20/F’ |
| Duration: | instantaneous |
| Area: | 1 magical effect |
| Effect: | nullify elemental power |
|  |  |  |

##### Defer (Elemental)

| **Elemental Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **1–16 – Defer** | |  |
| Time to Cast: | 1 minute | The *Defer* spell delays the effects of another spell. You pick a single mundane item and cast the *Defer* spell on it. This places a magical field about the item that can hold another spell in rank equal to or less than the rank of the *Defer* spell used. Immediately after this, you cast another onto the same item. Finesses must be included at the moment of casting, but do not increase the required rank of Defer. The magical field created by the *Defer* ensnares this spell, holding it within the field.  As long as the *Defer* spell lasts, the holder of the item can direct the ensnared spell to discharge, having the same effect as if they had cast it originally. The spell’s release from the *Defer* depends on the spell’s casting time and rank of the *Defer*.   * Spells with casting time of “fifth”, “reaction” or “none” are always activated with the same action cost. * *Defer 1-6* is activated as a fifth. * *Defer 7-16* is activated as a standard action.   The person triggering the spell is considered the caster for the purpose of targeting and dropping the spell during its duration. Spells released with the *Defer* are not valid targets for *Maintained Cast (CS).*  Casting a *Defer* spell above rank 12 does not require experience points. |
| Resist Check: | none |
| Target: | touch |
| Duration: | 2 + 1/F hours |
| Area: | 1 item, 1 spell |
| Effect: | delay elemental spell effect |
|  |  |  |