

Tékumel Spell Lists

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Chapter 1

General Notes

The most appropriate PHB class for spellcasters on Tékumel appears to be Sorcerors (using the Unearthed Arcana classes, Wisdom-based spellcaster).

All spells have Spell Resistance: Yes (object), and all characters are considered to have SR 8 + caster level. Spells with a saving throw use a DC of 10 + half the caster's caster level + the caster's relevant attribute bonus, instead of the normal 10 + spell level + attribute bonus.

Psychic spells have been listed as having no components and a “standard action” as the base cast time, while Ritual spells have Verbal and Somatic components and a base cast time of one minute, based on *Part One: Growing up on Tékumel*.

All spells with a duration can be extended seamlessly beyond their duration at the additional cost of another spell slot.

Spell durations of the form “Concentration, up to x ” behave like regular duration spells, but anything that could disrupt the caster's concentration during casting can also disrupt the caster's concentration and dispell the spell during the duration, and the caster cannot use their standard action to cast a second spell.

1.1 Specific Spells

- The casting penalties on Inscription G10 and Inscription T10 have been moved from casting the inscription to using the inscription, since there is no caster failure inherent in D&D spellcasting targeting a non-magical item.
- Nutrification U6 doesn't list the number of people it feeds, ten was used as a reasonable approximation.
- The Eradicator of Veracity T3 is unclear on whether or not it is disenchantable, it has been made so.

- Eternal Bastion of Unabridged Silence was moved to level 7 to represent the increased casting cost.
- Benefaction is such a foreign concept to D&D I plotzed. The number of spell levels regained by Gardásiyal can be up to 27, but I've scaled that back slightly in exchange for getting all the level 0 slots back free. Also, the duration was made instantaneous since twelve hours may as well be all day.
- Pestilence G2 and Pestilence G3—how virulent is the disease contracted by touching someone afflicted?
- The Dance of the Emerald Goddess T1 was interpreted as “instantaneous with a one minute effect” while The Dance of the Emerald Goddess T3 was interpreted as “three minute field with a one minute effect.”
- Eternal Bastion of Unabridged Silence had its name drawn from “A Death of Kings”, where it is described as a more advanced version of The Sphere of Impermeable Quiescence.
- The Power of Ultimate Perfection T7 is extrapolated from The Power of Ultimate Perfection T3.

Chapter 2

Spell Lists

2.1 Avánthe

Cantrips

- **Alleviation U2** Neutralise poisons or toxins affecting the target.
- **Ascertainment U1** Read the surface thoughts of another person.
- **Clairvoyance/Clairaudience U1** See and hear through obstacles.
- **Control of Self U1** Allows the caster to disregard pain.
- **Domination U2** Commands target to perform instinctive tasks.
- **Elicitation U1** Provides a hazy image of the last being to handle an object.
- **Healing U1** Heals a member of the caster's species.
- **Invisibility U2** Makes the subject incredibly difficult to see.
- **Light and Darkness U1** Produces a dim light.
- **Nutrification U3** Provides sustenance to the target.
- **Perceptions of the Energies U2** Determine if nearby objects are enchanted.
- **Phantasms U1** Creates an illusory wall.
- **Robustness U3** Lightens a heavy load.
- **Soporiferousness U2** Causes the target to fall asleep.
- **Terrorisation U2** Causes target to flee, panicked.
- **Translocation U1** Telekinetically move a very light object.
- **Zoïc Domination U2** Crudely control an animal.
- **Empowering G1** Grants the target an attribute bonus.

First Circle

- **Ascertainment U2** Detect hostility or friendliness of the target.
- **Clairvoyance/Clairaudience U2** See into very dark places and hear very faint sounds.
- **Control of Self U2** Allows the caster to disregard pain and staunch their bleeding.
- **Disenchantment U4** Dispells low-level spells.
- **Domination U5** Commands target to perform simple tasks.
- **Elicitation U2** Provides information on magical auras affecting an object.
- **Favouring U6** Allows the target to shrug off some combat damage.
- **Healing U2** Heals a member of the caster's species.
- **Invisibility U3** Makes the subject invisible.
- **Light and Darkness U3** Produces a ball of bright light or pitch darkness.
- **Nutrification U6** Provides sustenance to targets of the caster's species.
- **Perceptions of the Energies U3** Determine hostility of enchantments on nearby objects.
- **Phantasms U3** Creates an illusory individual.
- **Robustness U5** Lightens a heavy load.
- **Soporiferousness U4** Causes the targets to fall asleep.
- **Terrorisation U4** Causes targets to flee, panicked.
- **Translocation U2** Telekinetically move a light object.
- **Warding U4** Protects the caster from physical attacks.
- **The Web of Kriyág, Lover of Spiders** Hurls a net of tangling webs.
- **Zoïc Domination U4** Crudely control the targeted animals.
- **Empowering G2** Grants the target an attribute bonus.

Second Circle

- **Ascertainment U6** Communicate telepathically with a member of the caster's species.
- **Clairvoyance/Clairaudience U5** See into very dark places and hear very faint sounds through obstacles.
- **Control of Self U4** Allows the caster to disregard exhaustion and hold their breath indefinitely.
- **Disenchantment U6** Dispells mid-level spells.
- **Domination U7** Commands targets to perform complex tasks.
- **Elicitation U3** Guides the caster to nearby amounts of a substance.

- **Execration U9** Curses an object to explode when handled.
- **Healing U4** Heals a member of the caster's species.
- **Invisibility U6** Makes the subjects invisible.
- **Light and Darkness U5** Produces a beam of light or darkness.
- **Perceptions of the Energies U4** Determine if spells were recently cast nearby.
- **Phantasms U6** Creates a phantasm that can enter combat.
- **Robustness U7** Lightens two heavy loads.
- **Soporiferousness U5** Causes the targets to fall asleep.
- **Translocation U5** Telekinetically move an object.
- **Transportation** Teleport the targets to a previous location.
- **Warding U5** Protects the caster and a companion from physical attacks.
- **Zoïc Domination G4** Control the targeted animals.
- **Empowering G6** Grants the targets attribute bonuses.

Third Circle

- **Alleviation G2** Neutralise poisons, toxins, drugs, and alcohol affecting the targets.
- **Ascertainment U8** Communicate telepathically with a member of any friendly species.
- **Control of Self U6** Allows the caster to disregard exhaustion, hold their breath indefinitely, and fight while holding their breath.
- **Disenchantment U10** Dispells high-level spells.
- **Elicitation U6** Reveals the inner workings of nearby objects.
- **Healing U8** Regrows a severed/lost limb.
- **Inscription U10** Attempts to create a scroll bearing a low-level spell.
- **Invisibility U8** Permits the caster to see invisible objects.
- **Phantasms G3** Creates phantasms that can enter combat.
- **The Seal Upon The Powers** Creates a sphere that defends against ritual magic.
- **The Sphere of Impermeable Quiescence** Creates a sphere that defends against psychic magic.
- **Translocation U7** Telekinetically move an object.
- **Zoïc Domination G5** Control a swarm of small animals.
- **Adornment G1** Give the target a bonus to their Charisma.
- **Artfulness G1** Give the target a bonus to skill use.

- **The Hands of Krá the Mighty G2** Crushes targets in invisible pincers.
- **Nimbleness G1** Gives the target a bonus to their Dexterity.
- **Pestilence G2** Inflicts a deadly plague on the target.
- **Prorogation G1** Slows the target.

Fourth Circle

- **Aeriality G2** Levitate the caster.
- **Alleviation G4** Neutralise poisons or toxins affecting the target, and cures paralysis.
- **Elicitation U7** Reveals the presence and lethality of nearby poisons or toxins.
- **Healing G4** Fully heals members of the caster's species.
- **Phantasms G7** Creates phantasms that can enter combat.
- **Adornment G3** Give the targets a bonus to their Charismas.
- **Artfulness G2** Give the target a bonus to skill use.
- **Desiccation G3** Removes the fluids in one of the target's body parts.
- **The Hands of Krá the Mighty G4** Crushes targets in invisible pincers.
- **Nimbleness G2** Gives the target a bonus to their Dexterity.
- **Pestilence G3** Inflicts a deadly plague on the targets.
- **Prorogation G3** Slows the targets.
- **The Speculum of Retribution** Reflects hostile spells upon the attacker.

Fifth Circle

- **Aeriality G4** Levitate the target.
- **Healing G5** Restores members of the caster's species to full health.
- **Nutrification G7** Provides a feast for targets of the caster's species.
- **Phantasms G10** Creates phantasms that can enter combat.
- **Adornment G5** Give the targets a bonus to their Charismas.
- **Desiccation G5** Removes the fluids in one of the targets' body parts.
- **The Hands of Krá the Mighty G6** Crushes targets in invisible pincers.
- **Tranquilisation G6** Protects the caster and allies from poor weather.
- **Vallation** Creates a wall that moves away from the caster.
- **The Breath of the Goddess T1** Creates a bubble of air around the caster.

Sixth Circle

- **Aeriality G6** Levitate the targets.
- **Inscription G10** Attempts to create a scroll bearing a mid-level spell.
- **Nutrification G9** Provides a feast for targets of the caster's species.
- **Benefaction** Caster regains spent spell slots.
- **Tranquilisation G9** Protects the caster and allies from poor weather.
- **The Breath of the Goddess T4** Creates a bubble of air around the caster and allies.
- **Acclimatisation** Makes the caster immune to weather.

Seventh Circle

- **Aeriality G9** Levitate the targets.
- **Demonology T8** Summons a demon to negotiate with the caster.
- **The Well That Waters the World T3** Provides a source of water.
- **The Breath of the Goddess T7** Creates a bubble of vacuum.
- **Envenomisation T4** Poisons the target with a slow-acting poison.
- **Fructification T3** Makes nearby flora and fauna fertile.
- **Seismism T4** Causes an earthquake.

Eighth Circle

- **Demonology T9** Summons two demons to negotiate with the caster.
- **The Well That Waters the World T6** Provides a source of water.
- **The Hands of Krá the Mighty T5** Crushes targets in invisible pincers.
- **The Muniments of Excellence T8** Creates an impenetrable defensive sphere.
- **Revivification T8** Brings back the target from death.
- **The Breath of the Goddess T8** Creates a bubble of vacuum.
- **Fructification T6** Makes a member of the caster's species fertile.
- **Zooification** Brings nearby vegetation to life.

Ninth Circle

- **Demonology T10** Summons five demons to negotiate with the caster.
- **Inscription T10** Attempts to create a scroll bearing a high-level spell.
- **The Muniments of Excellence T10** Creates an impenetrable defensive sphere.

- **Revivification T10** Brings back the target from death.
- **The Breath of the Goddess T10** Creates a bubble of air around the caster and allies.
- **Envenomisation T8** Poisons the targets with a slow-acting poison.
- **Fructification T8** Increases the yield of nearby crops.
- **Seismism T9** Causes an earthquake.

2.2 Belkhánu

Cantrips

- **Alleviation U2** Neutralise poisons or toxins affecting the target.
- **Ascertainment U1** Read the surface thoughts of another person.
- **Clairvoyance/Clairaudience U1** See and hear through obstacles.
- **Control of Self U1** Allows the caster to disregard pain.
- **Domination U2** Commands target to perform instinctive tasks.
- **Elicitation U1** Provides a hazy image of the last being to handle an object.
- **Healing U1** Heals a member of the caster's species.
- **Invisibility U2** Makes the subject incredibly difficult to see.
- **Light and Darkness U1** Produces a dim light.
- **Nutrition U3** Provides sustenance to the target.
- **Perceptions of the Energies U2** Determine if nearby objects are enchanted.
- **Phantasms U1** Creates an illusory wall.
- **Robustness U3** Lightens a heavy load.
- **Soporiferousness U2** Causes the target to fall asleep.
- **Terrorisation U2** Causes target to flee, panicked.
- **Translocation U1** Telekinetically move a very light object.
- **Zoïc Domination U2** Crudely control an animal.
- **Semblances G1** Creates an illusion.

First Circle

- **Ascertainment U2** Detect hostility or friendliness of the target.
- **Clairvoyance/Clairaudience U2** See into very dark places and hear very faint sounds.

- **Control of Self U2** Allows the caster to disregard pain and staunch their bleeding.
- **Disenchantment U4** Dispells low-level spells.
- **Domination U5** Commands target to perform simple tasks.
- **Elicitation U2** Provides information on magical auras affecting an object.
- **Favouring U6** Allows the target to shrug off some combat damage.
- **Healing U2** Heals a member of the caster's species.
- **Invisibility U3** Makes the subject invisible.
- **Light and Darkness U3** Produces a ball of bright light or pitch darkness.
- **Nutrition U6** Provides sustenance to targets of the caster's species.
- **Perceptions of the Energies U3** Determine hostility of enchantments on nearby objects.
- **Phantasms U3** Creates an illusory individual.
- **Robustness U5** Lightens a heavy load.
- **Soporiferousness U4** Causes the targets to fall asleep.
- **Terrorisation U4** Causes targets to flee, panicked.
- **Translocation U2** Telekinetically move a light object.
- **Warding U4** Protects the caster from physical attacks.
- **The Web of Kriyág, Lover of Spiders** Hurls a net of tangling webs.
- **Zoic Domination U4** Crudely control the targeted animals.
- **Semblances G2** Creates an illusion.

Second Circle

- **Ascertainment U6** Communicate telepathically with a member of the caster's species.
- **Clairvoyance/Clairaudience U5** See into very dark places and hear very faint sounds through obstacles.
- **Control of Self U4** Allows the caster to disregard exhaustion and hold their breath indefinitely.
- **Disenchantment U6** Dispells mid-level spells.
- **Domination U7** Commands targets to perform complex tasks.
- **Elicitation U3** Guides the caster to nearby amounts of a substance.
- **Execration U9** Curses an object to explode when handled.
- **Healing U4** Heals a member of the caster's species.
- **Invisibility U6** Makes the subjects invisible.
- **Light and Darkness U5** Produces a beam of light or darkness.

- **Perceptions of the Energies U4** Determine if spells were recently cast nearby.
- **Phantasms U6** Creates a phantasm that can enter combat.
- **Robustness U7** Lightens two heavy loads.
- **Soporiferousness U5** Causes the targets to fall asleep.
- **Translocation U5** Telekinetically move an object.
- **Transportation** Teleport the targets to a previous location.
- **Warding U5** Protects the caster and a companion from physical attacks.
- **Semblances G4** Creates an illusion.
- **Visitations of Other Planes G4** Shows the caster nearby nexus points.

Third Circle

- **Ascertainment U8** Communicate telepathically with a member of any friendly species.
- **Control of Self U6** Allows the caster to disregard exhaustion, hold their breath indefinitely, and fight while holding their breath.
- **Disenchantment U10** Dispells high-level spells.
- **Elicitation U6** Reveals the inner workings of nearby objects.
- **Healing U8** Regrows a severed/lost limb.
- **Inscription U10** Attempts to create a scroll bearing a low-level spell.
- **Invisibility U8** Permits the caster to see invisible objects.
- **Perceptions of the Energies G2** Determine if nearby creatures are enchanted.
- **Phantasms G3** Creates phantasms that can enter combat.
- **The Seal Upon The Powers** Creates a sphere that defends against ritual magic.
- **The Sphere of Impermeable Quiescence** Creates a sphere that defends against psychic magic.
- **Translocation U7** Telekinetically move an object.
- **The Blessing of the Planes G1** Gives the caster additional protection against magic.
- **Derangement G2** Drives the targets temporarily insane.
- **The Hands of Krá the Mighty G2** Crushes targets in invisible pincers.
- **Stealth G1** Grants the caster a bonus to hide.
- **Visitations of Other Planes G8** Opens a nexus point, allowing travel.

Fourth Circle

- **Aeriality G2** Levitate the caster.
- **Domination G5** Temporarily grants the caster full control over a target.
- **Elicitation U7** Reveals the presence and lethality of nearby poisons or toxins.
- **Favouring G4** Allows the target to shrug off some combat damage.
- **Healing G4** Fully heals members of the caster's species.
- **Phantasms G7** Creates phantasms that can enter combat.
- **The Blessing of the Planes G3** Gives the target additional protection against magic.
- **Derangement G5** Drives the targets temporarily insane.
- **The Hands of Krá the Mighty G4** Crushes targets in invisible pincers.
- **Stealth G3** Grants the targets a bonus to hide.
- **Visitations of Other Planes G10** Opens a nexus point, allowing travel.

Fifth Circle

- **Aeriality G4** Levitate the target.
- **Ascertainment G8** Communicate telepathically with multiple members of the caster's species.
- **Favouring G7** Allows the targets to shrug off some combat damage.
- **Guarding** Protect an area from magic.
- **Healing G5** Restores members of the caster's species to full health.
- **Phantasms G10** Creates phantasms that can enter combat.
- **Acceleration** Vastly increases target's speed.
- **Derangement G8** Drives the targets permanently insane.
- **The Hands of Krá the Mighty G6** Crushes targets in invisible pincers.
- **The Silver Halo of Soul Stealing G6** Strips the souls from the targets.
- **Stealth G5** Grants the targets a bonus to hide.
- **Tranquilisation G6** Protects the caster and allies from poor weather.
- **Vallation** Creates a wall that moves away from the caster.
- **Transmogrification T2** Opens a small portal to a known location.

Sixth Circle

- **Aeriality G6** Levitate the targets.
- **Ascertainment G10** Communicate telepathically with similarly-trained casters over a long distance.
- **Domination G10** Permanently grants the caster full control over a target.
- **Inscription G10** Attempts to create a scroll bearing a mid-level spell.
- **Benefaction** Caster regains spent spell slots.
- **The Blessing of the Planes G9** Gives the targets additional protection against magic.
- **Tranquilisation G9** Protects the caster and allies from poor weather.
- **Transmogrification T3** Opens a portal to a stationary pocket dimension.
- **Etherealisation T4** Sends forth the caster's astral projection.
- **Spiritism T1** Communicates with a dead member of the caster's species.

Seventh Circle

- **Aeriality G9** Levitate the targets.
- **Demonology T8** Summons a demon to negotiate with the caster.
- **Eternal Bastion of Unabridged Silence** Protect an area from magic.
- **The Silver Halo of Soul Stealing T2**
- **Transmogrification T5** Opens a portal to a mobile pocket dimension.
- **Etherealisation T5** Sends forth the target's astral projection.
- **Re-embodiment T5** Place the soul of a recently dead person in an empty body.
- **Spiritism T3** Communicates with a dead member of the caster's species.
- **The Viaticum of the Yellow Rose T3** Lays the undead to rest.

Eighth Circle

- **Aeriality T6** Levitate the targets and move them rapidly.
- **Demonology T9** Summons two demons to negotiate with the caster.
- **The Silver Halo of Soul Stealing T5**
- **Transmogrification T6** Opens a portal to a mobile pocket dimension.
- **The Muniments of Excellence T8** Creates an impenetrable defensive sphere.
- **Revivification T8** Brings back the target from death.

- **Avulsion of the Spirit-Soul** Drives the target's soul out of their body.
- **Etherealisation T8** Sends forth the target's astral projection.
- **Re-embodiment T6** Place the soul of a recently dead person in an infant.
- **Spiritism T7** Communicates with a dead member of the caster's species.
- **The Viaticum of the Yellow Rose T5** Lays the undead to rest.

Ninth Circle

- **Demonology T10** Summons five demons to negotiate with the caster.
- **Inscription T10** Attempts to create a scroll bearing a high-level spell.
- **Transmogrification T8** Creates or uses a nexus point.
- **The Muniments of Excellence T10** Creates an impenetrable defensive sphere.
- **Revivification T10** Brings back the target from death.
- **Etherealisation T10** Sends forth the caster's astral projection.
- **Re-embodiment T10** Bring a group of being back to life.
- **Spiritism T10** Forces a spirit to truthfully answer questions.

2.3 Chegárra

Cantrips

- **Alleviation U2** Neutralise poisons or toxins affecting the target.
- **Ascertainment U1** Read the surface thoughts of another person.
- **Clairvoyance/Clairaudience U1** See and hear through obstacles.
- **Control of Self U1** Allows the caster to disregard pain.
- **Domination U2** Commands target to perform instinctive tasks.
- **Elicitation U1** Provides a hazy image of the last being to handle an object.
- **Healing U1** Heals a member of the caster's species.
- **Invisibility U2** Makes the subject incredibly difficult to see.
- **Light and Darkness U1** Produces a dim light.
- **Nutrification U3** Provides sustenance to the target.
- **Perceptions of the Energies U2** Determine if nearby objects are enchanted.
- **Phantasms U1** Creates an illusory wall.
- **Robustness U3** Lightens a heavy load.
- **Soporiferousness U2** Causes the target to fall asleep.

- **Terrorisation U2** Causes target to flee, panicked.
- **Translocation U1** Telekinetically move a very light object.
- **Zoïc Domination U2** Crudely control an animal.
- **Empowering G1** Grants the target an attribute bonus.

First Circle

- **Ascertainment U2** Detect hostility or friendliness of the target.
- **Clairvoyance/Clairaudience U2** See into very dark places and hear very faint sounds.
- **Control of Self U2** Allows the caster to disregard pain and staunch their bleeding.
- **Disenchantment U4** Dispells low-level spells.
- **Domination U5** Commands target to perform simple tasks.
- **Elicitation U2** Provides information on magical auras affecting an object.
- **Favouring U6** Allows the target to shrug off some combat damage.
- **Healing U2** Heals a member of the caster's species.
- **Invisibility U3** Makes the subject invisible.
- **Light and Darkness U3** Produces a ball of bright light or pitch darkness.
- **Nutrition U6** Provides sustenance to targets of the caster's species.
- **Perceptions of the Energies U3** Determine hostility of enchantments on nearby objects.
- **Phantasms U3** Creates an illusory individual.
- **Robustness U5** Lightens a heavy load.
- **Soporiferousness U4** Causes the targets to fall asleep.
- **Terrorisation U4** Causes targets to flee, panicked.
- **Translocation U2** Telekinetically move a light object.
- **Warding U4** Protects the caster from physical attacks.
- **The Web of Kriyág, Lover of Spiders** Hurls a net of tangling webs.
- **Zoïc Domination U4** Crudely control the targeted animals.
- **Empowering G2** Grants the target an attribute bonus.

Second Circle

- **Ascertainment U6** Communicate telepathically with a member of the caster's species.
- **Clairvoyance/Clairaudience U5** See into very dark places and hear very faint sounds through obstacles.

- **Control of Self U4** Allows the caster to disregard exhaustion and hold their breath indefinitely.
- **Disenchantment U6** Dispells mid-level spells.
- **Domination U7** Commands targets to perform complex tasks.
- **Elicitation U3** Guides the caster to nearby amounts of a substance.
- **Execration U9** Curses an object to explode when handled.
- **Healing U4** Heals a member of the caster's species.
- **Invisibility U6** Makes the subjects invisible.
- **Light and Darkness U5** Produces a beam of light or darkness.
- **Perceptions of the Energies U4** Determine if spells were recently cast nearby.
- **Phantasms U6** Creates a phantasm that can enter combat.
- **Robustness U7** Lightens two heavy loads.
- **Soporiferousness U5** Causes the targets to fall asleep.
- **Translocation U5** Telekinetically move an object.
- **Transportation** Teleport the targets to a previous location.
- **Warding U5** Protects the caster and a companion from physical attacks.
- **Empowering G6** Grants the targets attribute bonuses.

Third Circle

- **Ascertainment U8** Communicate telepathically with a member of any friendly species.
- **Control of Self U6** Allows the caster to disregard exhaustion, hold their breath indefinitely, and fight while holding their breath.
- **Disenchantment U10** Dispells high-level spells.
- **Elicitation U6** Reveals the inner workings of nearby objects.
- **Healing U8** Regrows a severed/lost limb.
- **Inscription U10** Attempts to create a scroll bearing a low-level spell.
- **Invisibility U8** Permits the caster to see invisible objects.
- **The Seal Upon The Powers** Creates a sphere that defends against ritual magic.
- **The Sphere of Impermeable Quiescence** Creates a sphere that defends against psychic magic.
- **Translocation U7** Telekinetically move an object.
- **Excellence G1** Gives the target a combat bonus.
- **Far-Seeing G1** Grants the caster telescopic vision.
- **Nimbleness G1** Gives the target a bonus to their Dexterity.

Fourth Circle

- **Elicitation U7** Reveals the presence and lethality of nearby poisons or toxins.
- **Favouring G4** Allows the target to shrug off some combat damage.
- **Healing G4** Fully heals members of the caster's species.
- **Warding G5** Protects the target from physical attacks.
- **The Blade of Inexorable Dissection G3** Creates a magical longsword.
- **Enhancement and Debilitation G4** Enchant a steel item.
- **Excellence G3** Gives the target a combat bonus.
- **Far-Seeing G2** Grants the caster telescopic vision.
- **Intrepidity G3** Grants nearby allies immunity from panic.
- **Nimbleness G2** Gives the target a bonus to their Dexterity.
- **Radiant Gaze G3** Slays targets with a blast of flame.
- **The Speculum of Retribution** Reflects hostile spells upon the attacker.

Fifth Circle

- **Favouring G7** Allows the targets to shrug off some combat damage.
 - **Healing G5** Restores members of the caster's species to full health.
 - **Acceleration** Vastly increases target's speed.
 - **The Blade of Inexorable Dissection G4** Creates a magical greatsword.
 - **Doomkill G8** Causes an explosion, damaging nearby creatures.
 - **Enhancement and Debilitation G7** Weaken a steel item.
 - **Excellence G7** Gives the targets a combat bonus.
 - **Intrepidity G5** Grants nearby allies immunity from panic.
 - **Radiant Gaze G7** Slays targets with a blast of flame.
 - **Vallation** Creates a wall that moves away from the caster.
- + **The Swift Thrust of Death T1** Fires a bolt of other-planar energy through the target's heart.

Sixth Circle

- **Inscription G10** Attempts to create a scroll bearing a mid-level spell.
- **Warding G10** Protects a structure from magical attacks.
- **Doomkill G10** Causes an explosion, damaging nearby creatures.
- **Enhancement and Debilitation G10** Permanently enchant a suit of heavy armor and weapon.

- + **The Swift Thrust of Death T3** Fires a bolt of other-planar energy through the target's heart.
- + **Tremulation T2** Causes tremors that deafen those in the area.
- + **The Weapon of the Prince of Valour T3** Enchants an edged steel weapon.

Seventh Circle

- **Demonology T8** Summons a demon to negotiate with the caster.
- + **Higher Mastery T2** Give the target a combat bonus.
- + **The Glorious Call T3** Grants nearby allies immunity from fear.
- + **The Replication of Heroes T4** Produces a clone of the target.
- + **The Swift Thrust of Death T4** Fires bolts of other-planar energy through the target's heart.
- + **Tremulation T6** Causes tremors that kill those in the area.
- + **The Weapon of the Prince of Valour T5** Enchants edged steel weapons.
- + **The Winged Disc of the Lord of the Sun T5** A floating disc that bears the caster.

Eighth Circle

- + **Execration T5** Creates a gem that explodes when handled.
- **Demonology T9** Summons two demons to negotiate with the caster.
- + **Higher Mastery T3** Give the target a combat bonus.
- + **The Glorious Call T8** Causes enemies to become panicked.
- **The Muniments of Excellence T8** Creates an impenetrable defensive sphere.
- **Revivification T8** Brings back the target from death.
- + **The Replication of Heroes T7** Produces a clone of each of the targets.
- + **The Swift Thrust of Death T5** Fires bolts of other-planar energy through the target's heart.
- + **Tremulation T7** Causes tremors that kill those in the area.
- + **The Weapon of the Prince of Valour T7** Enchants edged steel weapons.
- + **The Winged Disc of the Lord of the Sun T7** A floating disc that bears the caster.

Ninth Circle

- + **Execration T8** Creates a gem that explodes when handled.
- **Inscription T10** Attempts to create a scroll bearing a high-level spell.
- **Demonology T10** Summons five demons to negotiate with the caster.
- + **Higher Mastery T5** Give the targets a combat bonus.
- + **The Glorious Call T10** Grants an ally permanent immunity from fear.
- **The Muniments of Excellence T10** Creates an impenetrable defensive sphere.
- **Revivification T10** Brings back the target from death.
- + **The Replication of heroes T10** Produces clones of the targets.
- + **The Swift Thrust of Death T9** Fires bolts of other-planar energy through the target's heart.
- + **Tremulation T8** Causes tremors that kill those in the area.
- + **The Weapon of the Prince of Valour T10** Enchants edged steel weapons.
- + **The Winged Disc of the Lord of the Sun T9** A floating disc that bears the caster.

2.4 Chiténg

Cantrips

- **Alleviation U2** Neutralise poisons or toxins affecting the target.
- **Ascertainment U1** Read the surface thoughts of another person.
- **Clairvoyance/Clairaudience U1** See and hear through obstacles.
- **Control of Self U1** Allows the caster to disregard pain.
- **Domination U2** Commands target to perform instinctive tasks.
- **Elicitation U1** Provides a hazy image of the last being to handle an object.
- **Healing U1** Heals a member of the caster's species.
- **Invisibility U2** Makes the subject incredibly difficult to see.
- **Light and Darkness U1** Produces a dim light.
- **Nutrition U3** Provides sustenance to the target.
- **Perceptions of the Energies U2** Determine if nearby objects are enchanted.
- **Phantasms U1** Creates an illusory wall.
- **Robustness U3** Lightens a heavy load.

- **Soporiferousness U2** Causes the target to fall asleep.
- **Terrorisation U2** Causes target to flee, panicked.
- **Translocation U1** Telekinetically move a very light object.
- **Zoïc Domination U2** Crudely control an animal.
- **Empowering G1** Grants the target an attribute bonus.

First Circle

- **Ascertainment U2** Detect hostility or friendliness of the target.
- **Clairvoyance/Clairaudience U2** See into very dark places and hear very faint sounds.
- **Control of Self U2** Allows the caster to disregard pain and staunch their bleeding.
- **Disenchantment U4** Dispells low-level spells.
- **Domination U5** Commands target to perform simple tasks.
- **Elicitation U2** Provides information on magical auras affecting an object.
- **Favouring U6** Allows the target to shrug off some combat damage.
- **Healing U2** Heals a member of the caster's species.
- **Invisibility U3** Makes the subject invisible.
- **Light and Darkness U3** Produces a ball of bright light or pitch darkness.
- **Nutrition U6** Provides sustenance to targets of the caster's species.
- **Perceptions of the Energies U3** Determine hostility of enchantments on nearby objects.
- **Phantasms U3** Creates an illusory individual.
- **Robustness U3** Lightens a heavy load.
- **Soporiferousness U4** Causes the targets to fall asleep.
- **Terrorisation U4** Causes targets to flee, panicked.
- **Translocation U2** Telekinetically move a light object.
- **Warding U4** Protects the caster from physical attacks.
- **The Web of Kriyág, Lover of Spiders** Hurls a net of tangling webs.
- **Zoïc Domination U4** Crudely control the targeted animals.
- **Empowering G2** Grants the target an attribute bonus.

Second Circle

- **Ascertainment U6** Communicate telepathically with a member of the caster's species.
- **Clairvoyance/Clairaudience U5** See into very dark places and hear very faint sounds through obstacles.
- **Control of Self U4** Allows the caster to disregard exhaustion and hold their breath indefinitely.
- **Disenchantment U6** Dispells mid-level spells.
- **Domination U7** Commands targets to perform complex tasks.
- **Elicitation U3** Guides the caster to nearby amounts of a substance.
- **Execration U9** Curses an object to explode when handled.
- **Healing U4** Heals a member of the caster's species.
- **Invisibility U6** Makes the subjects invisible.
- **Light and Darkness U5** Produces a beam of light or darkness.
- **Perceptions of the Energies U4** Determine if spells were recently cast nearby.
- **Phantasms U6** Creates a phantasm that can enter combat.
- **Robustness U7** Lightens two heavy loads.
- **Soporiferousness U5** Causes the targets to fall asleep.
- **Translocation U5** Telekinetically move an object.
- **Transportation** Teleport the targets to a previous location.
- **Warding U5** Protects the caster and a companion from physical attacks.
- **Empowering G6** Grants the targets attribute bonuses.

Third Circle

- **Ascertainment U8** Communicate telepathically with a member of any friendly species.
- **Control of Self U6** Allows the caster to disregard exhaustion, hold their breath indefinitely, and fight while holding their breath.
- **Disenchantment U10** Dispells high-level spells.
- **Elicitation U6** Reveals the inner workings of nearby objects.
- **Healing U8** Regrows a severed/lost limb.
- **Inscription U10** Attempts to create a scroll bearing a low-level spell.
- **Invisibility U8** Permits the caster to see invisible objects.
- **The Seal Upon The Powers** Creates a sphere that defends against ritual magic.

- **The Sphere of Impermeable Quiescence** Creates a sphere that defends against psychic magic.
- **Translocation U7** Telekinetically move an object.
- + **Devitalisation T1** Permanently weakens the target.
- **Excellence G1** Gives the target a combat bonus.
- **Far-Seeing G1** Grants the caster telescopic vision.
- **Nimbleness G1** Gives the target a bonus to their Dexterity.

Fourth Circle

- **Elicitation U7** Reveals the presence and lethality of nearby poisons or toxins.
- **Favouring G4** Allows the target to shrug off some combat damage.
- **Healing G4** Fully heals members of the caster's species.
- **Warding G5** Protects the target from physical attacks.
- **The Blade of Inexorable Dissection G3** Creates a magical longsword.
- + **Devitalisation T4** Permanently weakens the targets.
- **Enhancement and Debilitation G4** Enchant a steel item.
- **Excellence G3** Gives the target a combat bonus.
- **Far-Seeing G2** Grants the caster telescopic vision.
- **Intrepidity G3** Grants nearby allies immunity from panic.
- **Nimbleness G2** Gives the target a bonus to their Dexterity.
- **Radiant Gaze G3** Slays targets with a blast of flame.
- **Vapour of Death** Creates a cloud of toxic gas.

Fifth Circle

- **Favouring G7** Allows the targets to shrug off some combat damage.
- **Healing G5** Restores members of the caster's species to full health.
- **Acceleration** Vastly increases target's speed.
- **The Blade of Inexorable Dissection G4** Creates a magical greatsword.
- **Doomkill G8** Causes an explosion, damaging nearby creatures.
- + **Devitalisation T5** Permanently weakens the targets.
- **Enhancement and Debilitation G7** Weaken a steel item.
- **Excellence G7** Gives the targets a combat bonus.
- **Intrepidity G5** Grants nearby allies immunity from panic.
- **Radiant Gaze G7** Slays targets with a blast of flame.
- **Vallation** Creates a wall that moves away from the caster.

Sixth Circle

- **Inscription G10** Attempts to create a scroll bearing a mid-level spell.
- **Warding G10** Protects a structure from magical attacks.
- **Doomkill G10** Causes an explosion, damaging nearby creatures.
- + **Devitalisation T6** Permanently weakens the targets.
- **Enhancement and Debilitation G10** Permanently enchant a suit of heavy armor and weapon.

Seventh Circle

- **Demonology T8** Summons a demon to negotiate with the caster.
- + **Devitalisation T7** Permanently exhausts the target's spell slots.

Eighth Circle

- **Demonology T9** Summons two demons to negotiate with the caster.
- + **Devitalisation T8** Permanently exhausts the target's spell slots.
- **The Muniments of Excellence T8** Creates an impenetrable defensive sphere.
- **Revivification T8** Brings back the target from death.

Ninth Circle

- **Inscription T10** Attempts to create a scroll bearing a high-level spell.
- **Demonology T10** Summons five demons to negotiate with the caster.
- + **Devitalisation T10** Permanently exhausts the target's spell slots and weakens them.
- **The Muniments of Excellence T10** Creates an impenetrable defensive sphere.
- **Revivification T10** Brings back the target from death.

2.5 Dilinála

Cantrips

- **Alleviation U2** Neutralise poisons or toxins affecting the target.
- **Ascertainment U1** Read the surface thoughts of another person.
- **Clairvoyance/Clairaudience U1** See and hear through obstacles.
- **Control of Self U1** Allows the caster to disregard pain.
- **Domination U2** Commands target to perform instinctive tasks.

- **Elicitation U1** Provides a hazy image of the last being to handle an object.
- **Healing U1** Heals a member of the caster's species.
- **Invisibility U2** Makes the subject incredibly difficult to see.
- **Light and Darkness U1** Produces a dim light.
- **Nutrification U3** Provides sustenance to the target.
- **Perceptions of the Energies U2** Determine if nearby objects are enchanted.
- **Phantasms U1** Creates an illusory wall.
- **Robustness U3** Lightens a heavy load.
- **Soporiferousness U2** Causes the target to fall asleep.
- **Terrorisation U2** Causes target to flee, panicked.
- **Translocation U1** Telekinetically move a very light object.
- **Zoïc Domination U2** Crudely control an animal.
- **Empowering G1** Grants the target an attribute bonus.

First Circle

- **Ascertainment U2** Detect hostility or friendliness of the target.
- **Clairvoyance/Clairaudience U2** See into very dark places and hear very faint sounds.
- **Control of Self U2** Allows the caster to disregard pain and staunch their bleeding.
- **Disenchantment U4** Dispells low-level spells.
- **Domination U5** Commands target to perform simple tasks.
- **Elicitation U2** Provides information on magical auras affecting an object.
- **Favouring U6** Allows the target to shrug off some combat damage.
- **Healing U2** Heals a member of the caster's species.
- **Invisibility U3** Makes the subject invisible.
- **Light and Darkness U3** Produces a ball of bright light or pitch darkness.
- **Nutrification U6** Provides sustenance to targets of the caster's species.
- **Perceptions of the Energies U3** Determine hostility of enchantments on nearby objects.
- **Phantasms U3** Creates an illusory individual.
- **Robustness U5** Lightens a heavy load.
- **Soporiferousness U4** Causes the targets to fall asleep.
- **Terrorisation U4** Causes targets to flee, panicked.

- **Translocation U2** Telekinetically move a light object.
- **Warding U4** Protects the caster from physical attacks.
- **The Web of Kriyág, Lover of Spiders** Hurls a net of tangling webs.
- **Zoïc Domination U4** Crudely control the targeted animals.
- **Empowering G2** Grants the target an attribute bonus.

Second Circle

- **Ascertainment U6** Communicate telepathically with a member of the caster's species.
- **Clairvoyance/Clairaudience U5** See into very dark places and hear very faint sounds through obstacles.
- **Control of Self U4** Allows the caster to disregard exhaustion and hold their breath indefinitely.
- **Disenchantment U6** Dispells mid-level spells.
- **Domination U7** Commands targets to perform complex tasks.
- **Elicitation U3** Guides the caster to nearby amounts of a substance.
- **Execration U9** Curses an object to explode when handled.
- **Healing U4** Heals a member of the caster's species.
- **Invisibility U6** Makes the subjects invisible.
- **Light and Darkness U5** Produces a beam of light or darkness.
- **Perceptions of the Energies U4** Determine if spells were recently cast nearby.
- **Phantasms U6** Creates a phantasm that can enter combat.
- **Robustness U7** Lightens two heavy loads.
- **Soporiferousness U5** Causes the targets to fall asleep.
- **Translocation U5** Telekinetically move an object.
- **Transportation** Teleport the targets to a previous location.
- **Warding U5** Protects the caster and a companion from physical attacks.
- **Zoïc Domination G4** Control the targeted animals.
- **Empowering G6** Grants the targets attribute bonuses.

Third Circle

- **Alleviation G2** Neutralise poisons, toxins, drugs, and alcohol affecting the targets.
- **Ascertainment U8** Communicate telepathically with a member of any friendly species.

- **Control of Self U6** Allows the caster to disregard exhaustion, hold their breath indefinitely, and fight while holding their breath.
- **Disenchantment U10** Dispells high-level spells.
- **Elicitation U6** Reveals the inner workings of nearby objects.
- **Healing U8** Regrows a severed/lost limb.
- **Inscription U10** Attempts to create a scroll bearing a low-level spell.
- **Invisibility U8** Permits the caster to see invisible objects.
- **Phantasms G3** Creates phantasms that can enter combat.
- **The Seal Upon The Powers** Creates a sphere that defends against ritual magic.
- **The Sphere of Impermeable Quiescence** Creates a sphere that defends against psychic magic.
- **Translocation U7** Telekinetically move an object.
- **Zoïc Domination G5** Control a swarm of small animals.
- **Adornment G1** Give the target a bonus to their Charisma.
- **Artfulness G1** Give the target a bonus to skill use.
- **The Hands of Krá the Mighty G2** Crushes targets in invisible pincers.
- **Nimbleness G1** Gives the target a bonus to their Dexterity.
- **Pestilence G2** Inflicts a deadly plague on the target.
- **Prorogation G1** Slows the target.

Fourth Circle

- **Alleviation G4** Neutralise poisons or toxins affecting the target, and cures paralysis.
- **Elicitation U7** Reveals the presence and lethality of nearby poisons or toxins.
- **Healing G4** Fully heals members of the caster's species.
- **Phantasms G7** Creates phantasms that can enter combat.
- **Aeriality G2** Levitate the caster.
- **Warding G5** Protects the target from physical attacks.
- **Adornment G3** Give the targets a bonus to their Charismas.
- **Artfulness G2** Give the target a bonus to skill use.
- **Desiccation G3** Removes the fluids in one of the target's body parts.
- **The Hands of Krá the Mighty G4** Crushes targets in invisible pincers.
- **Nimbleness G2** Gives the target a bonus to their Dexterity.
- **Pestilence G3** Inflicts a deadly plague on the targets.

- **Prorogation G3** Slows the targets.
- **The Speculum of Retribution** Reflects hostile spells upon the attacker.

Fifth Circle

- **Healing G5** Restores members of the caster's species to full health.
 - **Nutrification G7** Provides a feast for targets of the caster's species.
 - **Phantasms G10** Creates phantasms that can enter combat.
 - **Adornment G5** Give the targets a bonus to their Charismas.
 - **Desiccation G5** Removes the fluids in one of the targets' body parts.
 - **The Hands of Krá the Mighty G6** Crushes targets in invisible pincers.
 - **Tranquilisation G6** Protects the caster and allies from poor weather.
 - **Vallation** Creates a wall that moves away from the caster.
- + **The Breath of the Goddess T1** Creates a bubble of air around the caster.

Sixth Circle

- **Inscription G10** Attempts to create a scroll bearing a mid-level spell.
 - **Nutrification G9** Provides a feast for targets of the caster's species.
 - **Aeriality G6** Levitate the targets.
 - **Benefaction** Caster regains spent spell slots.
 - **Tranquilisation G9** Protects the caster and allies from poor weather.
- + **The Breath of the Goddess T4** Creates a bubble of air around the caster and allies.
- + **Acclimatisation** Makes the caster immune to weather.

Seventh Circle

- + **The Well That Waters the World T3** Provides a source of water.
- **Demonology T8** Summons a demon to negotiate with the caster.
 - **Aeriality G9** Levitate the targets.
- + **The Breath of the Goddess T7** Creates a bubble of vacuum.
- + **Envenomisation T4** Poisons the target with a slow-acting poison.
- + **Fructification T3** Makes nearby flora and fauna fertile.
- + **Seismism T4** Causes an earthquake.

Eighth Circle

- + **The Well That Waters the World T6** Provides a source of water.
- **Demonology T9** Summons two demons to negotiate with the caster.
- + **The Hands of Krá the Mighty T5** Crushes targets in invisible pincers.
- **The Muniments of Excellence T8** Creates an impenetrable defensive sphere.
- **Revivification T8** Brings back the target from death.
- + **The Breath of the Goddess T8** Creates a bubble of vacuum.
- + **Fructification T6** Makes a member of the caster's species fertile.
- + **Zooification** Brings nearby vegetation to life.

Ninth Circle

- **Inscription T10** Attempts to create a scroll bearing a high-level spell.
- **Demonology T10** Summons five demons to negotiate with the caster.
- **The Muniments of Excellence T10** Creates an impenetrable defensive sphere.
- **Revivification T10** Brings back the target from death.
- + **The Breath of the Goddess T10** Creates a bubble of air around the caster and allies.
- + **Envenomisation T8** Poisons the targets with a slow-acting poison.
- + **Fructification T8** Increases the yield of nearby crops.
- + **Seismism T9** Causes an earthquake.

2.6 Dlamélish

Cantrips

- **Alleviation U2** Neutralise poisons or toxins affecting the target.
- **Ascertainment U1** Read the surface thoughts of another person.
- **Clairvoyance/Clairaudience U1** See and hear through obstacles.
- **Control of Self U1** Allows the caster to disregard pain.
- **Domination U2** Commands target to perform instinctive tasks.
- **Elicitation U1** Provides a hazy image of the last being to handle an object.
- **Healing U1** Heals a member of the caster's species.
- **Invisibility U2** Makes the subject incredibly difficult to see.
- **Light and Darkness U1** Produces a dim light.

- **Nutrification U3** Provides sustenance to the target.
- **Perceptions of the Energies U2** Determine if nearby objects are enchanted.
- **Phantasms U1** Creates an illusory wall.
- **Robustness U3** Lightens a heavy load.
- **Soporiferousness U2** Causes the target to fall asleep.
- **Terrorisation U2** Causes target to flee, panicked.
- **Translocation U1** Telekinetically move a very light object.
- **Zoïc Domination U2** Crudely control an animal.
- **Empowering G1** Grants the target an attribute bonus.
- **Semblances G1** Creates an illusion.

First Circle

- **Ascertainment U2** Detect hostility or friendliness of the target.
- **Clairvoyance/Clairaudience U2** See into very dark places and hear very faint sounds.
- **Control of Self U2** Allows the caster to disregard pain and staunch their bleeding.
- **Disenchantment U4** Dispells low-level spells.
- **Domination U5** Commands target to perform simple tasks.
- **Elicitation U2** Provides information on magical auras affecting an object.
- **Favouring U6** Allows the target to shrug off some combat damage.
- **Healing U2** Heals a member of the caster's species.
- **Invisibility U3** Makes the subject invisible.
- **Light and Darkness U3** Produces a ball of bright light or pitch darkness.
- **Nutrification U6** Provides sustenance to targets of the caster's species.
- **Perceptions of the Energies U3** Determine hostility of enchantments on nearby objects.
- **Phantasms U3** Creates an illusory individual.
- **Robustness U5** Lightens a heavy load.
- **Soporiferousness U4** Causes the targets to fall asleep.
- **Terrorisation U4** Causes targets to flee, panicked.
- **Translocation U2** Telekinetically move a light object.
- **Warding U4** Protects the caster from physical attacks.
- **The Web of Kriyág, Lover of Spiders** Hurls a net of tangling webs.
- **Zoïc Domination U4** Crudely control the targeted animals.

- **Empowering G2** Grants the target an attribute bonus.
- **Semblances G2** Creates an illusion.

Second Circle

- **Ascertainment U6** Communicate telepathically with a member of the caster's species.
- **Clairvoyance/Clairaudience U5** See into very dark places and hear very faint sounds through obstacles.
- **Control of Self U4** Allows the caster to disregard exhaustion and hold their breath indefinitely.
- **Disenchantment U6** Dispells mid-level spells.
- **Domination U7** Commands targets to perform complex tasks.
- **Elicitation U3** Guides the caster to nearby amounts of a substance.
- **Execration U9** Curses an object to explode when handled.
- **Healing U4** Heals a member of the caster's species.
- **Invisibility U6** Makes the subjects invisible.
- **Light and Darkness U5** Produces a beam of light or darkness.
- **Perceptions of the Energies U4** Determine if spells were recently cast nearby.
- **Phantasms U6** Creates a phantasm that can enter combat.
- **Robustness U7** Lightens two heavy loads.
- **Soporiferousness U5** Causes the targets to fall asleep.
- **Translocation U5** Telekinetically move an object.
- **Transportation** Teleport the targets to a previous location.
- **Warding U5** Protects the caster and a companion from physical attacks.
- **Zoïc Domination G4** Control the targeted animals.
- **Empowering G6** Grants the targets attribute bonuses.
- **Semblances G4** Creates an illusion.

Third Circle

- **Alleviation G2** Neutralise poisons, toxins, drugs, and alcohol affecting the targets.
- **Ascertainment U8** Communicate telepathically with a member of any friendly species.
- **Control of Self U6** Allows the caster to disregard exhaustion, hold their breath indefinitely, and fight while holding their breath.
- **Disenchantment U10** Dispells high-level spells.

- **Elicitation U6** Reveals the inner workings of nearby objects.
- **Healing U8** Regrows a severed/lost limb.
- **Inscription U10** Attempts to create a scroll bearing a low-level spell.
- **Invisibility U8** Permits the caster to see invisible objects.
- **Phantasms G3** Creates phantasms that can enter combat.
- **The Seal Upon The Powers** Creates a sphere that defends against ritual magic.
- **The Sphere of Impermeable Quiescence** Creates a sphere that defends against psychic magic.
- **Translocation U7** Telekinetically move an object.
- **Zoïc Domination G5** Control a swarm of small animals.
- **Adornment G1** Give the target a bonus to their Charisma.
- **Artfulness G1** Give the target a bonus to skill use.
- **The Hands of Krá the Mighty G2** Crushes targets in invisible pincers.
- **Nimbleness G1** Gives the target a bonus to their Dexterity.
- **Pestilence G2** Inflicts a deadly plague on the target.
- **Prorogation G1** Slows the target.

Fourth Circle

- **Alleviation G4** Neutralise poisons or toxins affecting the target, and cures paralysis.
- **Elicitation U7** Reveals the presence and lethality of nearby poisons or toxins.
- **Healing G4** Fully heals members of the caster's species.
- **Phantasms G7** Creates phantasms that can enter combat.
- **Aeriality G2** Levitate the caster.
- **Adornment G3** Give the targets a bonus to their Charismas.
- **Artfulness G2** Give the target a bonus to skill use.
- **The Hands of Krá the Mighty G4** Crushes targets in invisible pincers.
- **Nimbleness G2** Gives the target a bonus to their Dexterity.
- **Pestilence G3** Inflicts a deadly plague on the targets.
- **Prorogation G3** Slows the targets.
- **The Speculum of Retribution** Reflects hostile spells upon the attacker.

Fifth Circle

- **Healing G5** Restores members of the caster's species to full health.
- **Nutrification G7** Provides a feast for targets of the caster's species.
- **Phantasms G10** Creates phantasms that can enter combat.
- **Aeriality G4** Levitate the target.
- **Adornment G5** Give the targets a bonus to their Charismas.
- **The Hands of Krá the Mighty G6** Crushes targets in invisible pincers.
- **Vallation** Creates a wall that moves away from the caster.

Sixth Circle

- **Inscription G10** Attempts to create a scroll bearing a mid-level spell.
- **Nutrification G9** Provides a feast for targets of the caster's species.
- **Aeriality G6** Levitate the targets.
- **Benefaction** Caster regains spent spell slots.
- **Concupiscence T1** Causes the target to collapse in ecstasy.
- **Emulation T1** Disguises the caster.

Seventh Circle

- **Demonology T8** Summons a demon to negotiate with the caster.
- **Aeriality G9** Levitate the targets.
- **Concupiscence T4** Causes the targets to collapse in ecstasy.
- **Emulation T3** Disguises the caster as someone specific.
- **Enthralment T2** Causes the target to fall in love with the caster.
- **The Polychrest of the Third Octant T3** Makes the target immune to fatigue.
- **Potence and Rejuvenescence T2** Gives the targets sexual stamina.

Eighth Circle

- **Demonology T9** Summons two demons to negotiate with the caster.
- **The Muniments of Excellence T8** Creates an impenetrable defensive sphere.
- **Revivification T8** Brings back the target from death.
- **The Emerald Paramour** Summons a dæmon to kill the target.
- **Emulation T7** Disguises the caster and an ally.
- **Enthralment T2** Causes the target to fall in love with the caster.

- **Imbition** Uses failed spells targeting the caster to replenish their casting ability.
- **The Polychrest of the Third Octant T7** Makes the target immune to fatigue.

Ninth Circle

- **Inscription T10** Attempts to create a scroll bearing a high-level spell.
- **Demonology T10** Summons five demons to negotiate with the caster.
- **The Muniments of Excellence T10** Creates an impenetrable defensive sphere.
- **Revivification T10** Brings back the target from death.
- **Concupiscence T8** Causes the target to die in ecstasy.
- **Potence and Rejuvenescence T8** Gives the targets sexual stamina.

2.7 Drá

Cantrips

- **Alleviation U2** Neutralise poisons or toxins affecting the target.
- **Ascertainment U1** Read the surface thoughts of another person.
- **Clairvoyance/Clairaudience U1** See and hear through obstacles.
- **Control of Self U1** Allows the caster to disregard pain.
- **Domination U2** Commands target to perform instinctive tasks.
- **Elicitation U1** Provides a hazy image of the last being to handle an object.
- **Healing U1** Heals a member of the caster's species.
- **Invisibility U2** Makes the subject incredibly difficult to see.
- **Light and Darkness U1** Produces a dim light.
- **Nutrition U3** Provides sustenance to the target.
- **Perceptions of the Energies U2** Determine if nearby objects are enchanted.
- **Phantasms U1** Creates an illusory wall.
- **Robustness U3** Lightens a heavy load.
- **Soporiferousness U2** Causes the target to fall asleep.
- **Terrorisation U2** Causes target to flee, panicked.
- **Translocation U1** Telekinetically move a very light object.
- **Zoïc Domination U2** Crudely control an animal.
- **Semblances G1** Creates an illusion.

First Circle

- **Ascertainment U2** Detect hostility or friendliness of the target.
- **Clairvoyance/Clairaudience U2** See into very dark places and hear very faint sounds.
- **Control of Self U2** Allows the caster to disregard pain and staunch their bleeding.
- **Disenchantment U4** Dispells low-level spells.
- **Domination U5** Commands target to perform simple tasks.
- **Elicitation U2** Provides information on magical auras affecting an object.
- **Favouring U6** Allows the target to shrug off some combat damage.
- **Healing U2** Heals a member of the caster's species.
- **Invisibility U3** Makes the subject invisible.
- **Light and Darkness U3** Produces a ball of bright light or pitch darkness.
- **Nutrition U6** Provides sustenance to targets of the caster's species.
- **Perceptions of the Energies U3** Determine hostility of enchantments on nearby objects.
- **Phantasms U3** Creates an illusory individual.
- **Robustness U5** Lightens a heavy load.
- **Soporiferousness U4** Causes the targets to fall asleep.
- **Terrorisation U4** Causes targets to flee, panicked.
- **Translocation U2** Telekinetically move a light object.
- **Warding U4** Protects the caster from physical attacks.
- **The Web of Kriyág, Lover of Spiders** Hurls a net of tangling webs.
- **Zoic Domination U4** Crudely control the targeted animals.
- **Semblances G2** Creates an illusion.

Second Circle

- **Ascertainment U6** Communicate telepathically with a member of the caster's species.
- **Clairvoyance/Clairaudience U5** See into very dark places and hear very faint sounds through obstacles.
- **Control of Self U4** Allows the caster to disregard exhaustion and hold their breath indefinitely.
- **Disenchantment U6** Dispells mid-level spells.
- **Domination U7** Commands targets to perform complex tasks.
- **Elicitation U3** Guides the caster to nearby amounts of a substance.

- **Execration U9** Curses an object to explode when handled.
- **Healing U4** Heals a member of the caster's species.
- **Invisibility U6** Makes the subjects invisible.
- **Light and Darkness U5** Produces a beam of light or darkness.
- **Perceptions of the Energies U4** Determine if spells were recently cast nearby.
- **Phantasms U6** Creates a phantasm that can enter combat.
- **Robustness U7** Lightens two heavy loads.
- **Soporiferousness U5** Causes the targets to fall asleep.
- **Translocation U5** Telekinetically move an object.
- **Transportation** Teleport the targets to a previous location.
- **Warding U5** Protects the caster and a companion from physical attacks.
- **Semblances G4** Creates an illusion.
- **Visitations of Other Planes G4** Shows the caster nearby nexus points.

Third Circle

- **Ascertainment U8** Communicate telepathically with a member of any friendly species.
- **Control of Self U6** Allows the caster to disregard exhaustion, hold their breath indefinitely, and fight while holding their breath.
- **Disenchantment U10** Dispells high-level spells.
- **Elicitation U6** Reveals the inner workings of nearby objects.
- **Healing U8** Regrows a severed/lost limb.
- **Inscription U10** Attempts to create a scroll bearing a low-level spell.
- **Invisibility U8** Permits the caster to see invisible objects.
- **Light and Darkness G2** Blinds target with light or darkness.
- **Perceptions of the Energies G2** Determine if nearby creatures are enchanted.
- **The Seal Upon The Powers** Creates a sphere that defends against ritual magic.
- **The Sphere of Impermeable Quiescence** Creates a sphere that defends against psychic magic.
- **Translocation U7** Telekinetically move an object.
- **The Blessing of the Planes G1** Gives the caster additional protection against magic.
- **Derangement G2** Drives the targets temporarily insane.
- **Visitations of Other Planes G8** Opens a nexus point, allowing travel.

Fourth Circle

- **Domination G5** Temporarily grants the caster full control over a target.
- **Elicitation U7** Reveals the presence and lethality of nearby poisons or toxins.
- **Aeriality G2** Levitate the caster.
- **Warding G5** Protects the target from physical attacks.
- **The Blessing of the Planes G3** Gives the target additional protection against magic.
- **Comprehension G3** Permits the caster to understand modern languages.
- **Derangement G5** Drives the targets temporarily insane.
- **The Speculum of Retribution** Reflects hostile spells upon the attacker.
- **Visitations of Other Planes G10** Opens a nexus point, allowing travel.

Fifth Circle

- **Ascertainment G8** Communicate telepathically with multiple members of the caster's species.
 - **Guarding** Protect an area from magic.
 - **Aeriality G4** Levitate the target.
 - **Acceleration** Vastly increases target's speed.
 - **Comprehension G5** Permits the caster to understand ancient languages.
 - **Derangement G8** Drives the targets permanently insane.
 - **Doomkill G8** Causes an explosion, damaging nearby creatures.
 - **Tranquilisation G6** Protects the caster and allies from poor weather.
 - **Vallation** Creates a wall that moves away from the caster.
- + **The Ritual of the Purified Sphere T1** Protects an area against minions of Change.

Sixth Circle

- **Ascertainment G10** Communicate telepathically with similarly-trained casters over a long distance.
- **Apathy T1** Suffuses the caster with a deep and overwhelming ennui.
- **Domination G10** Permanently grants the caster full control over a target.
- **Inscription G10** Attempts to create a scroll bearing a mid-level spell.
- **The Hymnal of the Lord of Light T3** Illuminate the caster's face, driving off opponents.

- **Aeriality G6** Levitate the targets.
- **Warding G10** Protects a structure from magical attacks.
- **Benefaction** Caster regains spent spell slots.
- **The Blessing of the Planes G9** Gives the targets additional protection against magic.
- **Comprehension G9** Permits the caster to understand modern Mihállí and safely read cursed text.
- **Doomkill G10** Causes an explosion, damaging nearby creatures.
- **Tranquilisation G9** Protects the caster and allies from poor weather.
- + **The Fulguration of Imminent Grandeur T2** Fires a beam of light at the targets.
- + **The Ritual of the Purified Sphere T3** Protects an area against minions of Change.

Seventh Circle

- **Apathy T3** Overwhelms the targets with a deep and overwhelming ennui.
- **The Hymnal of the Lord of Light T5** Illuminate the caster's face, driving off opponents.
- **Demonology T8** Summons a demon to negotiate with the caster.
- **Eternal Bastion of Unabridged Silence** Protect an area from magic.
- **Aeriality G9** Levitate the targets.
- + **Metastasis T5** Teleport the caster to a previous location.
- + **The Fulguration of Imminent Grandeur T4** Fires a beam of light at the targets.
- + **The Globe of Distant Discernment T3** See at a distance.
- + **The Negation of Instability T2** Dispells phantasms.
- + **The Power of Ultimate Perfection T3** Send a demon of the Tlokiri-qaluyál home.
- + **The Ritual of the Purified Sphere T5** Protects an area against minions of Change.

Eighth Circle

- **Apathy T7** Overwhelms more targets with a deep and overwhelming ennui.
- **The Hymnal of the Lord of Light T8** Creates an illuminated double of the caster.
- **Demonology T9** Summons two demons to negotiate with the caster.

- + **The Inimitable Defender T4** Protects the caster and a companion from magic.
- + **Metastasis T8** Teleport the targets to a previous location.
 - **The Muniments of Excellence T8** Creates an impenetrable defensive sphere.
 - **Revivification T8** Brings back the target from death.
- + **The Fulguration of Imminent Grandeur T7** Fires a beam of light at the targets.
- + **The Globe of Distant Discernment T7** See at a distance.
- + **The Negation of Instability T4** Dispells phantasms.
- + **Peaceful Repose** Grants the target a peaceful night's sleep.
- + **The Power of Ultimate Perfection T7** Send demons of the Tlokiri-qaluyál home.
- + **The Ritual of the Purified Sphere T7** Protects an area against minions of Change.

Ninth Circle

- **Inscription T10** Attempts to create a scroll bearing a high-level spell.
- **The Hymnal of the Lord of Light T10** Creates an illuminated double of the caster.
- **Demonology T10** Summons five demons to negotiate with the caster.
- + **The Inimitable Defender T9** Creates a magical fortification.
- + **Metastasis T10** Teleport the targets to a previous location.
 - **The Muniments of Excellence T10** Creates an impenetrable defensive sphere.
 - **Revivification T10** Brings back the target from death.
- + **The Globe of Distant Discernment T9** See at a distance.
- + **The Ritual of the Purified Sphere T10** Protects an area against minions of Change.

2.8 Durritlámish

Cantrips

- **Alleviation U2** Neutralise poisons or toxins affecting the target.
- **Ascertainment U1** Read the surface thoughts of another person.
- **Clairvoyance/Clairaudience U1** See and hear through obstacles.
- **Control of Self U1** Allows the caster to disregard pain.

- **Domination U2** Commands target to perform instinctive tasks.
- **Elicitation U1** Provides a hazy image of the last being to handle an object.
- **Healing U1** Heals a member of the caster's species.
- **Invisibility U2** Makes the subject incredibly difficult to see.
- **Light and Darkness U1** Produces a dim light.
- **Nutrification U3** Provides sustenance to the target.
- **Perceptions of the Energies U2** Determine if nearby objects are enchanted.
- **Phantasms U1** Creates an illusory wall.
- **Robustness U3** Lightens a heavy load.
- **Soporiferousness U2** Causes the target to fall asleep.
- **Terrorisation U2** Causes target to flee, panicked.
- **Translocation U1** Telekinetically move a very light object.
- **Zoïc Domination U2** Crudely control an animal.
- **Necromantic Domination G4** Grants control over the undead.
- **Semblances G1** Creates an illusion.

First Circle

- **Ascertainment U2** Detect hostility or friendliness of the target.
- **Clairvoyance/Clairaudience U2** See into very dark places and hear very faint sounds.
- **Control of Self U2** Allows the caster to disregard pain and staunch their bleeding.
- **Disenchantment U4** Dispells low-level spells.
- **Domination U5** Commands target to perform simple tasks.
- **Elicitation U2** Provides information on magical auras affecting an object.
- **Favouring U6** Allows the target to shrug off some combat damage.
- **Healing U2** Heals a member of the caster's species.
- **Invisibility U3** Makes the subject invisible.
- **Light and Darkness U3** Produces a ball of bright light or pitch darkness.
- **Nutrification U6** Provides sustenance to targets of the caster's species.
- **Perceptions of the Energies U3** Determine hostility of enchantments on nearby objects.
- **Phantasms U3** Creates an illusory individual.
- **Robustness U5** Lightens a heavy load.

- **Soporiferousness U4** Causes the targets to fall asleep.
- **Terrorisation U4** Causes targets to flee, panicked.
- **Translocation U2** Telekinetically move a light object.
- **Warding U4** Protects the caster from physical attacks.
- **The Web of Kriyág, Lover of Spiders** Hurls a net of tangling webs.
- **Zoïc Domination U4** Crudely control the targeted animals.
- **Necromantic Domination G10** Grants control over the undead.
- **Semblances G2** Creates an illusion.

Second Circle

- **Ascertainment U6** Communicate telepathically with a member of the caster's species.
- **Clairvoyance/Clairaudience U5** See into very dark places and hear very faint sounds through obstacles.
- **Control of Self U4** Allows the caster to disregard exhaustion and hold their breath indefinitely.
- **Disenchantment U6** Dispells mid-level spells.
- **Domination U7** Commands targets to perform complex tasks.
- **Elicitation U3** Guides the caster to nearby amounts of a substance.
- **Execration U9** Curses an object to explode when handled.
- **Healing U4** Heals a member of the caster's species.
- **Invisibility U6** Makes the subjects invisible.
- **Light and Darkness U5** Produces a beam of light or darkness.
- **Perceptions of the Energies U4** Determine if spells were recently cast nearby.
- **Phantasms U6** Creates a phantasm that can enter combat.
- **Robustness U7** Lightens two heavy loads.
- **Soporiferousness U5** Causes the targets to fall asleep.
- **Translocation U5** Telekinetically move an object.
- **Transportation** Teleport the targets to a previous location.
- **Warding U5** Protects the caster and a companion from physical attacks.
- **Semblances G4** Creates an illusion.
- **Visitations of Other Planes G4** Shows the caster nearby nexus points.

Third Circle

- **Ascertainment U8** Communicate telepathically with a member of any friendly species.
- **Control of Self U6** Allows the caster to disregard exhaustion, hold their breath indefinitely, and fight while holding their breath.
- **Disenchantment U10** Dispells high-level spells.
- **Elicitation U6** Reveals the inner workings of nearby objects.
- **Healing U8** Regrows a severed/lost limb.
- **Inscription U10** Attempts to create a scroll bearing a low-level spell.
- **Invisibility U8** Permits the caster to see invisible objects.
- **Perceptions of the Energies G2** Determine if nearby creatures are enchanted.
- **The Seal Upon The Powers** Creates a sphere that defends against ritual magic.
- **The Sphere of Impermeable Quiescence** Creates a sphere that defends against psychic magic.
- **Translocation U7** Telekinetically move an object.
- **The Blessing of the Planes G1** Gives the caster additional protection against magic.
- **Derangement G2** Drives the targets temporarily insane.
- **The Hands of Krá the Mighty G2** Crushes targets in invisible pincers.
- **Pestilence G2** Inflicts a deadly plague on the target.
- **Prorogation G1** Slows the target.
- **Sagacity G1** Temporarily increases the target's intelligence.
- **Stealth G1** Grants the caster a bonus to hide.
- **Visitations of Other Planes G8** Opens a nexus point, allowing travel.

Fourth Circle

- **Domination G5** Temporarily grants the caster full control over a target.
- + **Domination T1** Erases the target's memories of the past day.
- **Elicitation U7** Reveals the presence and lethality of nearby poisons or toxins.
- **The Blessing of the Planes G3** Gives the target additional protection against magic.
- **Derangement G5** Drives the targets temporarily insane.
- **Desiccation G3** Removes the fluids in one of the target's body parts.
- **Enhancement and Debilitation G4** Enchant a steel item.

- **The Hands of Krá the Mighty G4** Crushes targets in invisible pincers.
 - **Pestilence G3** Inflicts a deadly plague on the targets.
 - **Prorogation G3** Slows the targets.
 - **Sagacity G2** Temporarily increases the target's intelligence.
 - **The Speculum of Retribution** Reflects hostile spells upon the attacker.
 - **Stealth G3** Grants the targets a bonus to hide.
 - **Vapour of Death** Creates a cloud of toxic gas.
 - **Visitations of Other Planes G10** Opens a nexus point, allowing travel.
- + **Necrofacture T3** Turns one corpse into a Mrúr

Fifth Circle

- **Ascertainment G8** Communicate telepathically with multiple members of the caster's species.
- + **Domination T3** Erases the target's memories of the past week.
- **Guarding** Protect an area from magic.
 - **Derangement G8** Drives the targets permanently insane.
 - **Desiccation G5** Removes the fluids in one of the targets' body parts.
 - **Enhancement and Debilitation G7** Weaken a steel item.
 - **The Hands of Krá the Mighty G6** Crushes targets in invisible pincers.
 - **Stealth G5** Grants the targets a bonus to hide.
 - **Vallation** Creates a wall that moves away from the caster.
- + **Necrofacture T5** Turns one corpse into a Shédra

Sixth Circle

- **Ascertainment G10** Communicate telepathically with similarly-trained casters over a long distance.
 - **Domination G10** Permanently grants the caster full control over a target.
- + **Domination T5** Erases the targets' memories of the past month.
- **Inscription G10** Attempts to create a scroll bearing a mid-level spell.
- + **The Eradicator of Veracity T3** Create a false history for an object.
- **Necrophobia T1** Causes target to flee nearby undead, panicked.
 - **The Blessing of the Planes G9** Gives the targets additional protection against magic.
 - **Enhancement and Debilitation G10** Permanently enchant a suit of heavy armor and weapon.

- **Reanimation G9** Brings a dead person back in a temporary body.
- + **Hebetation of the Intellect T3** Strips the target of their intellect.
- + **Necrofacture T6** Turns several corpses into Mrúr
- + **Vermiculation T5** Summons the Worms of Death.

Seventh Circle

- + **Domination T6** Erases the target's entire memory.
- + **The Eradicator of Veracity T7** Change an object's apparent enchantment.
- **Demonology T8** Summons a demon to negotiate with the caster.
- **Eternal Bastion of Unabridged Silence** Protect an area from magic.
- **Necrophobia T4** Causes targets to flee nearby undead, panicked.
- + **The Bulwark of Amber T2** Turns failed spells that target the caster into energy.
- + **Depuration T4** Transforms steel armour into copper.
- + **Hebetation of the Intellect T5** Strips the targets of their intellect.
- + **Necrofacture T8** Turns several corpses into Shédra
- + **The Summoning of the Spectral Hosts T4** Summons nearby undead to serve the caster.
- + **Vermiculation T7** Summons the Worms of Death.

Eighth Circle

- + **Domination T8** Compells the targets to undertake a mission.
- + **The Eradicator of Veracity T9** Renders the target invisible to divination.
- **Demonology T9** Summons two demons to negotiate with the caster.
- **Necrophobia T7** Causes targets to fear death and flee, panicked.
- **The Muniments of Excellence T8** Creates an impenetrable defensive sphere.
- **Revivification T8** Brings back the target from death.
- + **The Bulwark of Amber T4** Turns failed spells that target the caster into energy.
- + **Depuration T8** Transforms enchanted armour into copper.
- + **Hebetation of the Intellect T8** Permanently removes the intellect of the target.
- + **Necrofacture T9** Turns one corpse into a Shédra

- + **The Summoning of the Spectral Hosts T6** Summons nearby undead to serve the caster.
- + **Vermiculation T9** Summons the Worms of the Night.

Ninth Circle

- + **Domination T10** Places a psychic trap on a target.
 - **Inscription T10** Attempts to create a scroll bearing a high-level spell.
- + **The Eradicator of Veracity T10** Gives the target a new identity.
 - **Demonology T10** Summons five demons to negotiate with the caster.
 - **Necrophobia T10** Creates an aura of death that drives away non-allies.
 - **The Muniments of Excellence T10** Creates an impenetrable defensive sphere.
 - **Revivification T10** Brings back the target from death.
- + **The Bulwark of Amber T9** Turns failed spells that target the caster into energy.
- + **Depuration T10** Enchants copper armour.
- + **Hebetation of the Intellect T10** Transfers a corpse's persona into the target's body.
- + **Necrofacture T10** Transforms the caster into an undead.
- + **The Summoning of the Spectral Hosts T8** Summons nearby undead to serve the caster.
- + **Vermiculation T10** Summons dormant Worms of Death.

2.9 Grugánu

Cantrips

- **Alleviation U2** Neutralise poisons or toxins affecting the target.
- **Ascertainment U1** Read the surface thoughts of another person.
- **Clairvoyance/Clairaudience U1** See and hear through obstacles.
- **Control of Self U1** Allows the caster to disregard pain.
- **Domination U2** Commands target to perform instinctive tasks.
- **Elicitation U1** Provides a hazy image of the last being to handle an object.
- **Healing U1** Heals a member of the caster's species.
- **Invisibility U2** Makes the subject incredibly difficult to see.
- **Light and Darkness U1** Produces a dim light.
- **Nutrition U3** Provides sustenance to the target.

- **Perceptions of the Energies U2** Determine if nearby objects are enchanted.
- **Phantasms U1** Creates an illusory wall.
- **Robustness U3** Lightens a heavy load.
- **Soporiferousness U2** Causes the target to fall asleep.
- **Terrorisation U2** Causes target to flee, panicked.
- **Translocation U1** Telekinetically move a very light object.
- **Zoïc Domination U2** Crudely control an animal.
- **Necromantic Domination G4** Grants control over the undead.

First Circle

- **Ascertainment U2** Detect hostility or friendliness of the target.
- **Clairvoyance/Clairaudience U2** See into very dark places and hear very faint sounds.
- **Control of Self U2** Allows the caster to disregard pain and staunch their bleeding.
- **Disenchantment U4** Dispells low-level spells.
- **Domination U5** Commands target to perform simple tasks.
- **Elicitation U2** Provides information on magical auras affecting an object.
- **Favouring U6** Allows the target to shrug off some combat damage.
- **Healing U2** Heals a member of the caster's species.
- **Invisibility U3** Makes the subject invisible.
- **Light and Darkness U3** Produces a ball of bright light or pitch darkness.
- **Nutrification U6** Provides sustenance to targets of the caster's species.
- **Perceptions of the Energies U3** Determine hostility of enchantments on nearby objects.
- **Phantasms U3** Creates an illusory individual.
- **Robustness U5** Lightens a heavy load.
- **Soporiferousness U4** Causes the targets to fall asleep.
- **Terrorisation U4** Causes targets to flee, panicked.
- **Translocation U2** Telekinetically move a light object.
- **Warding U4** Protects the caster from physical attacks.
- **The Web of Kriyág, Lover of Spiders** Hurls a net of tangling webs.
- **Zoïc Domination U4** Crudely control the targeted animals.
- **Necromantic Domination G10** Grants control over the undead.

Second Circle

- **Ascertainment U6** Communicate telepathically with a member of the caster's species.
- **Clairvoyance/Clairaudience U5** See into very dark places and hear very faint sounds through obstacles.
- **Control of Self U4** Allows the caster to disregard exhaustion and hold their breath indefinitely.
- **Disenchantment U6** Dispells mid-level spells.
- **Domination U7** Commands targets to perform complex tasks.
- **Elicitation U3** Guides the caster to nearby amounts of a substance.
- **Execration U9** Curses an object to explode when handled.
- **Healing U4** Heals a member of the caster's species.
- **Invisibility U6** Makes the subjects invisible.
- **Light and Darkness U5** Produces a beam of light or darkness.
- **Perceptions of the Energies U4** Determine if spells were recently cast nearby.
- **Phantasms U6** Creates a phantasm that can enter combat.
- **Robustness U7** Lightens two heavy loads.
- **Soporiferousness U5** Causes the targets to fall asleep.
- **Translocation U5** Telekinetically move an object.
- **Transportation** Teleport the targets to a previous location.
- **Warding U5** Protects the caster and a companion from physical attacks.
- **Visitations of Other Planes G4** Shows the caster nearby nexus points.

Third Circle

- **Alleviation G2** Neutralise poisons, toxins, drugs, and alcohol affecting the targets.
- **Ascertainment U8** Communicate telepathically with a member of any friendly species.
- **Control of Self U6** Allows the caster to disregard exhaustion, hold their breath indefinitely, and fight while holding their breath.
- **Disenchantment U10** Dispells high-level spells.
- **Elicitation U6** Reveals the inner workings of nearby objects.
- **Healing U8** Regrows a severed/lost limb.
- **Inscription U10** Attempts to create a scroll bearing a low-level spell.
- **Invisibility U8** Permits the caster to see invisible objects.

- **Perceptions of the Energies G2** Determine if nearby creatures are enchanted.
- **Phantasms G3** Creates phantasms that can enter combat.
- **The Seal Upon The Powers** Creates a sphere that defends against ritual magic.
- **The Sphere of Impermeable Quiescence** Creates a sphere that defends against psychic magic.
- **Translocation U7** Telekinetically move an object.
- **Artfulness G1** Give the target a bonus to skill use.
- **The Blessing of the Planes G1** Gives the caster additional protection against magic.
- **Prorogation G1** Slows the target.
- **Sagacity G1** Temporarily increases the target's intelligence.
- **Stealth G1** Grants the caster a bonus to hide.
- **Visitations of Other Planes G8** Opens a nexus point, allowing travel.

Fourth Circle

- **Alleviation G4** Neutralise poisons or toxins affecting the target, and cures paralysis.
- **Domination G5** Temporarily grants the caster full control over a target.
- **Elicitation U7** Reveals the presence and lethality of nearby poisons or toxins.
- **Phantasms G7** Creates phantasms that can enter combat.
- **Aeriality G2** Levitate the caster.
- **Artfulness G2** Give the target a bonus to skill use.
- **The Blessing of the Planes G3** Gives the target additional protection against magic.
- **Comprehension G3** Permits the caster to understand modern languages.
- **Desiccation G3** Removes the fluids in one of the target's body parts.
- **The Missile of Metállja G4** Slays or incapacitates the target.
- **Prorogation G3** Slows the targets.
- **Sagacity G2** Temporarily increases the target's intelligence.
- **The Speculum of Retribution** Reflects hostile spells upon the attacker.
- **Stealth G3** Grants the targets a bonus to hide.
- **Vapour of Death** Creates a cloud of toxic gas.
- **Visitations of Other Planes G10** Opens a nexus point, allowing travel.

Fifth Circle

- **Ascertainment G8** Communicate telepathically with multiple members of the caster's species.
- **Elicitation G4** Guides the caster to a nearby object.
- **Phantasms G10** Creates phantasms that can enter combat.
- **Guarding** Protect an area from magic.
- **Aeriality G4** Levitate the target.
- **Comprehension G5** Permits the caster to understand ancient languages.
- **Desiccation G5** Removes the fluids in one of the targets' body parts.
- **The Missile of Metállja G6** Slays or incapacitates the targets.
- **The Attainment of Enlightenment T2** Grants the caster temporary access to unknown spells.
- **Stealth G5** Grants the targets a bonus to hide.
- **Vallation** Creates a wall that moves away from the caster.
- + **The Comprehension of Devices T2** Gives the caster information on an artifact.

Sixth Circle

- **Ascertainment G10** Communicate telepathically with similarly-trained casters over a long distance.
- **Domination G10** Permanently grants the caster full control over a target.
- **Inscription G10** Attempts to create a scroll bearing a mid-level spell.
- **Aeriality G6** Levitate the targets.
- **Benefaction** Caster regains spent spell slots.
- **The Blessing of the Planes G9** Gives the targets additional protection against magic.
- **Comprehension G9** Permits the caster to understand modern Mihállí and safely read cursed text.
- **The Attainment of Enlightenment T5** Grants the caster temporary access to unknown spells.
- + **The Affable Blight of Lord Uní T1** Creates a patch of deadly mould.
- + **The Azure Scarab T4** Allows the caster to save spell slots for a day.
- + **The Comprehension of Devices T4** Gives the caster and a comrade information on an artifact.
- + **The Food of the Ssú T1** Creates a patch of indigenous vegetation.
- + **The Obsidian Obelisk T2** Creates an obelisk that shields the caster.

Seventh Circle

- **Demonology T8** Summons a demon to negotiate with the caster.
- **Eternal Bastion of Unabridged Silence** Protect an area from magic.
- **Aeriality G9** Levitate the targets.
- **The Attainment of Enlightenment T7** Grants the caster temporary access to unknown spells.
- + **The Affable Blight of Lord Uní T3** Creates a patch of deadly mould.
- + **The Azure Scarab T6** Allows the caster to save spell slots for a week.
- + **The Comprehension of Devices T5** The caster may attempt to repair an Eye.
- + **The Food of the Ssú T2** Creates a patch of indigenous vegetation.
- + **Replication of the Mighty T4** Creates a clone of the caster.
- + **The Web of Refulgent Command T4** Command androids and phantasms.

Eighth Circle

- **Demonology T9** Summons two demons to negotiate with the caster.
- **The Attainment of Enlightenment T9** Grants the caster temporary access to unknown spells.
- **The Muniments of Excellence T8** Creates an impenetrable defensive sphere.
- **Revivification T8** Brings back the target from death.
- + **The Affable Blight of Lord Uní T7** Creates a patch of deadly mould.
- + **The Antechamber of the Blue Room T6** Sends the target to the Blue Room.
- + **The Azure Scarab T8** Allows the caster to save spell slots for a week.
- + **The Comprehension of Devices T8** The caster can deflect energy from ancient devices.
- + **The Food of the Ssú T5** Creates a patch of indigenous vegetation.
- + **The Obsidian Obelisk T6** Creates an obelisk that shields the caster.
- + **Replication of the Mighty T8** Creates clones of two targets.
- + **The Web of Refulgent Command T6** Command most Underworld creatures.

Ninth Circle

- **Inscription T10** Attempts to create a scroll bearing a high-level spell.
- **Demonology T10** Summons five demons to negotiate with the caster.
- **The Attainment of Enlightenment T10** Grants the caster temporary access to unknown spells.
- **The Muniments of Excellence T10** Creates an impenetrable defensive sphere.
- **Revivification T10** Brings back the target from death.
- + **The Affable Blight of Lord Uní T10** Creates a patch of deadly mould.
- + **The Antechamber of the Blue Room T8** Sends the targets to the Blue Room.
- + **The Azure Scarab T10** Allows the caster to save spell slots for a month.
- + **The Comprehension of Devices T10** Recharges devices of the Ancients.
- + **The Obsidian Obelisk T10** Creates an obelisk that shields the caster.
- + **Replication of the Mighty T10** Creates two clones of the caster.
- + **The Web of Refulgent Command T8** Command robots of the Great Ancients.

2.10 Hnálla

Cantrips

- **Alleviation U2** Neutralise poisons or toxins affecting the target.
- **Ascertainment U1** Read the surface thoughts of another person.
- **Clairvoyance/Clairaudience U1** See and hear through obstacles.
- **Control of Self U1** Allows the caster to disregard pain.
- **Domination U2** Commands target to perform instinctive tasks.
- **Elicitation U1** Provides a hazy image of the last being to handle an object.
- **Healing U1** Heals a member of the caster's species.
- **Invisibility U2** Makes the subject incredibly difficult to see.
- **Light and Darkness U1** Produces a dim light.
- **Nutrition U3** Provides sustenance to the target.
- **Perceptions of the Energies U2** Determine if nearby objects are enchanted.
- **Phantasms U1** Creates an illusory wall.
- **Robustness U3** Lightens a heavy load.

- **Soporiferousness U2** Causes the target to fall asleep.
- **Terrorisation U2** Causes target to flee, panicked.
- **Translocation U1** Telekinetically move a very light object.
- **Zoïc Domination U2** Crudely control an animal.
- **Semblances G1** Creates an illusion.

First Circle

- **Ascertainment U2** Detect hostility or friendliness of the target.
- **Clairvoyance/Clairaudience U2** See into very dark places and hear very faint sounds.
- **Control of Self U2** Allows the caster to disregard pain and staunch their bleeding.
- **Disenchantment U4** Dispells low-level spells.
- **Domination U5** Commands target to perform simple tasks.
- **Elicitation U2** Provides information on magical auras affecting an object.
- **Favouring U6** Allows the target to shrug off some combat damage.
- **Healing U2** Heals a member of the caster's species.
- **Invisibility U3** Makes the subject invisible.
- **Light and Darkness U3** Produces a ball of bright light or pitch darkness.
- **Nutrification U6** Provides sustenance to targets of the caster's species.
- **Perceptions of the Energies U3** Determine hostility of enchantments on nearby objects.
- **Phantasms U3** Creates an illusory individual.
- **Robustness U5** Lightens a heavy load.
- **Soporiferousness U4** Causes the targets to fall asleep.
- **Terrorisation U4** Causes targets to flee, panicked.
- **Translocation U2** Telekinetically move a light object.
- **Warding U4** Protects the caster from physical attacks.
- **The Web of Kriyág, Lover of Spiders** Hurls a net of tangling webs.
- **Zoïc Domination U4** Crudely control the targeted animals.
- **Semblances G2** Creates an illusion.

Second Circle

- **Ascertainment U6** Communicate telepathically with a member of the caster's species.
- **Clairvoyance/Clairaudience U5** See into very dark places and hear very faint sounds through obstacles.
- **Control of Self U4** Allows the caster to disregard exhaustion and hold their breath indefinitely.
- **Disenchantment U6** Dispells mid-level spells.
- **Domination U7** Commands targets to perform complex tasks.
- **Elicitation U3** Guides the caster to nearby amounts of a substance.
- **Execration U9** Curses an object to explode when handled.
- **Healing U4** Heals a member of the caster's species.
- **Invisibility U6** Makes the subjects invisible.
- **Light and Darkness U5** Produces a beam of light or darkness.
- **Perceptions of the Energies U4** Determine if spells were recently cast nearby.
- **Phantasms U6** Creates a phantasm that can enter combat.
- **Robustness U7** Lightens two heavy loads.
- **Soporiferousness U5** Causes the targets to fall asleep.
- **Translocation U5** Telekinetically move an object.
- **Transportation** Teleport the targets to a previous location.
- **Warding U5** Protects the caster and a companion from physical attacks.
- **Semblances G4** Creates an illusion.
- **Visitations of Other Planes G4** Shows the caster nearby nexus points.

Third Circle

- **Ascertainment U8** Communicate telepathically with a member of any friendly species.
- **Control of Self U6** Allows the caster to disregard exhaustion, hold their breath indefinitely, and fight while holding their breath.
- **Disenchantment U10** Dispells high-level spells.
- **Elicitation U6** Reveals the inner workings of nearby objects.
- **Healing U8** Regrows a severed/lost limb.
- **Inscription U10** Attempts to create a scroll bearing a low-level spell.
- **Invisibility U8** Permits the caster to see invisible objects.
- **Light and Darkness G2** Blinds target with light or darkness.

- **Perceptions of the Energies G2** Determine if nearby creatures are enchanted.
- **The Seal Upon The Powers** Creates a sphere that defends against ritual magic.
- **The Sphere of Impermeable Quiescence** Creates a sphere that defends against psychic magic.
- **Translocation U7** Telekinetically move an object.
- **The Blessing of the Planes G1** Gives the caster additional protection against magic.
- **Derangement G2** Drives the targets temporarily insane.
- **Visitations of Other Planes G8** Opens a nexus point, allowing travel.

Fourth Circle

- **Domination G5** Temporarily grants the caster full control over a target.
- **Elicitation U7** Reveals the presence and lethality of nearby poisons or toxins.
- **Aeriality G2** Levitate the caster.
- **Warding G5** Protects the target from physical attacks.
- **The Blessing of the Planes G3** Gives the target additional protection against magic.
- **Comprehension G3** Permits the caster to understand modern languages.
- **Derangement G5** Drives the targets temporarily insane.
- **The Speculum of Retribution** Reflects hostile spells upon the attacker.
- **Visitations of Other Planes G10** Opens a nexus point, allowing travel.

Fifth Circle

- **Ascertainment G8** Communicate telepathically with multiple members of the caster's species.
- **Guarding** Protect an area from magic.
- **Aeriality G4** Levitate the target.
- **Acceleration** Vastly increases target's speed.
- **Comprehension G5** Permits the caster to understand ancient languages.
- **Derangement G8** Drives the targets permanently insane.
- **Doomkill G8** Causes an explosion, damaging nearby creatures.
- **Tranquilisation G6** Protects the caster and allies from poor weather.
- **Vallation** Creates a wall that moves away from the caster.

- **The Ritual of the Purified Sphere T1** Protects an area against minions of Change.

Sixth Circle

- **Ascertainment G10** Communicate telepathically with similarly-trained casters over a long distance.
- **Domination G10** Permanently grants the caster full control over a target.
- **Inscription G10** Attempts to create a scroll bearing a mid-level spell.
- **Aeriality G6** Levitate the targets.
- **Warding G10** Protects a structure from magical attacks.
- **Benefaction** Caster regains spent spell slots.
- **The Blessing of the Planes G9** Gives the targets additional protection against magic.
- **Comprehension G9** Permits the caster to understand modern Mihállí and safely read cursed text.
- **Doomkill G10** Causes an explosion, damaging nearby creatures.
- **Tranquilisation G9** Protects the caster and allies from poor weather.
- **The Fulguration of Imminent Grandeur T2** Fires a beam of light at the targets.
- **The Ritual of the Purified Sphere T3** Protects an area against minions of Change.

Seventh Circle

- **Demonology T8** Summons a demon to negotiate with the caster.
- **Eternal Bastion of Unabridged Silence** Protect an area from magic.
- **Aeriality G9** Levitate the targets.
- **Metastasis T5** Teleport the caster to a previous location.
- **The Fulguration of Imminent Grandeur T4** Fires a beam of light at the targets.
- **The Globe of Distant Discernment T3** See at a distance.
- **The Negation of Instability T2** Dispells phantasms.
- **The Power of Ultimate Perfection T3** Send a demon of the Tlokiri-qaluyál home.
- **The Ritual of the Purified Sphere T5** Protects an area against minions of Change.

Eighth Circle

- **Demonology T9** Summons two demons to negotiate with the caster.
- **The Inimitable Defender T4** Protects the caster and a companion from magic.
- **Metastasis T8** Teleport the targets to a previous location.
- **The Muniments of Excellence T8** Creates an impenetrable defensive sphere.
- **Revivification T8** Brings back the target from death.
- **The Fulguration of Imminent Grandeur T7** Fires a beam of light at the targets.
- **The Globe of Distant Discernment T7** See at a distance.
- **The Negation of Instability T4** Dispells phantasms.
- **Peaceful Repose** Grants the target a peaceful night's sleep.
- **The Power of Ultimate Perfection T7** Send demons of the Tlokiri-qaluyál home.
- **The Ritual of the Purified Sphere T7** Protects an area against minions of Change.

Ninth Circle

- **Inscription T10** Attempts to create a scroll bearing a high-level spell.
- **Demonology T10** Summons five demons to negotiate with the caster.
- **The Inimitable Defender T9** Creates a magical fortification.
- **Metastasis T10** Teleport the targets to a previous location.
- **The Muniments of Excellence T10** Creates an impenetrable defensive sphere.
- **Revivification T10** Brings back the target from death.
- **The Globe of Distant Discernment T9** See at a distance.
- **The Ritual of the Purified Sphere T10** Protects an area against minions of Change.

2.11 Hriháyal

Cantrips

- **Alleviation U2** Neutralise poisons or toxins affecting the target.
- **Ascertainment U1** Read the surface thoughts of another person.
- **Clairvoyance/Clairaudience U1** See and hear through obstacles.
- **Control of Self U1** Allows the caster to disregard pain.

- **Domination U2** Commands target to perform instinctive tasks.
- **Elicitation U1** Provides a hazy image of the last being to handle an object.
- **Healing U1** Heals a member of the caster's species.
- **Invisibility U2** Makes the subject incredibly difficult to see.
- **Light and Darkness U1** Produces a dim light.
- **Nutrification U3** Provides sustenance to the target.
- **Perceptions of the Energies U2** Determine if nearby objects are enchanted.
- **Phantasms U1** Creates an illusory wall.
- **Robustness U3** Lightens a heavy load.
- **Soporiferousness U2** Causes the target to fall asleep.
- **Terrorisation U2** Causes target to flee, panicked.
- **Translocation U1** Telekinetically move a very light object.
- **Zoïc Domination U2** Crudely control an animal.
- **Empowering G1** Grants the target an attribute bonus.
- **Semblances G1** Creates an illusion.

First Circle

- **Ascertainment U2** Detect hostility or friendliness of the target.
- **Clairvoyance/Clairaudience U2** See into very dark places and hear very faint sounds.
- **Control of Self U2** Allows the caster to disregard pain and staunch their bleeding.
- **Disenchantment U4** Dispells low-level spells.
- **Domination U5** Commands target to perform simple tasks.
- **Elicitation U2** Provides information on magical auras affecting an object.
- **Favouring U6** Allows the target to shrug off some combat damage.
- **Healing U2** Heals a member of the caster's species.
- **Invisibility U3** Makes the subject invisible.
- **Light and Darkness U3** Produces a ball of bright light or pitch darkness.
- **Nutrification U6** Provides sustenance to targets of the caster's species.
- **Perceptions of the Energies U3** Determine hostility of enchantments on nearby objects.
- **Phantasms U3** Creates an illusory individual.
- **Robustness U5** Lightens a heavy load.

- **Soporiferousness U4** Causes the targets to fall asleep.
- **Terrorisation U4** Causes targets to flee, panicked.
- **Translocation U2** Telekinetically move a light object.
- **Warding U4** Protects the caster from physical attacks.
- **The Web of Kriyág, Lover of Spiders** Hurls a net of tangling webs.
- **Zoïc Domination U4** Crudely control the targeted animals.
- **Empowering G2** Grants the target an attribute bonus.
- **Semblances G2** Creates an illusion.

Second Circle

- **Ascertainment U6** Communicate telepathically with a member of the caster's species.
- **Clairvoyance/Clairaudience U5** See into very dark places and hear very faint sounds through obstacles.
- **Control of Self U4** Allows the caster to disregard exhaustion and hold their breath indefinitely.
- **Disenchantment U6** Dispells mid-level spells.
- **Domination U7** Commands targets to perform complex tasks.
- **Elicitation U3** Guides the caster to nearby amounts of a substance.
- **Execration U9** Curses an object to explode when handled.
- **Healing U4** Heals a member of the caster's species.
- **Invisibility U6** Makes the subjects invisible.
- **Light and Darkness U5** Produces a beam of light or darkness.
- **Perceptions of the Energies U4** Determine if spells were recently cast nearby.
- **Phantasms U6** Creates a phantasm that can enter combat.
- **Robustness U7** Lightens two heavy loads.
- **Soporiferousness U5** Causes the targets to fall asleep.
- **Translocation U5** Telekinetically move an object.
- **Transportation** Teleport the targets to a previous location.
- **Warding U5** Protects the caster and a companion from physical attacks.
- **Zoïc Domination G4** Control the targeted animals.
- **Empowering G6** Grants the targets attribute bonuses.
- **Semblances G4** Creates an illusion.

Third Circle

- **Alleviation G2** Neutralise poisons, toxins, drugs, and alcohol affecting the targets.
- **Ascertainment U8** Communicate telepathically with a member of any friendly species.
- **Control of Self U6** Allows the caster to disregard exhaustion, hold their breath indefinitely, and fight while holding their breath.
- **Disenchantment U10** Dispells high-level spells.
- **Elicitation U6** Reveals the inner workings of nearby objects.
- **Healing U8** Regrows a severed/lost limb.
- **Inscription U10** Attempts to create a scroll bearing a low-level spell.
- **Invisibility U8** Permits the caster to see invisible objects.
- **Phantasms G3** Creates phantasms that can enter combat.
- **The Seal Upon The Powers** Creates a sphere that defends against ritual magic.
- **The Sphere of Impermeable Quiescence** Creates a sphere that defends against psychic magic.
- **Translocation U7** Telekinetically move an object.
- **Zoïc Domination G5** Control a swarm of small animals.
- **Adornment G1** Give the target a bonus to their Charisma.
- **Artfulness G1** Give the target a bonus to skill use.
- **The Hands of Krá the Mighty G2** Crushes targets in invisible pincers.
- **Nimbleness G1** Gives the target a bonus to their Dexterity.
- **Pestilence G2** Inflicts a deadly plague on the target.
- **Prorogation G1** Slows the target.

Fourth Circle

- **Alleviation G4** Neutralise poisons or toxins affecting the target, and cures paralysis.
- **Elicitation U7** Reveals the presence and lethality of nearby poisons or toxins.
- **Healing G4** Fully heals members of the caster's species.
- **Phantasms G7** Creates phantasms that can enter combat.
- **Aeriality G2** Levitate the caster.
- **Adornment G3** Give the targets a bonus to their Charismas.
- **Artfulness G2** Give the target a bonus to skill use.

- **The Hands of Krá the Mighty G4** Crushes targets in invisible pincers.
- **Nimbleness G2** Gives the target a bonus to their Dexterity.
- **Pestilence G3** Inflicts a deadly plague on the targets.
- **Prorogation G3** Slows the targets.
- **The Dance of the Emerald Goddess T1** Enslaves the target.
- **The Speculum of Retribution** Reflects hostile spells upon the attacker.

Fifth Circle

- **Healing G5** Restores members of the caster's species to full health.
- **Nutrification G7** Provides a feast for targets of the caster's species.
- **Phantasms G10** Creates phantasms that can enter combat.
- **Aeriality G4** Levitate the target.
- **Adornment G5** Give the targets a bonus to their Charismas.
- **The Hands of Krá the Mighty G6** Crushes targets in invisible pincers.
- **The Dance of the Emerald Goddess T3** Enslaves the targets.
- **Vallation** Creates a wall that moves away from the caster.

Sixth Circle

- **Inscription G10** Attempts to create a scroll bearing a mid-level spell.
- **Nutrification G9** Provides a feast for targets of the caster's species.
- **Aeriality G6** Levitate the targets.
- **Benefaction** Caster regains spent spell slots.
- **The Dance of the Emerald Goddess T6** Leads the targets into a trap.
- + **Concupiscence T1** Causes the target to collapse in ecstasy.
- + **Emulation T1** Disguises the caster.

Seventh Circle

- **Demonology T8** Summons a demon to negotiate with the caster.
- **Aeriality G9** Levitate the targets.
- **The Dance of the Emerald Goddess T8** Causes the targets to lose consciousness.
- + **Concupiscence T4** Causes the targets to collapse in ecstasy.
- + **Emulation T3** Disguises the caster as someone specific.
- + **Enthralment T2** Causes the target to fall in love with the caster.
- + **The Polychrest of the Third Octant T3** Makes the target immune to fatigue.
- + **Potence and Rejuvenescence T2** Gives the targets sexual stamina.

Eighth Circle

- **Demonology T9** Summons two demons to negotiate with the caster.
- **The Dance of the Emerald Goddess T9** The caster leads the targets astray.
- **The Muniments of Excellence T8** Creates an impenetrable defensive sphere.
- **Revivification T8** Brings back the target from death.
- + **The Emerald Paramour** Summons a dæmon to kill the target.
- + **Emulation T7** Disguises the caster and an ally.
- + **Enthralment T6** Causes the target to fall in love with the caster.
- + **Imbition** Uses failed spells targeting the caster to replenish their casting ability.
- + **The Polychrest of the Third Octant T7** Makes the target immune to fatigue.

Ninth Circle

- **Inscription T10** Attempts to create a scroll bearing a high-level spell.
- **Demonology T10** Summons five demons to negotiate with the caster.
- **The Dance of the Emerald Goddess T10** Enslaves the target.
- **The Muniments of Excellence T10** Creates an impenetrable defensive sphere.
- **Revivification T10** Brings back the target from death.
- + **Concupiscence T8** Causes the target to die in ecstasy.
- + **Potence and Rejuvenescence T8** Gives the targets sexual stamina.

2.12 Hrü'ü

Cantrips

- **Alleviation U2** Neutralise poisons or toxins affecting the target.
- **Ascertainment U1** Read the surface thoughts of another person.
- **Clairvoyance/Clairaudience U1** See and hear through obstacles.
- **Control of Self U1** Allows the caster to disregard pain.
- **Domination U2** Commands target to perform instinctive tasks.
- **Elicitation U1** Provides a hazy image of the last being to handle an object.
- **Healing U1** Heals a member of the caster's species.

- **Invisibility U2** Makes the subject incredibly difficult to see.
- **Light and Darkness U1** Produces a dim light.
- **Nutrification U3** Provides sustenance to the target.
- **Perceptions of the Energies U2** Determine if nearby objects are enchanted.
- **Phantasms U1** Creates an illusory wall.
- **Robustness U3** Lightens a heavy load.
- **Soporiferousness U2** Causes the target to fall asleep.
- **Terrorisation U2** Causes target to flee, panicked.
- **Translocation U1** Telekinetically move a very light object.
- **Zoïc Domination U2** Crudely control an animal.
- **Semblances G1** Creates an illusion.

First Circle

- **Ascertainment U2** Detect hostility or friendliness of the target.
- **Clairvoyance/Clairaudience U2** See into very dark places and hear very faint sounds.
- **Control of Self U2** Allows the caster to disregard pain and staunch their bleeding.
- **Disenchantment U4** Dispells low-level spells.
- **Domination U5** Commands target to perform simple tasks.
- **Elicitation U2** Provides information on magical auras affecting an object.
- **Favouring U6** Allows the target to shrug off some combat damage.
- **Healing U2** Heals a member of the caster's species.
- **Invisibility U3** Makes the subject invisible.
- **Light and Darkness U3** Produces a ball of bright light or pitch darkness.
- **Nutrification U6** Provides sustenance to targets of the caster's species.
- **Perceptions of the Energies U3** Determine hostility of enchantments on nearby objects.
- **Phantasms U3** Creates an illusory individual.
- **Robustness U5** Lightens a heavy load.
- **Soporiferousness U4** Causes the targets to fall asleep.
- **Terrorisation U4** Causes targets to flee, panicked.
- **Translocation U2** Telekinetically move a light object.
- **Warding U4** Protects the caster from physical attacks.
- **The Web of Kriyág, Lover of Spiders** Hurls a net of tangling webs.

- **Zoïc Domination U4** Crudely control the targeted animals.
- **Semblances G2** Creates an illusion.

Second Circle

- **Ascertainment U6** Communicate telepathically with a member of the caster's species.
- **Clairvoyance/Clairaudience U5** See into very dark places and hear very faint sounds through obstacles.
- **Control of Self U4** Allows the caster to disregard exhaustion and hold their breath indefinitely.
- **Disenchantment U6** Dispells mid-level spells.
- **Domination U7** Commands targets to perform complex tasks.
- **Elicitation U3** Guides the caster to nearby amounts of a substance.
- **Execration U9** Curses an object to explode when handled.
- **Healing U4** Heals a member of the caster's species.
- **Invisibility U6** Makes the subjects invisible.
- **Light and Darkness U5** Produces a beam of light or darkness.
- **Perceptions of the Energies U4** Determine if spells were recently cast nearby.
- **Phantasms U6** Creates a phantasm that can enter combat.
- **Robustness U7** Lightens two heavy loads.
- **Soporiferousness U5** Causes the targets to fall asleep.
- **Translocation U5** Telekinetically move an object.
- **Transportation** Teleport the targets to a previous location.
- **Warding U5** Protects the caster and a companion from physical attacks.
- **Semblances G4** Creates an illusion.
- **Visitations of Other Planes G4** Shows the caster nearby nexus points.

Third Circle

- **Ascertainment U8** Communicate telepathically with a member of any friendly species.
- **Control of Self U6** Allows the caster to disregard exhaustion, hold their breath indefinitely, and fight while holding their breath.
- **Disenchantment U10** Dispells high-level spells.
- **Elicitation U6** Reveals the inner workings of nearby objects.
- **Healing U8** Regrows a severed/lost limb.

- **Inscription U10** Attempts to create a scroll bearing a low-level spell.
- **Invisibility U8** Permits the caster to see invisible objects.
- **Light and Darkness G2** Blinds target with light or darkness.
- **Phantasms G3** Creates phantasms that can enter combat.
- **The Seal Upon The Powers** Creates a sphere that defends against ritual magic.
- **The Sphere of Impermeable Quiescence** Creates a sphere that defends against psychic magic.
- **Translocation U7** Telekinetically move an object.
- **Derangement G2** Drives the targets temporarily insane.
- **Prorogation G1** Slows the target.
- **Stealth G1** Grants the caster a bonus to hide.
- **Visitations of Other Planes G8** Opens a nexus point, allowing travel.

Fourth Circle

- **Domination G5** Temporarily grants the caster full control over a target.
- **Elicitation U7** Reveals the presence and lethality of nearby poisons or toxins.
- **Phantasms G7** Creates phantasms that can enter combat.
- **Aeriality G2** Levitate the caster.
- **Warding G5** Protects the target from physical attacks.
- **Comprehension G3** Permits the caster to understand modern languages.
- **Derangement G5** Drives the targets temporarily insane.
- **Desiccation G3** Removes the fluids in one of the target's body parts.
- **Prorogation G3** Slows the targets.
- **The Speculum of Retribution** Reflects hostile spells upon the attacker.
- **Stealth G3** Grants the targets a bonus to hide.
- **Vapour of Death** Creates a cloud of toxic gas.
- **Visitations of Other Planes G10** Opens a nexus point, allowing travel.
- **Viscosity T2** Turns a section of ground into mud.

Fifth Circle

- **Phantasms G10** Creates phantasms that can enter combat.
- **Guarding** Protect an area from magic.
- **Aeriality G4** Levitate the target.

- **Comprehension G5** Permits the caster to understand ancient languages.
- **Derangement G8** Drives the targets permanently insane.
- **Desiccation G5** Removes the fluids in one of the targets' body parts.
- **The Silver Halo of Soul Stealing G6** Strips the souls from the targets.
- **Stealth G5** Grants the targets a bonus to hide.
- **Vallation** Creates a wall that moves away from the caster.
- **The Vindication of Instability T1** Protects an area against minions of Stability.
- **Viscosity T3** Turns a section of ground into mud.

Sixth Circle

- **Domination G10** Permanently grants the caster full control over a target.
- **Inscription G10** Attempts to create a scroll bearing a mid-level spell.
- **Transfusion T3** Creates a phantasm that the caster possesses.
- **Aeriality G6** Levitate the targets.
- **Warding G10** Protects a structure from magical attacks.
- **Benefaction** Caster regains spent spell slots.
- **Comprehension G9** Permits the caster to understand modern Mihállí and safely read cursed text.
- **Reanimation G9** Brings a dead person back in a temporary body.
- **Congelation T2** Freezes the target, killing them instantly.
- **The Vindication of Instability T3** Protects an area against minions of Stability.
- **Viscosity T4** Turns the target into jelly.

Seventh Circle

- **Transfusion T5** Creates a phantasm that the caster possesses.
- **Demonology T8** Summons a demon to negotiate with the caster.
- **Eternal Bastion of Unabridged Silence** Protect an area from magic.
- **Aeriality G9** Levitate the targets.
- **The Amethyst Expurgation T3** Send a demon of the Tlomitlányal home.
- **Congelation T3** Freezes the targets, killing them instantly.
- **Decorporialisation T4** Makes the caster insubstantial.
- **The Nightmare of Terror T2** Inflicts a nightmare on the target.

- **The Vindication of Instability T5** Protects an area against minions of Stability.
- **Viscosity T6** Turns the targets into jelly.

Eighth Circle

- **Transfusion T7** Creates a phantasm that the caster possesses.
- **Demonology T9** Summons two demons to negotiate with the caster.
- **The Muniments of Excellence T8** Creates an impenetrable defensive sphere.
- **Revivification T8** Brings back the target from death.
- **The Amethyst Expurgation T7** Send demons of the Tlomitlányal home.
- **Congelation T5** Freezes the targets, killing them instantly.
- **Decorporialisation T7** Makes the target insubstantial.
- **The Nightmare of Terror T6** Inflicts a series of nightmares that kill the target.
- **The Vindication of Instability T7** Protects an area against minions of Stability.
- **Viscosity T8** Turns the targets into jelly.

Ninth Circle

- **Inscription T10** Attempts to create a scroll bearing a high-level spell.
- **Transfusion T9** Creates a phantasm and puts another's intellect into it.
- **Demonology T10** Summons five demons to negotiate with the caster.
- **The Muniments of Excellence T10** Creates an impenetrable defensive sphere.
- **Revivification T10** Brings back the target from death.
- **Congelation T7** Freezes an area of mud or water.
- **Decorporialisation T10** Makes the targets insubstantial.
- **The Nightmare of Terror T8** Inflicts a fatal nightmare on the target.
- **The Vindication of Instability T10** Protects an area against minions of Stability.
- **Viscosity T9** Creates a tunnel through unworked stone or earth.

2.13 Karakán

Cantrips

- **Alleviation U2** Neutralise poisons or toxins affecting the target.
- **Ascertainment U1** Read the surface thoughts of another person.
- **Clairvoyance/Clairaudience U1** See and hear through obstacles.
- **Control of Self U1** Allows the caster to disregard pain.
- **Domination U2** Commands target to perform instinctive tasks.
- **Elicitation U1** Provides a hazy image of the last being to handle an object.
- **Healing U1** Heals a member of the caster's species.
- **Invisibility U2** Makes the subject incredibly difficult to see.
- **Light and Darkness U1** Produces a dim light.
- **Nutrition U3** Provides sustenance to the target.
- **Perceptions of the Energies U2** Determine if nearby objects are enchanted.
- **Phantasms U1** Creates an illusory wall.
- **Robustness U3** Lightens a heavy load.
- **Soporiferousness U2** Causes the target to fall asleep.
- **Terrorisation U2** Causes target to flee, panicked.
- **Translocation U1** Telekinetically move a very light object.
- **Zoic Domination U2** Crudely control an animal.
- **Empowering G1** Grants the target an attribute bonus.

First Circle

- **Ascertainment U2** Detect hostility or friendliness of the target.
- **Clairvoyance/Clairaudience U2** See into very dark places and hear very faint sounds.
- **Control of Self U2** Allows the caster to disregard pain and staunch their bleeding.
- **Disenchantment U4** Dispells low-level spells.
- **Domination U5** Commands target to perform simple tasks.
- **Elicitation U2** Provides information on magical auras affecting an object.
- **Favouring U6** Allows the target to shrug off some combat damage.
- **Healing U2** Heals a member of the caster's species.
- **Invisibility U3** Makes the subject invisible.

- **Light and Darkness U3** Produces a ball of bright light or pitch darkness.
- **Nutrition U6** Provides sustenance to targets of the caster's species.
- **Perceptions of the Energies U3** Determine hostility of enchantments on nearby objects.
- **Phantasms U3** Creates an illusory individual.
- **Robustness U5** Lightens a heavy load.
- **Soporiferousness U4** Causes the targets to fall asleep.
- **Terrorisation U4** Causes targets to flee, panicked.
- **Translocation U2** Telekinetically move a light object.
- **Warding U4** Protects the caster from physical attacks.
- **The Web of Kriyág, Lover of Spiders** Hurls a net of tangling webs.
- **Zoïc Domination U4** Crudely control the targeted animals.
- **Empowering G2** Grants the target an attribute bonus.

Second Circle

- **Ascertainment U6** Communicate telepathically with a member of the caster's species.
- **Clairvoyance/Clairaudience U5** See into very dark places and hear very faint sounds through obstacles.
- **Control of Self U4** Allows the caster to disregard exhaustion and hold their breath indefinitely.
- **Disenchantment U6** Dispells mid-level spells.
- **Domination U7** Commands targets to perform complex tasks.
- **Elicitation U3** Guides the caster to nearby amounts of a substance.
- **Execration U9** Curses an object to explode when handled.
- **Healing U4** Heals a member of the caster's species.
- **Invisibility U6** Makes the subjects invisible.
- **Light and Darkness U5** Produces a beam of light or darkness.
- **Perceptions of the Energies U4** Determine if spells were recently cast nearby.
- **Phantasms U6** Creates a phantasm that can enter combat.
- **Robustness U7** Lightens two heavy loads.
- **Soporiferousness U5** Causes the targets to fall asleep.
- **Translocation U5** Telekinetically move an object.
- **Transportation** Teleport the targets to a previous location.
- **Warding U5** Protects the caster and a companion from physical attacks.
- **Empowering G6** Grants the targets attribute bonuses.

Third Circle

- **Ascertainment U8** Communicate telepathically with a member of any friendly species.
- **Control of Self U6** Allows the caster to disregard exhaustion, hold their breath indefinitely, and fight while holding their breath.
- **Disenchantment U10** Dispells high-level spells.
- **Elicitation U6** Reveals the inner workings of nearby objects.
- **Healing U8** Regrows a severed/lost limb.
- **Inscription U10** Attempts to create a scroll bearing a low-level spell.
- **Invisibility U8** Permits the caster to see invisible objects.
- **The Seal Upon The Powers** Creates a sphere that defends against ritual magic.
- **The Sphere of Impermeable Quiescence** Creates a sphere that defends against psychic magic.
- **Translocation U7** Telekinetically move an object.
- **Excellence G1** Gives the target a combat bonus.
- **Far-Seeing G1** Grants the caster telescopic vision.
- **Nimbleness G1** Gives the target a bonus to their Dexterity.

Fourth Circle

- **Elicitation U7** Reveals the presence and lethality of nearby poisons or toxins.
- **Favouring G4** Allows the target to shrug off some combat damage.
- **Healing G4** Fully heals members of the caster's species.
- **Warding G5** Protects the target from physical attacks.
- **The Blade of Inexorable Dissection G3** Creates a magical longsword.
- **Enhancement and Debilitation G4** Enchant a steel item.
- **Excellence G3** Gives the target a combat bonus.
- **Far-Seeing G2** Grants the caster telescopic vision.
- **Intrepidity G3** Grants nearby allies immunity from panic.
- **Nimbleness G2** Gives the target a bonus to their Dexterity.
- **Radiant Gaze G3** Slays targets with a blast of flame.
- **The Speculum of Retribution** Reflects hostile spells upon the attacker.

Fifth Circle

- **Favouring G7** Allows the targets to shrug off some combat damage.
- **Healing G5** Restores members of the caster's species to full health.
- **Acceleration** Vastly increases target's speed.
- **The Blade of Inexorable Dissection G4** Creates a magical greatsword.
- **Doomkill G8** Causes an explosion, damaging nearby creatures.
- **Enhancement and Debilitation G7** Weaken a steel item.
- **Excellence G7** Gives the targets a combat bonus.
- **Intrepidity G5** Grants nearby allies immunity from panic.
- **Radiant Gaze G7** Slays targets with a blast of flame.
- **Vallation** Creates a wall that moves away from the caster.
- **The Swift Thrust of Death T1** Fires a bolt of other-planar energy through the target's heart.

Sixth Circle

- **Inscription G10** Attempts to create a scroll bearing a mid-level spell.
- **Warding G10** Protects a structure from magical attacks.
- **Doomkill G10** Causes an explosion, damaging nearby creatures.
- **Enhancement and Debilitation G10** Permanently enchant a suit of heavy armor and weapon.
- **The Swift Thrust of Death T3** Fires a bolt of other-planar energy through the target's heart.
- **Tremulation T2** Causes tremors that deafen those in the area.
- **The Weapon of the Prince of Valour T3** Enchants an edged steel weapon.

Seventh Circle

- **Demonology T8** Summons a demon to negotiate with the caster.
- **Higher Mastery T2** Give the target a combat bonus.
- **The Glorious Call T3** Grants nearby allies immunity from fear.
- **The Replication of Heroes T4** Produces a clone of the target.
- **The Swift Thrust of Death T4** Fires bolts of other-planar energy through the target's heart.
- **Tremulation T6** Causes tremors that kill those in the area.
- **The Weapon of the Prince of Valour T5** Enchants edged steel weapons.
- **The Winged Disc of the Lord of the Sun T5** A floating disc that bears the caster.

Eighth Circle

- **Execration T5** Creates a gem that explodes when handled.
- **Demonology T9** Summons two demons to negotiate with the caster.
- **Higher Mastery T3** Give the target a combat bonus.
- **The Glorious Call T8** Causes enemies to become panicked.
- **The Muniments of Excellence T8** Creates an impenetrable defensive sphere.
- **Revivification T8** Brings back the target from death.
- **The Replication of Heroes T7** Produces a clone of each of the targets.
- **The Swift Thrust of Death T5** Fires bolts of other-planar energy through the target's heart.
- **Tremulation T7** Causes tremors that kill those in the area.
- **The Weapon of the Prince of Valour T7** Enchants edged steel weapons.
- **The Winged Disc of the Lord of the Sun T7** A floating disc that bears the caster.

Ninth Circle

- **Execration T8** Creates a gem that explodes when handled.
- **Inscription T10** Attempts to create a scroll bearing a high-level spell.
- **Demonology T10** Summons five demons to negotiate with the caster.
- **Higher Mastery T5** Give the targets a combat bonus.
- **The Glorious Call T10** Grants an ally permanent immunity from fear.
- **The Muniments of Excellence T10** Creates an impenetrable defensive sphere.
- **Revivification T10** Brings back the target from death.
- **The Replication of heroes T10** Produces clones of the targets.
- **The Swift Thrust of Death T9** Fires bolts of other-planar energy through the target's heart.
- **Tremulation T8** Causes tremors that kill those in the area.
- **The Weapon of the Prince of Valour T10** Enchants edged steel weapons.
- **The Winged Disc of the Lord of the Sun T9** A floating disc that bears the caster.

2.14 Keténgku

Cantrips

- **Alleviation U2** Neutralise poisons or toxins affecting the target.
- **Ascertainment U1** Read the surface thoughts of another person.
- **Clairvoyance/Clairaudience U1** See and hear through obstacles.
- **Control of Self U1** Allows the caster to disregard pain.
- **Domination U2** Commands target to perform instinctive tasks.
- **Elicitation U1** Provides a hazy image of the last being to handle an object.
- **Healing U1** Heals a member of the caster's species.
- **Invisibility U2** Makes the subject incredibly difficult to see.
- **Light and Darkness U1** Produces a dim light.
- **Nutrition U3** Provides sustenance to the target.
- **Perceptions of the Energies U2** Determine if nearby objects are enchanted.
- **Phantasms U1** Creates an illusory wall.
- **Robustness U3** Lightens a heavy load.
- **Soporiferousness U2** Causes the target to fall asleep.
- **Terrorisation U2** Causes target to flee, panicked.
- **Translocation U1** Telekinetically move a very light object.
- **Zoic Domination U2** Crudely control an animal.
- **Necromantic Domination G4** Grants control over the undead.

First Circle

- **Ascertainment U2** Detect hostility or friendliness of the target.
- **Clairvoyance/Clairaudience U2** See into very dark places and hear very faint sounds.
- **Control of Self U2** Allows the caster to disregard pain and staunch their bleeding.
- **Disenchantment U4** Dispells low-level spells.
- **Domination U5** Commands target to perform simple tasks.
- **Elicitation U2** Provides information on magical auras affecting an object.
- **Favouring U6** Allows the target to shrug off some combat damage.
- **Healing U2** Heals a member of the caster's species.
- **Invisibility U3** Makes the subject invisible.

- **Light and Darkness U3** Produces a ball of bright light or pitch darkness.
- **Nutrition U6** Provides sustenance to targets of the caster's species.
- **Perceptions of the Energies U3** Determine hostility of enchantments on nearby objects.
- **Phantasms U3** Creates an illusory individual.
- **Robustness U5** Lightens a heavy load.
- **Soporiferousness U4** Causes the targets to fall asleep.
- **Terrorisation U4** Causes targets to flee, panicked.
- **Translocation U2** Telekinetically move a light object.
- **Warding U4** Protects the caster from physical attacks.
- **The Web of Kriyág, Lover of Spiders** Hurls a net of tangling webs.
- **Zoic Domination U4** Crudely control the targeted animals.
- **Necromantic Domination G10** Grants control over the undead.

Second Circle

- **Ascertainment U6** Communicate telepathically with a member of the caster's species.
- **Clairvoyance/Clairaudience U5** See into very dark places and hear very faint sounds through obstacles.
- **Control of Self U4** Allows the caster to disregard exhaustion and hold their breath indefinitely.
- **Disenchantment U6** Dispells mid-level spells.
- **Domination U7** Commands targets to perform complex tasks.
- **Elicitation U3** Guides the caster to nearby amounts of a substance.
- **Execration U9** Curses an object to explode when handled.
- **Healing U4** Heals a member of the caster's species.
- **Invisibility U6** Makes the subjects invisible.
- **Light and Darkness U5** Produces a beam of light or darkness.
- **Perceptions of the Energies U4** Determine if spells were recently cast nearby.
- **Phantasms U6** Creates a phantasm that can enter combat.
- **Robustness U7** Lightens two heavy loads.
- **Soporiferousness U5** Causes the targets to fall asleep.
- **Translocation U5** Telekinetically move an object.
- **Transportation** Teleport the targets to a previous location.
- **Warding U5** Protects the caster and a companion from physical attacks.
- **Visitations of Other Planes G4** Shows the caster nearby nexus points.

Third Circle

- **Alleviation G2** Neutralise poisons, toxins, drugs, and alcohol affecting the targets.
- **Ascertainment U8** Communicate telepathically with a member of any friendly species.
- **Control of Self U6** Allows the caster to disregard exhaustion, hold their breath indefinitely, and fight while holding their breath.
- **Disenchantment U10** Dispells high-level spells.
- **Elicitation U6** Reveals the inner workings of nearby objects.
- **Healing U8** Regrows a severed/lost limb.
- **Inscription U10** Attempts to create a scroll bearing a low-level spell.
- **Invisibility U8** Permits the caster to see invisible objects.
- **Perceptions of the Energies G2** Determine if nearby creatures are enchanted.
- **Phantasms G3** Creates phantasms that can enter combat.
- **The Seal Upon The Powers** Creates a sphere that defends against ritual magic.
- **The Sphere of Impermeable Quiescence** Creates a sphere that defends against psychic magic.
- **Translocation U7** Telekinetically move an object.
- **Artfulness G1** Give the target a bonus to skill use.
- **The Blessing of the Planes G1** Gives the caster additional protection against magic.
- **Prorogation G1** Slows the target.
- **Sagacity G1** Temporarily increases the target's intelligence.
- **Visitations of Other Planes G8** Opens a nexus point, allowing travel.

Fourth Circle

- **Alleviation G4** Neutralise poisons or toxins affecting the target, and cures paralysis.
- **Domination G5** Temporarily grants the caster full control over a target.
- **Elicitation U7** Reveals the presence and lethality of nearby poisons or toxins.
- **Healing G4** Fully heals members of the caster's species.
- **Phantasms G7** Creates phantasms that can enter combat.
- **Aeriality G2** Levitate the caster.
- **Artfulness G2** Give the target a bonus to skill use.

- **The Blessing of the Planes G3** Gives the target additional protection against magic.
- **Comprehension G3** Permits the caster to understand modern languages.
- **The Missile of Metálja G4** Slays or incapacitates the target.
- **Prorogation G3** Slows the targets.
- **Sagacity G2** Temporarily increases the target's intelligence.
- **The Speculum of Retribution** Reflects hostile spells upon the attacker.
- **Visitations of Other Planes G10** Opens a nexus point, allowing travel.
- + **The Preserver of Wisdom T1** Protects papers from rot.

Fifth Circle

- **Ascertainment G8** Communicate telepathically with multiple members of the caster's species.
- **Elicitation G4** Guides the caster to a nearby object.
- **Healing G5** Restores members of the caster's species to full health.
- + **The Discerner of Enchantments T1** Determines the exact nature of a low-level enchantment.
- **Phantasms G10** Creates phantasms that can enter combat.
- **Guarding** Protect an area from magic.
- **Aeriality G4** Levitate the target.
- **Comprehension G5** Permits the caster to understand ancient languages.
- **The Missile of Metálja G6** Slays or incapacitates the targets.
- **Vallation** Creates a wall that moves away from the caster.
- + **The Preserver of Wisdom T2** Restores ancient papers to an usable form.

Sixth Circle

- **Ascertainment G10** Communicate telepathically with similarly-trained casters over a long distance.
- **The Scrutiny of the Omniscient Eye T3** Grants the caster 360 degree vision.
- **Domination G10** Permanently grants the caster full control over a target.
- **Inscription G10** Attempts to create a scroll bearing a mid-level spell.
- + **The Discerner of Enchantments T3** Determines the exact nature of a low- to mid-level enchantment.

- **Aeriality G6** Levitate the targets.
- **Benefaction** Caster regains spent spell slots.
- **The Blessing of the Planes G9** Gives the targets additional protection against magic.
- **Comprehension G9** Permits the caster to understand modern Mihállí and safely read cursed text.
- + **Benignity T3** Pacifies nearby members of the caster's species.
- + **Guiding T3** Guides the caster back along their path.
- + **The Preserver of Wisdom T4** Protects papers from fire.

Seventh Circle

- **The Scrutiny of the Omniscient Eye T6** Grants the caster X-ray vision.
- + **Healing T3** Heals the target, regardless of species.
- + **The Discerner of Enchantments T5** Determines the exact nature of a low- to mid-level enchantment.
- **Demonology T8** Summons a demon to negotiate with the caster.
- **Eternal Bastion of Unabridged Silence** Protect an area from magic.
- **Aeriality G9** Levitate the targets.
- + **Sagacious Acquisition T3** Train the target in a skill.
- + **Benignity T5** Pacifies nearby members of friendly species.
- + **The Gate of the Grey Pentacle T2** Sends a nexus point after the target.
- + **Guiding T4** Guides the caster back along their path, revealing secret doors.
- + **The Preserver of Wisdom T5** Protects target from interplanar transportation.

Eighth Circle

- + **Alleviation T9** Cures radiation sickness affecting the target.
- **The Scrutiny of the Omniscient Eye T8** Grants the caster X-ray vision, and the ability to affect the insides of an object viewed.
- + **Healing T5** Heals the target, regardless of species.
- + **The Discerner of Enchantments T6** Determines the nature and charges remaining in an Eye.
- **Demonology T9** Summons two demons to negotiate with the caster.
- + **Sagacious Acquisition T6** Train the target in a skill.

- **The Muniments of Excellence T8** Creates an impenetrable defensive sphere.
- **Revivification T8** Brings back the target from death.
- + **Benignity T7** Pacifies nearby members of neutral species.
- + **The Gate of the Grey Pentacle T6** Sends a nexus point after the targets.
- + **Guiding T8** Guides the caster back along their path, revealing traps.
- + **The Preserver of Wisdom T7** Attempts to make a scroll multiple-use.

Ninth Circle

- + **Alleviation T10** Attempts to cure the target's addiction to Zu'úr.
- **The Scrutiny of the Omniscient Eye T10** Grants the caster X-ray vision, and the ability to affect the insides of multiple targets.
- + **Healing T7** Restores the target to full health.
- **Inscription T10** Attempts to create a scroll bearing a high-level spell.
- + **The Discerner of Enchantments T9** Determiniens the exact nature of an enchantment.
- **Demonology T10** Summons five demons to negotiate with the caster.
- + **Sagacious Acquisition T9** Train the target in a skill.
- **The Muniments of Excellence T10** Creates an impenetrable defensive sphere.
- **Revivification T10** Brings back the target from death.
- + **Benignity T10** Pacifies nearby members of hostile species.
- + **The Gate of the Grey Pentacle T10** Sends the targets through a nexus point.
- + **Guiding T10** Guides the caster to their destination.
- + **The Preserver of Wisdom T10** Attempts to make a spellbook multiple-use.

2.15 Ksárul

Cantrips

- **Alleviation U2** Neutralise poisons or toxins affecting the target.
- **Ascertainment U1** Read the surface thoughts of another person.
- **Clairvoyance/Clairaudience U1** See and hear through obstacles.
- **Control of Self U1** Allows the caster to disregard pain.
- **Domination U2** Commands target to perform instinctive tasks.

- **Elicitation U1** Provides a hazy image of the last being to handle an object.
- **Healing U1** Heals a member of the caster's species.
- **Invisibility U2** Makes the subject incredibly difficult to see.
- **Light and Darkness U1** Produces a dim light.
- **Nutrification U3** Provides sustenance to the target.
- **Perceptions of the Energies U2** Determine if nearby objects are enchanted.
- **Phantasms U1** Creates an illusory wall.
- **Robustness U3** Lightens a heavy load.
- **Soporiferousness U2** Causes the target to fall asleep.
- **Terrorisation U2** Causes target to flee, panicked.
- **Translocation U1** Telekinetically move a very light object.
- **Zoïc Domination U2** Crudely control an animal.
- **Necromantic Domination G4** Grants control over the undead.

First Circle

- **Ascertainment U2** Detect hostility or friendliness of the target.
- **Clairvoyance/Clairaudience U2** See into very dark places and hear very faint sounds.
- **Control of Self U2** Allows the caster to disregard pain and staunch their bleeding.
- **Disenchantment U4** Dispells low-level spells.
- **Domination U5** Commands target to perform simple tasks.
- **Elicitation U2** Provides information on magical auras affecting an object.
- **Favouring U6** Allows the target to shrug off some combat damage.
- **Healing U2** Heals a member of the caster's species.
- **Invisibility U3** Makes the subject invisible.
- **Light and Darkness U3** Produces a ball of bright light or pitch darkness.
- **Nutrification U6** Provides sustenance to targets of the caster's species.
- **Perceptions of the Energies U3** Determine hostility of enchantments on nearby objects.
- **Phantasms U3** Creates an illusory individual.
- **Robustness U5** Lightens a heavy load.
- **Soporiferousness U4** Causes the targets to fall asleep.
- **Terrorisation U4** Causes targets to flee, panicked.

- **Translocation U2** Telekinetically move a light object.
- **Warding U4** Protects the caster from physical attacks.
- **The Web of Kriyág, Lover of Spiders** Hurls a net of tangling webs.
- **Zoïc Domination U4** Crudely control the targeted animals.
- **Necromantic Domination G10** Grants control over the undead.

Second Circle

- **Ascertainment U6** Communicate telepathically with a member of the caster's species.
- **Clairvoyance/Clairaudience U5** See into very dark places and hear very faint sounds through obstacles.
- **Control of Self U4** Allows the caster to disregard exhaustion and hold their breath indefinitely.
- **Disenchantment U6** Dispells mid-level spells.
- **Domination U7** Commands targets to perform complex tasks.
- **Elicitation U3** Guides the caster to nearby amounts of a substance.
- **Execration U9** Curses an object to explode when handled.
- **Healing U4** Heals a member of the caster's species.
- **Invisibility U6** Makes the subjects invisible.
- **Light and Darkness U5** Produces a beam of light or darkness.
- **Perceptions of the Energies U4** Determine if spells were recently cast nearby.
- **Phantasms U6** Creates a phantasm that can enter combat.
- **Robustness U7** Lightens two heavy loads.
- **Soporiferousness U5** Causes the targets to fall asleep.
- **Translocation U5** Telekinetically move an object.
- **Transportation** Teleport the targets to a previous location.
- **Warding U5** Protects the caster and a companion from physical attacks.
- **Visitations of Other Planes G4** Shows the caster nearby nexus points.

Third Circle

- **Alleviation G2** Neutralise poisons, toxins, drugs, and alcohol affecting the targets.
- **Ascertainment U8** Communicate telepathically with a member of any friendly species.
- **Control of Self U6** Allows the caster to disregard exhaustion, hold their breath indefinitely, and fight while holding their breath.

- **Disenchantment U10** Dispells high-level spells.
- **Elicitation U6** Reveals the inner workings of nearby objects.
- **Healing U8** Regrows a severed/lost limb.
- **Inscription U10** Attempts to create a scroll bearing a low-level spell.
- **Invisibility U8** Permits the caster to see invisible objects.
- **Perceptions of the Energies G2** Determine if nearby creatures are enchanted.
- **Phantasms G3** Creates phantasms that can enter combat.
- **The Seal Upon The Powers** Creates a sphere that defends against ritual magic.
- **The Sphere of Impermeable Quiescence** Creates a sphere that defends against psychic magic.
- **Translocation U7** Telekinetically move an object.
- **Artfulness G1** Give the target a bonus to skill use.
- **The Blessing of the Planes G1** Gives the caster additional protection against magic.
- **Prorogation G1** Slows the target.
- **Sagacity G1** Temporarily increases the target's intelligence.
- **Stealth G1** Grants the caster a bonus to hide.
- **Visitations of Other Planes G8** Opens a nexus point, allowing travel.

Fourth Circle

- **Alleviation G4** Neutralise poisons or toxins affecting the target, and cures paralysis.
- **Domination G5** Temporarily grants the caster full control over a target.
- **Elicitation U7** Reveals the presence and lethality of nearby poisons or toxins.
- **Phantasms G7** Creates phantasms that can enter combat.
- **Aeriality G2** Levitate the caster.
- **Artfulness G2** Give the target a bonus to skill use.
- **The Blessing of the Planes G3** Gives the target additional protection against magic.
- **Comprehension G3** Permits the caster to understand modern languages.
- **Desiccation G3** Removes the fluids in one of the target's body parts.
- **The Missile of Metállja G4** Slays or incapacitates the target.
- **Prorogation G3** Slows the targets.

- **Sagacity G2** Temporarily increases the target's intelligence.
- **The Speculum of Retribution** Reflects hostile spells upon the attacker.
- **Stealth G3** Grants the targets a bonus to hide.
- **Vapour of Death** Creates a cloud of toxic gas.
- **Visitations of Other Planes G10** Opens a nexus point, allowing travel.

Fifth Circle

- **Ascertainment G8** Communicate telepathically with multiple members of the caster's species.
- **Elicitation G4** Guides the caster to a nearby object.
- **Phantasms G10** Creates phantasms that can enter combat.
- **Guarding** Protect an area from magic.
- **Aeriality G4** Levitate the target.
- **Comprehension G5** Permits the caster to understand ancient languages.
- **Desiccation G5** Removes the fluids in one of the targets' body parts.
- **The Missile of Metálja G6** Slays or incapacitates the targets.
- **Stealth G5** Grants the targets a bonus to hide.
- **Vallation** Creates a wall that moves away from the caster.
- **The Comprehension of Devices T2** Gives the caster information on an artifact.

Sixth Circle

- **Ascertainment G10** Communicate telepathically with similarly-trained casters over a long distance.
- **Domination G10** Permanently grants the caster full control over a target.
- **Inscription G10** Attempts to create a scroll bearing a mid-level spell.
- **Aeriality G6** Levitate the targets.
- **Benefaction** Caster regains spent spell slots.
- **The Blessing of the Planes G9** Gives the targets additional protection against magic.
- **Comprehension G9** Permits the caster to understand modern Mihállí and safely read cursed text.
- **The Affable Blight of Lord Uní T1** Creates a patch of deadly mould.
- **The Azure Scarab T4** Allows the caster to save spell slots for a day.
- **The Comprehension of Devices T4** Gives the caster and a comrade information on an artifact.

- **The Food of the Ssú T1** Creates a patch of indigenous vegetation.
- **The Obsidian Obelisk T2** Creates an obelisk that shields the caster.

Seventh Circle

- **Demonology T8** Summons a demon to negotiate with the caster.
- **Eternal Bastion of Unabridged Silence** Protect an area from magic.
- **Aeriality G9** Levitate the targets.
- **The Affable Blight of Lord Uní T3** Creates a patch of deadly mould.
- **The Azure Scarab T6** Allows the caster to save spell slots for a week.
- **The Comprehension of Devices T5** The caster may attempt to repair an Eye.
- **The Food of the Ssú T2** Creates a patch of indigenous vegetation.
- **The Obsidian Obelisk T4** Creates an obelisk that shields the caster.
- **Replication of the Mighty T4** Creates a clone of the caster.
- **The Web of Refulgent Command T4** Command andoids and phantasms.

Eighth Circle

- **Demonology T9** Summons two demons to negotiate with the caster.
- **The Muniments of Excellence T8** Creates an impenetrable defensive sphere.
- **Revivification T8** Brings back the target from death.
- **The Affable Blight of Lord Uní T7** Creates a patch of deadly mould.
- **The Antechamber of the Blue Room T6** Sends the target to the Blue Room.
- **The Azure Scarab T8** Allows the caster to save spell slots for a week.
- **The Comprehension of Devices T8** The caster can deflect energy from ancient devices.
- **The Food of the Ssú T5** Creates a patch of indigenous vegetation.
- **The Obsidian Obelisk T6** Creates an obelisk that shields the caster.
- **Replication of the Mighty T8** Creates clones of two targets.
- **The Web of Refulgent Command T6** Command most Underworld creatures.

Ninth Circle

- **Inscription T10** Attempts to create a scroll bearing a high-level spell.
- **Demonology T10** Summons five demons to negotiate with the caster.
- **The Muniments of Excellence T10** Creates an impenetrable defensive sphere.
- **Revivification T10** Brings back the target from death.
- **The Affable Blight of Lord Uní T10** Creates a patch of deadly mould.
- **The Antechamber of the Blue Room T8** Sends the targets to the Blue Room.
- **The Azure Scarab T10** Allows the caster to save spell slots for a month.
- **The Comprehension of Devices T10** Recharges devices of the Ancients.
- **The Obsidian Obelisk T10** Creates an obelisk that shields the caster.
- **Replication of the Mighty T10** Creates two clones of the caster.
- **The Web of Refulgent Command T8** Command robots of the Great Ancients.

2.16 Qón

Cantrips

- **Alleviation U2** Neutralise poisons or toxins affecting the target.
- **Ascertainment U1** Read the surface thoughts of another person.
- **Clairvoyance/Clairaudience U1** See and hear through obstacles.
- **Control of Self U1** Allows the caster to disregard pain.
- **Domination U2** Commands target to perform instinctive tasks.
- **Elicitation U1** Provides a hazy image of the last being to handle an object.
- **Healing U1** Heals a member of the caster's species.
- **Invisibility U2** Makes the subject incredibly difficult to see.
- **Light and Darkness U1** Produces a dim light.
- **Nutrification U3** Provides sustenance to the target.
- **Perceptions of the Energies U2** Determine if nearby objects are enchanted.
- **Phantasms U1** Creates an illusory wall.
- **Robustness U3** Lightens a heavy load.
- **Soporiferousness U2** Causes the target to fall asleep.

- **Terrorisation U2** Causes target to flee, panicked.
- **Translocation U1** Telekinetically move a very light object.
- **Zoïc Domination U2** Crudely control an animal.
- **Semblances G1** Creates an illusion.

First Circle

- **Ascertainment U2** Detect hostility or friendliness of the target.
- **Clairvoyance/Clairaudience U2** See into very dark places and hear very faint sounds.
- **Control of Self U2** Allows the caster to disregard pain and staunch their bleeding.
- **Disenchantment U4** Dispells low-level spells.
- **Domination U5** Commands target to perform simple tasks.
- **Elicitation U2** Provides information on magical auras affecting an object.
- **Favouring U6** Allows the target to shrug off some combat damage.
- **Healing U2** Heals a member of the caster's species.
- **Invisibility U3** Makes the subject invisible.
- **Light and Darkness U3** Produces a ball of bright light or pitch darkness.
- **Nutrition U6** Provides sustenance to targets of the caster's species.
- **Perceptions of the Energies U3** Determine hostility of enchantments on nearby objects.
- **Phantasms U3** Creates an illusory individual.
- **Robustness U5** Lightens a heavy load.
- **Soporiferousness U4** Causes the targets to fall asleep.
- **Terrorisation U4** Causes targets to flee, panicked.
- **Translocation U2** Telekinetically move a light object.
- **Warding U4** Protects the caster from physical attacks.
- **The Web of Kriyág, Lover of Spiders** Hurls a net of tangling webs.
- **Zoïc Domination U4** Crudely control the targeted animals.
- **Semblances G2** Creates an illusion.

Second Circle

- **Ascertainment U6** Communicate telepathically with a member of the caster's species.
- **Clairvoyance/Clairaudience U5** See into very dark places and hear very faint sounds through obstacles.

- **Control of Self U4** Allows the caster to disregard exhaustion and hold their breath indefinitely.
- **Disenchantment U6** Dispells mid-level spells.
- **Domination U7** Commands targets to perform complex tasks.
- **Elicitation U3** Guides the caster to nearby amounts of a substance.
- **Execration U9** Curses an object to explode when handled.
- **Healing U4** Heals a member of the caster's species.
- **Invisibility U6** Makes the subjects invisible.
- **Light and Darkness U5** Produces a beam of light or darkness.
- **Perceptions of the Energies U4** Determine if spells were recently cast nearby.
- **Phantasms U6** Creates a phantasm that can enter combat.
- **Robustness U7** Lightens two heavy loads.
- **Soporiferousness U5** Causes the targets to fall asleep.
- **Translocation U5** Telekinetically move an object.
- **Transportation** Teleport the targets to a previous location.
- **Warding U5** Protects the caster and a companion from physical attacks.
- **Semblances G4** Creates an illusion.
- **Visitations of Other Planes G4** Shows the caster nearby nexus points.

Third Circle

- **Ascertainment U8** Communicate telepathically with a member of any friendly species.
- **Control of Self U6** Allows the caster to disregard exhaustion, hold their breath indefinitely, and fight while holding their breath.
- **Disenchantment U10** Dispells high-level spells.
- **Elicitation U6** Reveals the inner workings of nearby objects.
- **Healing U8** Regrows a severed/lost limb.
- **Inscription U10** Attempts to create a scroll bearing a low-level spell.
- **Invisibility U8** Permits the caster to see invisible objects.
- **Perceptions of the Energies G2** Determine if nearby creatures are enchanted.
- **Phantasms G3** Creates phantasms that can enter combat.
- **The Seal Upon The Powers** Creates a sphere that defends against ritual magic.
- **The Sphere of Impermeable Quiescence** Creates a sphere that defends against psychic magic.

- **Translocation U7** Telekinetically move an object.
- **The Blessing of the Planes G1** Gives the caster additional protection against magic.
- **Derangement G2** Drives the targets temporarily insane.
- **The Hands of Krá the Mighty G2** Crushes targets in invisible pincers.
- **Simulation of the Immovable T1** Disguises the caster as an inanimate object.
- **Stealth G1** Grants the caster a bonus to hide.
- **Visitations of Other Planes G8** Opens a nexus point, allowing travel.

Fourth Circle

- **Domination G5** Temporarily grants the caster full control over a target.
- **Elicitation U7** Reveals the presence and lethality of nearby poisons or toxins.
- **Favouring G4** Allows the target to shrug off some combat damage.
- **Healing G4** Fully heals members of the caster's species.
- **Phantasms G7** Creates phantasms that can enter combat.
- **Aeriality G2** Levitate the caster.
- **The Blessing of the Planes G3** Gives the target additional protection against magic.
- **Derangement G5** Drives the targets temporarily insane.
- **The Hands of Krá the Mighty G4** Crushes targets in invisible pincers.
- **Simulation of the Immovable T4** Disguises targets in the area around the caster.
- **Stealth G3** Grants the targets a bonus to hide.
- **Visitations of Other Planes G10** Opens a nexus point, allowing travel.

Fifth Circle

- **Ascertainment G8** Communicate telepathically with multiple members of the caster's species.
- **Favouring G7** Allows the targets to shrug off some combat damage.
- **Healing G5** Restores members of the caster's species to full health.
- **Phantasms G10** Creates phantasms that can enter combat.
- **Guarding** Protect an area from magic.
- **Aeriality G4** Levitate the target.
- **Acceleration** Vastly increases target's speed.

- **Derangement G8** Drives the targets permanently insane.
- **The Hands of Krá the Mighty G6** Crushes targets in invisible pincers.
- **Simulation of the Immovable T5** Disguises targets in the area around the caster.
- **The Silver Halo of Soul Stealing G6** Strips the souls from the targets.
- **Stealth G5** Grants the targets a bonus to hide.
- **Tranquilisation G6** Protects the caster and allies from poor weather.
- **Vallation** Creates a wall that moves away from the caster.
- + **Transmogrification T2** Opens a small portal to a known location.

Sixth Circle

- **Ascertainment G10** Communicate telepathically with similarly-trained casters over a long distance.
- **Domination G10** Permanently grants the caster full control over a target.
- **Inscription G10** Attempts to create a scroll bearing a mid-level spell.
- **Aeriality G6** Levitate the targets.
- **Benefaction** Caster regains spent spell slots.
- **The Blessing of the Planes G9** Gives the targets additional protection against magic.
- **Simulation of the Immovable T7** Disguises the caster as a statue.
- **Tranquilisation G9** Protects the caster and allies from poor weather.
- + **Transmogrification T3** Opens a portal to a stationary pocket dimension.
- **The Periplus of the Planes T3** Guides the caster to a nexus point.
- + **Etherealisation T4** Sends forth the caster's astral projection.
- + **Spiritism T1** Communicates with a dead member of the caster's species.

Seventh Circle

- **Demonology T8** Summons a demon to negotiate with the caster.
- **Eternal Bastion of Unabridged Silence** Protect an area from magic.
- **Aeriality G9** Levitate the targets.
- **Simulation of the Immovable T8** Disguises the caster as a small inanimate object.
- + **The Silver Halo of Soul Stealing T2**
- + **Transmogrification T5** Opens a portal to a mobile pocket dimension.

- **The Periplus of the Planes T7** Guides the caster to a nexus point.
- + **Etherealisation T5** Sends forth the target's astral projection.
- + **Re-embodiment T5** Place the soul of a recently dead person in an empty body.
- + **Spiritism T3** Communicates with a dead member of the caster's species.
- + **The Viaticum of the Yellow Rose T3** Lays the undead to rest.

Eighth Circle

- **Demonology T9** Summons two demons to negotiate with the caster.
- + **Aeriality T6** Levitate the targets and move them rapidly.
- **Simulation of the Immovable T9** Disguises the targets as small inanimate objects.
- + **The Silver Halo of Soul Stealing T5**
- + **Transmogrification T6** Opens a portal to a mobile pocket dimension.
- **The Periplus of the Planes T9** Guides the caster to a nexus point leading home.
- **The Muniments of Excellence T8** Creates an impenetrable defensive sphere.
- **Revivification T8** Brings back the target from death.
- + **Avulsion of the Spirit-Soul** Drives the target's soul out of their body.
- + **Etherealisation T8** Sends forth the target's astral projection.
- + **Re-embodiment T6** Place the soul of a recently dead person in an infant.
- + **Spiritism T7** Communicates with a dead member of the caster's species.
- + **The Viaticum of the Yellow Rose T5** Lays the undead to rest.

Ninth Circle

- **Inscription T10** Attempts to create a scroll bearing a high-level spell.
- **Demonology T10** Summons five demons to negotiate with the caster.
- **Simulation of the Immovable T10** Disguises the target as a tiny inanimate object.
- + **Transmogrification T8** Creates or uses a nexus point.
- **The Periplus of the Planes T10** Informs the caster about all nearby nexus points.
- **The Muniments of Excellence T10** Creates an impenetrable defensive sphere.
- **Revivification T10** Brings back the target from death.
- + **Etherealisation T10** Sends forth the caster's astral projection.

- + **Re-embodiment T10** Bring a group of being back to life.
- + **Spiritism T10** Forces a spirit to truthfully answer questions.

2.17 Sárku

Cantrips

- **Alleviation U2** Neutralise poisons or toxins affecting the target.
- **Ascertainment U1** Read the surface thoughts of another person.
- **Clairvoyance/Clairaudience U1** See and hear through obstacles.
- **Control of Self U1** Allows the caster to disregard pain.
- **Domination U2** Commands target to perform instinctive tasks.
- **Elicitation U1** Provides a hazy image of the last being to handle an object.
- **Healing U1** Heals a member of the caster's species.
- **Invisibility U2** Makes the subject incredibly difficult to see.
- **Light and Darkness U1** Produces a dim light.
- **Nutrition U3** Provides sustenance to the target.
- **Perceptions of the Energies U2** Determine if nearby objects are enchanted.
- **Phantasms U1** Creates an illusory wall.
- **Robustness U3** Lightens a heavy load.
- **Soporiferousness U2** Causes the target to fall asleep.
- **Terrorisation U2** Causes target to flee, panicked.
- **Translocation U1** Telekinetically move a very light object.
- **Zoic Domination U2** Crudely control an animal.
- **Necromantic Domination G4** Grants control over the undead.
- **Semblances G1** Creates an illusion.

First Circle

- **Ascertainment U2** Detect hostility or friendliness of the target.
- **Clairvoyance/Clairaudience U2** See into very dark places and hear very faint sounds.
- **Control of Self U2** Allows the caster to disregard pain and staunch their bleeding.
- **Disenchantment U4** Dispells low-level spells.
- **Domination U5** Commands target to perform simple tasks.

- **Elicitation U2** Provides information on magical auras affecting an object.
- **Favouring U6** Allows the target to shrug off some combat damage.
- **Healing U2** Heals a member of the caster's species.
- **Invisibility U3** Makes the subject invisible.
- **Light and Darkness U3** Produces a ball of bright light or pitch darkness.
- **Nutrification U6** Provides sustenance to targets of the caster's species.
- **Perceptions of the Energies U3** Determine hostility of enchantments on nearby objects.
- **Phantasms U3** Creates an illusory individual.
- **Robustness U5** Lightens a heavy load.
- **Soporiferousness U4** Causes the targets to fall asleep.
- **Terrorisation U4** Causes targets to flee, panicked.
- **Translocation U2** Telekinetically move a light object.
- **Warding U4** Protects the caster from physical attacks.
- **The Web of Kriyág, Lover of Spiders** Hurls a net of tangling webs.
- **Zoïc Domination U4** Crudely control the targeted animals.
- **Necromantic Domination G10** Grants control over the undead.
- **Semblances G2** Creates an illusion.

Second Circle

- **Ascertainment U6** Communicate telepathically with a member of the caster's species.
- **Clairvoyance/Clairaudience U5** See into very dark places and hear very faint sounds through obstacles.
- **Control of Self U4** Allows the caster to disregard exhaustion and hold their breath indefinitely.
- **Disenchantment U6** Dispells mid-level spells.
- **Domination U7** Commands targets to perform complex tasks.
- **Elicitation U3** Guides the caster to nearby amounts of a substance.
- **Execration U9** Curses an object to explode when handled.
- **Healing U4** Heals a member of the caster's species.
- **Invisibility U6** Makes the subjects invisible.
- **Light and Darkness U5** Produces a beam of light or darkness.
- **Perceptions of the Energies U4** Determine if spells were recently cast nearby.
- **Phantasms U6** Creates a phantasm that can enter combat.

- **Robustness U7** Lightens two heavy loads.
- **Soporiferousness U5** Causes the targets to fall asleep.
- **Translocation U5** Telekinetically move an object.
- **Transportation** Teleport the targets to a previous location.
- **Warding U5** Protects the caster and a companion from physical attacks.
- **Semblances G4** Creates an illusion.
- **Visitations of Other Planes G4** Shows the caster nearby nexus points.

Third Circle

- **Ascertainment U8** Communicate telepathically with a member of any friendly species.
- **Control of Self U6** Allows the caster to disregard exhaustion, hold their breath indefinitely, and fight while holding their breath.
- **Disenchantment U10** Dispells high-level spells.
- **Elicitation U6** Reveals the inner workings of nearby objects.
- **Healing U8** Regrows a severed/lost limb.
- **Inscription U10** Attempts to create a scroll bearing a low-level spell.
- **Invisibility U8** Permits the caster to see invisible objects.
- **Perceptions of the Energies G2** Determine if nearby creatures are enchanted.
- **The Seal Upon The Powers** Creates a sphere that defends against ritual magic.
- **The Sphere of Impermeable Quiescence** Creates a sphere that defends against psychic magic.
- **Translocation U7** Telekinetically move an object.
- **The Blessing of the Planes G1** Gives the caster additional protection against magic.
- **Derangement G2** Drives the targets temporarily insane.
- **The Hands of Krá the Mighty G2** Crushes targets in invisible pincers.
- **Pestilence G2** Inflicts a deadly plague on the target.
- **Prorogation G1** Slows the target.
- **Sagacity G1** Temporarily increases the target's intelligence.
- **Stealth G1** Grants the caster a bonus to hide.
- **Visitations of Other Planes G8** Opens a nexus point, allowing travel.

Fourth Circle

- **Domination G5** Temporarily grants the caster full control over a target.
- **Domination T1** Erases the target's memories of the past day.
- **Elicitation U7** Reveals the presence and lethality of nearby poisons or toxins.
- **The Blessing of the Planes G3** Gives the target additional protection against magic.
- **Derangement G5** Drives the targets temporarily insane.
- **Desiccation G3** Removes the fluids in one of the target's body parts.
- **Enhancement and Debilitation G4** Enchant a steel item.
- **The Hands of Krá the Mighty G4** Crushes targets in invisible pincers.
- **Pestilence G3** Inflicts a deadly plague on the targets.
- **Prorogation G3** Slows the targets.
- **Sagacity G2** Temporarily increases the target's intelligence.
- **The Speculum of Retribution** Reflects hostile spells upon the attacker.
- **Stealth G3** Grants the targets a bonus to hide.
- **Vapour of Death** Creates a cloud of toxic gas.
- **Visitations of Other Planes G10** Opens a nexus point, allowing travel.
- **Necrofacture T3** Turns one corpse into a Mrúr

Fifth Circle

- **Ascertainment G8** Communicate telepathically with multiple members of the caster's species.
- **Domination T3** Erases the target's memories of the past week.
- **Guarding** Protect an area from magic.
- **Derangement G8** Drives the targets permanently insane.
- **Desiccation G5** Removes the fluids in one of the targets' body parts.
- **Enhancement and Debilitation G7** Weaken a steel item.
- **The Hands of Krá the Mighty G6** Crushes targets in invisible pincers.
- **Stealth G5** Grants the targets a bonus to hide.
- **Vallation** Creates a wall that moves away from the caster.
- **Necrofacture T5** Turns one corpse into a Shédra

Sixth Circle

- **Ascertainment G10** Communicate telepathically with similarly-trained casters over a long distance.
- **Domination G10** Permanently grants the caster full control over a target.
- **Domination T5** Erases the targets' memories of the past month.
- **Inscription G10** Attempts to create a scroll bearing a mid-level spell.
- **The Eradicator of Veracity T3** Create a false history for an object.
- **The Blessing of the Planes G9** Gives the targets additional protection against magic.
- **Enhancement and Debilitation G10** Permanently enchant a suit of heavy armor and weapon.
- **Reanimation G9** Brings a dead person back in a temporary body.
- **Hebetation of the Intellect T3** Strips the target of their intellect.
- **Necrofacture T6** Turns several corpses into Mrúr
- **Vermiculation T5** Summons the Worms of Death.

Seventh Circle

- **Domination T6** Erases the target's entire memory.
- **The Eradicator of Veracity T7** Change an object's apparent enchantment.
- **Demonology T8** Summons a demon to negotiate with the caster.
- **Eternal Bastion of Unabridged Silence** Protect an area from magic.
- **The Bulwark of Amber T2** Turns failed spells that target the caster into energy.
- **Depuration T4** Transforms steel armour into copper.
- **Hebetation of the Intellect T5** Strips the targets of their intellect.
- **Necrofacture T8** Turns several corpses into Shédra
- **The Summoning of the Spectral Hosts T4** Summons nearby undead to serve the caster.
- **Vermiculation T7** Summons the Worms of Death.

Eighth Circle

- **Domination T8** Compells the targets to undertake a mission.
- **The Eradicator of Veracity T9** Renders the target invisible to divination.
- **Demonology T9** Summons two demons to negotiate with the caster.

- **The Muniments of Excellence T8** Creates an impenetrable defensive sphere.
- **Revivification T8** Brings back the target from death.
- **The Bulwark of Amber T4** Turns failed spells that target the caster into energy.
- **Depuration T8** Transforms enchanted armour into copper.
- **Hebetation of the Intellect T8** Permanently removes the intellect of the target.
- **Necrofacture T9** Turns one corpse into a Shédra
- **The Summoning of the Spectral Hosts T6** Summons nearby undead to serve the caster.
- **Vermiculation T9** Summons the Worms of the Night.

Ninth Circle

- **Domination T10** Places a psychic trap on a target.
- **Inscription T10** Attempts to create a scroll bearing a high-level spell.
- **The Eradicator of Veracity T10** Gives the target a new identity.
- **Demonology T10** Summons five demons to negotiate with the caster.
- **The Muniments of Excellence T10** Creates an impenetrable defensive sphere.
- **Revivification T10** Brings back the target from death.
- **The Bulwark of Amber T9** Turns failed spells that target the caster into energy.
- **Depuration T10** Enchants copper armour.
- **Hebetation of the Intellect T10** Transfers a corpse's persona into the target's body.
- **Necrofacture T10** Transforms the caster into an undead.
- **The Summoning of the Spectral Hosts T8** Summons nearby undead to serve the caster.
- **Vermiculation T10** Summons dormant Worms of Death.

2.18 Shaman (Generic)

Cantrips

- **Alleviation U2** Neutralise poisons or toxins affecting the target.
- **Ascertainment U1** Read the surface thoughts of another person.
- **Clairvoyance/Clairaudience U1** See and hear through obstacles.

- **Control of Self U1** Allows the caster to disregard pain.
- **Domination U2** Commands target to perform instinctive tasks.
- **Elicitation U1** Provides a hazy image of the last being to handle an object.
- **Healing U1** Heals a member of the caster's species.
- **Invisibility U2** Makes the subject incredibly difficult to see.
- **Light and Darkness U1** Produces a dim light.
- **Nutrification U3** Provides sustenance to the target.
- **Perceptions of the Energies U2** Determine if nearby objects are enchanted.
- **Phantasms U1** Creates an illusory wall.
- **Robustness U3** Lightens a heavy load.
- **Soporiferousness U2** Causes the target to fall asleep.
- **Terrorisation U2** Causes target to flee, panicked.
- **Translocation U1** Telekinetically move a very light object.
- **Zoïc Domination U2** Crudely control an animal.
- **Necromantic Domination G4** Grants control over the undead.
- **Semblances G1** Creates an illusion.

First Circle

- **Ascertainment U2** Detect hostility or friendliness of the target.
- **Clairvoyance/Clairaudience U2** See into very dark places and hear very faint sounds.
- **Control of Self U2** Allows the caster to disregard pain and staunch their bleeding.
- **Disenchantment U4** Dispells low-level spells.
- **Domination U5** Commands target to perform simple tasks.
- **Elicitation U2** Provides information on magical auras affecting an object.
- **Favouring U6** Allows the target to shrug off some combat damage.
- **Healing U2** Heals a member of the caster's species.
- **Invisibility U3** Makes the subject invisible.
- **Light and Darkness U3** Produces a ball of bright light or pitch darkness.
- **Nutrification U6** Provides sustenance to targets of the caster's species.
- **Perceptions of the Energies U3** Determine hostility of enchantments on nearby objects.
- **Phantasms U3** Creates an illusory individual.

- **Robustness U5** Lightens a heavy load.
- **Soporiferousness U4** Causes the targets to fall asleep.
- **Terrorisation U4** Causes targets to flee, panicked.
- **Translocation U2** Telekinetically move a light object.
- **Warding U4** Protects the caster from physical attacks.
- **The Web of Kriyág, Lover of Spiders** Hurls a net of tangling webs.
- **Zoïc Domination U4** Crudely control the targeted animals.
- **Necromantic Domination G10** Grants control over the undead.
- **Semblances G2** Creates an illusion.

Second Circle

- **Ascertainment U6** Communicate telepathically with a member of the caster's species.
- **Clairvoyance/Clairaudience U5** See into very dark places and hear very faint sounds through obstacles.
- **Control of Self U4** Allows the caster to disregard exhaustion and hold their breath indefinitely.
- **Disenchantment U6** Dispells mid-level spells.
- **Domination U7** Commands targets to perform complex tasks.
- **Elicitation U3** Guides the caster to nearby amounts of a substance.
- **Execration U9** Curses an object to explode when handled.
- **Healing U4** Heals a member of the caster's species.
- **Invisibility U6** Makes the subjects invisible.
- **Light and Darkness U5** Produces a beam of light or darkness.
- **Perceptions of the Energies U4** Determine if spells were recently cast nearby.
- **Phantasms U6** Creates a phantasm that can enter combat.
- **Robustness U7** Lightens two heavy loads.
- **Soporiferousness U5** Causes the targets to fall asleep.
- **Translocation U5** Telekinetically move an object.
- **Transportation** Teleport the targets to a previous location.
- **Warding U5** Protects the caster and a companion from physical attacks.
- **Zoïc Domination G4** Control the targeted animals.
- **Osteal Thaumaturgy T2** Speak with the dead.
- **Semblances G4** Creates an illusion.
- **Visitations of Other Planes G4** Shows the caster nearby nexus points.

Third Circle

- **Alleviation G2** Neutralise poisons, toxins, drugs, and alcohol affecting the targets.
- **Ascertainment U8** Communicate telepathically with a member of any friendly species.
- **Control of Self U6** Allows the caster to disregard exhaustion, hold their breath indefinitely, and fight while holding their breath.
- **Disenchantment U10** Dispells high-level spells.
- **Elicitation U6** Reveals the inner workings of nearby objects.
- **Healing U8** Regrows a severed/lost limb.
- **Inscription U10** Attempts to create a scroll bearing a low-level spell.
- **Invisibility U8** Permits the caster to see invisible objects.
- **Perceptions of the Energies G2** Determine if nearby creatures are enchanted.
- **The Seal Upon The Powers** Creates a sphere that defends against ritual magic.
- **The Sphere of Impermeable Quiescence** Creates a sphere that defends against psychic magic.
- **Translocation U7** Telekinetically move an object.
- **Zoïc Domination G5** Control a swarm of small animals.
- **Artfulness G1** Give the target a bonus to skill use.
- **The Blessing of the Planes G1** Gives the caster additional protection against magic.
- **Derangement G2** Drives the targets temporarily insane.
- **Excellence G1** Gives the target a combat bonus.
- **Far-Seeing G1** Grants the caster telescopic vision.
- **Osteal Thaumaturgy T3** Use a bone as a compass to seek someone.
- **Pestilence G2** Inflicts a deadly plague on the target.
- **Simulation of the Immovable T1** Disguises the caster as an inanimate object.
- **Stealth G1** Grants the caster a bonus to hide.
- **Visitations of Other Planes G8** Opens a nexus point, allowing travel.

Fourth Circle

- **Alleviation G4** Neutralise poisons or toxins affecting the target, and cures paralysis.

- **Elicitation U7** Reveals the presence and lethality of nearby poisons or toxins.
- **Healing G4** Fully heals members of the caster's species.
- **Zoömorphy T2** Summon and control nearby large animals.
- **Artfulness G2** Give the target a bonus to skill use.
- **The Blessing of the Planes G3** Gives the target additional protection against magic.
- **Comprehension G3** Permits the caster to understand modern languages.
- **Derangement G5** Drives the targets temporarily insane.
- **Desiccation G3** Removes the fluids in one of the target's body parts.
- **Excellence G3** Gives the target a combat bonus.
- **Far-Seeing G2** Grants the caster telescopic vision.
- **Osteal Thaumaturgy T5** Create fake riches from bones.
- **Pestilence G3** Inflicts a deadly plague on the targets.
- **Simulation of the Immovable T4** Disguises targets in the area around the caster.
- **Stealth G3** Grants the targets a bonus to hide.
- **Visitations of Other Planes G10** Opens a nexus point, allowing travel.
- + **Viscosity T2** Turns a section of ground into mud.

Fifth Circle

- **Healing G5** Restores members of the caster's species to full health.
- **Filamentary Extension T3** Shoots a strand of webbing at the target.
- **Zoömorphy T5** Choose a familar animal species.
- **Comprehension G5** Permits the caster to understand ancient languages.
- **Derangement G8** Drives the targets pemanently insane.
- **Desiccation G5** Remvoes the fluids in one of the targets' body parts.
- **Excellence G7** Gives the targets a combat bonus.
- **The Seeking Bone** Creates an enchanted projectile point from bone.
- **Simulation of the Immovable T5** Disguises targets in the area around the caster.
- **The Silver Halo of Soul Stealing G6** Strips the souls from the targets.
- **Stealth G5** Grants the targets a bonus to hide.
- **Tranquilisation G6** Protects the caster and allies from poor weather.
- + **The Breath of the Goddess T1** Creates a bubble of air around the caster.
- + **Viscosity T3** Turns a section of ground into mud.

Sixth Circle

- **Inscription G10** Attempts to create a scroll bearing a mid-level spell.
- **Filamentary Extension T5** Shoots a strand of webbing at the target.
- **Zoömorphy T7** Send a message with a familiar.
- **Benefaction** Caster regains spent spell slots.
- **The Blessing of the Planes G9** Gives the targets additional protection against magic.
- **Comprehension G9** Permits the caster to understand modern Mihállí and safely read cursed text.
- **Osteal Thaumaturgy T7** Turns the targets' internal skeletons into jelly.
- **Reanimation G9** Brings a dead person back in a temporary body.
- **Simulation of the Immovable T7** Disguises the caster as a statue.
- **Tranquilisation G9** Protects the caster and allies from poor weather.
- + **The Breath of the Goddess T4** Creates a bubble of air around the caster and allies.
- + **Acclimatisation** Makes the caster immune to weather.
- + **Etherealisation T4** Sends forth the caster's astral projection.
- + **Spiritism T1** Communicates with a dead member of the caster's species.
- + **Emulation T1** Disguises the caster.
- + **Viscosity T4** Turns the target into jelly.

Seventh Circle

- **Demonology T8** Summons a demon to negotiate with the caster.
- **Filamentary Extension T7** Covers the floor with sticky webbing.
- **Zoömorphy T8** Acquire a permanent companion animal.
- **Osteal Thaumaturgy T8** Summons animals to fight for the caster.
- **Simulation of the Immovable T8** Disguises the caster as a small inanimate object.
- + **The Breath of the Goddess T7** Creates a bubble of vacuum.
- + **Fructification T3** Makes nearby flora and fauna fertile.
- + **Etherealisation T5** Sends forth the target's astral projection.
- + **Spiritism T3** Communicates with a dead member of the caster's species.
- + **Emulation T3** Disguises the caster as someone specific.
- + **The Globe of Distant Discernment T3** See at a distance.
- + **Decorporialisation T4** Makes the caster insubstantial.
- + **Viscosity T6** Turns the targets into jelly.

Eighth Circle

- + **Alleviation T9** Cures radiation sickness affecting the target.
- **Demonology T9** Summons two demons to negotiate with the caster.
- **Filamentary Extension T9** Creates a mass of webbing to block a corridor.
- **Zoömorphy T9** Transform into a familiar animal.
- **Osteal Thaumaturgy T9** Creates an amulet that protects against the Pariah Deities.
- **Simulation of the Immovable T9** Disguises the targets as small inanimate objects.
- **The Muniments of Excellence T8** Creates an impenetrable defensive sphere.
- **Revivification T8** Brings back the target from death.
- + **The Breath of the Goddess T8** Creates a bubble of vacuum.
- + **Fructification T6** Makes a member of the caster's species fertile.
- + **Zooification** Brings nearby vegetation to life.
- + **Etherealisation T8** Sends forth the target's astral projection.
- + **Spiritism T7** Communicates with a dead member of the caster's species.
- + **Emulation T7** Disguises the caster and an ally.
- + **The Globe of Distant Discernment T7** See at a distance.
- + **Decorporialisation T7** Makes the target insubstantial.
- + **Viscosity T8** Turns the targets into jelly.

Ninth Circle

- + **Alleviation T10** Attempts to cure the target's addiction to Zu'úr.
- **Inscription T10** Attempts to create a scroll bearing a high-level spell.
- **Demonology T10** Summons five demons to negotiate with the caster.
- **Filamentary Extension T10** Creates a mass of webbing to entangle creatures.
- **Zoömorphy T10** Transform into a superior familiar animal.
- **Osteal Thaumaturgy T10** Creates an enchanted item that destroys minions of the Pariah Deities.
- **Simulation of the Immovable T10** Disguises the target as a tiny inanimate object.
- **The Muniments of Excellence T10** Creates an impenetrable defensive sphere.
- **Revivification T10** Brings back the target from death.

- + **The Breath of the Goddess T10** Creates a bubble of air around the caster and allies.
- + **Fructification T8** Increases the yield of nearby crops.
- + **Etherealisation T10** Sends forth the caster's astral projection.
- + **Spiritism T10** Forces a spirit to truthfully answer questions.
- + **The Globe of Distant Discernment T9** See at a distance.
- + **Decorporialisation T10** Makes the targets insubstantial.
- + **Viscosity T9** Creates a tunnel through unworked stone or earth.

2.19 Thúmis

Cantrips

- **Alleviation U2** Neutralise poisons or toxins affecting the target.
- **Ascertainment U1** Read the surface thoughts of another person.
- **Clairvoyance/Clairaudience U1** See and hear through obstacles.
- **Control of Self U1** Allows the caster to disregard pain.
- **Domination U2** Commands target to perform instinctive tasks.
- **Elicitation U1** Provides a hazy image of the last being to handle an object.
- **Healing U1** Heals a member of the caster's species.
- **Invisibility U2** Makes the subject incredibly difficult to see.
- **Light and Darkness U1** Produces a dim light.
- **Nutrification U3** Provides sustenance to the target.
- **Perceptions of the Energies U2** Determine if nearby objects are enchanted.
- **Phantasms U1** Creates an illusory wall.
- **Robustness U3** Lightens a heavy load.
- **Soporiferousness U2** Causes the target to fall asleep.
- **Terrorisation U2** Causes target to flee, panicked.
- **Translocation U1** Telekinetically move a very light object.
- **Zoïc Domination U2** Crudely control an animal.
- **Necromantic Domination G4** Grants control over the undead.

First Circle

- **Ascertainment U2** Detect hostility or friendliness of the target.
- **Clairvoyance/Clairaudience U2** See into very dark places and hear very faint sounds.
- **Control of Self U2** Allows the caster to disregard pain and staunch their bleeding.
- **Disenchantment U4** Dispells low-level spells.
- **Domination U5** Commands target to perform simple tasks.
- **Elicitation U2** Provides information on magical auras affecting an object.
- **Favouring U6** Allows the target to shrug off some combat damage.
- **Healing U2** Heals a member of the caster's species.
- **Invisibility U3** Makes the subject invisible.
- **Light and Darkness U3** Produces a ball of bright light or pitch darkness.
- **Nutrification U6** Provides sustenance to targets of the caster's species.
- **Perceptions of the Energies U3** Determine hostility of enchantments on nearby objects.
- **Phantasms U3** Creates an illusory individual.
- **Robustness U5** Lightens a heavy load.
- **Soporiferousness U4** Causes the targets to fall asleep.
- **Terrorisation U4** Causes targets to flee, panicked.
- **Translocation U2** Telekinetically move a light object.
- **Warding U4** Protects the caster from physical attacks.
- **The Web of Kriyág, Lover of Spiders** Hurls a net of tangling webs.
- **Zoïc Domination U4** Crudely control the targeted animals.
- **Necromantic Domination G10** Grants control over the undead.

Second Circle

- **Ascertainment U6** Communicate telepathically with a member of the caster's species.
- **Clairvoyance/Clairaudience U5** See into very dark places and hear very faint sounds through obstacles.
- **Control of Self U4** Allows the caster to disregard exhaustion and hold their breath indefinitely.
- **Disenchantment U6** Dispells mid-level spells.
- **Domination U7** Commands targets to perform complex tasks.
- **Elicitation U3** Guides the caster to nearby amounts of a substance.

- **Execration U9** Curses an object to explode when handled.
- **Healing U4** Heals a member of the caster's species.
- **Invisibility U6** Makes the subjects invisible.
- **Light and Darkness U5** Produces a beam of light or darkness.
- **Perceptions of the Energies U4** Determine if spells were recently cast nearby.
- **Phantasms U6** Creates a phantasm that can enter combat.
- **Robustness U7** Lightens two heavy loads.
- **Soporiferousness U5** Causes the targets to fall asleep.
- **Translocation U5** Telekinetically move an object.
- **Transportation** Teleport the targets to a previous location.
- **Warding U5** Protects the caster and a companion from physical attacks.
- **Visitations of Other Planes G4** Shows the caster nearby nexus points.

Third Circle

- **Alleviation G2** Neutralise poisons, toxins, drugs, and alcohol affecting the targets.
- **Ascertainment U8** Communicate telepathically with a member of any friendly species.
- **Control of Self U6** Allows the caster to disregard exhaustion, hold their breath indefinitely, and fight while holding their breath.
- **Disenchantment U10** Dispells high-level spells.
- **Elicitation U6** Reveals the inner workings of nearby objects.
- **Healing U8** Regrows a severed/lost limb.
- **Inscription U10** Attempts to create a scroll bearing a low-level spell.
- **Invisibility U8** Permits the caster to see invisible objects.
- **Perceptions of the Energies G2** Determine if nearby creatures are enchanted.
- **Phantasms G3** Creates phantasms that can enter combat.
- **The Seal Upon The Powers** Creates a sphere that defends against ritual magic.
- **The Sphere of Impermeable Quiescence** Creates a sphere that defends against psychic magic.
- **Translocation U7** Telekinetically move an object.
- **Artfulness G1** Give the target a bonus to skill use.
- **The Blessing of the Planes G1** Gives the caster additional protection against magic.

- **Prorogation G1** Slows the target.
- **Sagacity G1** Temporarily increases the target's intelligence.
- **Visitations of Other Planes G8** Opens a nexus point, allowing travel.

Fourth Circle

- **Alleviation G4** Neutralise poisons or toxins affecting the target, and cures paralysis.
- **Domination G5** Temporarily grants the caster full control over a target.
- **Elicitation U7** Reveals the presence and lethality of nearby poisons or toxins.
- **Healing G4** Fully heals members of the caster's species.
- **Phantasms G7** Creates phantasms that can enter combat.
- **Aeriality G2** Levitate the caster.
- **Artfulness G2** Give the target a bonus to skill use.
- **The Blessing of the Planes G3** Gives the target additional protection against magic.
- **Comprehension G3** Permits the caster to understand modern languages.
- **The Missile of Metállja G4** Slays or incapacitates the target.
- **Prorogation G3** Slows the targets.
- **Sagacity G2** Temporarily increases the target's intelligence.
- **The Speculum of Retribution** Reflects hostile spells upon the attacker.
- **Visitations of Other Planes G10** Opens a nexus point, allowing travel.
- **The Preserver of Wisdom T1** Protects papers from rot.

Fifth Circle

- **Ascertainment G8** Communicate telepathically with multiple members of the caster's species.
- **Elicitation G4** Guides the caster to a nearby object.
- **Healing G5** Restores members of the caster's species to full health.
- **Phantasms G10** Creates phantasms that can enter combat.
- **Guarding** Protect an area from magic.
- **The Discerner of Enchantments T1** Determines the exact nature of a low-level enchantment.
- **Aeriality G4** Levitate the target.
- **Comprehension G5** Permits the caster to understand ancient languages.

- **The Missile of Metálja G6** Slays or incapacitates the targets.
- **Vallation** Creates a wall that moves away from the caster.
- **The Preserver of Wisdom T2** Restores ancient papers to an usable form.

Sixth Circle

- **Ascertainment G10** Communicate telepathically with similarly-trained casters over a long distance.
- **Domination G10** Permanently grants the caster full control over a target.
- **Inscription G10** Attempts to create a scroll bearing a mid-level spell.
- **The Discerner of Enchantments T3** Determines the exact nature of a low- to mid-level enchantment.
- **Aeriality G6** Levitate the targets.
- **Benefaction** Caster regains spent spell slots.
- **The Blessing of the Planes G9** Gives the targets additional protection against magic.
- **Comprehension G9** Permits the caster to understand modern Mihállí and safely read cursed text.
- **Benignity T3** Pacifies nearby members of the caster's species.
- **Guiding T3** Guides the caster back along their path.
- **The Preserver of Wisdom T4** Protects papers from fire.

Seventh Circle

- **Healing T3** Heals the target, regardless of species.
- **The Discerner of Enchantments T5** Determines the exact nature of a low- to mid-level enchantment.
- **Demonology T8** Summons a demon to negotiate with the caster.
- **Eternal Bastion of Unabridged Silence** Protect an area from magic.
- **Aeriality G9** Levitate the targets.
- **Sagacious Acquisition T3** Train the target in a skill.
- **Benignity T5** Pacifies nearby members of friendly species.
- **The Gate of the Grey Pentacle T2** Sends a nexus point after the target.
- **Guiding T4** Guides the caster back along their path, revealing secret doors.
- **The Preserver of Wisdom T5** Protects target from interplanar transportation.

Eighth Circle

- **Alleviation T9** Cures radiation sickness affecting the target.
- **Healing T5** Heals the target, regardless of species.
- **The Discerner of Enchantments T6** Determines the nature and charges remaining in an Eye.
- **Demonology T9** Summons two demons to negotiate with the caster.
- **Sagacious Acquisition T6** Train the target in a skill.
- **The Muniments of Excellence T8** Creates an impenetrable defensive sphere.
- **Revivification T8** Brings back the target from death.
- **Benignity T7** Pacifies nearby members of neutral species.
- **The Gate of the Grey Pentacle T6** Sends a nexus point after the targets.
- **Guiding T8** Guides the caster back along their path, revealing traps.
- **The Preserver of Wisdom T7** Attempts to make a scroll multiple-use.

Ninth Circle

- **Alleviation T10** Attempts to cure the target's addiction to Zu'úr.
- **Healing T7** Restores the target to full health.
- **Inscription T10** Attempts to create a scroll bearing a high-level spell.
- **The Discerner of Enchantments T9** Determines the exact nature of an enchantment.
- **Demonology T10** Summons five demons to negotiate with the caster.
- **Sagacious Acquisition T9** Train the target in a skill.
- **The Muniments of Excellence T10** Creates an impenetrable defensive sphere.
- **Revivification T10** Brings back the target from death.
- **Benignity T10** Pacifies nearby members of hostile species.
- **The Gate of the Grey Pentacle T10** Sends the targets through a nexus point.
- **Guiding T10** Guides the caster to their destination.
- **The Preserver of Wisdom T10** Attempts to make a spellbook multiple-use.

2.20 Vimúhla

Cantrips

- **Alleviation U2** Neutralise poisons or toxins affecting the target.
- **Ascertainment U1** Read the surface thoughts of another person.
- **Clairvoyance/Clairaudience U1** See and hear through obstacles.
- **Control of Self U1** Allows the caster to disregard pain.
- **Domination U2** Commands target to perform instinctive tasks.
- **Elicitation U1** Provides a hazy image of the last being to handle an object.
- **Healing U1** Heals a member of the caster's species.
- **Invisibility U2** Makes the subject incredibly difficult to see.
- **Light and Darkness U1** Produces a dim light.
- **Nutrition U3** Provides sustenance to the target.
- **Perceptions of the Energies U2** Determine if nearby objects are enchanted.
- **Phantasms U1** Creates an illusory wall.
- **Robustness U3** Lightens a heavy load.
- **Soporiferousness U2** Causes the target to fall asleep.
- **Terrorisation U2** Causes target to flee, panicked.
- **Translocation U1** Telekinetically move a very light object.
- **Zoic Domination U2** Crudely control an animal.
- **Empowering G1** Grants the target an attribute bonus.

First Circle

- **Ascertainment U2** Detect hostility or friendliness of the target.
- **Clairvoyance/Clairaudience U2** See into very dark places and hear very faint sounds.
- **Control of Self U2** Allows the caster to disregard pain and staunch their bleeding.
- **Disenchantment U4** Dispells low-level spells.
- **Domination U5** Commands target to perform simple tasks.
- **Elicitation U2** Provides information on magical auras affecting an object.
- **Favouring U6** Allows the target to shrug off some combat damage.
- **Healing U2** Heals a member of the caster's species.
- **Invisibility U3** Makes the subject invisible.

- **Light and Darkness U3** Produces a ball of bright light or pitch darkness.
- **Nutrition U6** Provides sustenance to targets of the caster's species.
- **Perceptions of the Energies U3** Determine hostility of enchantments on nearby objects.
- **Phantasms U3** Creates an illusory individual.
- **Robustness U5** Lightens a heavy load.
- **Soporiferousness U4** Causes the targets to fall asleep.
- **Terrorisation U4** Causes targets to flee, panicked.
- **Translocation U2** Telekinetically move a light object.
- **Warding U4** Protects the caster from physical attacks.
- **The Web of Kriyág, Lover of Spiders** Hurls a net of tangling webs.
- **Zoïc Domination U4** Crudely control the targeted animals.
- **Empowering G2** Grants the target an attribute bonus.

Second Circle

- **Ascertainment U6** Communicate telepathically with a member of the caster's species.
- **Clairvoyance/Clairaudience U5** See into very dark places and hear very faint sounds through obstacles.
- **Control of Self U4** Allows the caster to disregard exhaustion and hold their breath indefinitely.
- **Disenchantment U6** Dispells mid-level spells.
- **Domination U7** Commands targets to perform complex tasks.
- **Elicitation U3** Guides the caster to nearby amounts of a substance.
- **Execration U9** Curses an object to explode when handled.
- **Healing U4** Heals a member of the caster's species.
- **Invisibility U6** Makes the subjects invisible.
- **Light and Darkness U5** Produces a beam of light or darkness.
- **Perceptions of the Energies U4** Determine if spells were recently cast nearby.
- **Phantasms U6** Creates a phantasm that can enter combat.
- **Robustness U7** Lightens two heavy loads.
- **Soporiferousness U5** Causes the targets to fall asleep.
- **Translocation U5** Telekinetically move an object.
- **Transportation** Teleport the targets to a previous location.
- **Warding U5** Protects the caster and a companion from physical attacks.
- **Empowering G6** Grants the targets attribute bonuses.

Third Circle

- **Ascertainment U8** Communicate telepathically with a member of any friendly species.
- **Control of Self U6** Allows the caster to disregard exhaustion, hold their breath indefinitely, and fight while holding their breath.
- **Disenchantment U10** Dispells high-level spells.
- **Elicitation U6** Reveals the inner workings of nearby objects.
- **Healing U8** Regrows a severed/lost limb.
- **Inscription U10** Attempts to create a scroll bearing a low-level spell.
- **Invisibility U8** Permits the caster to see invisible objects.
- **The Seal Upon The Powers** Creates a sphere that defends against ritual magic.
- **The Sphere of Impermeable Quiescence** Creates a sphere that defends against psychic magic.
- **Translocation U7** Telekinetically move an object.
- **Devitalisation T1** Permanently weakens the target.
- **Excellence G1** Gives the target a combat bonus.
- **Far-Seeing G1** Grants the caster telescopic vision.
- **Nimbleness G1** Gives the target a bonus to their Dexterity.

Fourth Circle

- **Elicitation U7** Reveals the presence and lethality of nearby poisons or toxins.
- **Favouring G4** Allows the target to shrug off some combat damage.
- **Healing G4** Fully heals members of the caster's species.
- **Warding G5** Protects the target from physical attacks.
- **The Blade of Inexorable Dissection G3** Creates a magical longsword.
- **Devitalisation T4** Permanently weakens the targets.
- **Enhancement and Debilitation G4** Enchant a steel item.
- **Excellence G3** Gives the target a combat bonus.
- **Far-Seeing G2** Grants the caster telescopic vision.
- **Intrepidity G3** Grants nearby allies immunity from panic.
- **Nimbleness G2** Gives the target a bonus to their Dexterity.
- **Radiant Gaze G3** Slays targets with a blast of flame.
- **Vapour of Death** Creates a cloud of toxic gas.

Fifth Circle

- **Favouring G7** Allows the targets to shrug off some combat damage.
- **Healing G5** Restores members of the caster's species to full health.
- **Acceleration** Vastly increases target's speed.
- **The Blade of Inexorable Dissection G4** Creates a magical greatsword.
- **Doomkill G8** Causes an explosion, damaging nearby creatures.
- **Devitalisation T5** Permanently weakens the targets.
- **Enhancement and Debilitation G7** Weaken a steel item.
- **Excellence G7** Gives the targets a combat bonus.
- **Intrepidity G5** Grants nearby allies immunity from panic.
- **Radiant Gaze G7** Slays targets with a blast of flame.
- **Vallation** Creates a wall that moves away from the caster.

Sixth Circle

- **Inscription G10** Attempts to create a scroll bearing a mid-level spell.
- **Warding G10** Protects a structure from magical attacks.
- **Doomkill G10** Causes an explosion, damaging nearby creatures.
- **Devitalisation T6** Permanently weakens the targets.
- **Enhancement and Debilitation G10** Permanently enchant a suit of heavy armor and weapon.

Seventh Circle

- **Demonology T8** Summons a demon to negotiate with the caster.
- **Devitalisation T7** Permanently exhausts the target's spell slots.

Eighth Circle

- **Demonology T9** Summons two demons to negotiate with the caster.
- **Devitalisation T8** Permanently exhausts the target's spell slots.
- **The Muniments of Excellence T8** Creates an impenetrable defensive sphere.
- **Revivification T8** Brings back the target from death.

Ninth Circle

- **Inscription T10** Attempts to create a scroll bearing a high-level spell.
- **Demonology T10** Summons five demons to negotiate with the caster.
- **Devitalisation T10** Permanently exhausts the target's spell slots and weakens them.
- **The Muniments of Excellence T10** Creates an impenetrable defensive sphere.
- **Revivification T10** Brings back the target from death.

2.21 Wurú

Cantrips

- **Alleviation U2** Neutralise poisons or toxins affecting the target.
- **Ascertainment U1** Read the surface thoughts of another person.
- **Clairvoyance/Clairaudience U1** See and hear through obstacles.
- **Control of Self U1** Allows the caster to disregard pain.
- **Domination U2** Commands target to perform instinctive tasks.
- **Elicitation U1** Provides a hazy image of the last being to handle an object.
- **Healing U1** Heals a member of the caster's species.
- **Invisibility U2** Makes the subject incredibly difficult to see.
- **Light and Darkness U1** Produces a dim light.
- **Nutrition U3** Provides sustenance to the target.
- **Perceptions of the Energies U2** Determine if nearby objects are enchanted.
- **Phantasms U1** Creates an illusory wall.
- **Robustness U3** Lightens a heavy load.
- **Soporiferousness U2** Causes the target to fall asleep.
- **Terrorisation U2** Causes target to flee, panicked.
- **Translocation U1** Telekinetically move a very light object.
- **Zoic Domination U2** Crudely control an animal.
- **Semblances G1** Creates an illusion.

First Circle

- **Ascertainment U2** Detect hostility or friendliness of the target.
- **Clairvoyance/Clairaudience U2** See into very dark places and hear very faint sounds.
- **Control of Self U2** Allows the caster to disregard pain and staunch their bleeding.
- **Disenchantment U4** Dispells low-level spells.
- **Domination U5** Commands target to perform simple tasks.
- **Elicitation U2** Provides information on magical auras affecting an object.
- **Favouring U6** Allows the target to shrug off some combat damage.
- **Healing U2** Heals a member of the caster's species.
- **Invisibility U3** Makes the subject invisible.
- **Light and Darkness U3** Produces a ball of bright light or pitch darkness.
- **Nutrification U6** Provides sustenance to targets of the caster's species.
- **Perceptions of the Energies U3** Determine hostility of enchantments on nearby objects.
- **Phantasms U3** Creates an illusory individual.
- **Robustness U5** Lightens a heavy load.
- **Soporiferousness U4** Causes the targets to fall asleep.
- **Terrorisation U4** Causes targets to flee, panicked.
- **Translocation U2** Telekinetically move a light object.
- **Warding U4** Protects the caster from physical attacks.
- **The Web of Kriyág, Lover of Spiders** Hurls a net of tangling webs.
- **Zoïc Domination U4** Crudely control the targeted animals.
- **Semblances G2** Creates an illusion.

Second Circle

- **Ascertainment U6** Communicate telepathically with a member of the caster's species.
- **Clairvoyance/Clairaudience U5** See into very dark places and hear very faint sounds through obstacles.
- **Control of Self U4** Allows the caster to disregard exhaustion and hold their breath indefinitely.
- **Disenchantment U6** Dispells mid-level spells.
- **Domination U7** Commands targets to perform complex tasks.
- **Elicitation U3** Guides the caster to nearby amounts of a substance.

- **Execration U9** Curses an object to explode when handled.
- **Healing U4** Heals a member of the caster's species.
- **Invisibility U6** Makes the subjects invisible.
- **Light and Darkness U5** Produces a beam of light or darkness.
- **Perceptions of the Energies U4** Determine if spells were recently cast nearby.
- **Phantasms U6** Creates a phantasm that can enter combat.
- **Robustness U7** Lightens two heavy loads.
- **Soporiferousness U5** Causes the targets to fall asleep.
- **Translocation U5** Telekinetically move an object.
- **Transportation** Teleport the targets to a previous location.
- **Warding U5** Protects the caster and a companion from physical attacks.
- **Semblances G4** Creates an illusion.
- **Visitations of Other Planes G4** Shows the caster nearby nexus points.

Third Circle

- **Ascertainment U8** Communicate telepathically with a member of any friendly species.
- **Control of Self U6** Allows the caster to disregard exhaustion, hold their breath indefinitely, and fight while holding their breath.
- **Disenchantment U10** Dispells high-level spells.
- **Elicitation U6** Reveals the inner workings of nearby objects.
- **Healing U8** Regrows a severed/lost limb.
- **Inscription U10** Attempts to create a scroll bearing a low-level spell.
- **Invisibility U8** Permits the caster to see invisible objects.
- **Light and Darkness G2** Blinds target with light or darkness.
- **Phantasms G3** Creates phantasms that can enter combat.
- **The Seal Upon The Powers** Creates a sphere that defends against ritual magic.
- **The Sphere of Impermeable Quiescence** Creates a sphere that defends against psychic magic.
- **Translocation U7** Telekinetically move an object.
- **Derangement G2** Drives the targets temporarily insane.
- **Prorogation G1** Slows the target.
- **Stealth G1** Grants the caster a bonus to hide.
- **Visitations of Other Planes G8** Opens a nexus point, allowing travel.

Fourth Circle

- **Domination G5** Temporarily grants the caster full control over a target.
- **Elicitation U7** Reveals the presence and lethality of nearby poisons or toxins.
- **Phantasms G7** Creates phantasms that can enter combat.
- **Aeriality G2** Levitate the caster.
- **Warding G5** Protects the target from physical attacks.
- **Comprehension G3** Permits the caster to understand modern languages.
- **Derangement G5** Drives the targets temporarily insane.
- **Desiccation G3** Removes the fluids in one of the target's body parts.
- **Prorogation G3** Slows the targets.
- **The Speculum of Retribution** Reflects hostile spells upon the attacker.
- **Stealth G3** Grants the targets a bonus to hide.
- **Vapour of Death** Creates a cloud of toxic gas.
- **Visitations of Other Planes G10** Opens a nexus point, allowing travel.
- + **Viscosity T2** Turns a section of ground into mud.

Fifth Circle

- **Phantasms G10** Creates phantasms that can enter combat.
- **Guarding** Protect an area from magic.
- **Aeriality G4** Levitate the target.
- **Comprehension G5** Permits the caster to understand ancient languages.
- **Derangement G8** Drives the targets permanently insane.
- **Desiccation G5** Removes the fluids in one of the targets' body parts.
- **The Silver Halo of Soul Stealing G6** Strips the souls from the targets.
- **Stealth G5** Grants the targets a bonus to hide.
- **Vallation** Creates a wall that moves away from the caster.
- + **The Vindication of Instability T1** Protects an area against minions of Stability.
- + **Viscosity T3** Turns a section of ground into mud.

Sixth Circle

- **Domination G10** Permanently grants the caster full control over a target.
- **Inscription G10** Attempts to create a scroll bearing a mid-level spell.
- + **Transfusion T3** Creates a phantasm that the caster possesses.
- **Aeriality G6** Levitate the targets.
- **Warding G10** Protects a structure from magical attacks.
- **Benefaction** Caster regains spent spell slots.
- **Comprehension G9** Permits the caster to understand modern Mihállí and safely read cursed text.
- **The Grey Hand T1** Dissolves the target into a grey dust.
- **Reanimation G9** Brings a dead person back in a temporary body.
- + **Congelation T2** Freezes the target, killing them instantly.
- + **The Vindication of Instability T3** Protects an area against minions of Stability.
- + **Viscosity T4** Turns the target into jelly.

Seventh Circle

- + **Transfusion T5** Creates a phantasm that the caster possesses.
- **Demonology T8** Summons a demon to negotiate with the caster.
- **Eternal Bastion of Unabridged Silence** Protect an area from magic.
- **Aeriality G9** Levitate the targets.
- **The Grey Hand T4** Dissolves the target into a grey dust.
- + **The Amethyst Expurgation T3** Send a demon of the Tlomítlányal home.
- + **Congelation T3** Freezes the targets, killing them instantly.
- + **Decorporialisation T4** Makes the caster insubstantial.
- + **The Nightmare of Terror T2** Inflicts a nightmare on the target.
- + **The Vindication of Instability T5** Protects an area against minions of Stability.
- + **Viscosity T6** Turns the targets into jelly.

Eighth Circle

- + **Transfusion T7** Creates a phantasm that the caster possesses.
- **Demonology T9** Summons two demons to negotiate with the caster.
- **The Grey Hand T7** Dissolves the target into a grey dust.

- **The Muniments of Excellence T8** Creates an impenetrable defensive sphere.
- **Revivification T8** Brings back the target from death.
- + **The Amethyst Expurgation T7** Send demons of the Tlomitlányal home.
- + **Congelation T5** Freezes the targets, killing them instantly.
- + **Decorporialisation T7** Makes the target insubstantial.
- + **The Nightmare of Terror T6** Inflicts a series of nightmares that kill the target.
- + **The Vindication of Instability T7** Protects an area against minions of Stability.
- + **Viscosity T8** Turns the targets into jelly.

Ninth Circle

- **Inscription T10** Attempts to create a scroll bearing a high-level spell.
- + **Transfusion T9** Creates a phantasm and puts another's intellect into it.
- **Demonology T10** Summons five demons to negotiate with the caster.
- **The Grey Hand T10** Dissolves the targets into grey dust.
- **The Muniments of Excellence T10** Creates an impenetrable defensive sphere.
- **Revivification T10** Brings back the target from death.
- + **Congelation T7** Freezes an area of mud or water.
- + **Decorporialisation T10** Makes the targets insubstantial.
- + **The Nightmare of Terror T8** Inflicts a fatal nightmare on the target.
- + **The Vindication of Instability T10** Protects an area against minions of Stability.
- + **Viscosity T9** Creates a tunnel through unworked stone or earth.

Chapter 3

Spells

3.1 Alleviation

3.1.1 Alleviation U2

Temples: Universal

Level: 0

School: Conjuration (Healing)

Prerequisites: None

Components: V, S

Casting Time: One minute

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: None

Neutralises any poisons or toxins affecting the target creature. Has no effect upon alcohol, drugs, or diseases.

3.1.2 Alleviation G2

Temples: Avánthe and Dilinála, Dlamélish and Hriháyal, Ksárul and Grugánu, Shaman, Thúmis and Keténgku

Level: 3

School: Conjuration (Healing)

Prerequisites: Alleviation U2

Components: V, S

Casting Time: One minute

Range: 5 feet

Area: Creatures within a 5 foot radius spherical spread

Duration: Instantaneous

Saving Throw: None

Neutralises any poisons, toxins, drugs (other than Zu'úr), or alcohol affecting target creatures.

3.1.3 Alleviation G4

Temples: Avánthe and Dilinála, Dlamélish and Hriháyal, Ksárul and Grugánu, Shaman, Thúmis and Keténgku

Level: 4

School: Conjuration (Healing)

Prerequisites: Alleviation G2

Components: V, S

Casting Time: One minute

Range: 15 feet

Area: Creatures within a 10 foot radius spherical spread

Duration: Instantaneous

Saving Throw: None

Neutralises any poisons or toxins affecting the target creatures, and cures any paralysis. Has no effect upon alcohol, drugs, or diseases.

3.1.4 Alleviation T9

Temples: Shaman, Thúmis and Keténgku

Level: 8

School: Conjuration (Healing)

Prerequisites: Alleviation G4

Components: V, S

Casting Time: One minute

Range: 15 feet

Target: One creature

Duration: Instantaneous

Saving Throw: None

Cures the radiation sickness sometimes contracted while exploring the ruined cities and installations constructed before the Time of Darkness.

3.1.5 Alleviation T10**Temples:** Shaman, Thúmis and Keténgku**Level:** 9**School:** Conjuración (Healing)**Prerequisites:** Alleviation T9**Components:** V, S**Casting Time:** One minute**Range:** Touch**Target:** Creature touched**Duration:** Instantaneous**Saving Throw:** None

Attempts to cure an addiction to the lethal pleasure drug Zu'úr. Roll on the following table after a successful casting:

d%	Effect
01–60	The target is cured and spends three days recovering their full health;
61–90	The target remains addicted, but the magic continues to work. Roll again in six days;
91–00	The target enters the last stages of Zu'úr addiction: a catatonic coma. Only one more attempt may be made to cure them, and only a result of 01–60 succeeds—any other result and the target dies the following week and cannot be revived.

3.2 Ascertainment**3.2.1 Ascertainment U1****Temples:** Universal**Level:** 0**School:** Divination**Prerequisites:** None**Components:** None**Casting Time:** Standard action**Range:** 15 feet**Target:** One creature of the same species as the caster**Duration:** Concentration, up to two minutes**Saving Throw:** None

Reads the surface thoughts of another member of the caster's species, but not their hostility or friendliness towards the caster.

3.2.2 Ascertainment U2

Temples: Universal

Level: 1

School: Divination

Prerequisites: Ascertainment U1

Components: None

Casting Time: Standard action

Range: 15 feet

Target: One creature of the same species as the caster

Duration: Concentration, up to three minutes

Saving Throw: None

Reads the surface thoughts of another member of the caster's species, and can detect their hostility or friendliness towards the caster.

3.2.3 Ascertainment U6

Temples: Universal

Level: 2

School: Divination

Prerequisites: Ascertainment U2

Components: None

Casting Time: Standard action

Range: 120 feet

Target: One creature of the same species as the caster

Duration: Concentration, up to five minutes

Saving Throw: None

Communicates telepathically with one member of the caster's own species.

3.2.4 Ascertainment U8

Temples: Universal

Level: 3

School: Divination

Prerequisites: Ascertainment U6

Components: None

Casting Time: Standard action

Range: 120 feet

Target: One creature

Duration: Concentration, up to five minutes

Saving Throw: None

Communicates telepathically with one member of any friendly species.

3.2.5 Ascertainment G8

Temples: Belkhánu and Qón, Hnálla and Drá, Ksárul and Grugánu, Sárku and Durritlámish, Thúmis and Keténgku

Level: 5

School: Divination

Prerequisites: Ascertainment U8

Components: None

Casting Time: Standard action

Range: 240 feet

Target: Willing creatures of the same species as the caster within a 240 foot radius spread

Duration: Concentration, up to five minutes

The caster can communicate telepathically with any willing members of his own species within the spell's area of effect.

3.2.6 Ascertainment G10

Temples: Belkhánu and Qón, Hnálla and Drá, Ksárul and Grugánu, Sárku and Durritlámish, Thúmis and Keténgku

Level: 6

School: Divination

Prerequisites: Ascertainment G8

Components: None

Casting Time: Standard action

Range: 10 miles

Target: Another caster who knows this spell

Duration: Concentration, up to ten minutes

The caster can telepathically communicate with an individual with the same training up to ten miles away. The temples use this spell to maintain a telepathic network across the country, and an individual who learns this spell may be “drafted” as an operator on short notice.

3.3 Clairvoyance/Clairaudience

3.3.1 Clairvoyance/Clairaudience U1

Temples: Universal

Level: 0

School: Divination (Scrying)

Prerequisites: None

Components: None

Casting Time: Standard action

Range: 15 feet

Effect: Magical sensor

Duration: Concentration, up to one minute

The caster is able to see and hear through non-metal obstacles up to three feet thick, assuming a light source is present on the far side of the obstacle.

3.3.2 Clairvoyance/Clairaudience U2

Temples: Universal

Level: 1

School: Divination

Prerequisites: Clairvoyance/Clairaudience U1

Components: None

Casting Time: Standard action

Range: Personal

Duration: Concentration, up to three minutes

The caster gains the ability to see into dark spaces and hear very faint sounds, up to a range of 30 feet.

3.3.3 Clairvoyance/Clairaudience U5

Temples: Universal

Level: 2

School: Divination (Scrying)

Prerequisites: Clairvoyance/Clairaudience U2

Components: None

Casting Time: Standard action

Range: 60 feet

Effect: Magical sensor

Duration: Concentration, up to three minutes

The caster is able to see into dark spaces and hear very faint sounds, through non-metal obstacles up to three feet thick.

3.3.4 The Scrutiny of the Omniscient Eye T3

Temples: Keténgku

Level: 6

School: Divination

Prerequisites: Clairvoyance/Clairaudience U5

Components: None

Casting Time: Standard action

Range: Personal

Duration: Concentration, up to five minutes

The caster's vision is extended to encompass the entire sphere surrounding them. Normal obstacles block this vision, including floors, walls, etc. The caster cannot be surprised while this spell is in effect.

3.3.5 The Scrutiny of the Omniscient Eye T6

Temples: Keténgku

Level: 7

School: Divination

Prerequisites: The Scrutiny of the Omniscient Eye T3

Components: None

Casting Time: Standard action

Range: Personal

Duration: Concentration, up to three minutes

The caster gains the ability to see through all objects not more than 3 feet thick within a 60 foot radius, perceiving opaque shapes like an x-ray device, in varying shades of black and grey.

3.3.6 The Scrutiny of the Omniscient Eye T8

Temples: Keténgku

Level: 8

School: Evocation (Force)

Prerequisites: The Scrutiny of the Omniscient Eye T6

Components: None

Casting Time: 3 rounds

Range: 120 feet

Target: One creature or object within the radius

Duration: Concentration, up to one round

Saving Throw: None

The caster gains the ability to see through an object not more than 3 feet thick within 120 feet, perceiving opaque shapes like an x-ray device, in varying shades of black and grey.

Furthermore, the caster can effect minor changes in an object viewed. If the target is a creature of Large size or smaller, the caster may squeeze the target's heart to kill it. The caster can also destroy the interior of an object up to 12 inches in diameter.

3.3.7 The Scrutiny of the Omniscient Eye T10

Temples: Keténgku

Level: 9

School: Evocation (Force)

Prerequisites: The Scrutiny of the Omniscient Eye T8

Components: None

Casting Time: 6 rounds

Range: 240 feet

Target: Creatures or objects within a 10 foot radius sphere spread

Duration: Instantaneous

Saving Throw: None

The caster gains the ability to see through objects not more than 3 feet thick within 240 feet, perceiving opaque shapes like an x-ray device, in varying shades of black and grey.

Furthermore, the caster can effect minor changes in objects viewed, up to four Medium or smaller creatures, two Large creatures, or one Huge or larger creature. If the target is a creature of Huge size or smaller, the caster may squeeze the target's heart to kill it. Gargantuan or larger creatures are only killed if they are hit twice by this spell. The caster can also destroy the interior of an object up to 36 inches in diameter.

Multiple hits within...

3.4 Control of Self

3.4.1 Control of Self U1

Temples: Universal

Level: 0

School: Conjuration (Healing)

Prerequisites: None

Components: None

Casting Time: Standard action

Range: Personal

Duration: Concentration, up to three minutes

The caster cuts off any sensation of pain, permitting them to move normally but not take additional actions.

- The caster is not *disabled* upon reaching 0 hit points, but still loses 1 HP per round until stabilized if under 0 HP;
- Any pain-related penalties do not affect the caster;
- The caster does not take pain-based non-lethal damage.
- The caster does not need to make Concentration checks to maintain this spell.

3.4.2 Control of Self U2

Temples: Universal

Level: 1

School: Conjuration (Healing)

Prerequisites: Control of Self U1

Components: None

Casting Time: Standard action

Range: Personal

Duration: Concentration, up to twenty minutes

The caster cuts off any sensation of pain and bleeding, permitting them to move normally but not take additional actions.

- The caster is not *disabled* upon reaching 0 HP, *and* does not lose 1 HP per round if under 0 HP;
- Any pain-related penalties do not affect the caster;

- The caster does not take pain-based non-lethal damage.
- The caster does not need to make Concentration checks to maintain this spell.

3.4.3 Control of Self U4

Temples: Universal

Level: 2

School: Conjuration (Healing)

Prerequisites: Control of Self U2

Components: None

Casting Time: Standard action

Range: Personal

Duration: Concentration, up to thirty minutes

The caster is immune to fatigue and exhaustion, and can hold their breath for the duration of the spell.

3.4.4 Control of Self U6

Temples: Universal

Level: 3

School: Conjuration (Healing)

Prerequisites: Control of Self U4

Components: None

Casting Time: Standard action

Range: Personal

Duration: Concentration, up to thirty minutes

The caster is immune to fatigue and exhaustion, and can hold their breath for the duration of the spell. Furthermore, they may perform an Attack(melee) or Attack(unarmed) action as a swift action.

3.4.5 Apathy T1

Temples: Drá

Level: 6

School: Enchantment

Prerequisites: Control of Self U6

Components: None

Casting Time: Standard action

Range: Personal

Duration: Three minutes

The caster is suffused with a deep and overwhelming ennui. They feel no physical sensations and are unable to move or fight. They are immune to Domination, Semblances, and other similar spells of mental command.

3.4.6 Apathy T3

Temples: Drá

Level: 7

School: Enchantment (Compulsion) [Mind-affecting]

Prerequisites: Apathy T1

Components: None

Casting Time: Standard action

Range: 30 feet

Target: All susceptible creatures within a 10 foot sphere spread

Duration: Ten minutes

Saving Throw: Will negates

All humans and non-humans (except Tinalíya, Mihállí, and Nyaggá) in the area of effect are overcome with a deep and overwhelming ennui. They feel no physical sensations and are unable to move or fight. They are immune to Domination, Semblances, and other similar spells of mental command.

3.4.7 Apathy T7

Temples: Drá

Level: 8

School: Enchantment (Compulsion) [Mind-affecting]

Prerequisites: Apathy T3

Components: None

Casting Time: Standard action

Range: 180 feet

Target: All creatures within a 10 foot sphere spread

Duration: Ten minutes

Saving Throw: Will negates

All creatures of size Large or smaller within the area of effect are overcome with a deep and overwhelming ennui, with the exception of Tinalíya, Mihállí, and Nyaggá. They feel no physical sensations and are unable to move or fight. They are immune to Domination, Semblances, and other similar spells of mental command.

3.5 Disenchantment

3.5.1 Disenchantment U4

Temples: Universal

Level: 1

School: Abjuration

Prerequisites: None

Components: V, S

Casting Time: One minute

Range: 15 feet

Target: One unfriendly low-level spell within range

Duration: Instantaneous

The target is an unfriendly spell of levels 0–3 which the caster wishes to remove; the opposing spell has a 25% chance of resisting and remaining in effect, checked after this spell is successfully cast. This spell cannot be used on combat spells.

3.5.2 Disenchantment U6

Temples: Universal

Level: 2

School: Abjuration

Prerequisites: Disenchantment U4

Components: V, S

Casting Time: One minute

Range: 15 feet

Target: One unfriendly mid-level spell within range

Duration: Instantaneous

The target is an unfriendly spell of levels 3–6 which the caster wishes to remove; the opposing spell has a 25% chance of resisting and remaining in effect, checked after this spell is successfully cast. This spell cannot be used on combat spells.

3.5.3 Disenchantment U10

Temples: Universal

Level: 3

School: Abjuration

Prerequisites: Disenchantment U6

Components: V, S

Casting Time: One minute

Range: 15 feet

Target: One unfriendly high-level spell within range

Duration: Instantaneous

The target is an unfriendly spell of levels 6–9 which the caster wishes to remove; the opposing spell has a 25% chance of resisting and remaining in effect, checked after this spell is successfully cast. This spell cannot be used on combat spells.

3.6 Domination

3.6.1 Domination U2

Temples: Universal

Level: 0

School: Enchantment (Compulsion) [Mind-affecting, Language-dependent]

Prerequisites: None

Components: None

Casting Time: Standard action

Range: 30 feet

Target: One living creature

Duration: Concentration, up to one minute

Saving Throw: None

The target can be commanded to perform very simple tasks (flee, halt, attack a friend).

3.6.2 Domination U5

Temples: Universal

Level: 1

School: Enchantment (Compulsion) [Mind-affecting, Language-dependent]

Prerequisites: Domination U2

Components: None

Casting Time: Standard action

Range: 60 feet

Target: One living creature

Duration: Concentration, up to three minutes

Saving Throw: None

The target can be commanded to perform simple tasks, such as opening a door or providing guidance.

3.6.3 Domination U7

Temples: Universal

Level: 2

School: Enchantment (Compulsion) [Mind-affecting, Language-dependent]

Prerequisites: Domination U5

Components: None

Casting Time: Standard action

Range: 120 feet

Target: Living creatures within a 5 foot radius sphere spread

Duration: Concentration, up to five minutes

Saving Throw: Will negates

The affected targets can be commanded to perform complex tasks.

3.6.4 Domination G5

Temples: Belkhánu and Qón, Hnálla and Drá, Hrü'ü and Wurú, Ksáru and Grugánu, Sáрку and Durritlámish, Thúmis and Keténgku

Level: 4

School: Enchantment (Compulsion) [Mind-affecting]

Prerequisites: Domination U7

Components: None

Casting Time: Standard action

Range: 30 feet

Target: One living creature

Duration: Concentration, up to one day

Saving Throw: None

The caster obtains full control over the victim's actions, beliefs and knowledge.

3.6.5 Domination G10

Temples: Belkhánu and Qón, Hnálla and Drá, Hrü'ü and Wurú, Ksárul and Grugánu, Sárku and Durritlámish, Thúmis and Keténgku

Level: 6

School: Enchantment (Compulsion) [Mind-affecting]

Prerequisites: Domination G5

Components: None

Casting Time: Standard action

Range: 30 feet

Target: One living creature

Duration: Permanent

Saving Throw: None

The caster gains permanent full control over the victim's actions, beliefs and knowledge. The victim will resist any attempts to disenchant them.

3.6.6 Domination T1

Temples: Sárku and Durritlámish

Level: 4

School: Enchantment (Compulsion) [Mind-affecting]

Prerequisites: Domination G10

Components: None

Casting Time: Standard action

Range: Touch

Target: One living creature

Duration: Permanent

Saving Throw: None

The target, which must be immobilised during the casting, forgets all events of the past day. If the effect is disenchanting, the memories return.

3.6.7 Domination T3

Temples: Sárku and Durritlámish

Level: 5

School: Enchantment (Compulsion) [Mind-affecting]

Prerequisites: Domination T1

Components: None

Casting Time: Standard action

Range: 60 feet

Target: One living creature

Duration: Permanent

Saving Throw: None

The target forgets all events of the past week. If the effect is disenchanting, the memories return.

3.6.8 Domination T5

Temples: Sáрку and Durritlámish

Level: 6

School: Enchantment (Compulsion) [Mind-affecting]

Prerequisites: Domination T3

Components: None

Casting Time: Standard action

Range: 90 feet

Target: Living creatures within a 10 foot diameter sphere spread

Duration: Permanent

Saving Throw: Will negates

The targets forget all events of the past month. If the effect is disenchanting, all the targets have their memories return.

3.6.9 Domination T6

Temples: Sáрку and Durritlámish

Level: 7

School: Enchantment (Compulsion) [Mind-affecting]

Prerequisites: Domination T5

Components: None

Casting Time: Standard action

Range: Touch

Target: One living creature

Duration: Permanent

Saving Throw: None

The target, which must be immobilised during the casting, forgets their entire past. They retain their language skill, but all other skills and experiences are gone. Six to fifteen months of teaching will be required to restore/replace their memories. If the effect is disenchanting, the target's original memories are restored and the false memories are destroyed.

3.6.10 Domination T8

Temples: Sáрку and Durritlámish

Level: 8

School: Enchantment (Compulsion) [Mind-affecting]

Prerequisites: Domination T6

Components: None

Casting Time: Standard action

Range: 60 feet

Target: Living creatures within a 10 foot diameter sphere spread

Duration: Permanent until completed

Saving Throw: Will negates

The targets are sent on a mission by the caster. They will perform the mission as efficiently and rapidly as possible, with enthusiasm and fanaticism. While the targets cannot be ordered to commit suicide, they may be sent on a suicidal mission. Disenchanting this spell frees all the targets.

3.6.11 Domination T10

Temples: Sáрку and Durritlámish

Level: 9

School: Enchantment (Compulsion)

Prerequisites: Domination T8

Components: None

Casting Time: Standard action

Range: Touch

Target: One living creature

Duration: Permanent

Saving Throw: None

Places a psychic trap on the target. If an attempt to disenchant this spell fails, both the caster of the disenchantment and the target of this spell die.

3.7 Elicitation

3.7.1 Elicitation U1

Temples: Universal

Level: 0

School: Divination

Prerequisites: None

Components: None

Casting Time: Standard action

Range: Touch

Target: Touched object

Duration: Concentration, up to one minute

The caster is provided with a hazy picture of the last being to handle the object.

3.7.2 Elicitation U2

Temples: Universal

Level: 1

School: Divination

Prerequisites: Elicitation U1

Components: None

Casting Time: Standard action

Range: 30 feet

Target: One object

Duration: Concentration, up to one minute

The caster is provided with information on the presence and strength of any magical auras affecting the targeted object. (*SRD Detect Magic*)

3.7.3 Elicitation U3

Temples: Universal

Level: 2

School: Divination

Prerequisites: Elicitation U2

Components: M

Casting Time: Standard action

Range: 30 feet

Area: Spherical spread

Duration: Concentration, up to three minutes

Guides the caster to any more of the homogenous substance used as a material component (which is not consumed) within the area of effect.

Material component: The substance to be searched for.

3.7.4 Elicitation U6

Temples: Universal

Level: 3

School: Divination

Prerequisites: Elicitation U3

Components: None

Casting Time: Standard action

Range: 15 feet

Area: Spherical spread

Duration: Concentration, up to one minute

Reveals the inner workings of opaque objects (such as the area around a trap, or the mechanism of a lock). This does not provide the caster with information on *how* the mechanism works.

3.7.5 Elicitation U7

Temples: Universal

Level: 4

School: Divination

Prerequisites: Elicitation U6

Components: None

Casting Time: Standard action

Range: 15 feet

Area: Spherical spread

Duration: Concentration, up to one minute

Reveals the presence of any poisons or toxins in nearby substances, and whether they are life-threatening; this does not reveal which specific substances are dangerous.

3.7.6 Elicitation G4

Temples: Ksárul and Grugánu, Thúmis and Keténgku

Level: 5

School: Divination

Prerequisites: Elicitation U7

Components: None

Casting Time: Standard action

Range: 10 feet

Area: Spherical spread

Duration: Concentration, up to three minutes

Saving Throw: Will negates (object)

The caster thinks of a specific type of device, and is guided to any that exist within the area of effect. Magical items that save are not detected.

3.8 Execration

3.8.1 Execration U9

Temples: Universal

Level: 2

School: Abjuration (Force)

Prerequisites: None

Components: V, S

Casting Time: Six minutes

Range: Touch

Target: One touched object

Duration: 24 hours or until discharged

Saving Throw: See text

This spell curses an object. The curse must refer to a general group (e.g. all those who worship Avánthe or all Shén). If a member of the target group touches the cursed object or reads the cursed inscription, it explodes doing 2d10 damage to all within 10 feet of the item. The individual discharging the spell gets no save, the others get a Reflex save for half damage. If the object is handled by any unaffected party, including the caster, the spell is discharged with no effect.

3.8.2 Execration T5

Temples: Karakán and Chegárra

Level: 8

School: Abjuration (Force)

Prerequisites: Execration U9

Components: V, S

Casting Time: Two minutes

Range: Touch

Target: One touched object

Duration: 1d10 days or until discharged

Saving Throw: See text

A beautiful red gem is created and remains in existence for 1d10 days. One group of targets (e.g. all Shén, all priests of Sárku) is nominated by the caster. If a member of the target group touches the gem it explodes, doing 11d10 damage to the individual touching it. Other beings within a 10 foot diameter circle centered on the gem take 6d8 damage, Reflex save for half. If the gem is successfully disenchantment, it disappears, but a failed disenchantment causes the gem to explode. Table G Table C

3.8.3 Execration T8

Temples: Karakán and Chegárra

Level: 9

School: Abjuration (Force)

Prerequisites: Execration T5

Components: V, S

Casting Time: Two minutes

Range: Touch

Target: One touched object

Duration: 1d20 days or until discharged

Saving Throw: See text

A beautiful gem of a colour chosen by the caster is created and remains in existence for 1d20 days. One group of targets (e.g. all Shén, all priests of Sárku) is nominated by the caster. If a member of the target group touches the gem it explodes, doing 15d8 damage to the individual touching it. Other beings within a 10 foot diameter circle centered on the gem take 8d6 damage, Reflex save for half. If the gem is successfully disenchantment, it disappears, but a failed disenchantment causes the gem to explode. Table G Table C

3.9 Favouring

3.9.1 Favouring U6

Temples: Universal

Level: 1

School: Abjuration

Prerequisites: None

Components: V, S

Casting Time: One minute

Range: Touch

Target: One touched living creature

Duration: Concentration, up to one hour

Saving Throw: None

One Critical

Cast before a fight, this spell grants the target 2d10 temporary hit points.

3.9.2 Favouring G4

Temples: Belkhánu and Qón, Karakán and Chegárta, Vimúhla and Chiténg

Level: 4

School: Abjuration

Prerequisites: Favouring U6

Components: V, S

Casting Time: Three minutes

Range: Touch

Target: One touched living creature

Duration: Concentration, up to one hour

Saving Throw: None

One Critical

Cast before a fight, this spell grants the target 8d8 temporary hit points. This spell can only affect a target once per day.

3.9.3 Favouring G7

Temples: Belkhánu and Qón, Karakán and Chegárta, Vimúhla and Chiténg

Level: 5

School: Abjuration

Prerequisites: Favouring G4

Components: V, S

Casting Time: Six minutes

Range: Touch

Target: All living creatures within a five foot diameter spread

Duration: Concentration, up to one day

Saving Throw: None

Cast before a fight, this spell grants the targets 8d10 temporary hit points. This One Critical can affect a target more than once per day, but the previous castings must have expired before it can be cast on them again.

3.10 Healing

3.10.1 Healing U1

Temples: Universal

Level: 0

School: Conjuration (Healing)

Prerequisites: None

Components: V, S

Casting Time: One minute

Range: Touch

Target: One touched member of the caster's species

Duration: Instantaneous

Saving Throw: None

The target is healed for 1d4 hit points.

One Minor

3.10.2 Healing U2

Temples: Universal

Level: 1

School: Conjuration (Healing)

Prerequisites: Healing U1

Components: V, S

Casting Time: One minute

Range: Touch

Target: One touched member of the caster's species

Duration: Instantaneous

Saving Throw: None

The target is healed for 1d10 hit points.

One Serious

3.10.3 Healing U4**Temples:** Universal**Level:** 2**School:** Conjuratation (Healing)**Prerequisites:** Healing U2**Components:** V, S**Casting Time:** One minute**Range:** Touch**Target:** One touched member of the caster's species**Duration:** Instantaneous**Saving Throw:** None

One Critical

The target is healed for 3d12 hit points.

3.10.4 Healing U8**Temples:** Universal**Level:** 3**School:** Conjuratation (Healing)**Prerequisites:** Healing U4**Components:** V, S**Casting Time:** One minute**Range:** Touch**Target:** One touched member of the caster's species**Duration:** Instantaneous**Saving Throw:** None

One of the target's severed/lost body members (arm, leg, eye, etc.) is restored and healed.

3.10.5 Healing G4

Temples: Avánthe and Dilinála, Belkhánu and Qón, Dlamélish and Hriháyal, Karakán and Chegárta, Shaman, Thúmis and Keténgku, Vimúhla and Chiténg

Level: 4**School:** Conjuratation (Healing)**Prerequisites:** Healing U8**Components:** V, S

Casting Time: One minute

Range: 15 feet

Area: Members of the caster's species within a ten foot radius spherical spread

Duration: Instantaneous

Saving Throw: None

Heals the caster and everyone within the spell's area of effect of all damage.

3.10.6 Healing G5

Temples: Avánthe and Dilinála, Belkhánu and Qón, Dlamélish and Hriháyal, Karakán and Chegárta, Shaman, Thúmis and Keténgku, Vimúhla and Chiténg

Level: 5

School: Conjunction (Healing)

Prerequisites: Healing G4

Components: V, S

Casting Time: One minute

Range: 15 feet

Area: Members of the caster's species within a ten foot radius spherical spread

Duration: Instantaneous

Saving Throw: None

Heals the caster and everyone within the spell's area of effect of all damage, restores all severed/lost limbs, and restores sanity.

3.10.7 Healing T3

Temples: Thúmis and Keténgku

Level: 7

School: Conjunction (Healing)

Prerequisites: Healing G5

Components: V, S

Casting Time: One minute

Range: 15 feet

Target: One living intelligent creature

Duration: Instantaneous

Saving Throw: None

The target is healed for 4d6 hit points. Unlike the weaker versions, this spell One Minor will work regardless of the target's species.

3.10.8 Healing T5

Temples: Thúmis and Keténgku

Level: 8

School: Conjuraton (Healing)

Prerequisites: Healing T3

Components: V, S

Casting Time: One minute

Range: 15 feet

Target: One living creature up to Large size

Duration: Instantaneous

Saving Throw: None

One Serious

The target is healed for 6d10 hit points. Unlike the weaker versions, this spell will work regardless of the target's species.

3.10.9 Healing T7

Temples: Thúmis and Keténgku

Level: 9

School: Conjuraton (Healing)

Prerequisites: Healing T5

Components: V, S

Casting Time: One minute

Range: 15 feet

Target: One creature

Duration: Instantaneous

Saving Throw: None

The target is fully healed, in addition to having all severed/lost limbs regrown and their sanity restored. Unlike the weaker versions, this spell will work regardless of the target's species, and even affects demons and the undead (although this is rarely desired).

3.11 Inscription

3.11.1 Inscription U10

Temples: Universal

Level: 3

School: Transmutation

Prerequisites: None

Components: V, S, M

Casting Time: One minute

Range: Touch

Target: Scroll touched

Duration: Instantaneous

The caster inscribes a spell of levels 0–3 onto a scroll for later use. Anyone able to read the scroll is capable of attempting to cast the magic on the scroll. Whether or not the casting is successful, the magic in the scroll dissipates after one use.

The odds of a scroll being successfully used vary by caster and spell level as show in the following table. An attempt to use the spell that fails by more than 10% results in the magic in the scroll backfiring, doing 3d10 damage to the user. Table E

Spell Level		Caster Level				
		6–7	8–9	10–11	12–13	14+
0	Success	01–70	01–80	01–90	Auto.	Auto.
	Failure	71–80	81–90	91–00	–	–
	Backfire	81–00	91–00	–	–	–
1	Success	01–60	01–70	01–80	01–90	Auto.
	Failure	61–70	71–80	81–90	91–00	–
	Backfire	71–00	81–00	91–00	–	–
2	Success	01–50	01–60	01–70	01–80	01–90
	Failure	51–60	61–70	71–80	81–90	91–00
	Backfire	61–00	71–00	81–00	91–00	–
3	Success	01–40	01–50	01–60	01–70	01–80
	Failure	41–50	51–60	61–70	71–80	81–90
	Backfire	51–00	61–00	71–00	81–00	91–00

3.11.2 Inscription G10

Temples: Universal

Level: 6

School: Transmutation

Prerequisites: Inscription U10

Components: V, S, M

Casting Time: One minute

Range: Touch

Target: Scroll touched

Duration: Instantaneous

The caster inscribes a spell of levels 3–6 onto a scroll for later use. Anyone who is a devotee of a deity whose priests are able to cast the spell is able to read the scroll and is capable of attempting to cast the magic on the scroll. Whether or not the casting is successful, the magic in the scroll dissipates after one use.

The odds of a scroll being successfully used vary by caster and spell level as show in the following table. An attempt to use the spell that fails by more than 10% results in the magic in the scroll backfiring, doing 6d10 damage to the user.

Table E

Spell Level		Caster Level				
		12–13	14–15	16–17	18–19	20+
3	Success	01–65	01–75	01–85	01–95	Auto.
	Failure	66–75	76–85	86–95	96–00	–
	Backfire	76–00	86–00	96–00	–	–
4	Success	01–55	01–65	01–75	01–85	01–95
	Failure	56–65	66–75	76–85	86–95	96–00
	Backfire	66–00	76–00	86–00	96–00	–
5	Success	01–45	01–55	01–65	01–75	01–85
	Failure	46–55	56–65	66–75	76–85	86–95
	Backfire	56–00	66–00	76–00	86–00	96–00
6	Success	01–35	01–45	01–55	01–65	01–75
	Failure	36–45	46–55	56–65	66–75	76–85
	Backfire	46–00	56–00	66–00	76–00	86–00

3.11.3 Inscription T10

Temples: Universal

Level: 9

School: Transmutation

Prerequisites: Inscription G10

Components: V, S, M

Casting Time: One minute

Range: Touch

Target: Scroll touched

Duration: Instantaneous

The caster inscribes a spell of levels 6–9 onto a scroll for later use. Anyone who is a devotee of the deity whose priest cast the spell is able to read the scroll and is capable of attempting to cast the magic on the scroll. Whether or not the casting is successful, the magic in the scroll dissipates after one use.

Casting this spell a second time on the same scroll permits any mage to use the scroll, and casting the spell a third time on the same scroll permits anyone who can read the scroll to use it.

The odds of a scroll being successfully used vary by caster and spell level as show in the following table. An attempt to use the spell that fails by more

than 10% results in the magic in the scroll backfiring, doing 10d12 damage to the user.

Spell Level		Caster Level				
		18–19	20–21	22–23	24–25	26+
6	Success	01–60	01–70	01–80	01–90	Auto.
	Failure	61–70	71–80	81–90	91–00	–
	Backfire	71–00	81–00	91–00	–	–
7	Success	01–50	01–60	01–70	01–80	01–90
	Failure	51–60	61–70	71–80	81–90	91–00
	Backfire	61–00	71–00	81–00	91–00	–
8	Success	01–40	01–50	01–60	01–70	01–80
	Failure	41–50	51–60	61–70	71–80	81–90
	Backfire	51–00	61–00	71–00	81–00	91–00
9	Success	01–30	01–40	01–50	01–60	01–70
	Failure	31–40	41–50	51–60	61–70	71–80
	Backfire	41–00	51–00	61–00	71–00	81–00

3.12 Invisibility

3.12.1 Invisibility U2

Temples: Universal

Level: 0

School: Illusion (Glamer)

Prerequisites: None

Components: V, S

Casting Time: One minute

Range: Touch

Target: One touched living creature

Duration: Concentration, up to two minutes

Saving Throw: None

The target of the spell is put “out of phase” with this plane, resulting in them becoming a blur visible only in daylight. The target receives total concealment unless in daylight, in which case they only receive concealment.

3.12.2 Invisibility U3

Temples: Universal

Level: 1

School: Illusion (Glamer)

Prerequisites: Invisibility U2

Components: V, S

Casting Time: One minute

Range: Touch

Target: One touched living creature

Duration: Concentration, up to three minutes

Saving Throw: None

The target of the spell is put “out of phase” with this plane, resulting in them becoming completely invisible. The target receives total concealment.

3.12.3 Invisibility U6

Temples: Universal

Level: 2

School: Illusion (Glamer)

Prerequisites: Invisibility U3

Components: V, S

Casting Time: One minute

Range: 10 feet

Target: Creatures or objects within range of the caster

Duration: Concentration, up to four hours

Saving Throw: None

Targets within the area of effect become completely invisible (receive total concealment) so long as they remain within the area of effect.

3.12.4 Invisibility U8

Temples: Universal

Level: 3

School: Divination

Prerequisites: Invisibility U6

Components: V, S

Casting Time: One minute

Range: Personal

Target: Caster

Duration: Concentration, up to five minutes

The caster gains the ability to see invisible objects within thirty feet, causing them to lose concealment granted by invisibility (but not concealment granted by hiding, darkness, or other effects).

3.13 Light and Darkness

3.13.1 Light and Darkness U1

Temples: Universal

Level: 0

School: Evocation [Light]

Prerequisites: None

Components: V, S

Casting Time: One minute

Range: Personal

Target: Caster

Duration: Concentration, up to two minutes

The caster creates a ball of dim light on their fingertips, which provides shadowy illumination to a range of 10 feet.

3.13.2 Light and Darkness U3

Temples: Universal

Level: 1

School: Evocation [Light]

Prerequisites: Light and Darkness U1

Components: V, S

Casting Time: One minute

Range: Personal

Target: Caster

Duration: Concentration, up to five minutes

The caster creates either: a ball of bright light on their fingertips, which provides bright illumination to a range of 30 feet, and shadowy illumination at a range of 30–60 feet; or a ball of pitch darkness on their fingertips, which provides an area of darkness to a range of 30 feet, and (unless the area is already darker) shadowy illumination at a range of 30–60 feet. While the spell is in effect, the caster may set the ball of light/darkness down or give it to another to bear (while still concentrating on it themselves).

3.13.3 Light and Darkness U5

Temples: Universal

Level: 2

School: Evocation [Light]

Prerequisites: Light and Darkness U3

Components: V, S

Casting Time: One minute

Range: Personal

Target: Caster

Duration: Concentration, up to ten minutes

The caster creates a beam of light or darkness that provides bright illumination/darkness in a beam 10 feet wide and 60 feet long, and shadowy illumination from 60–120 feet. The caster can move and fight normally, but must use one hand to hold and control the beam.

3.13.4 Light and Darkness G2

Temples: Hnálla and Drá, Hrü'ü and Wurú

Level: 3

School: Evocation [Light]

Prerequisites: Light and Darkness U5

Components: V, S

Casting Time: One minute

Range: 90 feet

Target: Living creatures within a 5 foot radius sphere spread

Duration: Instantaneous

Saving Throw: Reflex negates

The spell produces a flash of brilliant light or Stygian darkness that permanently blinds any target within the area of effect.

3.13.5 The Hymnal of the Lord of Light T3

Temples: Drá

Level: 6

School: Evocation [Light]

Prerequisites: Light and Darkness U5

Components: V, S

Casting Time: One minute

Range: Personal

Target: Caster

Duration: Concentration, up to one minute

The caster's face becomes illuminated with the Perfect Radiance of Hnállá, creating bright illumination within 20 feet, and shadowy illumination from 20–40 feet. Servitors of change are unable to look upon the caster, and the caster receives concealment against their attacks. Undead cannot approach within 20 feet of the caster, and any that are within 20 feet when the spell is cast must retreat.

3.13.6 The Hymnal of the Lord of Light T5

Temples: Drá

Level: 7

School: Evocation [Light]

Prerequisites: The Hymnal of the Lord of Light T3

Components: V, S

Casting Time: Thirteen rounds

Range: Personal

Target: Caster

Duration: Concentration, up to five minutes

The caster's face becomes illuminated with the Perfect Radiance of Hnállá, creating bright illumination within 30 feet, and shadowy illumination from 30–60 feet. Servitors of change are unable to look upon the caster, and the caster receives concealment against their attacks. Undead, demons, phantasms, and hostile animals cannot approach within 30 feet of the caster, and any that are within 30 feet when the spell is cast must retreat.

3.13.7 The Hymnal of the Lord of Light T8

Temples: Drá

Level: 8

School: Evocation [Light]

Prerequisites: The Hymnal of the Lord of Light T5

Components: V, S

Casting Time: Fifteen rounds

Range: Personal

Target: Caster

Duration: Concentration, up to ten minutes

This spell creates an illuminated image of the caster that can travel up to 30 feet from the caster, but cannot pass through physical or magical barriers. The image provides bright illumination within 30 feet, and shadowy illumination from 30–60 feet. Undead, demons, phantasms, and hostile animals cannot approach within 30 feet of the image, and any that are within 30 feet of the image must retreat.

3.13.8 The Hymnal of the Lord of Light T10

Temples: Drá

Level: 9

School: Evocation [Light]

Prerequisites: The Hymnal of the Lord of Light T8

Components: V, S

Casting Time: Fifteen rounds

Range: Personal

Target: Caster

Duration: Concentration, up to ten minutes

This spell creates an illuminated image of the caster that can travel up to 30 feet from the caster. This image can move through doors and walls up to one foot thick, and through magic barriers that did not require verbal or somatic components in their casting. The image provides bright illumination within 30 feet, and shadowy illumination from 30–60 feet. Undead, demons, phantasms, and hostile animals cannot approach within 30 feet of the image, and any that are within 30 feet of the image must retreat.

3.14 Nutrification

3.14.1 Nutrification U3

Temples: Universal

Level: 0

School: Conjuraction (Creation)

Prerequisites: None

Components: V, S

Casting Time: One minute

Range: Touch

Target: One touched living creature

Duration: Instantaneous

The target's stomach is filled with appropriate nourishment equivalent to a full meal.

The nourishment provided by the spell is missing certain essential minerals, and contains subtle magical impurities. As a result, it can only sustain life for a full week (six days), after which real food must be consumed or the target will die. Each day of consuming real food counteracts the effects of one day of this food.

3.14.2 Nutrification U6

Temples: Universal

Level: 1

School: Conjuración (Creation)

Prerequisites: Nutrification U3

Components: V, S

Casting Time: One minute

Range: 5 feet

Effect: Food and water.

Duration: Instantaneous

Simple, nourishing food and drink is created suitable for ten members of the caster's species. If not consumed, the food lasts for ten minutes.

The nourishment provided by the spell is missing certain essential minerals, and contains subtle magical impurities. As a result, it can only sustain life for a full week (six days), after which real food must be consumed or the target will die. Each day of consuming real food counteracts the effects of one day of this food.

3.14.3 Nutrification G7

Temples: Avánthe and Dilinála, Dlamélish and Hriháyal

Level: 5

School: Conjuración (Creation)

Prerequisites: Nutrification U6

Components: V, S

Casting Time: Three minutes

Range: 5 feet

Effect: Food and water.

Duration: Twenty minutes or until consumed

Simple, nourishing food and drink is created suitable for twenty members of the caster's species. If not consumed, the food disappears after twenty minutes.

The nourishment provided by the spell is missing certain essential minerals, and contains subtle magical impurities. As a result, it can only sustain life for a full week (six days), after which real food must be consumed or the target will die. Each day of consuming real food counteracts the effects of one day of this food.

3.14.4 Nutrification G9

Temples: Avánthe and Dilinála, Dlamélish and Hriháyal

Level: 6

School: Conjuración (Creation)

Prerequisites: Nutrification G7

Components: V, S

Casting Time: Six minutes

Range: 5 feet

Effect: Food and water.

Duration: Thirty minutes or until consumed

Simple, nourishing food and drink is created suitable for fifty members of the caster's species. If not consumed, the food disappears after thirty minutes.

The nourishment provided by the spell is missing certain essential minerals, and contains subtle magical impurities. As a result, it can only sustain life for a full week (six days), after which real food must be consumed or the target will die. Each day of consuming real food counteracts the effects of one day of this food.

3.15 The Well That Waters the World

3.15.1 The Well That Waters the World T3

Temples: Avánthe and Dilinála

Level: 7

School: Conjuración (Creation)

Prerequisites: None

Components: V, S

Casting Time: One minute

Range: Touch

Effect: A three-foot diameter well containing 100 gallons of water

Duration: Concentration, up to three minutes

A well three feet in diameter is created in a hard horizontal surface touched by the caster. The well produces 100 gallons of potable water during the duration.

The water provided by the spell is missing certain essential minerals, and contains subtle magical impurities. As a result, it can only sustain life for a full week (six days), after which real water must be consumed or the target will die. Each day of consuming real water counteracts the effects of one day of this water.

3.15.2 The Well That Waters the World T6

Temples: Avánthe and Dilinála

Level: 8

School: Conjuración (Creation)

Prerequisites: The Well That Waters the World T3

Components: V, S

Casting Time: One minute

Range: Touch

Effect: A five-foot diameter well containing 600 gallons of water

Duration: Concentration, up to six minutes

A well five feet in diameter is created in a hard horizontal surface touched by the caster. The well produces 600 gallons of potable water during the duration.

The water provided by the spell is missing certain essential minerals, and contains subtle magical impurities. As a result, it can only sustain life for a full week (six days), after which real water must be consumed or the target will die. Each day of consuming real water counteracts the effects of one day of this water.

3.16 Perceptions of the Energies

3.16.1 Perceptions of the Energies U2

Temples: Universal

Level: 0

School: Divination

Prerequisites: None

Components: V, S

Casting time: One minute

Range: Five feet

Area: Spherical emanation

Duration: Concentration, up to one minute

Allows the caster to determine whether inanimate objects within the area of effect are enchanted. It does not specify what the enchantment is.

3.16.2 Perceptions of the Energies U3

Temples: Universal

Level: 1

School: Divination

Prerequisites: Perceptions of the Energies U2

Components: V, S

Casting time: One minute

Range: Ten feet

Area: Spherical emanation

Duration: Concentration, up to two minutes

Allows the caster to determine whether inanimate objects within the area of effect are enchanted, and if the enchantment is hostile to the caster. It does not specify what the enchantment is.

3.16.3 Perceptions of the Energies U4

Temples: Universal

Level: 2

School: Divination

Prerequisites: Perceptions of the Energies U3

Components: V, S

Casting time: One minute

Range: Ten feet

Area: Spherical emanation

Duration: Concentration, up to three minutes

The caster can ascertain whether spells were cast within the area of effect within the past hour. They also learn the level of such spells, but not the specific spells.

3.16.4 Perceptions of the Energies G2

Temples: Belkhánu and Qón, Hnálla and Drá, Ksárul and Grugánu, Sáрку and Durritlámish, Shaman, Thúmis and Keténgku

Level: 3

School: Divination

Prerequisites: Perceptions of the Energies U4

Components: V, S

Casting time: One minute

Range: Fifteen feet

Area: Spherical emanation

Duration: Concentration, up to five minutes

Saving Throw: Will negates

The caster perceives the presence of spells cast upon all creatures within range (including undead, automatons, etc.). The general hostility or friendliness of the enchantment is known, but not its exact nature.

3.16.5 The Eradicator of Veracity T3

Temples: Sáрку and Durritlámish

Level: 6

School: Transmutation

Prerequisites: Perceptions of the Energies G2

Components: V, S

Casting Time: One minute

Range: Touch

Target: One touched inanimate object

Duration: Permanent

The caster creates a false history for an object, misleading other spellcasters who attempt to use divination spells on it.

3.16.6 The Eradicator of Veracity T7

Temples: Sáрку and Durritlámish

Level: 7

School: Transmutation

Prerequisites: The Eradicator of Veracity T3

Components: V, S

Casting Time: One minute

Range: Fifteen feet

Target: One inanimate object

Duration: Permanent

The caster can make an object appear to have any amount of sorcerous prowess they desire, to deceive divination spells.

3.16.7 The Eradicator of Veracity T9

Temples: Sáрку and Durritlámish

Level: 8

School: Transmutation

Prerequisites: The Eradicator of Veracity T7

Components: V, S

Casting Time: One minute

Range: Fifteen feet

Target: One inanimate object

Duration: Permanent

The caster can make an object invisible to divination spells.

3.16.8 The Eradicator of Veracity T10

Temples: Sáрку and Durritlámish

Level: 9

School: Transmutation

Prerequisites: The Eradicator of Veracity T9

Components: V, S

Casting Time: One minute

Range: Fifteen feet

Target: One creature

Duration: Permanent

Saving Throw: Will negates

One living or undead target is given a completely new identity. They are not changed physically, but no divination spells will reveal their original nature, and they cannot be magically commanded to reveal this spell's effects on them. However, the target of this spell cannot cross any magical barrier that did not require verbal or somatic components to cast.

3.16.9 The Discerner of Enchantments T1

Temples: Thúmis and Keténgku

Level: 5

School: Divination

Prerequisites: Perceptions of the Energies G2

Components: None

Casting Time: Standard action

Range: Fifteen feet

Target: One spell within range

Duration: Instantaneous

The caster is informed of the exact name, level, and characteristics of a spell of levels 0–3 cast upon an object or individual. The caster must make a check (1d20 + caster level, maximum +10 vs. DC 11 + the target spell's caster's caster level) to obtain this information.

3.16.10 The Discerner of Enchantments T3

Temples: Thúmis and Keténgku

Level: 6

School: Divination

Prerequisites: The Discerner of Enchantments T1

Components: None

Casting Time: Standard action

Range: Fifteen feet

Target: One spell within range

Duration: Instantaneous

The caster is informed of the exact name, level, and characteristics of a spell of levels 0–6 cast upon an object or individual. The caster must make a check (1d20 + caster level, maximum +10 vs. DC 11 + the target spell's caster's caster level) to obtain this information.

3.16.11 The Discerner of Enchantments T5

Temples: Thúmis and Keténgku

Level: 7

School: Divination

Prerequisites: The Discerner of Enchantments T3

Components: None

Casting Time: Standard action

Range: Fifteen feet

Target: One spell within range

Duration: Instantaneous

The caster is informed of the exact name, level, and characteristics of a spell of levels 0–7 cast upon an object or individual. The caster must make a check (1d20 + caster level, maximum +10 vs. DC 11 + the target spell's caster's caster level) to obtain this information.

3.16.12 The Discerner of Enchantments T6

Temples: Thúmis and Keténgku

Level: 8

School: Divination

Prerequisites: The Discerner of Enchantments T5

Components: None

Casting Time: Standard action

Range: Touch

Target: One touched Eye of the Ancients

Duration: Instantaneous

The caster is informed of the identity of an Eye and the number of charges it contains.

3.16.13 The Discerner of Enchantments T9

Temples: Thúmis and Keténgku

Level: 9

School: Divination

Prerequisites: The Discerner of Enchantments T6

Components: None

Casting Time: Standard action

Range: Fifteen feet

Target: One spell within range

Duration: Instantaneous

The caster is informed of the exact name, level, and characteristics of a spell of any level cast upon an object or individual. The caster must make a check (1d20 + caster level, maximum +10 vs. DC 11 + the target spell's caster's caster level) to obtain this information.

3.17 Phantasms

3.17.1 Phantasms U1

Temples: Universal

Level: 0

School: Illusion (Figment)

Prerequisites: None

Components: V, S

Casting Time: One minute

Range: Fifteen feet

Effect: Image, one foot by ten feet by ten feet

Duration: Concentration, up to one minute

Saving Throw: Will to disbelieve if interacted with

The caster creates an illusion of a wall of rock, wood, etc., in front of the caster.

3.17.2 Phantasms U3

Temples: Universal

Level: 1

School: Illusion (Figment)

Prerequisites: Phantasms U1

Components: V, S

Casting Time: One minute

Range: Five feet

Effect: Spherical emanation

Duration: Concentration, up to two minutes

Saving Throw: Will to disbelieve if interacted with

Creates an apparition of Medium size or smaller. It cannot move out of the area of effect, and makes no sound, but can wave weapons and look ferocious. The images disappear if touched.

3.17.3 Phantasms U6

Temples: Universal

Level: 2

School: Conjuration (Summoning)

Prerequisites: Phantasms U3

Components: V, S

Casting Time: One minute

Range: Ten feet

Effect: Spherical emanation

Duration: Concentration, up to two minutes

Creates a phantasm of Medium size or smaller. It cannot leave the area of effect, but otherwise fights as a shortsword-equipped 2nd-level warrior.

Need stats

3.17.4 Phantasms G3

Temples: Avánthe and Dilinála, Belkhánu and Qón, Dlamélish and Hriháyal, Hrü'ü and Wurú, Ksárul and Grugánu, Thúmis and Keténgku

Level: 3

School: Conjuration (Summoning)

Prerequisites: Phantasms U6

Components: V, S

Casting Time: One minute

Range: Twenty feet

Effect: Spherical emanation

Duration: Concentration, up to three minutes

Creates two phantasms of Large size or smaller. They cannot leave the area of effect, but otherwise fight as shortsword-equipped 3rd-level warriors.

Need stats

3.17.5 Phantasms G7

Temples: Avánthe and Dilinála, Belkhánu and Qón, Dlamélish and Hriháyal, Hrü'ü and Wurú, Ksárul and Grugánu, Thúmis and Keténgku

Level: 4

School: Conjuration (Summoning)

Prerequisites: Phantasms G3

Components: V, S

Casting Time: One minute

Range: Thirty feet

Effect: Spherical emanation

Duration: Concentration, up to four minutes

Creates two phantasms of Huge size or smaller. They cannot leave the area of effect, but otherwise fight as longsword-equipped 4th-level warriors.

Need stats

3.17.6 Phantasms G10

Temples: Avánthe and Dilinála, Belkhánu and Qón, Dlamélish and Hriháyal, Hrü'ü and Wurú, Ksárul and Grugánu, Thúmis and Keténgku

Level: 5

School: Conjuration (Summoning)

Prerequisites: Phantasms G7

Components: V, S

Casting Time: One minute

Range: Sixty feet

Effect: Spherical emanation

Duration: Concentration, up to five minutes

Creates two phantasms of Gargantuan size or smaller. They cannot leave the area of effect, but otherwise fight as glaive-equipped 5th-level warriors. Need stats

3.17.7 Transfusion T3

Temples: Hrü'ü and Wurú

Level: 6

School: Conjuration (Creation)

Prerequisites: Phantasms G10

Components: V, S

Casting Time: Eleven rounds

Range: Personal

Target: Caster

Duration: Two minutes (D)

The caster creates a phantasmal being of up to Large size and transfers their intellect into it. The caster fights with all the abilities of the creature (e.g., the hypnosis of the Ssú) but cannot cast spells. The caster's body remains in a trance for the duration of the spell.

This spell cannot be disenchanting, but The Negation of Instability T2 or The Negation of Instability T4 instantly kill the phantasm and the caster. Also, if the phantasm is slain by physical means, the caster dies as well.

3.17.8 Transfusion T5

Temples: Hrü'ü and Wurú

Level: 7

School: Conjuration (Creation)

Prerequisites: Transfusion T3

Components: V, S

Casting Time: Two minutes

Range: Personal

Target: Caster

Duration: Five minutes (D)

The caster creates a phantasmal being of up to Large size and transfers their intellect into it. The caster fights with all the abilities of the creature (e.g., the hypnosis of the Ssú), and can cast spells that do not require verbal or somatic components. The caster's body remains in a trance for the duration of the spell.

This spell cannot be disenchanting, but The Negation of Instability T2 or The Negation of Instability T4 instantly kill the phantasm and the caster. Also, if the phantasm is slain by physical means, the caster dies as well.

3.17.9 Transfusion T7

Temples: Hrü'ü and Wurú

Level: 8

School: Conjuration (Creation)

Prerequisites: Transfusion T5

Components: V, S

Casting Time: Three minutes

Range: Personal

Target: Caster

Duration: Ten minutes (D)

The caster creates a phantasmal being of up to Colossal size and transfers their intellect into it. The caster fights with all the abilities of the creature (e.g., the hypnosis of the Ssú), and can cast spells that do not require verbal or somatic components. The caster's body remains in a trance for the duration of the spell.

This spell cannot be disenchanting, but The Negation of Instability T2 or The Negation of Instability T4 instantly kill the phantasm and the caster. Also, if the phantasm is slain by physical means, the caster dies as well.

3.17.10 Transfusion T9

Temples: Hrü'ü and Wurú

Level: 9

School: Conjuration (Creation)

Prerequisites: Transfusion T7

Components: V, S

Casting Time: Six minutes

Range: Fifteen feet

Target: Caster

Duration: Five minutes (D)

Saving Throw: Will negates

The caster creates a phantasmal being of up to Colossal size and transfers the target's intellect into it. The target fights with all the abilities of the creature (e.g., the hypnosis of the Ssú), but cannot cast spells. The target's body remains in a trance for the duration of the spell.

This spell can be disenchanting, returning the target to their body, but The Negation of Instability T2 or The Negation of Instability T4 instantly kill the phantasm and the target. Also, if the phantasm is slain by physical means, the target dies as well.

3.17.11 Demonology T8

Temples: Universal

Level: 7

School: Conjuration (Summoning)

Prerequisites: Phantasms U6

Components: V, S

Casting Time: Two minutes

Range: Five feet

Effect: One summoned demon

Duration: Ten minutes

Causes one demon dedicated to the worshipper's deity to come forth from the Planes Beyond, appearing five feet in front of the caster. The caster bargains for its services, offering gold, gems, etc. If no bargain is struck within one minute, the demon departs in disgust. All payment must be paid in advance. This spell can only be cast once per day. (Casts like a 12th-level sorcerer, 120ft/round ground speed, 10% chance of flight, longsword-equivalent weapon.)

3.17.12 Demonology T9

Temples: Universal

Level: 8

School: Conjuration (Summoning)

Prerequisites: Demonology T8

Components: V, S

Casting Time: Six minutes

Range: Five feet

Effect: Two summoned demons

Duration: Fifteen minutes

Causes two demons dedicated to the worshipper's deity to come forth from the Planes Beyond, appearing five feet in front of the caster. The caster bargains for their services, offering gold, gems, etc. If no bargain is struck within one minute, the demons depart in disgust. All payment must be paid in advance. This spell can only be cast once per day. (Cast like 12th-level sorcerors, 120ft/round ground speed, 10% chance of flight, longsword-equivalent weapons.)

3.17.13 Demonology T10

Temples: Universal

Level: 9

School: Conjuration (Summoning)

Prerequisites: Demonology T9

Components: V, S

Casting Time: Eleven minutes

Range: Five feet

Effect: Five summoned demons

Duration: Twenty minutes

Need stats

Causes five demons dedicated to the worshipper's deity to come forth from the Planes Beyond, appearing five feet in front of the caster. The caster bargains for their services, offering gold, gems, etc. If no bargain is struck within one minute, the demons have a 50% chance of attacking the caster, otherwise they depart in disgust. All payment must be paid in advance. This spell can only be cast once per day. (Cast like 12th-level sorcerors, 120ft/round ground speed, 10% chance of flight, longsword-equivalent weapons.)

3.18 Robustness

3.18.1 Robustness U3

Temples: Universal

Level: 0

School: Transmutation

Prerequisites: None

Components: V, S

Casting Time: One minute

Range: Touch

Target: One touched object (and any carried objects) weighing up to 300 pounds

Duration: Concentration, up to five minutes

Lightens a burden of up to 300 pounds so that it seems to the caster like it only weighs 50 pounds. Only the caster can lift this load.

3.18.2 Robustness U5

Temples: Universal

Level: 1

School: Transmutation

Prerequisites: Robustness U3

Components: V, S

Casting Time: One minute

Range: Touch

Target: One touched object (and any carried objects) weighing up to 600 pounds

Duration: Concentration, up to ten minutes

Lightens a burden of up to 600 pounds so that it seems to the caster like it only weighs 50 pounds. Only the caster can lift this load.

3.18.3 Robustness U7

Temples: Universal

Level: 2

School: Transmutation

Prerequisites: Robustness U5

Components: V, S

Casting Time: One minute

Range: Five feet

Target: Two objects (and any carried objects) weighing up to 600 pounds each

Duration: Concentration, up to fifteen minutes

Lightens two burdens of up to 600 pounds so that they seem to only weigh 50 pounds each. Unlike the lesser versions of this spell, anyone can lift and carry these loads.

3.19 Soporiferousness

3.19.1 Soporiferousness U2

Temples: Universal

Level: 0

School: Enchantment (Compulsion) [Mind-affecting]

Prerequisites: None

Components: V, S

Casting Time: One minute

Range: Thirty feet

Target: One creature of Large size or smaller

Duration: Five minutes

Causes the target to fall asleep, making them helpless. This spell does not work against the Pygmy Folk, Shunned Ones, androids, undead, or demons.

3.19.2 Soporiferousness U4

Temples: Universal

Level: 1

School: Enchantment (Compulsion) [Mind-affecting]

Prerequisites: Soporiferousness U2

Components: V, S

Casting Time: One minute

Range: Ninety feet

Target: Creatures of Large size or smaller within a ten foot radius spherical spread

Duration: Sixty minutes

Causes the targets to fall asleep, making them helpless. This spell does not work against the Pygmy Folk, Shunned Ones, androids, undead, or demons.

3.19.3 Soporiferousness U5

Temples: Universal

Level: 2

School: Enchantment (Compulsion) [Mind-affecting]

Prerequisites: Soporiferousness U4

Components: V, S

Casting Time: One minute

Range: One hundred eighty feet

Target: Creatures of Large size or smaller within a twenty foot radius spherical spread, or one creature of Huge size or larger

Duration: Six hours

Causes the targets to fall asleep, making them helpless. This spell does not work against the Pygmy Folk, Shunned Ones, androids, undead, or demons.

3.20 Guarding

3.20.1 The Seal Upon The Powers

Temples: Universal

Level: 3

School: Abjuration

Prerequisites: None

Components: V, S

Casting Time: Two minutes

Range: Personal

Effect: Fifteen foot radius spherical emanation from the caster

Duration: Three minutes (D)

A globe of glowing particles surrounds the caster and others within the area of effect. No magic requiring verbal or somatic components can be cast within this globe and none may enter from the outside. The caster can move, fight, and cast spells that do not require verbal or somatic components normally, but the globe does not move with the caster, nor can a spell requiring verbal or somatic components (including a second casting of this spell) be cast while this spell is in effect.

3.20.2 The Sphere of Impermeable Quiescence

Temples: Universal

Level: 3

School: Abjuration

Prerequisites: None

Components: None

Casting Time: Two minutes

Range: Personal

Effect: Fifteen foot radius spherical emanation from the caster

Duration: Three minutes (D)

A globe of glowing particles surrounds the caster and others within the area of effect. Magic that does not require verbal or somatic components cannot be cast within this globe and none may enter from the outside. The caster can move, fight, and cast spells that require verbal or somatic components normally, but the globe does not move with the caster, nor can a spell that does not require verbal or somatic components (including a second casting of this spell) be cast while this spell is in effect.

3.20.3 Guarding

Temples: Belkhánu and Qón, Hnálla and Drá, Hrü'ü and Wurú, Ksárul and Grugánu, Sárku and Durritlámish, Thúmis and Keténgku

Level: 5

School: Abjuration

Prerequisites: The Seal Upon The Powers and The Sphere of Impermeable Quiescence

Components: V, S

Casting Time: Six minutes

Range: Personal

Effect: Thirty foot radius spherical emanation from the caster

Duration: Concentration, up to six hours

Creates a magic-proof circle around the caster; no magic may enter. Physical beings and objects may enter or leave, but not androids, undead, and creatures created by sorcery. The circle does not move with the caster.

3.20.4 Eternal Bastion of Unabridged Silence

Temples: Belkhánu and Qón, Hnálla and Drá, Hrü'ü and Wurú, Ksárul and Grugánu, Sárku and Durritlámish, Thúmis and Keténgku

Level: 7

School: Abjuration

Prerequisites: Guarding

Components: V, S

Casting Time: Thirty-one minutes

Range: Two hundred forty feet

Effect: Thirty foot radius spherical emanation

Duration: Twenty-four hours

Creates a magic-proof circle; no magic may enter. Physical beings and objects may enter or leave, but not androids, undead, and creatures created by sorcery. This spell must be disenchanting twice to dispel it.

3.20.5 The Inimitable Defender T4

Temples: Hnálla and Drá

Level: 8

School: Abjuration

Prerequisites: Eternal Bastion of Unabridged Silence

Components: V, S

Casting Time: Twelve rounds

Range: Fifteen feet

Target: The caster and an adjacent comrade, or two people standing adjacent to one another.

Duration: Concentration, up to two minutes

A dome of transparent crystalline force surrounds the targets. No magic of any kind can affect those within the dome, nor can they cast spells out of it. If the caster is one of the targets, the dome moves with the caster. No undead being, demon, or sorcerous creature can enter this sphere or strike those within it.

3.20.6 The Inimitable Defender T9

Temples: Hnálla and Drá

Level: 9

School: Abjuration

Prerequisites: The Inimitable Defender T4

Components: V, S

Casting Time: Three minutes

Range: Fifteen feet

Effect: Five foot radius spherical emanation

Duration: Concentration, up to five minutes

A dome of transparent crystalline force surrounds the targets. No magic of any kind cast from outside the dome can affect those within the dome, but casters within the dome can cast spells out of it. No physical attack can enter the dome, but slow-moving substances (e.g. gasses, lava, or water) can. Those within the dome can combat those outside the dome with melee or missile weapons. This dome is immobile.

3.21 Terrorisation

3.21.1 Terrorisation U2

Temples: Universal

Level: 0

School: Enchantment (Compulsion) [Mind-affecting]

Prerequisites: None

Components: None

Casting Time: Standard action

Range: Thirty feet

Target: One living creature

Duration: One minute

Saving Throw: Will negates

The target is *panicked*, and flees from the caster.

3.21.2 Terrorisation U4

Temples: Universal

Level: 1

School: Enchantment (Compulsion) [Mind-affecting]

Prerequisites: Terrorisation U2

Components: None

Casting Time: Standard action

Range: Ninety feet

Target: Living creatures within a five foot radius sphere

Duration: Five minutes

Saving Throw: Will negates

The targets are *panicked*, and flee from the caster.

3.21.3 Necrophobia T1

Temples: Durrítlámish

Level: 6

School: Enchantment (Compulsion) [Mind-affecting]

Prerequisites: Terrorisation U4

Components: None

Casting Time: Standard action

Range: Sixty feet

Target: One living creature

Duration: One minute

Saving Throw: Will negates

The target becomes unnaturally afraid of the undead (which must be present), and is *panicked* and flees from the undead.

3.21.4 Necrophobia T4

Temples: Durritlámish

Level: 7

School: Enchantment (Compulsion) [Mind-affecting]

Prerequisites: Necrophobia T1

Components: None

Casting Time: Standard action

Range: One hundred eighty feet

Target: Living creatures within a five foot radius sphere

Duration: Five minutes

Saving Throw: Will negates

The targets become unnaturally afraid of the undead (which must be present), and are *panicked* and flee from the undead.

3.21.5 Necrophobia T7

Temples: Durritlámish

Level: 8

School: Enchantment (Compulsion) [Mind-affecting]

Prerequisites: Necrophobia T4

Components: None

Casting Time: Four rounds

Range: Ninety feet

Target: Living creatures within a ten foot radius sphere

Duration: Fifteen minutes

Saving Throw: Will negates

The targets become unnaturally afraid of death and the undead, and will become *panicked* if they encounter the undead.

3.21.6 Necrophobia T10

Temples: Durritlámish

Level: 9

School: Enchantment (Compulsion) [Mind-affecting]

Prerequisites: Necrophobia T7

Components: None

Casting Time: Ten minutes

Range: Thirty feet

Effect: Forty-five foot radius spherical emanation

Duration: Permanent

Saving Throw: Will negates (see text)

This spell creates a field that repels non-worshippers. Whenever devotees of deities other than Sárku, Durrítlámish, or those foreign gods who share their natures enter this area, they are affected by a cold, gloomy, dismal fear of death. They must make a Will saving throw every round they are in this area, and become *panicked* when they fail.

3.22 Translocation

3.22.1 Translocation U1

Temples: Universal

Level: 0

School: Transmutation

Prerequisites: None

Components: None

Casting Time: Standard action

Range: Fifteen feet

Target: An inanimate object weighing up to two ounces

Duration: Instantaneous

The caster lifts and slowly moves a small object weighing up to two ounces a distance of fifteen feet. Anything hit by the object feels no effects.

3.22.2 Translocation U2

Temples: Universal

Level: 1

School: Transmutation

Prerequisites: Translocation U1

Components: None

Casting Time: Standard action

Range: Thirty feet

Target: An inanimate object weighing up to four ounces

Duration: Instantaneous

The caster lifts and slowly moves a small object weighing up to four ounces a distance of thirty feet. Anything hit by the object feels is *dazed* for one round.

3.22.3 Translocation U5

Temples: Universal

Level: 2

School: Transmutation

Prerequisites: Translocation U2

Components: None

Casting Time: Standard action

Range: Ninety feet

Target: An inanimate object weighing up to one pound

Duration: Instantaneous

The caster lifts and slowly moves a small object weighing up to one pound a distance of ninety feet. Anything hit by the object feels takes 2d6 damage. Table C

3.22.4 Translocation U7

Temples: Universal

Level: 3

School: Transmutation

Prerequisites: Translocation U5

Components: None

Casting Time: Standard action

Range: One hundred twenty feet

Target: An inanimate object weighing up to two pounds

Duration: Instantaneous

The caster lifts and slowly moves a small object weighing up to two pounds a distance of one hundred twenty feet. Anything hit by the object feels takes 4d6 damage. Table D

3.22.5 Aeriality G2

Temples: Avánthe and Dilinála, Belkhánu and Qón, Dlamélish and Hriháyal, Hnálla and Drá, Hrü'ü and Wurú, Ksárul and Grugánu, Thúmis and Keténgku

Level: 4

School: Transmutation

Prerequisites: Translocation U7

Components: None

Casting Time: Standard action

Range: Personal

Target: Caster

Duration: Two minutes (D)

Allows the caster to levitate themselves (and whatever they are carrying) to a maximum height of thirty feet, with perfect maneuverability but a speed of five feet per round. The caster can cast spells that do not require verbal or somatic components while airborne, and may fight hand-to-hand (with a -2 penalty to their to-hit rolls), but may not cast other spells or engage in ranged combat.

3.22.6 Aeriality G4

Temples: Avánthe and Dilinála, Belkhánu and Qón, Dlamélish and Hriháyal, Hnálla and Drá, Hrü'ü and Wurú, Ksárul and Grugánu, Thúmis and Keténgku

Level: 5

School: Transmutation

Prerequisites: Aeriality G2

Components: None

Casting Time: Standard action

Range: Touch

Target: One living creature

Duration: Three minutes (D)

Allows the target (which may be the caster) to levitate themselves (and whatever they are carrying) to a maximum height of sixty feet with perfect maneuverability and a speed of forty-five feet per round. The target can cast spells that do not require verbal or somatic components while airborne, and may fight hand-to-hand (with a -2 penalty to their to-hit rolls), but may not cast other spells or engage in ranged combat.

3.22.7 Aeriality G6

Temples: Avánthe and Dilinála, Belkhánu and Qón, Dlamélish and Hriháyal, Hnálla and Drá, Hrü'ü and Wurú, Ksárul and Grugánu, Thúmis and Kéténgku

Level: 6

School: Transmutation

Prerequisites: Aeriality G4

Components: None

Casting Time: Standard action

Range: Five feet

Target: Caster and either living creatures within range or one thousand pounds of baggage.

Duration: Five minutes (D)

Saving Throw: Reflex negates

Allows the target to levitate to a maximum height of sixty feet with perfect maneuverability and a speed of sixty feet per round. The targets can cast spells that do not require verbal or somatic components while airborne, and may fight hand-to-hand (with no penalty to their to-hit rolls), but may not cast other spells or engage in ranged combat.

3.22.8 Aeriality G9

Temples: Avánthe and Dilinála, Belkhánu and Qón, Dlamélish and Hriháyal, Hnálla and Drá, Hrü'ü and Wurú, Ksárul and Grugánu, Thúmis and Kéténgku

Level: 7

School: Transmutation

Prerequisites: Aeriality G6

Components: None

Casting Time: Standard action

Range: Ten feet

Target: Caster and either living creatures within range or two thousand pounds of baggage.

Duration: Ten minutes (D)

Saving Throw: Reflex negates

Allows the target to levitate to a maximum height of sixty feet with perfect maneuverability and a speed of one hundred twenty feet per round. The targets can cast spells that do not require verbal or somatic components while airborne, and may fight hand-to-hand (with no penalty to their to-hit rolls), but may not cast other spells or engage in ranged combat.

3.22.9 Aeriality T6

Temples: Belkhánu and Qón

Level: 8

School: Transmutation

Prerequisites: Aeriality G9

Components: None

Casting Time: Standard action

Range: Ten feet

Target: Caster and either living creatures within range or two thousand pounds of baggage.

Duration: Twenty minutes (D)

Saving Throw: Reflex negates

Allows the target to levitate to a maximum height of three hundred feet with perfect maneuverability and a speed of one thousand five hundred feet per round. The targets can cast spells and engage in combat normally with no penalties.

3.23 Transportation

3.23.1 Transportation

Temples: Universal

Level: 2

School: Conjuration (Teleportation)

Prerequisites: None

Components: V, S

Casting Time: Eleven rounds

Range: Five feet

Target: Living creatures of size Medium or smaller within range

Duration: Instantaneous

Saving Throw: Will negates

The targets and anything they are carrying are teleported exactly three hundred feet by dead reckoning to a position previously occupied by the caster. If other beings or large objects occupy the destination, an explosion occurs doing 5d6 damage (with no saves and no damage resistance) to everyone in both parties.

3.23.2 Metastasis T5

Temples: Hnálla and Drá

Level: 7

School: Conjuration (Teleportation)

Prerequisites: Transportation

Components: V, S

Casting Time: Eleven rounds

Range: Personal

Target: Caster

Duration: Instantaneous

The caster and up to fifty pounds they are carrying are teleported up to six hundred feet by dead reckoning to a position visited in the last twenty minutes by the caster. If other beings or large objects occupy the destination, an explosion occurs doing 16d6 damage (with no saves and no damage resistance) to everyone in both parties. Table G+10, using H

3.23.3 Metastasis T8

Temples: Hnálla and Drá

Level: 8

School: Conjuration (Teleportation)

Prerequisites: Metastasis T5

Components: V, S

Casting Time: Thirteen rounds

Range: Five feet

Target: Creatures within range

Duration: Instantaneous

Saving Throw: Will negates

The caster and all targets (each carrying up to one hundred pounds) are teleported up to nine hundred feet by dead reckoning to a position visited in the last hour by the caster. If other beings or large objects occupy the destination, an explosion occurs doing 14d8 damage (with no saves and no damage resistance) to everyone in both parties. Table G+10, using H

3.23.4 Metastasis T10

Temples: Hnállá and Drá

Level: 9

School: Conjuración (Teleportation)

Prerequisites: Metastasis T8

Components: V, S

Casting Time: Three minutes

Range: Five feet

Target: Creatures within range

Duration: Instantaneous

Saving Throw: Will negates

The caster and all targets (each carrying up to one hundred fifty pounds) are teleported up to two thousand feet by dead reckoning to a position visited in the last hour by the caster. If other beings or large objects occupy the destination, an explosion occurs doing 11d12 damage (with no saves and no damage resistance) to everyone in both parties.

Table G+10, using H

3.24 Warding

3.24.1 Warding U4

Temples: Universal

Level: 1

School: Abjuration

Prerequisites: None

Components: V, S

Casting Time: One minute

Range: Personal

Target: Caster

Duration: Concentration, up to one minute

Creates a protective shield around the caster's body; the caster cannot be struck by physical blows or missiles, unless the weapons are magical. Magic does penetrate, as do gas, spores, or an enemy pushing their way in slowly (requiring two rounds to enter the shield). The caster can move with the shield and cast spells, but cannot use weapons while the spell is in force.

3.24.2 Warding U5

Temples: Universal

Level: 2

School: Abjuration

Prerequisites: Warding U4

Components: V, S

Casting Time: One minute

Range: Five feet

Target: Caster and another individual within range

Duration: Concentration, up to two minutes

Creates a protective shield around the caster, extending to cover up to one other individual; they cannot be struck by physical blows or missiles, unless the weapons are magical. Magic does penetrate, as do gas, spores, or an enemy pushing their way in slowly (requiring three rounds to enter the shield). Both individuals can move with the shield (they must remain within five feet of each other—*permit Readyng a move action to “move with” someone?*) and cast spells, and can attack foes pushing their way through the barrier, but cannot attack targets outside the barrier.

3.24.3 Warding G5

Temples: Hnálla and Drá, Hrü'ü and Wurú, Karakán and Chegárra, Vimúhla and Chiténg

Level: 4

School: Abjuration

Prerequisites: Warding U5

Components: V, S

Casting Time: One minute

Range: Five feet

Target: One creature

Duration: Concentration, up to two minutes

Creates a protective shield around the target; they cannot be struck by physical blows or missiles. Magic does penetrate, as do gas, spores, or an enemy pushing their way in slowly (requiring four rounds to enter the shield). The target can move with the shield, cast spells, and make hand-to-hand attacks against things outside the shield, but cannot make missile attacks.

3.24.4 Warding G10

Temples: Hnálla and Drá, Hrü'ü and Wurú, Karakán and Chegárta, Vimúhla and Chiténg

Level: 6

School: Abjuration

Prerequisites: Warding G5

Components: V, S

Casting Time: Eleven minutes

Range: Seven hundred fifty feet

Target: Structures within range

Duration: One week

This spell affects buildings or other areas of stone, brick, earth, etc.; it is ineffective upon wood and less permanent materials. All permanent parts of the structure become proof against magic and ancient devices, but less permanent items within (furniture, people, etc.) are not affected.

3.25 The Web of Kriyág, Lover of Spiders

3.25.1 The Web of Kriyág, Lover of Spiders

Temples: Universal

Level: 1

School: Conjuraton (Creation)

Prerequisites: None

Components: V, S

Casting Time: One minute

Range: Thirty feet

Effect: A net of tangling webs ten feet in diameter

Duration: Instantaneous

Saving Throw: Reflex negates

Hurls a net of tangling webs; affected targets are *entangled*. An entangled creature can break loose by spending 1 round and making a DC 25 Escape Artist check. Once loose, a creature remains entangled, but may move through the web very slowly. Each round devoted to moving allows the creature to make a new Escape Artist check. The creature moves 5 feet for each full 5 points by which the check result exceeds 10.

The webbing produced by this spell is flammable. A magic flaming sword can slash it away as easily as a hand brushes away cobwebs. Any fire can set the webs alight and burn away 5 square feet in 1 round. All creatures within flaming webs take 2d4 points of fire damage from the flames.

3.25.2 Filamentary Extension T3

Temples: Shaman

Level: 5

School: Conjuraton (Creation)

Prerequisites: The Web of Kriyág, Lover of Spiders

Components: V, S

Casting Time: One minute

Range: Ninety feet

Target: One creature or object

Duration: Instantaneous

Saving Throw: Reflex negates

A thread of a whitish substance is thrown out from the caster's hand at the target. This has a sticky end that enables the caster to pull the target back towards himself, if the object weighs 20 pounds or less. Alternatively, the caster can immobilise a larger target for up to three minutes. The filament can only be cut with a metal knife, and the cutting takes one round.

The strands produced by this spell are flammable. A magic flaming sword can slash them away as easily as a hand brushes away cobwebs. Any fire can set the webs alight and burn away 5 square feet in 1 round. All creatures within flaming webs take 2d4 points of fire damage from the flames.

3.25.3 Filamentary Extension T5

Temples: Shaman

Level: 6

School: Conjuraton (Creation)

Prerequisites: Filamentary Extension T3

Components: V, S

Casting Time: One minute

Range: One hundred eighty feet

Target: One creature or object

Duration: Instantaneous

Saving Throw: Reflex negates

A thread of a whitish substance is thrown out from the caster's hand at the target. This has a sticky end that enables the caster to pull the target back towards himself, if the object weighs 20 pounds or less. Alternatively, the caster can immobilise a larger target for up to three minutes. The filament can only be cut with an enchanted knife, and the cutting takes three rounds.

3.25.4 Filamentary Extension T7

Temples: Shaman

Level: 7

School: Conjuraton (Creation)

Prerequisites: Filamentary Extension T5

Components: V, S

Casting Time: Two minutes

Range: Thirty feet

Effect: A sticky coating on a ten foot radius portion of floor

Duration: Thirty minutes (D)

A faintly visible coating is left on a level floor or area of ground. Any being who does not notice it (by succeeding in a Search check with DC 30) sticks to it instantly upon entering it. While on the filaments, any attempt to move more than five feet in a round requires an Escape Artist check at DC 25, with failure resulting in the creature falling and becoming *entangled*. An entangled creature can break loose by spending 1 round and making a DC 25 Escape Artist check. Once loose, a creature remains entangled, but may move through the web very slowly. Each round devoted to moving allows the creature to make a new Escape Artist check. The creature moves 5 feet for each full 5 points by which the check result exceeds 10.

3.25.5 Filamentary Extension T9

Temples: Shaman

Level: 8

School: Conjuraton (Creation)

Prerequisites: Filamentary Extension T7

Components: V, S

Casting Time: Three minutes

Range: Thirty feet

Effect: A mass of webs filling a section of corridor up to thirty feet long

Duration: One hour (D)

A passageway is filled side to side and top to bottom with sticky filaments. Any creatures in the area, and any that enter the area, become *entangled*.

An entangled creature can break loose by spending 1 round and making a DC 25 Escape Artist check. Once loose, a creature remains entangled, but may move through the web very slowly. Each round devoted to moving allows the creature to make a new Escape Artist check. The creature moves 5 feet for each full 5 points by which the check result exceeds 10.

If you have at least 5 feet of web between you and an opponent, it provides cover. If you have at least 20 feet of web between you, it provides total cover.

3.25.6 Filamentary Extension T10

Temples: Shaman

Level: 9

School: Conjuraction (Creation)

Prerequisites: Filamentary Extension T9

Components: V, S

Casting Time: Six minutes

Range: Thirty feet

Effect: A mass of webs filling a fifteen foot radius sphere

Duration: One day

All exposed surfaces within the area of effect are covered with sticky filaments. Any creatures in the area, and any that enter the area, become *entangled*. The caster can leave themselves an open path if they wish, leaving whatever surfaces they wish uncovered.

An entangled creature can break loose by spending 1 round and making a DC 25 Escape Artist check. Once loose, a creature remains entangled, but may move through the web very slowly. Each round devoted to moving allows the creature to make a new Escape Artist check. The creature moves 5 feet for each full 5 points by which the check result exceeds 10.

If you have at least 5 feet of web between you and an opponent, it provides cover. If you have at least 20 feet of web between you, it provides total cover.

3.26 Zoïc Domination

3.26.1 Zoïc Domination U2

Temples: Universal

Level: 0

School: Enchantment (Compulsion) [Mind-affecting]

Prerequisites: None

Components: V, S

Casting Time: One minute

Range: Thirty feet

Target: One nonintelligent animal no larger than the caster

Duration: One minute

Saving Throw: Will negates

Grants the caster crude control over one nonintelligent animal. Undead, automations, androids, and demons are not affected. The animal can be made to fight, flee, or halt.

3.26.2 Zoïc Domination U4

Temples: Universal

Level: 1

School: Enchantment (Compulsion) [Mind-affecting]

Prerequisites: Zoïc Domination U2

Components: V, S

Casting Time: One minute

Range: Ninety feet

Target: Two semi-intelligent animals no larger than the caster, or one larger animal

Duration: Three minutes

Saving Throw: Will negates

Grants the caster crude control over two semi-intelligent animals within ten feet of each other, or one nonintelligent animal of any size. Undead, automations, androids, and demons are not affected. The animals can be made to fight, flee, or halt.

3.26.3 Zoïc Domination G4

Temples: Avánthe and Dilinála, Dlamélish and Hriháyal, Shaman

Level: 2

School: Enchantment (Compulsion) [Mind-affecting]

Prerequisites: Zoïc Domination U4

Components: V, S

Casting Time: One minute

Range: Ninety feet

Target: All semi-intelligent animals within a ten foot radius circle

Duration: Three minutes

Saving Throw: Will negates

Grants the caster control over all the semi-intelligent animals within the area of effect (or a single animal larger than the area of effect). Undead, automations, androids, and demons are not affected. The animals can be given simple commands, but suicidal or self-destructive commands (including an order to attack a creature two or more size categories larger than the dominated animal) are simply ignored.

3.26.4 Zoïc Domination G5

Temples: Avánthe and Dilinála, Dlamélish and Hriháyal, Shaman

Level: 3

School: Enchantment (Compulsion) [Mind-affecting]

Prerequisites: Zoïc Domination G4

Components: V, S

Casting Time: One minute

Range: Sixty feet

Target: All semi-intelligent animals smaller than the caster within a fifteen foot radius circle

Duration: Three minutes

Saving Throw: Will negates

Grants the caster control over all the semi-intelligent animals with a smaller size than the caster within the area of effect (or a single animal larger than the area of effect). Undead, automations, androids, and demons are not affected. The animals can be given simple commands, but suicidal or self-destructive commands (including an order to attack a creature two or more size categories larger than the dominated animal) are simply ignored. All animals make one saving throw together, applying their individual Will modifiers.

3.26.5 Zoömorphy T2

Temples: Shaman

Level: 4

School: Enchantment (Compulsion) [Mind-affecting]

Prerequisites: Zoïc Domination G5

Components: V, S

Casting Time: One minute

Range: Forty-five feet

Effect: Spherical emanation

Duration: Five minutes

Saving Throw: Will negates

The caster summons all large animals within the area of effect. They can be given commands, and will fight for the caster, lead them to water, etc.

3.26.6 Zoömorphology T5

Temples: Shaman

Level: 5

School: Transmutation

Prerequisites: Zoömorphology T2

Components: V, S

Casting Time: Twelve hours

Range: Personal

Target: Caster

Duration: Instantaneous

Upon completing this spell, the caster chooses an “animal familiar” from any of the warm blooded land and sea animals, some birds and flying creatures, and even a few underworld creatures. The species selected cannot be a reptile, amphibian, fish, jellyfish, or amœboid species. It also cannot be a fungus or ambulatory plant, undead, android, demon, sorcerous construct, or one of the intelligent races.

Once chosen, this link lasts for life. The caster is never attacked by his familiar species, and they will aid him, should he summon them verbally. Similarly, the caster can never harm one of these creatures, and must aid them even with their life, if need be. If the caster betrays a member of their familiar species, others of this species will hunt the caster down and kill them.

3.26.7 Zoömorphology T7

Temples: Shaman

Level: 6

School: Transmutation

Prerequisites: Zoömorphology T5

Components: V, S

Casting Time: Six minutes

Range: Close (25 ft. + 5 ft./2 levels)

Target: One member of the caster’s familiar species

Duration: One hour

The caster gives a message to a member of their familiar species, who takes it to a target the animal has seen before. Alternately, the animal can be ordered to attack a specific known target.

3.26.8 Zoömorphy T8

Temples: Shaman

Level: 7

School: Transmutation

Prerequisites: Zoömorphy T7

Components: V, S

Casting Time: Six hours

Range: Close (25 ft. + 5 ft./2 levels)

Target: One member of the caster's familiar species

Duration: Instantaneous

The targeted member of the caster's familiar species becomes a permanent companion. It faithfully supports the caster in all things, as long as it is well-treated. Once a familiar is acquired, it serves to the death. If the caster outlives their familiar, they must do everything possible to acquire another in the shortest feasible time.

The familiar can speak to the caster in simple words that are inaudible to others. It gains Spell Resistance equal to the caster's, and a rudimentary intelligence.

3.26.9 Zoömorphy T9

Temples: Shaman

Level: 8

School: Transmutation

Prerequisites: Zoömorphy T8

Components: V, S

Casting Time: Six minutes

Range: Personal

Target: Caster

Duration: One hour

The caster (who must undress before casting the spell) assumes the form and abilities of their familiar species. The transformation takes three rounds, and changing back also takes three rounds.

The caster retains their Intelligence, Wisdom, and Charisma scores, but uses the Strength, Dexterity, and Constitution scores of their familiar species while transformed. They also cannot speak or cast spells while in this form.

3.26.10 Zoömorphoꝑy T10

Temples: Shaman

Level: 9

School: Transmutation

Prerequisites: Zoömorphoꝑy T9

Components: V, S

Casting Time: Thirty minutes

Range: Personal

Target: Caster

Duration: Twelve hours

The caster (who must undress before casting the spell) assumes the form and abilities of a superior member of their familiar species. The transformation takes three rounds, and changing back also takes three rounds.

The caster retains their Intelligence, Wisdom, and Charisma scores, but uses *double* the Strength, Dexterity, and Constitution scores of their familiar species while transformed. The caster can speak and cast spells that do not require verbal or somatic components while in this form.

1.5DEX, 3HP, +1Table

3.27 Acceleration

3.27.1 Acceleration

Temples: Belkhánu and Qón, Hnálla and Drá, Karakán and Chegárra, Vimúhla and Chiténg

Level: 5

School: Transmutation

Prerequisites: None

Components: None

Casting Time: Standard action

Range: Fifteen feet

Target: One creature

Duration: Concentration, up to two minutes

The target's movement speed is tripled, they may make an attack as a swift action, and a full attack only requires a standard action. When rolling for initiative, the target gets a +3 bonus due to their speed.

3.28 Adornment

3.28.1 Adornment G1

Temples: Avánthe and Dilinála, Dlamélish and Hriháyal

Level: 3

School: Transmutation

Prerequisites: None

Components: V, S

Casting Time: One minute

Range: Touch

Target: One creature

Duration: Concentration, up to two minutes

The target is made more handsome/beautiful, giving them a 1d4 bonus to Charisma.

3.28.2 Adornment G3

Temples: Avánthe and Dilinála, Dlamélish and Hriháyal

Level: 4

School: Transmutation

Prerequisites: Adornment G1

Components: V, S

Casting Time: One minute

Range: Five feet

Target: Creatures in range

Duration: Concentration, up to twenty minutes

The targets are made more handsome/beautiful, giving them a 1d4 bonus to Charisma.

3.28.3 Adornment G5

Temples: Avánthe and Dilinála, Dlamélish and Hriháyal

Level: 5

School: Transmutation

Prerequisites: Adornment G3

Components: V, S

Casting Time: One minute

Range: Ten feet

Target: Creatures in range

Duration: Concentration, up to thirty minutes

The targets are made more handsome/beautiful, giving them a 1d4 bonus to Charisma.

3.29 Artfulness

3.29.1 Artfulness G1

Temples: Avánthe and Dilinála, Hnálla and Drá, Ksárul and Grugánu, Thúmis and Keténgku

Level: 3

School: Transmutation

Prerequisites: None

Components: None

Casting Time: Standard action

Range: Touch

Target: Touched creature

Duration: Concentration, up to one minute

The target is given a +1 bonus to all skill rolls during the duration.

3.29.2 Artfulness G2

Temples: Avánthe and Dilinála, Hnálla and Drá, Ksárul and Grugánu, Thúmis and Keténgku

Level: 4

School: Transmutation

Prerequisites: Artfulness G1

Components: None

Casting Time: Standard action

Range: Touch

Target: Touched creature

Duration: Concentration, up to one minute

The target is given a +1 bonus to all skill rolls during the duration.

3.30 Benefaction

3.30.1 Benefaction

Temples: Avánthe and Dilinála, Belkhánu and Qón, Dlamélish and Hriháyal, Hnálla and Drá, Hrü'ü and Wurú, Ksárul and Grugánu, Shaman, Thúmis and Keténgku

Level: 6

School: Evocation

Prerequisites: None

Components: V, S

Casting Time: One minute

Range: Fifteen feet

Target: One living creature

Duration: Instantaneous

The target of the spell regains the use of spell slots totalling 4d6 levels, including the use of all used cantrip slots.

3.31 The Blade of Inexorable Dissection

3.31.1 The Blade of Inexorable Dissection G3

Temples: Karakán and Chegárra, Vimúhla and Chiténg

Level: 4

School: Conjuration (Creation)

Prerequisites: None

Components: V, S

Casting Time: One minute

Range: Zero feet

Effect: A ruby-hued longsword of light

Duration: Concentration, up to one minute

Creates a ruby-hued longsword of light which the caster can wield or hand off to someone else to wield. The sword acts as a +1 magical longsword.

3.31.2 The Blade of Inexorable Dissection G4

Temples: Karakán and Chegárra, Vimúhla and Chiténg

Level: 5

School: Conjuration (Creation)

Prerequisites: The Blade of Inexorable Dissection G3

Components: V, S

Casting Time: One minute

Range: Zero feet

Effect: A ruby-hued greatsword of light

Duration: Concentration, up to two minutes

Creates a ruby-hued greatsword of light which the caster can wield or hand off to someone else to wield. The sword acts as a +2 magical greatsword.

3.32 The Blessing of the Planes

3.32.1 The Blessing of the Planes G1

Temples: Belkhánu and Qón, Hnálla and Drá, Ksárul and Grugánu, Sáрку and Durritlámish, Shaman, Thúmis and Keténgku

Level: 3

School: Transmutation

Prerequisites: None

Components: V, S

Casting Time: One minute

Range: Personal

Target: Caster

Duration: Concentration, up to one minute

The caster gains a +1 bonus to their Spell Resistance.

3.32.2 The Blessing of the Planes G3

Temples: Belkhánu and Qón, Hnálla and Drá, Ksárul and Grugánu, Sáрку and Durritlámish, Shaman, Thúmis and Keténgku

Level: 4

School: Transmutation

Prerequisites: The Blessing of the Planes G1

Components: V, S

Casting Time: One minute

Range: Touch

Target: One living touched creature

Duration: Concentration, up to two minutes

The target gains a +2 bonus to their Spell Resistance.

3.32.3 The Blessing of the Planes G9

Temples: Belkhánu and Qón, Hnálla and Drá, Ksárul and Grugánu, Sáрку and Durritlámish, Shaman, Thúmis and Keténgku

Level: 6

School: Transmutation

Prerequisites: The Blessing of the Planes G3

Components: V, S

Casting Time: One minute

Range: Ten feet

Target: Living creatures within range

Duration: Concentration, up to three minutes

The targets gain a +3 bonus to their Spell Resistance.

3.33 Comprehension

3.33.1 Comprehension G3

Temples: Hnálla and Drá, Hrü'ü and Wurú, Ksárul and Grugánu, Shaman, Thúmis and Keténgku

Level: 4

School: Divination

Prerequisites: None

Components: None

Casting Time: Standard action

Range: Personal

Target: You

Duration: Concentration, up to five minutes

The caster gains the ability to speak, read, and understand one modern human or nonhuman language, except Tká Mihállí. Shamans with this spell only gain the abilities to speak and understand the languages, they cannot read the texts.

3.33.2 Comprehension G5

Temples: Hnálla and Drá, Hrü'ü and Wurú, Ksárul and Grugánu, Shaman, Thúmis and Keténgku

Level: 5

School: Divination

Prerequisites: Comprehension G3

Components: None

Casting Time: Standard action

Range: Personal

Target: You

Duration: Concentration, up to fifteen minutes

The caster gains the ability to speak, read, and understand one human or nonhuman language, except Tká Mihállí (ancient Mihállí *is* understandable, however) and any language that predates the Empire of Llyán. The caster can also determine in advance if a document or inscription contains a curse or other magical danger. Shamans with this spell only gain the abilities to speak and understand the languages, they cannot read the texts.

3.33.3 Comprehension G9

Temples: Hnálla and Drá, Hrü'ü and Wurú, Ksárul and Grugánu, Shaman, Thúmis and Keténgku

Level: 6

School: Divination

Prerequisites: Comprehension G5

Components: None

Casting Time: Standard action

Range: Personal

Target: You

Duration: Concentration, up to fifteen minutes

The caster gains the ability to speak, read, and understand one human or nonhuman language, except for languages from the Latter Times and earlier, which are too remote to exhibit modern referents. The caster can also read cursed writing without disturbing or removing the curse. Shamans with this spell only gain the abilities to speak and understand the languages, they cannot read the texts.

3.34 Derangement

3.34.1 Derangement G2

Temples: Belkhánu and Qón, Hnálla and Drá, Hrü'ü and Wurú, Sáрку and Durritlámish, Shaman

Level: 3

School: Enchantment (Compulsion) [Mind-affecting]

Prerequisites: None

Components: None

Casting Time: Standard action

Range: Sixty feet

Target: Living creatures within a five foot radius sphere spread

Duration: 1d10 minutes

Creatures within the area of effect become temporarily insane, and the GM determines their actions for the duration.

3.34.2 Derangement G5

Temples: Belkhánu and Qón, Hnálla and Drá, Hrü'ü and Wurú, Sáрку and Durritlámish, Shaman

Level: 4

School: Enchantment (Compulsion) [Mind-affecting]

Prerequisites: Derangement G2

Components: None

Casting Time: Standard action

Range: Ninety feet

Target: Living creatures within a five foot radius sphere spread

Duration: 1d10/2 days

Creatures within the area of effect become temporarily insane, and the GM determines their actions for the duration.

3.34.3 Derangement G8

Temples: Belkhánu and Qón, Hnálla and Drá, Hrü'ü and Wurú, Sáрку and Durritlámish, Shaman

Level: 5

School: Enchantment (Compulsion) [Mind-affecting]

Prerequisites: Derangement G2

Components: None

Casting Time: Standard action

Range: One hundred twenty feet

Target: Living creatures within a ten foot radius sphere spread

Duration: Permanent

Creatures within the area of effect become insane, and the GM determines their actions unless and until the spell is disenchanting.

3.35 Desiccation

3.35.1 Desiccation G3

Temples: Avánthe and Dilinála, Hrü'ü and Wurú, Ksárul and Grugánu, Sáрку and Durritlámish, Shaman

Level: 4

School: Transmutation

Prerequisites: None

Components: V, S

Casting Time: One minute

Range: Sixty feet

Size implied by G5...

Target: One living creature of size Medium or less

Duration: Permanent

Dries up the fluids in one affected body part (roll 1d20):

Roll	Location	Effect
1–2	Head	The target is put into a coma for 1d10 days.
3–4	Right Arm	The target's limb is permanently withered, and can only be restored with magic healing.
5–6	Left Arm	The target's limb is permanently withered, and can only be restored with magic healing.
7–12	Torso	The target is paralysed for 2d10 days.
13–16	Abdomen	The target is paralysed for 2d10 days.
17–18	Left Leg	The target's limb is permanently withered, and can only be restored with magic healing.
19–20	Right Leg	The target's limb is permanently withered, and can only be restored with magic healing.

3.35.2 Desiccation G5

Temples: Avánthe and Dilinála, Hrü'ü and Wurú, Ksárul and Grugánu, Sáрку and Durritlámish, Shaman

Level: 5

School: Transmutation

Prerequisites: Desiccation G3

Components: V, S

Casting Time: One minute

Range: Ninety feet

Target: Living creatures within a five foot diameter circle, or one larger target

Duration: Permanent

Dries up the fluids in one affected body part (roll 1d20 once for each target):

Roll	Location	Effect
1–2	Head	The target dies.
3–4	Right Arm	The target's limb is permanently withered, and can only be restored with magic healing.
5–6	Left Arm	The target's limb is permanently withered, and can only be restored with magic healing.
7–12	Torso	The target dies.
13–16	Abdomen	The target dies.
17–18	Left Leg	The target's limb is permanently withered, and can only be restored with magic healing.
19–20	Right Leg	The target's limb is permanently withered, and can only be restored with magic healing.

3.35.3 The Grey Hand T1

Temples: Wurú

Level: 6

School: Transmutation

Prerequisites: Desiccation G5

Components: None

Casting Time: Standard action

Range: Touch

Target: One touched living creature of the caster's species

Duration: Instantaneous

This spell requires a normal melee attack, not a touch attack, since the caster must actually touch the skin of the target.

The target is instantly killed and turned into a pile of grey ash, leaving behind their possessions.

3.35.4 The Grey Hand T4

Temples: Wurú

Level: 7

School: Transmutation

Prerequisites: The Grey Hand T1

Components: None

Casting Time: Standard action

Range: Touch

Target: One touched living creature of the caster's species

Duration: Instantaneous

The target is instantly killed and turned into a pile of grey ash, leaving behind their possessions. This spell, unlike the earlier version, requires a touch attack.

3.35.5 The Grey Hand T7

Temples: Wurú

Level: 8

School: Transmutation

Prerequisites: The Grey Hand T4

Components: None

Casting Time: Three rounds

Range: Touch

Target: One touched living creature of any species

Duration: Instantaneous

The target is instantly killed and turned into a pile of grey ash, leaving behind their possessions. This spell requires a touch attack.

3.35.6 The Grey Hand T10

Temples: Wurú

Level: 9

School: Transmutation

Prerequisites: The Grey Hand T7

Components: None

Casting Time: Five rounds

Range: Ten feet

Target: Living creatures within a five foot diameter sphere spread

Duration: Instantaneous

The caster makes a ranged touch attack against each target. Targets that are hit are instantly killed and turned into a pile of grey ash, along with their possessions. Targets of Huge size or larger are only killed if they are hit by this spell twice within a twenty-four hour period, otherwise they are stunned for 1d6 rounds.

Longer? Shorter?

3.36 Doomkill

3.36.1 Doomkill G8

Temples: Hnálla and Drá, Karakán and Chegárta, Vimúhla and Chiténg

Level: 5

School: Evocation

Prerequisites: None

Components: V, S

Casting time: Twelve rounds

Range: Three hundred fifty feet

Effect: Ten foot radius spherical burst

Duration: Instantaneous

Saving Throw: Reflex for reduced damage; see text

Creates a brilliant, noisy explosion which slays all individuals within the area of effect (Reflex save for 7d6 damage). The explosion is targeted as though it were a thrown splash weapon with a range increment of seventy feet. If the caster misses by five or more, or rolls a natural one, the spell detonates on top of them.

3.36.2 Doomkill G10

Temples: Hnálla and Drá, Karakán and Chegárta, Vimúhla and Chiténg

Level: 6

School: Evocation

Prerequisites: Doomkill G8

Components: V, S

Casting Time: Thirteen rounds

Range: Four hundred fifty feet

Effect: Twenty foot radius spherical burst

Duration: Instantaneous

Saving Throw: Reflex for reduced damage; see text

Creates a brilliant, noisy explosion which slays all individuals within the area of effect (Reflex save for 8d6 damage). The explosion is targeted as though it were a thrown splash weapon with a range increment of ninety feet. If the caster misses by five or more, or rolls a natural one, the spell detonates on top of them.

3.37 Empowering

3.37.1 Empowering G1

Temples: Avánthe and Dilinála, Dlamélish and Hriháyal, Karakán and Chégárra, Vimúhla and Chiténg

Level: 0

School: Transmutation

Prerequisites: None

Components: V, S

Casting Time: One minute

Range: Touch

Target: One touched creature

Duration: One minute

The target receives a +2 to their Strength, Dexterity, and Constitution while the spell is in effect. This spell can only be cast once per day on each target.

3.37.2 Empowering G2

Temples: Avánthe and Dilinála, Dlamélish and Hriháyal, Karakán and Chégárra, Vimúhla and Chiténg

Level: 1

School: Transmutation

Prerequisites: Empowering G1

Components: V, S

Casting Time: One minute

Range: Touch

Target: One touched creature

Duration: Two minutes

The target receives a +4 to their Strength, Dexterity, and Constitution while the spell is in effect. This spell can only be cast once per day on each target.

3.37.3 Empowering G6

Temples: Avánthe and Dilinála, Dlamélish and Hriháyal, Karakán and Chégárra, Vimúhla and Chiténg

Level: 2

School: Transmutation

Prerequisites: Empowering G2

Components: V, S

Casting Time: One minute

Range: Zero feet

Target: Creatures within a ten foot radius spherical spread

Duration: Three minutes

The targets receive a +4 to their Strength, Dexterity, and Constitution while the spell is in effect. This spell can only be cast once per day on each target.

3.37.4 Devitalisation T1

Temples: Vimúhla and Chiténg

Level: 3

School: Transmutation

Prerequisites: Empowering G6

Components: None

Casting Time: Standard action

Range: Sixty feet

Target: One living creature

Duration: Instantaneous

The target's Strength, Dexterity, and Constitution are permanently reduced by one each. This damage can only be repaired with Healing T7.

3.37.5 Devitalisation T4

Temples: Vimúhla and Chiténg

Level: 4

School: Transmutation

Prerequisites: Devitalisation T1

Components: None

Casting Time: Standard action

Range: One hundred twenty feet

Target: Living creatures within a five foot radius spherical spread

Five foot diameter

Duration: Instantaneous

The targets' Strength, Dexterity, and Constitution are permanently reduced by two each. This damage can only be repaired with Healing T7.

3.37.6 Devitalisation T5

Temples: Vimúhla and Chiténg

Level: 5

School: Transmutation

Prerequisites: Devitalisation T4

Components: None

Casting Time: Standard action

Range: One hundred eighty feet

Target: Living creatures within a five foot radius spherical spread

Duration: Instantaneous

The targets' Strength, Dexterity, and Constitution are permanently reduced by two each. This damage can only be repaired with Healing T7.

3.37.7 Devitalisation T6

Temples: Vimúhla and Chiténg

Level: 6

School: Transmutation

Prerequisites: Devitalisation T5

Components: None

Casting Time: Standard action

Range: Ninety feet

Target: Living creatures within a ten foot radius spherical spread

Duration: Instantaneous

The targets' Strength, Dexterity, and Constitution are permanently reduced by three each. This damage can only be repaired with Healing T7.

3.37.8 Devitalisation T7

Temples: Vimúhla and Chiténg

Level: 7

School: Transmutation

Prerequisites: Devitalisation T6

Components: None

Casting Time: Two rounds

Range: Ninety feet

Target: One living creature

Duration: Instantaneous

The target loses spell slots equivalent to losing a level. These spell slots can only be regained with the use of Benefaction. Permanent 1–20 psychic points reduction.

3.37.9 Devitalisation T8

Temples: Vimúhla and Chiténg

Level: 8

School: Transmutation

Prerequisites: Devitalisation T7

Components: None

Casting Time: Three rounds

Range: One hundred eighty feet

Target: One living creature

Duration: Instantaneous

The target loses spell slots equivalent to losing two levels. These spell slots can only be regained with the use of Benefaction. Permanent 1–50 psychic points reduction.

3.37.10 Devitalisation T10

Temples: Vimúhla and Chiténg

Level: 9

School: Transmutation

Prerequisites: Devitalisation T8

Components: None

Casting Time: Three rounds

Range: One hundred eighty feet

Target: One living creature

Duration: Instantaneous

The target's Strength, Dexterity, and Constitution are permanently reduced by six each. This damage can only be repaired with Healing T7. In addition, the target loses spell slots equivalent to losing three levels, which can only be regained with the use of Benefaction. Permanent 1–100 psychic points and HBS reduction.

3.38 Enhancement and Debilitation

3.38.1 Enhancement and Debilitation G4

Temples: Karakán and Chegárra, Sáрку and Durritlámish, Vimúhla and Chiténг

Level: 4

School: Transmutation

Prerequisites: None

Components: V, S, M

Casting Time: Eleven rounds

Range: Touch

Target: Touched steel item

Duration: Three minutes

The touched steel item is enchanted, granting it a +1 bonus of the appropriate type for the duration. The presence of this steel item does not endanger the caster.

3.38.2 Enhancement and Debilitation G7

Temples: Karakán and Chegárra, Sáрку and Durritlámish, Vimúhla and Chiténг

Level: 5

School: Transmutation

Prerequisites: Enhancement and Debilitation G4

Components: V, S, M

Casting Time: Eleven rounds

Range: Touch

Target: Touched steel item

Duration: Three minutes

The touched steel item is reduced to the consistency of Chlén-hide for combat purposes. When the spell expires, roll a d%: on a result of 81–00 the item is permanently softened, and any magic it contains is lost.

3.38.3 Enhancement and Debilitation G10

Temples: Karakán and Chegárra, Sáрку and Durritlámish, Vimúhla and Chiténг

Level: 6

School: Transmutation

Prerequisites: Enhancement and Debilitation G7

Components: V, S, M

Casting Time: Two minutes

Range: Touch

Target: Touched steel armor, shield, and weapon

Duration: Instantaneous

At the completion of casting, roll d%:

Roll	Result
01–90	The armor, shield, and weapon become enchanted, and receive a permanent +1 bonus. The caster cannot cast any magic for the next month.
91–00	The caster dies, and nothing happens to the items.

3.39 Excellence

3.39.1 Excellence G1

Temples: Karakán and Chegárta, Shaman, Vimúhla and Chiténg

Level: 3

School: Transmutation

Prerequisites: None

Components: None

Casting Time: Standard action

Range: Touch

Target: One living creature

Duration: Concentration, up to one minute

The target receives a +1 to-hit bonus for the duration of the spell.

3.39.2 Excellence G3

Temples: Karakán and Chegárta, Shaman, Vimúhla and Chiténg

Level: 4

School: Transmutation

Prerequisites: Excellence G1

Components: None

Five foot diameter

Casting Time: Standard action

Range: Zero feet

Target: Two living creatures within five feet

Duration: Concentration, up to three minutes

The targets receive a +2 to-hit bonus for the duration of the spell.

3.39.3 Excellence G7

Temples: Karakán and Chegárra, Shaman, Vimúhla and Chiténg

Level: 5

School: Transmutation

Prerequisites: Excellence G3

Components: None

Casting Time: Standard action

Range: Zero feet

Target: Two living creatures within five feet

Duration: Concentration, up to three minutes

The targets receive a +3 to-hit bonus for the duration of the spell.

3.39.4 Higher Mastery T2

Temples: Karakán and Chegárra

Level: 7

School: Transmutation

Prerequisites: Excellence G7

Components: None

Casting Time: Standard action

Range: Touch

Target: One living creature

Duration: Two minutes

The target receives a +1 to-hit bonus for the duration of the spell.

3.39.5 Higher Mastery T3

Temples: Karakán and Chegárra

Level: 8

School: Transmutation

Prerequisites: Higher Mastery T2

Components: None

Casting Time: Standard action

Range: Touch

Target: One living creature

Duration: Two minutes

The target receives a +2 to-hit bonus for the duration of the spell.

3.39.6 Higher Mastery T5

Temples: Karakán and Chegárra

Level: 9

School: Transmutation

Prerequisites: Higher Mastery T3

Components: None

Casting Time: Standard action

Range: Zero feet

Target: Living creatures within a five foot radius spherical spread

Duration: Three minutes

The targets receive a +2 to-hit bonus for the duration of the spell.

3.40 Far-Seeing

3.40.1 Far-Seeing G1

Temples: Karakán and Chegárra, Shaman, Vimúhla and Chiténg

Level: 3

School: Transmutation

Prerequisites: None

Components: V, S

Casting Time: Eleven rounds

Range: Personal

Target: You

Duration: Concentration, up to one minute

The caster is granted telescopic vision; objects three hundred feet away are seen as though only three feet away, while nearer items are blurred.

3.40.2 Far-Seeing G2

Temples: Karakán and Chegárta, Shaman, Vimúhla and Chiténg

Level: 4

School: Transmutation

Prerequisites: Far-Seeing G1

Components: V, S

Casting Time: Twelve rounds

Range: Personal

Target: You

Duration: Concentration, up to two minutes

The caster is granted telescopic vision; objects nine hundred feet away are seen as though only three feet away, while nearer items are blurred.

3.41 The Hands of Krá the Mighty

3.41.1 The Hands of Krá the Mighty G2

Temples: Avánthe and Dilinála, Belkhánu and Qón, Dlamélish and Hriháyal, Sáрку and Durritlámish

Level: 3

School: Evocation

Prerequisites: None

Components: None

Casting Time: Standard action

Range: Sixty feet

Target: Creatures of size Large or smaller within a five foot radius spherical spread

Duration: Instantaneous

Saving Throw: Reflex reduces; see text

The targets are seized in invisible pincers; targets that fail their saving throw die, while those who do make their saving throw take 1d12 damage.

3.41.2 The Hands of Krá the Mighty G4

Temples: Avánthe and Dilinála, Belkhánu and Qón, Dlamélish and Hriháyal, Sáрку and Durritlámish

Level: 4

School: Evocation

Prerequisites: The Hands of Krá the Mighty G2

Components: None

Casting Time: Standard action

Range: One hundred twenty feet

Target: Creatures of size Large or smaller within a five foot radius spherical spread

Duration: Instantaneous

Saving Throw: Reflex reduces; see text

The targets are seized in invisible pincers; targets that fail their saving throw die, while those who do make their saving throw take 2d8 damage. Minor

3.41.3 The Hands of Krá the Mighty G6

Temples: Avánthe and Dilinála, Belkhánu and Qón, Dlamélish and Hriháyal, Sáрку and Durritlámish

Level: 5

School: Evocation

Prerequisites: The Hands of Krá the Mighty G4

Components: None

Casting Time: Standard action

Range: Two hundred forty feet

Target: Creatures of size Huge or smaller within a five foot radius spherical spread

Duration: Instantaneous

Saving Throw: Reflex reduces; see text

The targets are seized in invisible pincers; targets that fail their saving throw die, while those who do make their saving throw take 4d10 damage. Serious

This variant can also be used to knock down walls and gates up to six feet thick.

3.41.4 The Hands of Krá the Mighty T5

Temples: Avánthe and Dilinála

Level: 8

School: Evocation

Prerequisites: The Hands of Krá the Mighty G6

Components: None

Casting Time: Standard action

Range: Three hundred feet

Target: Living creatures or automatons within a ten foot radius spherical spread

Duration: Instantaneous

Saving Throw: Reflex reduces; see text

The targets are seized in invisible pincers; targets of size Huge or smaller that fail their saving throw die, while those who do make their saving throw take 11d10 damage. Creatures of Gargantuan size or larger must be hit by this spell twice to be killed, but take 11d10 damage.

Androids, creatures of sorcery, demons, undead, and buildings are unaffected by this spell.

3.42 Intrepidity

3.42.1 Intrepidity G3

Temples: Karakán and Chegárra, Vimúhla and Chiténg

Level: 4

School: Abjuration

Prerequisites: None

Components: None

Casting Time: Standard action

Range: Zero feet

Target: Friendly creatures within a five foot spherical spread

Duration: Concentration, up to one minute

Causes all friendly creatures within range to become immune to panic, and they cannot be *panicked*.

Table G
Within...?

3.42.2 Intrepidity G5

Temples: Karakán and Chegárta, Vimúhla and Chiténg

Level: 5

School: Abjuration

Prerequisites: Intrepidity G3

Components: None

Casting Time: Standard action

Range: Zero feet

Target: Friendly creatures within a ten foot spherical spread

Duration: Concentration, up to two minutes

Causes all friendly creatures within range to become immune to panic, and they cannot be *panicked*.

3.42.3 The Glorious Call T3

Temples: Karakán and Chegárta

Level: 7

School: Abjuration

Prerequisites: Intrepidity G5

Components: None

Casting Time: Standard action

Range: Zero feet

Target: Friendly creatures within a twenty foot spherical spread

Duration: Four minutes

Causes all friendly creatures within range to become immune to fear. They cannot be *shaken, frightened, or panicked*.

3.42.4 The Glorious Call T8

Temples: Karakán and Chegárta

Level: 8

School: Abjuration

Prerequisites: The Glorious Call T3

Components: None

Casting Time: Standard action

Range: Sixty feet

Target: Enemy creatures within a ten foot spherical spread

Duration: Instantaneous

Foes within the area of effect become *panicked* and flee the caster.

3.42.5 The Glorious Call T10

Temples: Karakán and Chegárta

Level: 9

School: Abjuration

Prerequisites: The Glorious Call T8

Components: None

Casting Time: Standard action

Range: Touch

Target: Touched creature

Duration: Permanent

The target becomes permanently immune to fear. They cannot be *shaken*, *frightened*, or *panicked* unless this spell is disenchanting first.

3.43 The Missile of Metállja

3.43.1 The Missile of Metállja G4

Temples: Ksarul and Grugánu, Thúmis and Keténgku

Level: 4

School: Evocation

Prerequisites: None

Components: None

Casting Time: Standard action

Range: Ninety feet

Target: One creature

Duration: Instantaneous

Hurls a silent bolt of psychic force at one target; the caster may choose whether to slay the target or stun them for 1d20x5 rounds.

3.43.2 The Missile of Metállja G6

Temples: Ksárul and Grugánu, Thúmis and Keténgku

Level: 5

School: Evocation

Prerequisites: The Missile of Metállja G4

Components: None

Casting Time: Standard action

Range: One hundred twenty feet

Target: Creatures within a five foot radius spherical burst

Duration: Instantaneous

Hurls a silent bolt of psychic force at the targets; the caster may choose whether to slay the targets or stun them for 1d20x5 rounds.

3.44 Necromantic Domination

3.44.1 Necromantic Domination G4

Temples: Ksárul and Grugánu, Sárku and Durritlámish, Shaman, Thúmis and Keténgku

Level: 0

School: Necromancy

Prerequisites: None

Components: V, S

Casting Time: One minute

Range: Ninety feet

Target: Undead within a five foot radius spherical spread

Duration: Two minutes

Provides the caster detailed control over affected undead. The undead will provide guidance, perform simple tasks, and fight for the caster, but will not fight other undead or “commit suicide.”

3.44.2 Necromantic Domination G10

Temples: Ksárul and Grugánu, Sárku and Durritlámish, Shaman, Thúmis and Keténgku

Level: 1

School: Necromancy

Prerequisites: Necromantic Domination G4

Components: V, S

Casting Time: One minute

Range: Ninety feet

Target: Undead within a five foot radius spherical spread

Duration: Twenty-four hours

Provides the caster detailed control over affected undead. The undead will provide guidance, perform simple tasks, and fight for the caster, but will not fight other undead or “commit suicide.” This spell can only be used once on each target, but its use can be sustained as normal.

3.44.3 Osteal Thaumaturgy T2

Temples: Shaman

Level: 2

School: Necromancy [Language-Dependent]

Prerequisites: Necromantic Domination G10

Components: V, S, M

Casting Time: One minute

Range: Touch

Target: Touched piece of bone

Duration: Concentration, up to three minutes

Saving Throw: Will negates; see text

The piece of bone (or Pé Chói chitin) used as a material component speaks telepathically to the caster. If the original owner was hostile, they may make a Will Saving Throw as though they were still alive to resist. If the saving throw fails, it must give its identity and cause of death, guide the party through areas it knows, warn of traps with which it is familiar, etc. While the deceased cannot lie outright, it may dissemble and omit details, and may be erroneous,

3.44.4 Osteal Thaumaturgy T3

Temples: Shaman

Level: 3

School: Necromancy

Prerequisites: Osteal Thaumaturgy T2

Components: V, S, M

Casting Time: One minute

Range: Touch

Target: Touched piece of bone

Duration: Concentration, up to five minutes

Saving Throw: Will negates; see text

An index finger bone from a member of the caster's species (or piece of chitin for Pé Chói) functions like a compass and points towards one member of a living intelligent species known to the caster (a hostile target can avoid detection with a Will Saving Throw).

3.44.5 Osteal Thaumaturgy T5

Temples: Shaman

Level: 4

School: Necromancy

Prerequisites: Osteal Thaumaturgy T3

Components: V, S, M

Casting Time: One-and-a-half minutes (fifteen rounds)

Range: Touch

Target: Up to fifty small bones

Duration: Instantaneous

The caster can turn one to fifty small bones into nuggets of gold or uncut gems. These are indistinguishable from genuine ones by normal means. After twelve hours, they revert to bones.

3.44.6 The Seeking Bone

Temples: Shaman

Level: 5

School: Necromancy

Prerequisites: Osteal Thaumaturgy T5

Components: V, S, M

Casting Time: One minute

Range: Touch

Target: One touched projectile point (spearpoint, javelin-head, arrowhead)

Duration: Concentration, up to one hour or until used

The caster enchants a bone projectile point with the power of “The Seeking Bone.” If a hit is scored with this missile against a target of Large Size or smaller (larger targets are unaffected by the magic, and consider it a normal weapon), roll d%:

Table D, Table F

Roll	Result
01–30	The target takes 7d6 damage.
31–70	The target takes 8d8 damage.
71–00	The target is slain.

3.44.7 Osteal Thaumaturgy T7

Temples: Shaman

Level: 6

School: Transmutation

Prerequisites: The Seeking Bone

Components: V, S

Casting Time: One minute

Range: One hundred twenty feet

Target: Creatures with skeletons within a ten foot radius spherical spread

Duration: Instantaneous

The targets’ internal skeletons are turned into jelly. During the first round, they fall down *helpless*. On the second round, they become *unconscious*. At the end of the third round they die. If casting begins during the first two rounds, Healing U1 (or a more powerful variant) or Disenchantment U10 can cure this.

Only creatures with skeletons are affected. This excludes Pé Chóí, Hlüss, demons, automatons, or jellyfish-type creatures.

3.44.8 Osteal Thaumaturgy T8

Temples: Shaman

Level: 7

School: Conjuration (Summoning)

Prerequisites: Osteal Thaumaturgy T7

Components: V, S, M

Casting Time: Three minutes

Range: Fifteen feet

Effect: Up to ten summoned creatures

Duration: Concentration, up to three minutes

Up to ten teeth taken from an animal are cast on the ground. Two rounds later, they are replaced with living adult animals of the teeth's species which cannot move beyond three hundred feet away from the caster. The animals will initially follow the caster's instructions, but once in combat they will randomly attack anyone other than the caster.

3.44.9 Osteal Thaumaturgy T9

Temples: Shaman

Level: 8

School: Abjuration

Prerequisites: Osteal Thaumaturgy T8

Components: V, S, M

Casting Time: Two minutes

Range: Touch

Target: One touched bone

Duration: Concentration, up to thirty minutes

A bone from an intelligent species is turned into an amulet that protects against the minions and enchantments of the Pariah Deities. The amulet glows faintly blue if minions come within ninety feet, and prevents minions from coming within fifteen feet. In addition, spells cast by these minions cannot affect the amulet wearer, but physical attacks and projectiles will.

3.44.10 Osteal Thaumaturgy T10

Temples: Shaman

Level: 9

School: Abjuration

Prerequisites: Osteal Thaumaturgy T9

Components: V, S, M

Casting Time: Two minutes

Range: One hundred feet

Effect: A five foot radius spherical emanation

Duration: Concentration, up to ten minutes

A piece of bone is enchanted against the Pariah Deities and thrown as though it were a thrown weapon with a range increment of twenty feet. Any creature animated by sorcery or other-planar power is slain at once, and human servitors of the Pariah Deities cannot enter the area of effect.

3.44.11 Necrofacture T3**Temples:** Sáрку and Durritlámish**Level:** 4**School:** Necromancy**Prerequisites:** Necromantic Domination G10**Components:** V, S**Casting Time:** One minute**Range:** Touch**Target:** One touched corpse of the caster's species**Duration:** Instantaneous

The corpse of one member of the caster's species is reanimated with the half-life favoured by the Lord of Worms, becoming a Mrúr (see the Bestiary for stats). The corpse may have been dead up to one hundred years, but the skeleton must be reasonably intact. It cannot emerge into sunlight or even a brightly lit room, but the torches and lanterns carried by a typical adventuring party do not impede them.

3.44.12 Necrofacture T5**Temples:** Sáрку and Durritlámish**Level:** 5**School:** Necromancy**Prerequisites:** Necrofacture T3**Components:** V, S**Casting Time:** Twelve rounds**Range:** Touch**Target:** One touched corpse of the caster's species**Duration:** Instantaneous

The corpse of one member of the caster's species is reanimated with the half-life favoured by the Lord of Worms, becoming a Shédra (see the Bestiary for stats). The corpse may have been dead up to one hundred years, but the skeleton must be reasonably intact.

Body, not skeleton?

3.44.13 Necrofacture T6**Temples:** Sáрку and Durritlámish**Level:** 6**School:** Necromancy

Prerequisites: Necrofacture T5

Components: V, S

Casting Time: Three minutes

Range: Zero feet

Target: Up to six corpses of the caster's species within a five foot radius

Duration: Instantaneous

The corpses of members of the caster's species are reanimated with the half-life favoured by the Lord of Worms, becoming Mrúr (see the Bestiary for stats). The corpses may have been dead up to one hundred years, but the skeletons must be reasonably intact. They cannot emerge into sunlight or even a brightly lit room, but the torches and lanterns carried by a typical adventuring party do not impede them.

3.44.14 Necrofacture T8

Temples: Sáрку and Durritlámish

Level: 7

School: Necromancy

Prerequisites: Necrofacture T6

Components: V, S

Casting Time: Six minutes

Range: Zero feet

Target: Up to six corpses of the caster's species within a five foot radius

Duration: Instantaneous

The corpses of members of the caster's species are reanimated with the half-life favoured by the Lord of Worms, becoming Shédra (see the Bestiary for stats). The corpses may have been dead up to one hundred years, but the skeletons must be reasonably intact.

Body, not skeleton?

3.44.15 Necrofacture T9

Temples: Sáрку and Durritlámish

Level: 8

School: Necromancy

Prerequisites: Necrofacture T8

Components: V, S

Casting Time: Eleven minutes

Range: Touch

Target: One touched corpse of the caster's species

Duration: Instantaneous

The corpse of one member of the caster's species who worshipped Sárku or a related deity and had no more caster levels than the caster is reanimated with the half-life favoured by the Lord of Worms, becoming a Shédra (see the Bestiary for stats). The corpse may have been dead up to one hundred years, but the skeleton must be reasonably intact. Unlike the Shédra produced by lesser versions of this spell, these regain any Spell Resistance and spell-casting abilities they had when alive, and are immune to The Summoning of the Spectral Hosts T4 and its variants. It also has free will, and may not obey the caster.

Body, not skeleton?

3.44.16 Necrofacture T10

Temples: Sárku and Durritlámish

Level: 9

School: Necromancy

Prerequisites: Necrofacture T9

Components: V, S

Casting Time: Twenty-one minutes

Range: Personal

Target: You

Duration: Twelve hours

The caster becomes one of the undead for the duration, turning into a Shédra with spell-casting ability like that produced by Necrofacture T9. Other undead will never attack the caster while the spell is in force, and when it expires they will return to living status.

3.45 Nimbleness

3.45.1 Nimbleness G1

Temples: Avánthe and Dilinála, Dlamélish and Hriháyal, Karakán and Chégár, Vimúhla and Chiténg

Level: 3

School: Transmutation

Prerequisites: None

Components: None

Casting Time: Standard action

Range: Touch

Target: One touched creature

Duration: Concentration, up to one minute

The target receives a +2 to their Dexterity for the duration of the spell.

3.45.2 Nimbleness G2

Temples: Avánthe and Dilinála, Dlamélish and Hriháyal, Karakán and Chégarra, Vimúhla and Chiténg

Level: 4

School: Transmutation

Prerequisites: Nimbleness G1

Components: None

Casting Time: Standard action

Range: Touch

Target: One touched creature

Duration: Concentration, up to two minutes

The target receives a +4 to their Dexterity for the duration of the spell.

3.46 Pestilence

3.46.1 Pestilence G2

Temples: Avánthe and Dilinála, Dlamélish and Hriháyal, Sáрку and Durritlámish, Shaman

Level: 3

School: Necromancy

Prerequisites: None

Components: V, S

Casting Time: One minute

Range: Touch

Target: One touched living creature

Duration: Instantaneous

The target falls ill from a deadly plague, and becomes *helpless*. They will die within two minutes unless Alleviation U2 (or better) is cast upon them. There is a 50% chance that anyone who comes into contact with the victim (including the caster!) will contract the disease, with the same effects.

3.46.2 Pestilence G3

Temples: Avánthe and Dilinála, Dlamélísh and Hriháyal, Sáрку and Durritlámish, Shaman

Level: 4

School: Necromancy

Prerequisites: Pestilence G2

Components: V, S

Casting Time: One minute

Range: Ten feet

Five foot diameter

Target: Living creatures within a five foot radius spherical spread

Duration: Instantaneous

The targets fall ill from a deadly plague, and become *helpless*. They will die within two minutes unless Alleviation U2 (or better) is cast upon them. There is a 70% chance that anyone who comes into contact with the victim will contract the disease, with the same effects.

3.47 Prorogation

3.47.1 Prorogation G1

Temples: Avánthe and Dilinála, Dlamélísh and Hriháyal, Hrü'ü and Wurú, Ksáarul and Grugánu, Sáрку and Durritlámish, Thúmis and Keténgku

Level: 3

School: Transmutation

Prerequisites: None

Components: None

Casting Time: Standard action

Range: Thirty feet

Target: One living creature

Duration: One minute

An affected creature moves and attacks at a drastically slowed rate. A slowed creature can take only a single move action or standard action each turn, but not both (nor may it take full-round actions). Additionally, it takes a -1 penalty on attack rolls, AC, and Reflex saves. A slowed creature moves at half its normal speed (round down to the next 5-foot increment), which affects the creature's jumping distance as normal for decreased speed.

3.47.2 Prorogation G3

Temples: Avánthe and Dilinála, Dlamélísh and Hríháyal, Hríü'ü and Wurú, Ksárul and Grugánu, Sárku and Durritlámish, Thúmis and Keténgku

Level: 4

School: Transmutation

Prerequisites: Prorogation G1

Components: None

Casting Time: Standard action

Range: Ninety feet

Target: Living creatures within a five foot radius spherical spread

Duration: Three minutes

Affected creatures move and attack at a drastically slowed rate. A slowed creature can take only a single move action or standard action each turn, but not both (nor may it take full-round actions). Additionally, it takes a -1 penalty on attack rolls, AC, and Reflex saves. A slowed creature moves at half its normal speed (round down to the next 5-foot increment), which affects the creature's jumping distance as normal for decreased speed.

3.48 Radiant Gaze

3.48.1 Radiant Gaze G3

Temples: Karakán and Chegárra, Vimúhla and Chiténg

Level: 4

School: Evocation

Prerequisites: None

Components: V, S

Casting Time: One minute

Range: One hundred twenty feet

Target: Creatures within a five foot radius spherical spread

Duration: Instantaneous

Saving Throw: Reflex reduces

Fires a hissing blast of flame that slays those within its area of effect (Reflex save for 2d10 damage), and ignites all flammable materials in its area.

Table B

3.48.2 Radiant Gaze G7

Temples: Karakán and Chegárta, Vimúhla and Chiténg

Level: 5

School: Evocation

Prerequisites: Radiant Gaze G7

Components: V, S

Casting Time: One minute

Range: Two hundred forty feet

Target: Creatures within a ten foot radius spherical spread

Duration: Instantaneous

Saving Throw: Reflex reduces

Fires a hissing blast of flame that slays those within its area of effect (Reflex save for 4d6 damage), and ignites all flammable materials in its area.

Table B

3.49 Reanimation

3.49.1 Reanimation G9

Temples: Hrú'ü and Wurú, Sáрку and Durritlámish, Shaman

Level: 6

School: Necromancy

Prerequisites: None

Components: V, S

Casting Time: Ten minutes

Range: Touch

Target: One touched corpse

Duration: Instantaneous

The soul of a dead person is put into a corpse, which must be of the same species as the dead soul. This must be done within a week of the victim's death, and the victim must be fully revived within two weeks or they will die again, and permanently. The corpse cannot resist this effect.

While reanimated, the person cannot employ spells that require verbal or somatic components, and incurs a -4 penalty to Strength and Dexterity (which cannot reduce either stat below one).

3.50 Sagacity

3.50.1 Sagacity G1

Temples: Ksárul and Grugánu, Sárku and Durritlámish, Thúmis and Keténgku

Level: 3

School: Transmutation

Prerequisites: None

Components: V, S

Casting Time: One minute

Range: Fifteen feet

Target: One living member of the caster's species

Duration: Concentration, up to one minute

The target receives a +2 bonus to their Intelligence and Wisdom during the duration of the spell.

3.50.2 Sagacity G2

Temples: Ksárul and Grugánu, Sárku and Durritlámish, Thúmis and Keténgku

Level: 4

School: Transmutation

Prerequisites: Sagacity G1

Components: V, S

Casting Time: One minute

Range: Fifteen feet

Target: One living member of the caster's species

Duration: Concentration, up to two minutes

The target receives a +4 bonus to their Intelligence and Wisdom during the duration of the spell.

3.50.3 Sagacious Acquisition T3

Temples: Thúmis and Keténgku

Level: 7

School: Transmutation

Prerequisites: Sagacity G2

Components: None

Casting Time: Standard action

Range: Touch

Target: One living creature

Duration: Instantaneous

The target, which can only have this spell cast on them once a year, immediately and permanently gains two skill points in one skill, but loses the next skill point they would gain from levelling. This may result in a character having more skill points in a skill than normally permitted for their level.

3.50.4 Sagacious Acquisition T6

Temples: Thúmis and Keténgku

Level: 8

School: Transmutation

Prerequisites: Sagacious Acquisition T3

Components: None

Casting Time: Standard action

Range: Touch

Target: One living creature

Duration: Instantaneous

The target, which can only have this spell cast on them once a year, immediately and permanently gains four skill points in one skill, but loses the next two skill points they would receive from levelling. This may result in a character having more skill points in a skill than normally permitted for their level.

3.50.5 Sagacious Acquisition T9

Temples: Thúmis and Keténgku

Level: 9

School: Transmutation

Prerequisites: Sagacious Acquisition T6

Components: None

Casting Time: Standard action

Range: Touch

Target: One living creature

Duration: Instantaneous

The target, which can only have this spell cast on them once a year, immediately and permanently gains six skill points in one skill, but loses the next three skill points they would receive from levelling. This may result in a character having more skill points in a skill than normally permitted for their level.

3.50.6 The Attainment of Enlightenment T2

Temples: Grugánu

Level: 5

School: Transmutation

Prerequisites: Sagacity G2

Components: None

Casting Time: Standard action

Range: Personal

Target: You

Duration: Instantaneous

The caster is temporarily gifted with the ability to cast spells (using spell slots as usual) they do not normally have the ability to cast. Roll on the following table, rerolling if the caster knows any of the listed spells. The caster retains the ability to cast these spells for ten minutes (casting must complete before the ten minutes are up) but cannot remember them, write them down, or teach them to others.

d%	Spells
01–05	Alleviation U2
06–10	Ascertainment U1 and Ascertainment U2
11–15	Clairvoyance/Clairaudience U1, Clairvoyance/Clairaudience U2, and Clairvoyance/Clairaudience U5
16–20	Control of Self U1, Control of Self U2, and Control of Self U4
21–25	Disenchantment U4
26–30	Domination U2 and Domination U5
31–35	Elicitation U1, Elicitation U2, and Elicitation U3
36–40	Healing U1, Healing U2, and Healing U4
41–45	Invisibility U2 and Invisibility U3
46–50	Light and Darkness U1, Light and Darkness U3, and Light and Darkness U5
51–55	Nutrition U3
56–60	Perceptions of the Energies U2, Perceptions of the Energies U3, and Perceptions of the Energies U4
61–65	Phantasms U1 and Phantasms U3
66–70	Robustness U3 and Robustness U5
71–75	Soporiferousness U2, Soporiferousness U4, and Soporiferousness U5
76–80	Terrorisation U2 and Terrorisation U4
81–85	Translocation U1, Translocation U2, and Translocation U5
86–90	Warding U4 and Warding U5
91–95	The Web of Kriyág, Lover of Spiders
96–00	Zoïc Domination U2 and Zoïc Domination U4

3.50.7 The Attainment of Enlightenment T5

Temples: Grugánu

Level: 6

School: Transmutation

Prerequisites: The Attainment of Enlightenment T2

Components: None

Casting Time: Standard action

Range: Personal

Target: You

Duration: Instantaneous

The caster is temporarily gifted with the ability to cast spells (using spell slots as usual) they do not normally have the ability to cast. Roll on the following table, rerolling if the caster knows any of the listed spells. The caster retains

the ability to cast these spells for ten minutes (casting must complete before the ten minutes are up) but cannot remember them, write them down, or teach them to others.

d%	Spells
01–05	Ascertainment U6 and Ascertainment U8
06–10	Control of Self U6
11–15	Disenchantment U6 and Disenchantment U10
16–20	Domination U7
21–25	Elicitation U6 and Elicitation U7
26–30	Execration U9
31–35	Favouring U6
36–40	Healing U8
41–45	Inscription U10
46–50	Invisibility U6 and Invisibility U8
51–55	Nutrition U6
56–60	Phantasms U6
61–65	Robustness U7
66–70	The Seal Upon The Powers
71–75	The Sphere of Impermeable Quiescence
76–80	Translocation U7
81–85	Transportation
86–00	<i>reroll</i>

3.50.8 The Attainment of Enlightenment T7

Temples: Grugánu

Level: 7

School: Transmutation

Prerequisites: The Attainment of Enlightenment T5

Components: None

Casting Time: Standard action

Range: Personal

Target: You

Duration: Instantaneous

The caster is temporarily gifted with the ability to cast spells (using spell slots as usual) they do not normally have the ability to cast. Roll on the following table, rerolling if the caster knows any of the listed spells. The caster retains the ability to cast these spells for ten minutes (casting must complete before the ten minutes are up) but cannot remember them, write them down, or teach them to others.

d%	Spells
01–02	Adornment G1, Adornment G3, and Adornment G5
03–04	Aeriality G2 and Aeriality G4
05–06	Alleviation G2 and Alleviation G4
07–08	Artfulness G1 and Artfulness G2
09–10	The Blade of Inexorable Dissection G3 and The Blade of Inexorable Dissection G4
11–12	The Blessing of the Planes G1 and The Blessing of the Planes G3
13–14	Comprehension G3 and Comprehension G5
15–16	Derangement G2 and Derangement G5
17–18	Desiccation G3 and Desiccation G5
19–20	Domination G5
21–22	Elicitation G4
23–24	Empowering G1 and Empowering G2
25–26	Enhancement and Debilitation G4
27–28	Excellence G1 and Excellence G3
29–30	Far-Seeing G1 and Far-Seeing G2
31–32	Favouring G4
33–34	The Hands of Krá the Mighty G2 and The Hands of Krá the Mighty G4
35–36	Healing G4 and Healing G5
37–38	Intrepidity G3 and Intrepidity G5
39–40	Light and Darkness G2
41–42	The Missile of Metállja G4
43–44	Necromantic Domination G4
45–46	Nimbleness G1 and Nimbleness G2
47–48	Perceptions of the Energies G2
49–50	Pestilence G2 and Pestilence G3
51–52	Phantasms G3
53–54	Prorogation G1 and Prorogation G3
55–56	Radiant Gaze G3
57–58	Semblances G1, Semblances G2, and Semblances G4
59–60	The Speculum of Retribution
61–62	Stealth G1, Stealth G3, and Stealth G5
63–64	Vapour of Death
65–66	Visitations of Other Planes G4
67–68	Warding G5
69–70	Zoïc Domination G4 and Zoïc Domination G5
71–00	<i>reroll</i>

3.50.9 The Attainment of Enlightenment T9

Temples: Grugánu

Level: 8

School: Transmutation

Prerequisites: The Attainment of Enlightenment T7

Components: None

Casting Time: Standard action

Range: Personal

Target: You

Duration: Instantaneous

The caster is temporarily gifted with the ability to cast spells (using spell slots as usual) they do not normally have the ability to cast. Roll on the following table, rerolling if the caster knows any of the listed spells. The caster retains the ability to cast these spells for ten minutes (casting must complete before the ten minutes are up) but cannot remember them, write them down, or teach them to others.

d%	Spells
01–03	Acceleration
04–06	Aeriality G6 and Aeriality G9
07–09	Ascertainment G8 and Ascertainment G10
10–12	Benefaction
13–15	The Blessing of the Planes G9
16–18	Comprehension G9
19–21	Derangement G8
22–24	Domination G10
25–27	Doomkill G8 and Doomkill G10
28–30	Empowering G6
31–33	Enhancement and Debilitation G7 and Enhancement and Debilitation G10
34–36	Excellence G7
37–39	Favouring G7
40–42	Guarding and Eternal Bastion of Unabridged Silence
43–45	The Hands of Krá the Mighty G6
46–48	Inscription G10
49–51	The Missile of Metállja G6
52–54	Necromantic Domination G10
55–57	Nutrition G7 and Nutrition G9
58–60	Phantasms G7 and Phantasms G10
61–63	Radiant Gaze G7
64–66	Reanimation G9
67–69	The Silver Halo of Soul Stealing G6
70–72	Tranquilisation G6 and Tranquilisation G9
73–75	Vallation
76–78	Visitations of Other Planes G8 and Visitations of Other Planes G10
79–81	Warding G10
82–00	<i>reroll</i>

3.50.10 The Attainment of Enlightenment T10

Temples: Grugánu

Level: 9

School: Transmutation

Prerequisites: The Attainment of Enlightenment T9

Components: None

Casting Time: Standard action

Range: Personal

Target: You

Duration: Instantaneous

The caster is temporarily gifted with the ability to cast spells (using spell slots as usual) they do not normally have the ability to cast. Roll on the following table, rerolling if the caster knows any of the listed spells. The caster retains the ability to cast these spells for ten minutes (casting must complete before the ten minutes are up) but cannot remember them, write them down, or teach them to others.

TODO: THE CHART

3.51 Semblances

3.51.1 Semblances G1

Temples: Belkhánu and Qón, Dlamélísh and Hriháyal, Hnálla and Drá, Hrü'ü and Wurú, Sáрку and Durritlámish, Shaman

Level: 0

School: Illusion (Pattern) [Mind-Affecting]

Prerequisites: None

Components: None

Casting Time: Standard action

Range: Thirty feet

Effect: An illusion no larger than ten feet in diameter.

Duration: Concentration, up to one minute

Saving Throw: Will disbelief (if interacted with)

Creates an illusion of the caster's choice. This spell only affects living beings, and Tinalíya, Hlutrgú, magically created creatures, demons, animals, and semi-intelligent beings are immune. If the victims believe they have taken damage from the illusion, they suffer the effects of the damage but their bodies remain unmarked.

3.51.2 Semblances G2

Temples: Belkhánu and Qón, Dlamélish and Hriháyal, Hnálla and Drá, Hrü'ü and Wurú, Sárku and Durritlámish, Shaman

Level: 1

School: Illusion (Pattern) [Mind-Affecting]

Prerequisites: Semblances G1

Components: None

Casting Time: Standard action

Range: Thirty feet

Effect: An illusion no larger than twenty feet in diameter.

Duration: Concentration, up to two minutes

Saving Throw: Will disbelief (if interacted with)

Creates an illusion of the caster's choice. This spell only affects living beings, and Tinalíya, Hlutrgú, magically created creatures, demons, animals, and semi-intelligent beings are immune. If the victims believe they have taken damage from the illusion, they suffer the effects of the damage but their bodies remain unmarked.

3.51.3 Semblances G4

Temples: Belkhánu and Qón, Dlamélish and Hriháyal, Hnálla and Drá, Hrü'ü and Wurú, Sárku and Durritlámish, Shaman

Level: 2

School: Illusion (Pattern) [Mind-Affecting]

Prerequisites: Semblances G2

Components: None

Casting Time: Standard action

Range: Sixty feet

Effect: An illusion no larger than thirty feet in diameter.

Duration: Concentration, up to three minutes

Saving Throw: Will disbelief (if interacted with)

Creates an illusion of the caster's choice. This spell only affects living beings, and Tinalíya, Hlutrgú, magically created creatures, demons, animals, and semi-intelligent beings are immune. If the victims believe they have taken damage from the illusion, they suffer the effects of the damage but their bodies remain unmarked.

3.51.4 The Dance of the Emerald Goddess T1

Temples: Hriháyal

Level: 4

School: Enchantment (Compulsion) [Mind-Affecting]

Prerequisites: Semblances G4

Components: None

Casting Time: Standard action

Range: Sixty feet

Target: One living creature

Duration: Instantaneous

The target perceives an illusion of a beautiful young person of the appropriate sex. This illusion compels the target to become the willing slave of Dlamélish for one minute. The target will do whatever ordered by the caster, except commit suicide.

3.51.5 The Dance of the Emerald Goddess T3

Temples: Hriháyal

Level: 5

School: Enchantment (Compulsion) [Mind-Affecting]

Prerequisites: The Dance of the Emerald Goddess T1

Components: None

Casting Time: Standard action

Range: One hundred twenty feet

Target: Living creatures within a five foot radius spherical emanation

Duration: Three minutes

Saving Throw: Will negates

The targets perceive an illusion of a beautiful young person of the appropriate sex. This illusion compels the target to become the willing slave of Dlamélish for one minute. The target will do whatever ordered by the caster, except commit suicide.

3.51.6 The Dance of the Emerald Goddess T6

Temples: Hriháyal

Level: 6

School: Enchantment (Compulsion) [Mind-Affecting]

Prerequisites: The Dance of the Emerald Goddess T3

Components: None

Casting Time: Standard action

Range: Two hundred forty feet

Target: Living creatures within a five foot radius spherical spread

Duration: Eleven to twenty (1d10 + 10) minutes

The targets perceive an image of the Demoness Marággú. This image leads the targets off into the nearest wilderness or underworld area, where (if one exists) she entraps them in a cell, swamp, or trap.

3.51.7 The Dance of the Emerald Goddess T8

Temples: Hriháyal

Level: 7

School: Enchantment (Compulsion) [Mind-Affecting]

Prerequisites: The Dance of the Emerald Goddess T6

Components: None

Casting Time: Standard action

Range: Three hundred feet

Target: Living creatures within a ten foot radius spherical spread

Duration: Instantaneous

The targets are so stricken with lubricious desire that they fall unconscious for 1d10 minutes. Each target has a ten percent chance of losing 2 points of Intelligence and Wisdom, which can only be regained with a casting of Alleviation U2.

3.51.8 The Dance of the Emerald Goddess T9

Temples: Hriháyal

Level: 8

School: Enchantment (Compulsion) [Mind-Affecting]

Prerequisites: The Dance of the Emerald Goddess T8

Components: None

Casting Time: Standard action

Range: Zero feet

Target: Living creatures within a fifteen foot radius spherical spread

Duration: Twenty minutes

The caster assumes the Aspect of Aládh, the Dancing Maiden and leads targets wherever she chooses for twenty minutes. The victims cannot be commanded to to perform any other task, but upon awakening, they have no knowledge of how they arrived at their location or how to get back.

3.51.9 The Dance of the Emerald Goddess T10

Temples: Hriháyal

Level: 9

School: Enchantment (Compulsion) [Mind-Affecting]

Prerequisites: The Dance of the Emerald Goddess T9

Components: None

Casting Time: Standard action

Range: One hundred twenty feet

Effect: A fifteen foot radius spherical emanation

Duration: Thirty minutes

Saving Throw: Will negates

This spell is cast on an area or inanimate object. Any member of the caster's species that does not worship Dlamélish, Hriháyal, or foreign deities with similar tastes who enters the area of effect and fails their saving throw meets Uléla, the Maid of Despairing Delight. They become a permanent worshipper (until Disenchanted) of the most salacious of the Emerald Goddess, and must be restrained from committing obscene acts upon anyone within reach.

3.51.10 Simulation of the Immovable T1

Temples: Qón

Level: 3

School: Illusion (Figment)

Prerequisites: Semblances G4

Components: None

Casting Time: Standard action

Range: Personal

Target: You

Duration: Concentration, up to one minute

Saving Throw: Will disbelief (automatic if touched)

The caster and their belongings take on the illusion of an inanimate object of approximately the same size. The caster cannot move while maintaining this illusion. If touched, the illusion vanishes, and anyone searching the area gets a Will Saving Throw to disbelieve.

3.51.11 Simulation of the Immovable T4**Temples:** Qón**Level:** 4**School:** Illusion (Figment)**Prerequisites:** Simulation of the Immovable T1**Components:** None**Casting Time:** Standard action**Range:** Zero feet**Effect:** A five foot radius spherical spread**Duration:** Concentration, up to five minutes**Saving Throw:** Will disbelief

Targets in a circle ten feet in diameter are disguised as inanimate objects of approximately the same size. They cannot move while maintaining this illusion. Anyone searching the area gets a Will Saving Throw to disbelieve.

3.51.12 Simulation of the Immovable T5**Temples:** Qón**Level:** 5**School:** Illusion (Figment)**Prerequisites:** Simulation of the Immovable T4**Components:** None**Casting Time:** Three rounds**Range:** Zero feet**Effect:** A ten foot radius spherical spread**Duration:** Concentration, up to ten minutes**Saving Throw:** Will disbelief

Targets in a circle twenty feet in diameter are disguised as inanimate objects of approximately the same size. They cannot move while maintaining this illusion. Anyone searching the area gets a Will Saving Throw to disbelieve.

3.51.13 Simulation of the Immovable T7**Temples:** Qón**Level:** 6**School:** Transmutation**Prerequisites:** Simulation of the Immovable T5

Components: None

Casting Time: Standard action

Range: Personal

Target: You

Duration: Concentration, up to one hour

Saving Throw: Will disbelief

The caster takes on the semblance of a statue. They gain Damage Reduction 10/adamantine, but move and attack at a drastically slowed rate. A slowed creature can take only a single move action or standard action each turn, but not both (nor may it take full-round actions). Additionally, it takes a -1 penalty on attack rolls, AC, and Reflex saves. A slowed creature moves at half its normal speed (round down to the next 5-foot increment), which affects the creature's jumping distance as normal for decreased speed.

This effect can be disbelieved as if it were an illusion, and if disbelieved by anyone the effect dissolves.

3.51.14 Simulation of the Immovable T8

Temples: Qón

Level: 7

School: Transmutation

Prerequisites: Simulation of the Immovable T7

Components: None

Casting Time: Five minutes

Range: Personal

Target: You

Duration: Concentration, up to one hour

Saving Throw: Will disbelief

The caster and his possessions are transformed into an inanimate object of a size smaller than themselves, down to an object only four inches on a side. They need air, and can only see in one direction. This object has all the characteristics of a normal object of its type, and the caster may be destroyed by a clumsy servant!

This effect can be disbelieved as if it were an illusion, and if disbelieved by anyone the effect dissolves.

3.51.15 Simulation of the Immovable T9**Temples:** Qón**Level:** 8**School:** Transmutation**Prerequisites:** Simulation of the Immovable T8**Components:** None**Casting Time:** Seven minutes**Range:** Fifteen feet**Target:** Living creatures within a five foot radius spherical spread**Duration:** Concentration, up to one day

The targets and their possessions are transformed into inanimate objects of a size smaller than themselves, down to an object only four inches on a side. They need air, and can only see in one direction. These objects have all the characteristics of normal objects of their type, and the targets may be destroyed by a clumsy servant! Only the caster or a casting of Disenchantment U10 can release them.

3.51.16 Simulation of the Immovable T10**Temples:** Qón**Level:** 9**School:** Transmutation**Prerequisites:** Simulation of the Immovable T9**Components:** None**Casting Time:** Ten minutes**Range:** Fifteen feet**Target:** One living creature**Duration:** Concentration, up to one week (six days)

The target and their possessions are transformed into an inanimate object of a size smaller than themselves, down to an object the size of a grain of sand. They need air, and can only see in one direction. This object has all the characteristics of a normal object of its type, and the target may be destroyed by a clumsy servant! Only the caster or a casting of Disenchantment U10 can release them.

3.52 The Silver Halo of Soul Stealing**3.52.1 The Silver Halo of Soul Stealing G6****Temples:** Belkhánu and Qón, Hrü'ü and Wurú, Shaman

Level: 5

School: Evocation

Prerequisites: None

Components: V, S

Casting Time: Twelve rounds

Range: Ninety feet

Target: Living creatures within a five foot radius spherical spread

Duration: Instantaneous

A glittering circle of energy strikes the targets, and takes their souls away to the Unending Grey. The victims before mindless automata who can only be restored to normal by casting a spell of Revivification or Re-embodiment.

3.52.2 The Silver Halo of Soul Stealing T2

Temples: Belkhánu and Qón

Level: 7

School: Evocation

Prerequisites: The Silver Halo of Soul Stealing G6

Components: V, S

Casting Time: Fifteen rounds

Range: Three hundred feet

Target: Living creatures within a five foot radius spherical spread

Duration: Instantaneous

A glittering circle of energy strikes the targets, and takes their souls away to the Unending Grey. The victims before mindless automata who can only be restored to normal by casting a spell of Revivification or Re-embodiment.

3.52.3 The Silver Halo of Soul Stealing T5

Temples: Belkhánu and Qón

Level: 8

School: Evocation

Prerequisites: The Silver Halo of Soul Stealing T2

Components: V, S

Casting Time: Fifteen rounds

Range: Four hundred fifty feet

Target: Living creatures of size Huge or smaller within a ten foot radius spherical spread

Duration: Instantaneous

A glittering circle of energy strikes the targets, and takes their souls away to the Unending Grey. The victims become mindless automata who can only be restored to normal by casting a spell of Revivification or Re-embodiment. The caster gains a +1 to their Spell Resistance roll.

3.53 The Speculum of Retribution

3.53.1 The Speculum of Retribution

Temples: Avánthe and Dilinála, Dlamélish and Hriháyal, Hnálla and Drá, Hrü'ü and Wurú, Karakán and Chegárta, Ksárul and Grugánu, Sáрку and Durritlámish, Thúmis and Keténgku

Level: 4

School: Abjuration

Prerequisites: None

Components: V, S

Casting Time: Thirteen rounds

Range: Personal

Target: You

Duration: Concentration, up to two minutes

While the spell is in effect, the caster gets +2 to their Spell Resistance, and hostile spells that fail their Spell Resistance checks rebound on *their* caster, who must make another Spell Resistance check against their own SR, and they are affected if they succeed. The caster can move and fight normally, but cannot cast other spells while the Speculum is in effect.

3.54 Stealth

3.54.1 Stealth G1

Temples: Belkhánu and Qón, Hrü'ü and Wurú, Ksárul and Grugánu, Sáрку and Durritlámish, Shaman

Level: 3

School: Transmutation

Prerequisites: None

Components: None

Casting Time: Two rounds

Range: Personal

Target: You

Duration: Concentration, up to three minutes

The caster can move in complete silence, giving them a +1 to their Move Silently checks.

3.54.2 Stealth G3

Temples: Belkhánu and Qón, Hrü'ü and Wurú, Ksárul and Grugánu, Sáрку and Durritlámish, Shaman

Level: 4

School: Transmutation

Prerequisites: Stealth G1

Components: None

Casting Time: Three rounds

Range: Zero feet

five foot diameter

Target: Living creatures within a five foot radius spherical spread

Duration: Concentration, up to five minutes

The targets can move in complete silence, giving them a +2 to their Move Silently checks.

3.54.3 Stealth G5

Temples: Belkhánu and Qón, Hrü'ü and Wurú, Ksárul and Grugánu, Sáрку and Durritlámish, Shaman

Level: 5

School: Transmutation

Prerequisites: Stealth G3

Components: None

Casting Time: One minute

Range: Zero feet

five foot radius

Target: Living creatures within a ten foot radius spherical spread

Duration: Concentration, up to ten minutes

The targets can move in complete silence, giving them a +3 to their Move Silently checks.

3.55 Tranquilisation

3.55.1 Tranquilisation G6

Temples: Avánthe and Dilinála, Belkhánu and Qón, Hnálla and Drá, Shaman

Level: 5

School: Abjuration

Prerequisites: None

Components: V, S

Casting Time: Two minutes

Range: Zero feet

Effect: A fifteen foot radius spherical emanation

Duration: Concentration, up to twenty minutes

The caster and others near them are surrounded by an area of calm during a storm. No rain, wind, or snow can enter the area, and ocean waves are stilled.

3.55.2 Tranquilisation G9

Temples: Avánthe and Dilinála, Belkhánu and Qón, Hnálla and Drá, Shaman

Level: 6

School: Abjuration

Prerequisites: Tranquilisation G6

Components: V, S

Casting Time: Six minutes

Range: Zero feet

Effect: A forty-five foot radius spherical emanation

Duration: Concentration, up to sixty minutes

The caster and others near them are surrounded by an area of calm during a storm. No rain, wind, or snow can enter the area, and ocean waves are stilled. In addition, there is a twenty-five percent chance the storm will be completely dispersed for the duration of the storm, although it may return later.

3.56 Vallation

3.56.1 Vallation

Temples: All (except Shaman)

Level: 5

School: Evocation

Prerequisites: None

Components: V, S

Casting Time: One minute

Range: Five feet

Effect: A wall of force ten feet by ten feet by three feet

Duration: Three minutes

Saving Throw: Reflex for half; see text

The caster creates a vertical wall of other-planar substance in front of them. The wall then moves away from the caster at the rate of five feet per round until the spell expires or the wall encounters a major obstacle such as a wall, pit, or building. The wall can squeeze into a smaller space, and returns to its original size once able. Targets struck by the wall take 8d6 damage (Reflex save for 4d6), but then the wall moves on past them. The wall blocks all physical attacks, and the following spells: Doomkill, The Hands of Krá, The Missile of Metállja, Radiant Gaze, The Silver Halo of Soul Stealing, and Vapour of Death.

Should two Vallation spells collide, the casters each roll 1d10, with the high roller's spell surviving, and the other spell being dispelled. If the casters tie, the walls remain stationary, and retest on each caster's turn.

The appearance of the wall varies with the temple:

Temple	Wall
Avánthe and Dilinála	Water
Belkhánu and Qón	Wind
Dlamélish and Hriháyal	Snakes
Hnálla and Drá	Calm
Hrü'ü and Wurú	Ice
Karakán and Chegárta	Swords
Ksárul and Grugánu	Indigo Fog
Sárku and Durritlámish	Grave Soil with Worms
Thúmis and Keténgku	Grey Mist
Vimúhla and Chiténg	Flame

3.57 Vapour of Death

3.57.1 Vapour of Death

Temples: Hrü'ü and Wurú, Ksárul and Grugánu, Sárku and Durritlámish, Vimúhla and Chiténg

Level: 4

School: Evocation

Prerequisites: None

Components: V, S

20% Table C, 30% Table E,
30% Table F, 20% Table G,
save for Table B

Casting Time: Twelve rounds

Range: Fifteen feet

Effect: A ten foot radius sphere of gas

Duration: Three minutes

Saving Throw: See text

A visible fog of gas twenty feet in diameter appears in front of the caster. It moves directly away from the caster at five feet per round, and its effects vary by temple:

Temple	Effect
Hrú'ú and Wurú	A purple-grey nerve gas that kills in one round, unless Alleviation U2 or stronger is immediately cast. Control of Self U4 (or stronger) protects against this effect, and targets can make a Fortitude save every round they are in the cloud to resist the effect.
Ksáru and Grugánu	A bluish-black suffocating gas that kills in two rounds. Control of Self U4 or stronger protects against this effect, but there is no Saving Throw.
Sárku and Durritlámish	A greenish-brown corrosive gas that burns exposed body parts, doing 9d6 damage every round the victims are in the gas.
Vimúhla and Chiténg	A reddish-brown smoke that kills exposed creatures in three rounds unless Alleviation U2 or stronger is immediately cast. The victims fall unconscious after two rounds.

Table G

3.58 Visitations of Other Planes

3.58.1 Visitations of Other Planes G4

Temples: Belkhánu and Qón, Hnálla and Drá, Hrú'ü and Wurú, Ksáru and Grugánu, Sárku and Durritlámish, Shaman, Thúmis and Keténgku

Level: 2

School: Divination

Prerequisites: None

Components: V, S

Casting Time: One minute

Range: Five feet

Target: Nexus points within range

Duration: Concentration, up to one minute

The caster can detect, but not open, nexus points within the spell's area of effect.

3.58.2 Visitations of Other Planes G8

Temples: Belkhánu and Qón, Hnálla and Drá, Hrü'ü and Wurú, Ksáru and Grugánu, Sáрку and Durritlámish, Shaman, Thúmis and Keténgku

Level: 3

School: Conjuration (Teleportation)

Prerequisites: Visitations of Other Planes G4

Components: V, S

Casting Time: One minute

Range: Ten feet

Target: A nexus point within range

Duration: Concentration, up to two minutes

The caster can detect and open a nexus point within the spell's area of effect, permitting one creature at a time to travel through. The destination is not known in advance, and the portal closes after the caster travels through.

3.58.3 Visitations of Other Planes G10

Temples: Belkhánu and Qón, Hnálla and Drá, Hrü'ü and Wurú, Ksáru and Grugánu, Sáрку and Durritlámish, Shaman, Thúmis and Keténgku

Level: 4

School: Conjuration (Teleportation)

Prerequisites: Visitations of Other Planes G8

Components: V, S

Casting Time: One minute

Range: Fifteen feet

Target: A nexus point within range

Duration: Concentration, up to three minutes

The caster can detect and open a nexus point within the spell's area of effect, permitting two creatures at a time to travel through. The caster has a rough idea of what lies on the far side of the nexus point, and the portal closes after the caster travels through.

3.58.4 Transmogrification T2**Temples:** Belkhánu and Qón**Level:** 5**School:** Conjuration (Teleportation)**Prerequisites:** Visitations of Other Planes G10**Components:** V, S**Casting Time:** Two minutes**Range:** Zero feet**Effect:** A portal large enough for one Medium sized creature**Duration:** One minute

The caster creates and opens a nexus point to a specific place known to the caster through their studies.

3.58.5 Transmogrification T3**Temples:** Belkhánu and Qón**Level:** 6**School:** Conjuration (Teleportation)**Prerequisites:** Transmogrification T2**Components:** V, S**Casting Time:** Two minutes**Range:** Zero feet**Effect:** A door large enough for a Medium sized creature**Duration:** Concentration

The caster opens a door into a small pocket plane, ten feet in diameter. The plane is stationary and airless, and no living creature can be stored inside it. The caster must return to the same location and recast the spell each day, or any items within when the spell ends are lost forever.

3.58.6 Transmogrification T5**Temples:** Belkhánu and Qón**Level:** 7**School:** Conjuration (Teleportation)**Prerequisites:** Transmogrification T3**Components:** V, S**Casting Time:** Two minutes

Range: Zero feet

Effect: A door large enough for a Medium sized creature

Duration: Concentration

The caster opens a door into a small pocket plane, ten feet in diameter. The plane travels with the caster and is airless, and no living creature can be stored inside it. The caster must recast the spell at least once each day, or any items within are lost forever.

3.58.7 Transmogrification T6

Temples: Belkhánu and Qón

Level: 8

School: Conjuration (Teleportation)

Prerequisites: Transmogrification T5

Components: V, S

Casting Time: Two minutes

Range: Zero feet

Effect: A door large enough for a Medium sized creature

Duration: Concentration

Saving throw: Will negates; see text

The caster opens a door into a small pocket plane, ten feet in diameter. The plane travels with the caster and contains air, but no food or water. The caster must recast the spell to access the contents again, and six days after the last casting any items within are ejected.

This spell can also be used offensively, targeting individuals within a circle five feet in radius. Any that fail their saving throws are imprisoned along with their belongings. When this spell is recast, the imprisoned individuals make saving throws again, and any that pass escape.

3.58.8 Transmogrification T8

Temples: Belkhánu and Qón

Level: 9

School: Conjuration (Teleportation)

Prerequisites: Transmogrification T6

Components: V, S

Casting Time: Six minutes

Range: Zero feet

Target: Living friendly creatures within a five foot radius spherical spread

Duration: One hour/Instantaneous

The caster is able to create a nexus point. This spell is cast once at the intended exit, and when cast again at a different location during the duration of the first spell, the caster and friendly creatures within a five foot radius are immediately transported to the exit point.

3.58.9 The Periplus of the Planes T3

Temples: Qón

Level: 6

School: Divination

Prerequisites: Visitations of Other Planes G10

Components: V, S

Casting Time: One minute

Range: Thirty feet

Target: A nexus point within range

Duration: Concentration, up to one minute

The caster is guided to the nearest nexus point within the spell's range. This spell gives no knowledge of the destination of the nexus point.

3.58.10 The Periplus of the Planes T7

Temples: Qón

Level: 7

School: Divination

Prerequisites: The Periplus of the Planes T3

Components: V, S

Casting Time: Two minutes

Range: One hundred eighty feet

Target: A nexus point within range

Duration: Concentration, up to five minutes

The caster is guided to the nearest nexus point within the spell's range, and given a fairly specific (but not exhaustive) idea of where the nexus point leads.

3.58.11 The Periplus of the Planes T9

Temples: Qón

Level: 8

School: Divination

Prerequisites: The Periplus of the Planes T7

Components: V, S

Casting Time: Three minutes

Range: Thirty feet

Target: A nexus point within range

Duration: Concentration, up to seven minutes

The caster is guided to a nexus point within range that will return the caster to their own plane and space-time coördinates, if such a point is available. If no such point is available, the caster is notified of this fact.

3.58.12 The Periplus of the Planes T10

Temples: Qón

Level: 9

School: Divination

Prerequisites: The Periplus of the Planes T9

Components: V, S

Casting Time: Six minutes

Range: Three hundred feet

Target: Nexus points within range

Duration: Concentration, up to ten minutes

The caster is given detailed information about all nexus points and their destinations within the range of the spell, unless the plane is specifically hidden by the demon races.

3.59 The Muniments of Excellence

3.59.1 The Muniments of Excellence T8

Temples: Universal

Level: 8

School: Abjuration

Prerequisites: None

Components: V, S

Casting Time: Two minutes

Range: Fifteen feet

Effect: A five foot radius sphere

Duration: Concentration, up to ten minutes

The caster creates an impervious globe of the colour of the caster's deity. Nothing physical or magical may enter it, and no magic may be used within it. No spell may dispel the globe; it remains stationary and if anyone inside leaves, even partially, they may not re-enter.

Deity	Colour
Avánthe	Sky Blue
Belkhánu	Yellow
Chegárra	Scarlet and White chequers
Chiténg	Orange and Purple
Dilinála	Sky Blue and White
Dlamélish	Emerald Green
Drá	White and Tan
Durritlámish	Brown and Purple
Grugánu	Black and Purple
Hnálla	White
Hrihayál	Green and Purple
Hrü'ü	Deep Purple
Karakán	Scarlet
Keténgku	Grey and White
Ksárul	Black
Qón	Yellow and White
Sárku	Brown or Copper
Shamans	Sky Blue and Green
Thúmis	Grey
Vimúhla	Flame Orange
Wurú	Mauve and Deep Purple

3.59.2 The Muniments of Excellence T10

Temples: Universal

Level: 9

School: Abjuration

Prerequisites: The Muniments of Excellence T8

Components: V, S

Casting Time: Four minutes

Range: Thirty feet

Effect: A ten foot radius sphere

Duration: Concentration, up to one hour

The caster creates an impervious globe of the colour of the caster's deity. Nothing physical or magical may enter it, and no magic may be used within it. No spell may dispel the globe; it remains stationary and if anyone inside leaves, even partially, they may not re-enter.

Deity	Colour
Avánthe	Sky Blue
Belkhánu	Yellow
Chegárra	Scarlet and White chequers
Chiténg	Orange and Purple
Dilinála	Sky Blue and White
Dlamélish	Emerald Green
Drá	White and Tan
Durritlámish	Brown and Purple
Grugánu	Black and Purple
Hnálla	White
Hrihayál	Green and Purple
Hrü'ü	Deep Purple
Karakán	Scarlet
Keténgku	Grey and White
Ksárul	Black
Qón	Yellow and White
Sárku	Brown or Copper
Shamans	Sky Blue and Green
Thúmis	Grey
Vimúhla	Flame Orange
Wurú	Mauve and Deep Purple

3.60 Revivification

3.60.1 Revivification T8

Temples: Universal

Level: 8

School: Conjuration (Healing)

Prerequisites: None

Components: V, S

Casting Time: One minute

Range: Touch

Target: One touched dead creature

Duration: Instantaneous

The caster brings back one target from death, provided that death occurred no more than a week previously, and at least two-thirds of the corpse is present. The Spell Resistance is 7 for a willing target, or the target’s “living” SR if they resist. If the casting fails, it may be attempted two more times, with a cumulative -2 to the caster’s Spell Resistance check per failed attempt (this applies even if the later attempts are by different casters). If the third attempt fails, the target is permanently dead.

Once cast, the caster cannot cast any other spells for one week, and the target rolls on the following table:

d%	Result
01–10	The target suffers no penalties.
11–20	The target permanently loses one Constitution.
21–90	The target permanently loses one Strength and Constitution.
91–00	The target permanently loses one Strength, Dexterity, and Constitution.

0, 5, 10, 20 HBS

Depending on the victim’s rank and station, a temple will perform this service for about 40,000 Káitars.

3.60.2 Revivification T10

Temples: Universal

Level: 9

School: Conjuration (Healing)

Prerequisites: Revivification T8

Components: V, S

Casting Time: One minute

Range: Touch

Target: One touched dead creature

Duration: Instantaneous

The caster brings back one target from death, provided that death occurred no more than a week previously, and at least two-thirds of the corpse is present. The Spell Resistance is 7 for a willing target, or the target’s “living” SR if they resist. If the casting fails, it may be attempted two more times, with a cumulative -2 to the caster’s Spell Resistance check per failed attempt (this applies even if the later attempts are by different casters). If the third attempt fails, the target is permanently dead.

Once cast, the caster cannot cast any other spells for three weeks, and the target rolls on the following table:

0, 5, 10 HBS

d%	Result
01–20	The target suffers no penalties.
21–30	The target permanently loses one Constitution.
31–00	The target permanently loses one Strength and Constitution.

Depending on the victim's rank and station, a temple will perform this service for about 100,000 Káitars.

3.61 The Breath of the Goddess

3.61.1 The Breath of the Goddess T1

Temples: Avánthe and Dilinála, Shaman

Level: 5

School: Conjuration (Creation)

Prerequisites: None

Components: V, S

Casting Time: One minute

Range: Personal

Target: You

Duration: Concentration, up to ten minutes

The caster is surrounded by a bubble of breathable air. This spell cannot be cast while underwater, but if used to travel underwater there is a sixty percent chance of the spell repelling sea creatures.

3.61.2 The Breath of the Goddess T4

Temples: Avánthe and Dilinála, Shaman

Level: 6

School: Conjuration (Creation)

Prerequisites: The Breath of the Goddess T1

Components: V, S

Casting Time: One minute

Range: Zero feet

Effect: A ten foot radius spherical bubble of air

Duration: Concentration, up to twenty minutes

The caster is surrounded by a bubble of breathable air. This spell cannot be cast while underwater, but if used to travel underwater there is a sixty percent chance of the spell repelling sea creatures. Other characters must remain within the area of effect to continue breathing.

3.61.3 The Breath of the Goddess T7**Temples:** Avánthe and Dilinála, Shaman**Level:** 7**School:** Conjuración (Creation)**Prerequisites:** The Breath of the Goddess T4**Components:** V, S**Casting Time:** One minute**Range:** Sixty feet**Effect:** A five foot radius spherical bubble of vacuum**Duration:** Concentration, up to one round

This spell creates a bubble of vacuum. Targets within the bubble roll on the following table:

d%	Effect
01-30	The target dies.
31-70	The target moves out of the area of effect, and takes 4d6 damage.
71-00	The target moves out of the area of effect, and is <i>helpless</i> for two minutes.

Minor wound

3.61.4 The Breath of the Goddess T8**Temples:** Avánthe and Dilinála, Shaman**Level:** 8**School:** Conjuración (Creation)**Prerequisites:** The Breath of the Goddess T7**Components:** V, S**Casting Time:** One minute**Range:** One hundred twenty feet**Effect:** A ten foot radius spherical bubble of vacuum**Duration:** Concentration, up to one round

This spell creates a bubble of vacuum. Targets within the bubble roll on the following table:

d%	Effect
01-30	The target dies.
31-70	The target moves out of the area of effect, and takes 3d10 damage.
71-00	The target moves out of the area of effect, and is <i>helpless</i> for two minutes.

Minor wound

3.61.5 The Breath of the Goddess T10

Temples: Avánthe and Dilinála, Shaman

Level: 9

School: Conjuraton (Creation)

Prerequisites: The Breath of the Goddess T8

Components: V, S

Casting Time: One minute

Range: Zero feet

Effect: A fifteen foot radius spherical bubble of air

Duration: Concentration, up to one hour

The caster is surrounded by a bubble of breathable air. This spell cannot be cast while underwater, but if used to travel underwater there is an eighty percent chance of the spell repelling sea creatures. Other characters must remain within the area of effect to continue breathing.

3.62 Acclimatisation

3.62.1 Acclimatisation

Temples: Avánthe and Dilinála, Shaman

Level: 6

School: Abjuration

Prerequisites: None

Components: V, S

Casting Time: One minute

Range: Personal

Target: You

Duration: Concentration, up to thirty minutes

The caster is made immune to natural temperature extremes, and is shielded from rain, snow, and wind.

3.63 Envenomisation

3.63.1 Envenomisation T4

Temples: Avánthe and Dilinála

Level: 7

School: Conjuration (Creation)

Prerequisites: None

Components: V, S

Casting Time: One minute

Range: Sixty feet

Target: Living creatures within a five foot radius spherical spread five foot diameter

Duration: Twenty minutes or until activated

The targets are infused with a subtle poison that remains dormant until the caster desires, or the duration (which the caster can set when casting) expires. If the caster activates the poison, the target dies within two rounds unless Alleviation G2 or better is cast.

3.63.2 Envenomisation T8

Temples: Avánthe and Dilinála

Level: 7

School: Conjuration (Creation)

Prerequisites: Envenomisation T4

Components: V, S

Casting Time: One minute

Range: One hundred eighty feet

Target: Living creatures within a ten foot radius spherical spread ten foot diameter

Duration: Twenty minutes or until activated

The targets are infused with a subtle poison that remains dormant until the caster desires, or the duration (which the caster can set when casting) expires. If the caster activates the poison, the target dies within two rounds unless Alleviation G2 or better is cast.

3.64 Fructification

3.64.1 Fructification T3

Temples: Avánthe and Dilinála, Shaman

Level: 7

School: Transmutation

Prerequisites: None

Components: V, S

Casting Time: One minute

Range: Fifteen feet

Target: Flora and fauna within a five foot radius spherical spread

Duration: Instantaneous

All plants and animals within the area of effect (this does not extend to intelligent species) become fertile.

3.64.2 Fructification T6

Temples: Avánthe and Dilinála, Shaman

Level: 8

School: Transmutation

Prerequisites: Fructification T3

Components: V, S

Casting Time: One minute

Range: Fifteen feet

Target: A barren member of the caster's species

Duration: Instantaneous

Causes a barren female of the caster's species to become fertile. It is unknown within the Five Empires (except, presumably, to the Ahoggyá) which of the Ahoggyá's eight genders this applies to.

3.64.3 Fructification T8

Temples: Avánthe and Dilinála, Shaman

Level: 9

School: Transmutation

Prerequisites: Fructification T6

Components: V, S

Casting Time: One minute

Range: Zero feet

Target: Crops within a three hundred foot radius spherical spread

Duration: Instantaneous

The caster causes crops within the area of effect to yield more:

d%	Result
01-30	Crop yield is tripled.
31-00	Crop yield is doubled.

3.65 Seismism

3.65.1 Seismism T4

Temples: Avánthe and Dilinála

Level: 7

School: Evocation

Prerequisites: None

Components: V, S

Casting Time: Thirteen rounds

Range: Ninety feet

Effect: A five foot radius circle

Duration: Concentration, up to one minute

The caster causes a violent earth tremor in the area of effect, which has a twenty percent chance of collapsing buildings or tunnels.

Creatures caught within the area of effect must make a Reflex save with DC 25 to avoid falling prone. Furthermore, any creatures within the area of effect roll on the following table to see if damage is incurred. On following rounds, creatures still within the area of effect must make a Reflex save with DC 25 to move out of the area of effect, or roll again for damage. “Harder”

d%	Result
01–50	No injuries.
51–80	5d8 damage.
81–00	8d8 damage.

Table C, E

3.65.2 Seismism T9

Temples: Avánthe and Dilinála

Level: 9

School: Evocation

Prerequisites: Seismism T4

Components: V, S

Casting Time: Two minutes

Range: Ninety feet

Effect: A ten foot radius circle

Duration: Concentration, up to three minutes

The caster causes a violent earth tremor in the area of effect, which has a seventy percent chance of collapsing buildings or tunnels.

Creatures caught within the area of effect must make a Reflex save with DC 30 to avoid falling prone. Furthermore, any creatures within the area of effect “Difficult”

roll on the following table to see if damage is incurred. On following rounds, creatures still within the area of effect must make a Reflex save with DC 30 to move out of the area of effect, or roll again for damage.

Table C, E

d%	Result
01–50	No injuries.
51–80	8d6 damage.
81–00	7d12 damage.

3.66 Zooification

3.66.1 Zooification

Temples: Avánthe and Dilinála, Shaman

Level: 8

School: Transmutation

Prerequisites: None

Components: V, S

Casting Time: One minute

Range: Fifteen feet

Target: A ten foot radius circle of vegetation

Duration: Concentration, up to five minutes

Vegetation as big as large trees is “brought to life” and begins attacking targets within the area of effect. Creatures within the area of effect must make a Dexterity check each round:

Result	Effect
30+	The creature moves out of the area of effect, and takes no damage.
28–29	The creature takes 6d8 damage.
26–27	The creature takes 12d6 damage.
25 or less	The creature is killed.

“Difficult”, Tables C, E

This spell is ineffective in areas with little or no vegetation.

3.67 Avulsion of the Spirit-Soul

3.67.1 Avulsion of the Spirit-Soul

Temples: Belkhánu and Qón

Level: 8

School: Necromancy

Prerequisites: None

Components: V, S

Casting Time: One minute

Range: Touch

Target: One member of the caster's species

Duration: Instantaneous

The caster removes the target's spirit-soul, leaving the victim a mindless shell. The caster can then either inhabit the body themselves, or use Re-embodiment T5 to insert the persona of a deceased individual. Only Perceptions of the Energies G2 can detect this transfer, and Disenchantment U10 is required to remove the new inhabitant and restore the original. If cast out of a body in this manner, a dead person's soul can never again be contacted. If the caster is driven out of a body, they either return to their original body if possible, or are destroyed. The caster's body will perish in days if not cared for.

3.68 Etherealisation

3.68.1 Etherealisation T4

Temples: Belkhánu and Qón, Shaman

Level: 6

School: Necromancy

Prerequisites: None

Components: None

Casting Time: One minute

Range: Personal

Target: You

Duration: Concentration, up to two minutes

The caster leaves their body in a trance-like coma and sends their astral projection forth. The projection is invisible and insubstantial, and it cannot fight, speak, or cast spells, and may not travel more than one thousand feet from the caster's body.

3.68.2 Etherealisation T5

Temples: Belkhánu and Qón, Shaman

Level: 7

School: Necromancy

Prerequisites: Etherealisation T4

Components: None

Casting Time: Two minutes

Range: Touch

Target: One touched member of the caster's species

Duration: Concentration, up to three minutes

The target (which may be the caster) leaves their body in a trance-like coma and sends their astral projection forth. The projection is invisible and insubstantial, and it cannot fight, speak, or cast spells, and may not travel more than three miles from their body.

3.68.3 Etherealisation T8

Temples: Belkhánu and Qón, Shaman

Level: 8

School: Necromancy

Prerequisites: Etherealisation T5

Components: None

Casting Time: Five minutes

Range: Touch

Target: One touched member of the caster's species

Duration: Concentration, up to ten minutes

The target (which may be the caster) leaves their body in a trance-like coma and sends their astral projection forth. The projection is invisible and insubstantial, and it cannot fight, speak, or cast spells, and may not travel more than three miles from their body. The astral projection can now travel through nexus points, but may go no further than sixty feet from the first nexus point travelled through.

3.68.4 Etherealisation T10

Temples: Belkhánu and Qón, Shaman

Level: 8

School: Necromancy

Prerequisites: Etherealisation T5

Components: None

Casting Time: Ten minutes

Range: Personal

Target: You

Duration: Concentration, up to ten minutes

The caster leaves their body in a trance-like coma and sends their astral projection forth. The projection is invisible and insubstantial, and it cannot fight, speak, or cast spells, and may not travel more than three miles from their body or through magical barriers.

Once during their astral travels, the caster may manifest physically and can then fight, speak, or handle objects. They may not bring objects back with them, and cannot cast any other spells. If the caster dies while using this spell, they can never be revived.

3.69 Re-embodiment

3.69.1 Re-embodiment T5

Temples: Belkhánu and Qón

Level: 7

School: Necromancy

Prerequisites: None

Components: V, S

Casting Time: Three minutes

Range: Touch

Target: One touched body of the caster's species without a soul in it

Duration: Instantaneous

The caster can insert the spirit-soul of a person of their species dead no more than one hour into an "empty" body (such as from Avulsion of the Spirit-Soul).

3.69.2 Re-embodiment T6

Temples: Belkhánu and Qón

Level: 8

School: Necromancy

Prerequisites: Re-embodiment T5

Components: V, S

Casting Time: Six minutes

Range: Touch

Target: One touched infant of the caster's species

Duration: Instantaneous

The caster can attempt to insert the spirit-soul of a person dead no more than twelve hours into the body of an infant of the same species. After casting, roll on the following table:

Attributes? Keep IWX, roll SDC?

d%	Result
01–70	The attempt succeeds, and the infant grows up with the memories, knowledge, skills, class abilities, and feats of the spirit.
71–00	The attempt fails, and the intruding spirit-soul is permanently destroyed.

3.69.3 Re-embodiment T10

Temples: Belkhánu and Qón

Level: 9

School: Necromancy

Prerequisites: Re-embodiment T6 and Revivification T10

Components: V, S

Casting Time: Twenty-one minutes

Range: Zero feet

Target: Up to twelve dead members of any intelligent species within a ten foot radius spherical spread

Duration: Instantaneous

The caster revivifies the dead beings, and then cannot cast any magic for sixty days.

3.70 Spiritism

3.70.1 Spiritism T1

Temples: Belkhánu and Qón, Shaman

Level: 6

School: Necromancy [Language-Dependent]

Prerequisites: None

Components: None

Casting Time: Standard action

Range: Personal

Target: You

Duration: Concentration, up to two minutes

The caster can communicate with a member of their own species who has been dead for no more than twenty minutes. They must know the deceased's name and share a language, and the deceased may refuse to answer or may lie.

3.70.2 Spiritism T3

Temples: Belkhánu and Qón, Shaman

Level: 7

School: Necromancy [Language-Dependent]

Prerequisites: Spiritism T1

Components: None

Casting Time: Standard action

Range: Personal

Target: You

Duration: Concentration, up to six minutes

The caster can communicate with a member of their own species who has been dead for no more than twenty-four hours. They must know the deceased's name and share a language, and the deceased may refuse to answer or may lie.

3.70.3 Spiritism T7

Temples: Belkhánu and Qón, Shaman

Level: 8

School: Necromancy

Prerequisites: Spiritism T3

Components: None

Casting Time: Standard action

Range: Personal

Target: You

Duration: Concentration, up to eight minutes

The caster can communicate with a member of their own species who has been dead for no more than one year. They need not know the deceased's name or share a language (they communicate telepathically), and the deceased may refuse to answer or may lie.

3.70.4 Spiritism T10

Temples: Belkhánu and Qón, Shaman

Level: 9

School: Necromancy

Prerequisites: Spiritism T7

Components: None

Casting Time: Standard action

Range: Personal

Target: You

Duration: Concentration, up to ten minutes

The caster can communicate with a member of their own species who has been dead for no more than five years. They need not know the deceased's name or share a language (they communicate telepathically), and the deceased must truthfully answer three questions.

3.71 The Viaticum of the Yellow Rose

3.71.1 The Viaticum of the Yellow Rose T3

Temples: Belkhánu and Qón

Level: 7

School: Necromancy

Prerequisites: None

Components: V, S

Casting Time: One minute

Range: Sixty feet

Target: Undead beings within a five foot radius spherical spread

Duration: Instantaneous

Undead within the area of effect are permanently laid to rest.

3.71.2 The Viaticum of the Yellow Rose T5

Temples: Belkhánu and Qón

Level: 8

School: Necromancy

Prerequisites: The Viaticum of the Yellow Rose T3

Components: V, S

Casting Time: One minute

Range: Ninety feet

Target: Undead beings within a ten foot radius spherical spread

Duration: Instantaneous

Undead within the area of effect are permanently laid to rest.

3.72 Concupiscence

3.72.1 Concupiscence T1

Temples: Dlamélish and Hriháyal

Level: 6

School: Enchantment (Compulsion) [Mind-Affecting]

Prerequisites: None

Components: V, S

Casting Time: One minute

Range: Thirty feet

Target: One living creature

Duration: Instantaneous

The target experiences a compelling, instant and unbearable ecstasy that lasts for two minutes. During this time they lose all sense of what they are doing and are *helpless*.

3.72.2 Concupiscence T4

Temples: Dlamélish and Hriháyal

Level: 7

School: Enchantment (Compulsion)

Prerequisites: Concupiscence T1

Components: V, S

Casting Time: One minute

Range: Ninety feet

Effect: A five foot radius spherical emanation

Duration: Three minutes

Creatures within the area of effect experience a compelling, instant and unbearable ecstasy that lasts for three minutes. During this time they lose all sense of what they are doing and are *helpless*. This variant, unlike its prerequisite, affects living creatures, undead, and magically created creatures.

3.72.3 Concupiscence T8

Temples: Dlamélish and Hriháyal

Level: 9

School: Enchantment (Compulsion)

Prerequisites: Concupiscence T4

Components: V, S
Casting Time: One minute
Range: Three hundred feet
Target: One creature
Duration: Instantaneous

The target experiences a compelling, instant and unbearable ecstasy that kills it, sending worshippers of the Goddess to her paradise and condemning her enemies to endless ennui. This variant, unlike its prerequisite, affects living creatures, undead, and magically created creatures.

3.73 The Emerald Paramour

3.73.1 The Emerald Paramour

Temples: Dlamélish and Hriháyal
Level: 8
School: Conjuration (Summoning)
Prerequisites: None
Components: V, S
Casting Time: Ten minutes
Range: One hundred fifty feet
Effect: One incubus/succubus
Duration: Instantaneous

SRD Succubus?

An handsome incubus or beautiful succubus appears, and goes forth to tempt one specific victim, who must be within one hundred fifty feet of the caster. When the target is confronted by the dæmon, the target rolls:

How often?

d%	Result
01–40	The target recognizes the dæmon, and can flee or attempt to cast Disenchantment U10.
41–00	The target falls in love with the dæmon, and will do anything possible to remain with it.

Hrm...

The Paramour is too beautiful for anyone to attack. Anyone who succumbs to the Paramour dies after one hour of pleasure, and can only be revived with Re-embodiment T10. If the Paramour has not claimed a victim after eight hours, it returns to its home plane.

3.74 Emulation

3.74.1 Emulation T1

Temples: Dlamélish and Hriháyal, Shaman

Level: 6

School: Illusion (Glamer)

Prerequisites: None

Components: V, S

Casting Time: One minute

Range: Personal

Target: You

Duration: Concentration, up to ten minutes

Saving Throw: Will disbelief

The caster disguises themselves as an average-looking person of the same sex. Anyone who has reason to suspect this disguise can make a Will save to see through the disguise.

3.74.2 Emulation T3

Temples: Dlamélish and Hriháyal, Shaman

Level: 7

School: Illusion (Glamer)

Prerequisites: Emulation T1

Components: V, S

Casting Time: One minute

Range: Personal

Target: You

Duration: Concentration, up to twenty minutes

Saving Throw: Will disbelief

The caster disguises themselves as a specific person of the same sex they know personally. They do not know the person's memories, habits, et cetera. Anyone who has reason to suspect this disguise can make a Will save to see through the disguise.

3.74.3 Emulation T7

Temples: Dlamélish and Hriháyal, Shaman

Level: 8

School: Illusion (Glamer)

Prerequisites: Emulation T3

Components: V, S

Casting Time: One minute

Range: Touch

Target: The caster and one touched creature

Duration: Concentration, up to twenty minutes

Saving Throw: Will disbelief

The caster and one comrade disguise themselves as members of any gender of any intelligent species. They do not know the person's memories, habits, et cetera. Anyone who has reason to suspect this disguise can make a Will save to see through the disguise.

3.75 Enthralment

3.75.1 Enthralment T2

Temples: Dlamélish and Hriháyal

Level: 7

School: Enchantment (Compulsion) [Mind-Affecting]

Prerequisites: None

Components: None

Casting Time: Standard action

Range: Fifteen feet

Target: One living creature

Duration: Concentration, up to twenty minutes

The caster causes a person to become attracted to them. There is a sixty percent chance (assuming the target and the caster share a language) of getting the target to reveal secrets or follow seemingly harmless suggestions.

3.75.2 Enthralment T6

Temples: Dlamélish and Hriháyal

Level: 8

School: Enchantment (Compulsion) [Mind-Affecting]

Prerequisites: Enthralment T2

Components: None

Casting Time: Standard action

Range: Fifteen feet

Target: One living creature

Duration: Concentration, up to twelve hours

The caster causes a person to become attracted to them. There is a eighty percent chance (assuming the target and the caster share a language) of getting the target to reveal secrets or follow seemingly harmless suggestions.

3.76 Imbition

3.76.1 Imbition

Temples: Dlamélish and Hriháyal

Level: 8

School: Evocation

Prerequisites: None

Components: V, S

Casting Time: One minute

Range: Personal

Target: You

Duration: Concentration, up to two minutes

Whenever the caster is targeted by a spell and the Spell Resistance check fails, the caster of this spell gains the use of an additional spell slot of their highest level for the next hour.

3.77 The Polychrest of the Third Octant

3.77.1 The Polychrest of the Third Octant T3

Temples: Dlamélish and Hriháyal

Level: 7

School: Transmutation

Prerequisites: None

Components: None

Casting Time: Standard action

Range: Touch

Target: One touched living creature

Duration: Twenty minutes

The target is immune to fatigue, and cannot become *fatigued* or *exhausted*.

3.77.2 The Polychrest of the Third Octant T7

Temples: Dlamélish and Hriháyal

Level: 8

School: Transmutation

Prerequisites: The Polychrest of the Third Octant T3

Components: None

Casting Time: Standard action

Range: Touch

Target: One touched living creature

Duration: One hour

The target is immune to fatigue, and cannot become *fatigued* or *exhausted*.

3.78 Potence and Rejuvenescence

3.78.1 Potence and Rejuvenescence T2

Temples: Dlamélish and Hriháyal

Level: 7

School: Transmutation

Prerequisites: None

Components: V, S

Casting Time: One minute

Range: Zero feet

five foot diameter

Target: Two living creatures within a five foot radius spherical spread

Duration: Four hours

The targets are provided with the stamina to enjoy continuous sexual encounters for four hours. In addition, the targets can be made to appear as a beautiful youth of either sex, as the caster wishes.

3.78.2 Potence and Rejuvenescence T8**Temples:** Dlamélish and Hriháyal**Level:** 9**School:** Transmutation**Prerequisites:** Potence and Rejuvenescence T2**Components:** V, S**Casting Time:** Two minutes**Range:** Zero feet**Target:** Living creatures within a fifteen foot radius spherical spread**Duration:** Eight hours

The targets are provided with the stamina to enjoy continuous sexual encounters for eight hours. In addition, the targets can be made to appear as a beautiful youth of either sex, as the caster wishes.

3.79 The Fulguration of Imminent Grandeur**3.79.1 The Fulguration of Imminent Grandeur T2****Temples:** Hnálla and Drá**Level:** 6**School:** Evocation**Prerequisites:** None**Components:** V, S**Casting Time:** One minute**Range:** Ninety feet**Target:** Up to two living creatures within a five foot radius spherical spread five foot diameter**Duration:** Instantaneous

A scintillating beam of white light is fired at one or two living targets. It strikes with a high-pitched ringing sound, much like a hammer hitting an anvil. It does 6d10 damage.

Table E

3.79.2 The Fulguration of Imminent Grandeur T4**Temples:** Hnálla and Drá**Level:** 7**School:** Evocation**Prerequisites:** The Fulguration of Imminent Grandeur T2

Components: V, S

Casting Time: One minute

Range: Two hundred forty feet

ten foot diameter

Target: Living creatures within a ten foot radius spherical spread

Duration: Instantaneous

Table G

A scintillating beam of white light is fired at the targets. It strikes with a high-pitched ringing sound, much like a hammer hitting an anvil. It does 12d8 damage.

3.79.3 The Fulguration of Imminent Grandeur T7

Temples: Hnálla and Drá

Level: 8

School: Evocation

Prerequisites: The Fulguration of Imminent Grandeur T4

Components: V, S

Casting Time: One minute

Range: Four hundred fifty feet

twenty foot diameter

Target: Living creatures within a fifteen foot radius spherical spread

Duration: Instantaneous

A scintillating beam of white light is fired at the targets. It strikes with a high-pitched ringing sound, much like a hammer hitting an anvil. It instantly kills the targets.

3.80 The Globe of Distant Discernment

3.80.1 The Globe of Distant Discernment T3

Temples: Hnálla and Drá, Shaman

Level: 7

School: Divination

Prerequisites: None

Components: None

Casting Time: Standard action

Range: Personal

Target: You

Duration: Concentration, up to three minutes

The caster can send their power of vision up to one hundred feet away from their body. These magical eyes cannot cross any obstacle the caster could not, nor can they fly. The caster's body is effectively blind during the duration.

3.80.2 The Globe of Distant Discernment T7

Temples: Hnálla and Drá, Shaman

Level: 8

School: Divination

Prerequisites: The Globe of Distant Discernment T3

Components: None

Casting Time: Standard action

Range: Personal

Target: You

Duration: Concentration, up to five minutes

The caster can send their power of vision up to one hundred feet away from their body. These magical eyes can pass through non-magical, non-metal barriers up to three feet thick, but otherwise cannot cross any obstacle the caster could not, nor can they fly. The caster's body is effectively blind during the duration.

3.80.3 The Globe of Distant Discernment T9

Temples: Hnálla and Drá, Shaman

Level: 9

School: Divination

Prerequisites: The Globe of Distant Discernment T7

Components: None

Casting Time: One minute

Range: Personal

Target: You

Duration: Concentration, up to ten minutes

The caster can send their power of vision up to two thousand feet away from their body. These magical eyes can pass through non-magical, non-metal barriers up to three feet thick and can fly. The caster's body is effectively blind during the duration.

3.81 The Negation of Instability

3.81.1 The Negation of Instability T2

Temples: Hnálla and Drá

Level: 7

School: Abjuration

Prerequisites: None

Components: V, S

Casting time: One minute

Range: Sixty feet

Target: Phantasms within a five foot radius spherical spread

Duration: Instantaneous

All phantasms within the are of effect that were created by Phantasms U1, Phantasms U3, and Phantasms U6 have a 70% chance of being dispelled.

3.81.2 The Negation of Instability T4

Temples: Hnálla and Drá

Level: 8

School: Abjuration

Prerequisites: The Negation of Instability T2

Components: V, S

Casting time: One minute

Range: One hundred twenty feet

Target: Phantasms within a ten foot radius spherical spread

Duration: Instantaneous

All phantasms within the are of effect that were created by Phantasms G3, Phantasms G7, and Phantasms G10 have a 70% chance of being dispelled.

3.82 Peaceful Repose

3.82.1 Peaceful Repose

Temples: Hnálla and Drá

Level: 8

School: Abjuration

Prerequisites: None

Components: V, S

Casting Time: Three minutes

Range: Touch

Target: One touched creature

Duration: Instantaneous

The target is protected for eight hours against The Nightmare of Terror T2, The Nightmare of Terror T6, and The Nightmare of Terror T8, and sleeps peacefully dreaming of Hnálla's everlasting light.

3.83 The Power of Ultimate Perfection

3.83.1 The Power of Ultimate Perfection T3

Temples: Hnálla and Drá

Level: 7

School: Abjuration

Prerequisites: None

Components: V, S

Casting Time: One minute

Range: Thirty feet

Target: One minor demon devoted to Change

Duration: Instantaneous

Sends a minor demon (similar to those summoned by Demonology T8 and up) devoted to Change back to its own plane.

3.83.2 The Power of Ultimate Perfection T7

Temples: Hnálla and Drá

Level: 8

School: Abjuration

Prerequisites: The Power of Ultimate Perfection T3

Components: V, S

Casting Time: One minute

Range: Ninety feet

Effect: A five foot radius spherical spread

Duration: Instantaneous

Sends minor demons (similar to those summoned by Demonology T8 and up) Lesser demons as well? devoted to Change back to their own planes.

3.84 The Ritual of the Purified Sphere

3.84.1 The Ritual of the Purified Sphere T1

Temples: Hnállá and Drá

Level: 5

School: Abjuration

Prerequisites: None

Components: None

Casting Time: Three minutes

Range: Zero feet

Effect: A five foot radius circle of ground

Duration: Instantaneous

A circle of ground is hallowed for twenty-four hours, rendering the area impassable to the undead, demons who serve Change, and creatures created by sorcery who serve Change.

3.84.2 The Ritual of the Purified Sphere T3

Temples: Hnállá and Drá

Level: 6

School: Abjuration

Prerequisites: The Ritual of the Purified Sphere T1

Components: None

Casting Time: Ten minutes

Range: Zero feet

Effect: A ten foot radius circle of ground

Duration: Instantaneous

A circle of ground is hallowed for one week (six days), rendering the area impassable to the undead, demons who serve Change, and creatures created by sorcery who serve Change.

3.84.3 The Ritual of the Purified Sphere T5

Temples: Hnállá and Drá

Level: 7

School: Abjuration

Prerequisites: The Ritual of the Purified Sphere T3

Components: None

Casting Time: One day

Range: Zero feet

Effect: A fifteen foot radius circle of ground

Duration: Instantaneous

A circle of ground is hallowed for one month (thirty days), rendering the area impassable to the undead, demons who serve Change, and creatures created by sorcery who serve Change.

3.84.4 The Ritual of the Purified Sphere T7

Temples: Hnállá and Drá

Level: 8

School: Abjuration

Prerequisites: The Ritual of the Purified Sphere T5

Components: None

Casting Time: One week (six days)

Range: Zero feet

Effect: An one hundred fifty foot radius circle of ground

Duration: Instantaneous

A circle of ground is hallowed permanently, rendering the area impassable to the undead, demons who serve Change, creatures created by sorcery who serve Change, and priests and sorcerors who serve Change.

3.84.5 The Ritual of the Purified Sphere T10

Temples: Hnállá and Drá

Level: 9

School: Abjuration

Prerequisites: The Ritual of the Purified Sphere T7

Components: None

Casting Time: One month (thirty days)

Range: Zero feet

Effect: A four hundred fifty foot radius circle of ground

Duration: Instantaneous

A circle of ground is hallowed permanently, rendering the area impassable to the undead, demons who serve Change, creatures created by sorcery who serve Change, and priests and sorcerors who serve Change. This version is large enough to cover an entire temple but is rarely used in order to avoid the breaking of the Concordat that forbids sectarian strife and espionage.

3.85 The Amethyst Expurgation

3.85.1 The Amethyst Expurgation T3

Temples: Hrü'ü and Wurú

Level: 7

School: Abjuration

Prerequisites: None

Components: V, S

Casting Time: One minute

Range: Thirty feet

Target: One minor demon devoted to Stability

Duration: Instantaneous

Sends a minor demon (similar to those summoned by Demonology T8 and up) devoted to Stability back to its own plane.

3.85.2 The Amethyst Expurgation T7

Temples: Hrü'ü and Wurú

Level: 8

School: Abjuration

Prerequisites: The Amethyst Expurgation T3

Components: V, S

Casting Time: One minute

Range: Ninety feet

Effect: A five foot radius spherical spread

Duration: Instantaneous

Lesser demons as well?

Sends minor demons (similar to those summoned by Demonology T8 and up) devoted to Stability back to their own planes.

3.86 Congelation

3.86.1 Congelation T2

Temples: Hrü'ü and Wurú

Level: 6

School: Evocation

Prerequisites: None

Components: V, S

Casting Time: One minute

Range: Ninety feet

Target: One creature of size Medium or smaller

Duration: Instantaneous

The target is frozen, killing them instantly.

3.86.2 Congelation T3

Temples: Hrü'ü and Wurú

Level: 7

School: Evocation

Prerequisites: Congelation T2

Components: V, S

Casting Time: One minute

Range: One hundred twenty feet

Target: Creatures of size Large or smaller within a five foot radius spherical spread.

Duration: Instantaneous

The targets are frozen, killing them instantly.

3.86.3 Congelation T5

Temples: Hrü'ü and Wurú

Level: 8

School: Evocation

Prerequisites: Congelation T3

Components: V, S

Casting Time: One minute

Range: One hundred eighty feet

Target: Creatures of size Huge or smaller within a ten foot radius spherical spread.

Duration: Instantaneous

The targets are frozen, killing them instantly. Creatures of Gargantuan size or larger must be hit twice by the spell to kill them outright, with the earlier hits doing 14d8 damage.

Table H

3.86.4 Congelation T7

Temples: Hrü'ü and Wurú

Level: 9

School: Evocation

Prerequisites: Congelation T5

Components: V, S

Casting Time: One minute

Range: Ten feet

Effect: Three hundred cubic feet of material (S)

Duration: Instantaneous

No number given

“Second” check to shape...

The caster can change an area of mud or water into ice. This ice will last for thirty minutes in temperate parts of Tékumel.

3.87 Decorporealisation

3.87.1 Decorporialisation T4

Temples: Hrü'ü and Wurú, Shaman

Level: 7

School: Transmutation

Prerequisites: None

Components: V, S

Casting Time: One minute

Range: Personal

Target: You

Duration: Concentration, up to five minutes

six feet

Spell ends while inside something?

The caster's body becomes insubstantial and faintly translucent, though still visible. They can move normally and also levitate or descend (at a speed of five feet per round), even through walls and other materials. The caster cannot fight, speak, or cast spells while decorporealised, and no magic or physical attack can harm them.

3.87.2 Decorporialisation T7

Temples: Hrü'ü and Wurú, Shaman

Level: 8

School: Transmutation

Prerequisites: Decorporialisation T4**Components:** V, S**Casting Time:** One minute**Range:** Touch

Implied

Target: One touched living creature**Duration:** Concentration, up to ten minutes

The target's body becomes insubstantial and faintly translucent, though still visible. They can move normally and also levitate or descend (at a speed of five feet per round), even through walls and other materials. The target cannot fight, speak, or cast spells while decorporealised, and no magic or physical attack can harm them.

six feet

Spell ends while inside something?

3.87.3 Decorporialisation T10

Temples: Hrü'ü and Wurú, Shaman**Level:** 9**School:** Transmutation**Prerequisites:** Decorporialisation T7**Components:** V, S**Casting Time:** One minute**Range:** Zero feet**Target:** Living creatures within a five foot radius spherical spread**Duration:** Concentration, up to twenty minutes**Saving Throw:** Will negates

The targets' bodies become insubstantial and faintly translucent, though still visible. They can move normally and also levitate or descend (at a speed of five feet per round), even through walls and other materials. The target cannot fight, speak, or cast spells while decorporealised, and no magic or physical attack can harm them.

six feet

Spell ends while inside something?

3.88 The Nightmare of Terror

3.88.1 The Nightmare of Terror T2

Temples: Hrü'ü and Wurú**Level:** 7**School:** Illusion (Phantasm) [Mind-Affecting]**Prerequisites:** None

Components: None

Casting Time: Standard action

Range: Three hundred feet

Target: One living creature known to the caster

Duration: One night

The target suffers nightmares, resulting in them taking 1d10 damage and being *fatigued* for the next 24 hours. If the target is affected by this spell for one week (six nights) in a row, they die of terror during the sixth night. If the caster has no knowledge of the target's phobias, the target's SR against this spell is increased by three.

3.88.2 The Nightmare of Terror T6

Temples: Hrü'ü and Wurú

Level: 8

School: Illusion (Phantasm) [Mind-Affecting]

Prerequisites: The Nightmare of Terror T2

Components: None

Casting Time: Standard action

Range: Six hundred feet

Target: One living creature known to the caster

Duration: One week (six nights)

The target suffers nightmares, resulting in them taking 7d10 damage and being *fatigued* for the next 24 hours. If the caster is not made to stop the spell (or killed), the target dies of terror during the sixth night. If the caster has no knowledge of the target's phobias, the target's SR against this spell is increased by three.

3.88.3 The Nightmare of Terror T8

Temples: Hrü'ü and Wurú

Level: 9

School: Illusion (Phantasm) [Mind-Affecting]

Prerequisites: The Nightmare of Terror T6

Components: None

Casting Time: Standard action

Range: Nine hundred feet

Target: One living creature known to the caster

Table D

Duration: One night

The target suffers nightmares horrific enough to kill them during the night, and as a side effect their hair turns white. If the caster has no knowledge of the target's phobias, the target's SR against this spell is increased by three.

3.89 The Vindication of Instability

3.89.1 The Vindication of Instability T1

Temples: Hrü'ü and Wurú

Level: 5

School: Abjuration

Prerequisites: None

Components: None

Casting Time: Three minutes

Range: Zero feet

Effect: A five foot radius circle of ground

Duration: Instantaneous

A circle of ground is hallowed for twenty-four hours, rendering the area impassable to the undead, demons who serve Stability, and creatures created by sorcery who serve Stability.

3.89.2 The Vindication of Instability T3

Temples: Hrü'ü and Wurú

Level: 6

School: Abjuration

Prerequisites: The Vindication of Instability T1

Components: None

Casting Time: Ten minutes

Range: Zero feet

Effect: A ten foot radius circle of ground

Duration: Instantaneous

A circle of ground is hallowed for one week (six days), rendering the area impassable to the undead, demons who serve Stability, and creatures created by sorcery who serve Stability.

3.89.3 The Vindication of Instability T5

Temples: Hrü'ü and Wurú

Level: 7

School: Abjuration

Prerequisites: The Vindication of Instability T3

Components: None

Casting Time: One day

Range: Zero feet

Effect: A fifteen foot radius circle of ground

Duration: Instantaneous

A circle of ground is hallowed for one month (thirty days), rendering the area impassable to the undead, demons who serve Stability, and creatures created by sorcery who serve Stability.

3.89.4 The Vindication of Instability T7

Temples: Hrü'ü and Wurú

Level: 8

School: Abjuration

Prerequisites: The Vindication of Instability T5

Components: None

Casting Time: One week (six days)

Range: Zero feet

Effect: An one hundred fifty foot radius circle of ground

Duration: Instantaneous

A circle of ground is hallowed permanently, rendering the area impassable to the undead, demons who serve Stability, creatures created by sorcery who serve Stability, and priests and sorcerors who serve Stability.

3.89.5 The Vindication of Instability T10

Temples: Hrü'ü and Wurú

Level: 9

School: Abjuration

Prerequisites: The Vindication of Instability T7

Components: None

Casting Time: One month (thirty days)

Range: Zero feet

Effect: A four hundred fifty foot radius circle of ground

Duration: Instantaneous

A circle of ground is hallowed permanently, rendering the area impassable to the undead, demons who serve Stability, creatures created by sorcery who serve Stability, and priests and sorcerors who serve Stability. This version is large enough to cover an entire temple but is rarely used in order to avoid the breaking of the Concordat that forbids sectarian strife and espionage.

3.90 Viscosity

3.90.1 Viscosity T2

Temples: Hrü'ü and Wurú, Shaman

Level: 4

School: Transmutation

Prerequisites: None

Components: V, S

Casting Time: One minute

Range: Five feet

Effect: A five foot radius circle of mud six feet deep

Duration: Three minutes [D]

Saving Throw: Reflex avoids; see text

A horizontal area of natural stone or earth is turned into thick gooey mud for the duration. Anyone stuck in the mud when the spell ends is entombed within. Those standing on the ground that becomes mud may, if they pass a DC 20 "Easy" Reflex save, move off the mud onto an adjacent solid space.

3.90.2 Viscosity T3

Temples: Hrü'ü and Wurú, Shaman

Level: 5

School: Transmutation

Prerequisites: Viscosity T2

Components: V, S

Casting Time: One minute

Range: Ten feet

Effect: A ten foot radius circle of mud six feet deep

Duration: Five minutes [D]

Saving Throw: Reflex avoids; see text

“Harder”

A horizontal area of natural stone or earth is turned into thick gooey mud for the duration. Anyone stuck in the mud when the spell ends is entombed within. Those standing on the ground that becomes mud may, if they pass a DC 25 Reflex save, move off the mud onto an adjacent solid space.

3.90.3 Viscosity T4

Temples: Hrü'ü and Wurú, Shaman

Level: 6

School: Transmutation

Prerequisites: Viscosity T3

Components: V, S

Casting Time: One minute

Range: Ninety feet

Target: One living creature

Duration: Instantaneous

I assume...

The target is turned to jelly, killing them instantly. This jelly oozes out of their clothes, and congeals into a spongy mass after one minute. No harm is done to their possessions.

3.90.4 Viscosity T6

Temples: Hrü'ü and Wurú, Shaman

Level: 7

School: Transmutation

Prerequisites: Viscosity T4

Components: V, S

Casting Time: One minute

Range: One hundred fifty feet

Target: Living creatures within a ten foot radius spherical spread

Duration: Instantaneous

I assume...

The targets are turned to jelly, killing them instantly, and turns any non-magical possessions into a runny liquid. The jelly oozes out of what remains of their clothes, and congeals into a spongy mass after one minute. No harm is done to their magical possessions.

3.90.5 Viscosity T8**Temples:** Hrü'ü and Wurú, Shaman**Level:** 8**School:** Transmutation**Prerequisites:** Viscosity T6**Components:** V, S**Casting Time:** One minute**Range:** Two hundred forty feet**Target:** Creatures within a ten foot radius spherical spread**Duration:** Instantaneous

The targets are turned to jelly, killing them instantly, and turns all their possessions into a runny liquid. The jelly congeals into a spongy mass after one minute. This version of the spell also affects undead, androids and phantasms, but not demons.

I assume...

Demon possessions?

3.90.6 Viscosity T9**Temples:** Hrü'ü and Wurú, Shaman**Level:** 9**School:** Transmutation**Prerequisites:** Viscosity T8**Components:** V, S**Casting Time:** One minute**Range:** Fifteen feet**Effect:** A ten foot high, wide, and deep tunnel**Duration:** Ten minutes

The caster creates a horizontal tunnel through unworked stone or earth. When the spell expires, the stone and earth return to normal. This spell does not work on living beings, the undead, any other creatures, or manufactured objects.

Entombing anyone inside?

3.91 The Replication of Heroes**3.91.1 The Replication of Heroes T4****Temples:** Karakán and Chegárra**Level:** 7**School:** Conjuration (Creation)

Prerequisites: None

Components: V, S, M

Casting Time: Twelve rounds

Range: Fifteen feet

Target: One living member of the caster's species (cannot be the caster)

Duration: Concentration, up to two minutes

The target, who must be carrying at least ten pounds of metal (and may not drop it during the spell's duration), is "cloned". The clone has all the original abilities of the target, except that the target's Hit Points are divided evenly between the target and their clone. If the clone is ever more than one hundred feet from the target, the spell ends and the clone disappears. While the clone's equipment looks accurate, their armor and weapons function at best as if they are non-magical Chlén-hide.

Hide armor?

3.91.2 The Replication of Heroes T7

Temples: Karakán and Chegárta

Level: 8

School: Conjuraton (Creation)

Prerequisites: The Replication of Heroes T4

Components: V, S, M

Casting Time: Fourteen rounds

Range: Fifteen feet

Target: Living members of the caster's species (cannot be the caster) within a five foot radius spherical spread

Duration: Concentration, up to four minutes

The targets, who must each be carrying at least ten pounds of metal (and may not drop it during the spell's duration), are "cloned". The clones have all the original abilities of the target, except that each target's Hit Points are divided evenly between the target and their clone. If a clone is ever more than one hundred feet from their original, the clone disappears. While the clones' equipment look accurate, their armor and weapons function at best as if they are non-magical steel.

3.91.3 The Replication of heroes T10

Temples: Karakán and Chegárta

Level: 9

School: Conjuraton (Creation)

Prerequisites: The Replication of Heroes T7

Components: V, S

Casting Time: Two minutes

Range: Fifteen feet

Target: Living members of the caster's species (cannot be the caster) within a five foot radius spherical spread

Duration: Concentration, up to seven minutes

The targets, who must each be carrying at least ten pounds of metal (and may not drop it during the spell's duration), are "cloned" twice. The clones have all the original abilities of the target, and unlike lesser versions of the spell, they each have the full hit point total of the target. If a clone is ever more than five hundred feet from their original, the clone disappears. While the clones' equipment look accurate, their armor and weapons function at best as if they are non-magical steel.

3.92 The Swift Thrust of Death

3.92.1 The Swift Thrust of Death T1

Temples: Karakán and Chegárra

Level: 5

School: Evocation

Prerequisites: None

Components: V, S

Casting Time: One minute

Range: Sixty feet

Target: One living creature

Duration: Instantaneous

Saving Throw: Reflex negates

A flashing, steel-like missile flies at the target with a shrill screaming noise. While the missile looks like a steel bolt, it is actually other-planar energy, and as such is halted by magical barriers that block spells that require verbal or somatic components, not those that obstruct physical blows and missiles. If the target is wearing heavy armor, they are protected, otherwise if they fail their Reflex save the missile kills them instantly with a two inch hole drilled through their heart.

3.92.2 The Swift Thrust of Death T3

Temples: Karakán and Chegárria

Level: 6

School: Evocation

Prerequisites: The Swift Thrust of Death T1

Components: V, S

Casting Time: One minute

Range: One hundred twenty feet

Target: One living creature

Duration: Instantaneous

Saving Throw: Reflex negates

A flashing, steel-like missile flies at the target with a shrill screaming noise. While the missile looks like a steel bolt, it is actually other-planar energy, and as such is halted by magical barriers that block spells that require verbal or somatic components, not those that obstruct physical blows and missiles. Only magical armor protects the target, and anyone not so armored who fails their Reflex save is killed instantly with a two inch hole drilled through their heart.

3.92.3 The Swift Thrust of Death T4

Temples: Karakán and Chegárria

Level: 7

School: Evocation

Prerequisites: The Swift Thrust of Death T3

Components: V, S

Casting Time: One minute

Range: One hundred eighty feet

five foot diameter

Target: Living creatures within a five foot radius spherical spread

Duration: Instantaneous

Saving Throw: Reflex negates

A flashing, steel-like missile flies at each target with a shrill screaming noise. While the missiles look like a steel bolt, they are actually other-planar energy, and as such are halted by magical barriers that block spells that require verbal or somatic components, not those that obstruct physical blows and missiles. Only magical armor protects the targets, and any not so armored that fail their Reflex saves are killed instantly with two inch holes drilled through their hearts.

3.92.4 The Swift Thrust of Death T5**Temples:** Karakán and Chegárra**Level:** 8**School:** Evocation**Prerequisites:** The Swift Thrust of Death T4**Components:** V, S**Casting Time:** One minute**Range:** Two hundred forty feet**Target:** Up to five living creatures within a ten foot radius spherical spread five foot radius**Duration:** Instantaneous**Saving Throw:** Reflex reduces

A flashing, steel-like missile flies at each target with a shrill screaming noise. While the missiles look like a steel bolt, they are actually other-planar energy, and as such are halted by magical barriers that block spells that require verbal or somatic components, not those that obstruct physical blows and missiles. Only magical armor protects the targets, and any not so armored that fail their Reflex saves are killed instantly with two inch holes drilled through their hearts, while those that make their saves take 5d8 damage.

Table B

3.92.5 The Swift Thrust of Death T9**Temples:** Karakán and Chegárra**Level:** 9**School:** Evocation**Prerequisites:** The Swift Thrust of Death T5**Components:** V, S**Casting Time:** One minute**Range:** Three hundred feet**Target:** Up to five living creatures within a fifteen foot radius spherical spread ten foot radius**Duration:** Instantaneous**Saving Throw:** Reflex reduces

A flashing, steel-like missile flies at each target with a shrill screaming noise. While the missiles look like a steel bolt, they are actually other-planar energy, and as such are halted by magical barriers that block spells that require verbal or somatic components, not those that obstruct physical blows and missiles. No armor protects the targets, and any that fail their Reflex saves are killed instantly with two inch holes drilled through their hearts, while those that make their saves take 12d6 damage.

Table D

3.93 Tremulation

3.93.1 Tremulation T2

Temples: Karakán and Chegárta

Level: 6

School: Evocation

Prerequisites: None

Components: V, S

Casting Time: One minute

Range: Sixty feet

Effect: A five foot radius spherical emanation

Duration: Concentration, up to one minute

The caster creates a deep vibration that deafens and shakes all living beings with the area of effect. Those in the area can perform no actions until they manage to leave the affected area, which requires a full-round action and a Dexterity test at DC 25. Control of Self U1 and such do not help with this spell's effects.

“Harder”

Effect on structures...

3.93.2 Tremulation T6

Temples: Karakán and Chegárta

Level: 7

School: Evocation

Prerequisites: Tremulation T2

Components: V, S

Casting Time: One minute

Range: One hundred twenty feet

Effect: A five foot radius spherical emanation

Duration: Concentration, up to one minute

The caster creates a deep vibration that deafens and shakes all living beings with the area of effect. Those in the area can perform no actions until they manage to leave the affected area, which requires a full-round action and a Dexterity test at DC 30. Creatures that spend five rounds within the area of effect are killed. Control of Self U1 and such do not help with this spell's effects.

“Difficult”

Effect on structures...

3.93.3 Tremulation T7**Temples:** Karakán and Chegárra**Level:** 8**School:** Evocation**Prerequisites:** Tremulation T6**Components:** V, S**Casting Time:** One minute**Range:** One hundred eighty feet**Effect:** A ten foot radius spherical emanation**Duration:** Concentration, up to two minutes

The caster creates a deep vibration that deafens and shakes all living beings with the area of effect. Those in the area can perform no actions until they manage to leave the affected area, which requires a full-round action and a Dexterity test at DC 30. Creatures that spend two rounds within the area of effect are killed. Control of Self U1 and such do not help with this spell's effects.

“Difficult”

Effect on structures...

3.93.4 Tremulation T8**Temples:** Karakán and Chegárra**Level:** 9**School:** Evocation**Prerequisites:** Tremulation T7**Components:** V, S**Casting Time:** One minute**Range:** Two hundred forty feet**Effect:** A ten foot radius spherical emanation**Duration:** Concentration, up to three minutes

The caster creates a deep vibration that deafens and shakes all living beings with the area of effect. Those in the area are killed instantly unless they make a Reflex save at DC 35, in which case they are placed prone outside the area of effect and are deafened for five minutes. Control of Self U1 and such do not help with this spell's effects.

“Real Challenge”

Effect on structures...

3.94 The Weapon of the Prince of Valour**3.94.1 The Weapon of the Prince of Valour T3****Temples:** Karakán and Chegárra

Level: 6

School: Transmutation

Prerequisites: None

Components: V, S

Casting Time: One minute

Range: Touch

Target: One touched edged steel weapon

Duration: One minute

The targeted weapon glows with a scarlet light, and is capable of penetrating a defense created by Warding U4 without difficulty. If the weapon is dropped or handed to someone else, the spell expires at once. This spell does not work on arrows or other missiles.

3.94.2 The Weapon of the Prince of Valour T5

Temples: Karakán and Chegárta

Level: 7

School: Transmutation

Prerequisites: The Weapon of the Prince of Valour T3

Components: V, S

Casting Time: One minute

Range: Touch

Target: Up to two touched edged steel weapons

Duration: One minute

The targeted weapons glow with a scarlet light, and are capable of penetrating a defense created by Warding U5 (or lesser) without difficulty. If the weapons are dropped or handed to someone else, the spell's effect on that weapon expires at once. This spell does not work on arrows or other missiles.

3.94.3 The Weapon of the Prince of Valour T7

Temples: Karakán and Chegárta

Level: 8

School: Transmutation

Prerequisites: The Weapon of the Prince of Valour T5

Components: V, S

Casting Time: Thirteen rounds

Range: Zero feet

Target: Edged steel weapons within a five foot radius spherical spread

Duration: Three minutes

The targeted weapons glow with a scarlet light, and are capable of penetrating a defense created by Warding U5 (or lesser) without difficulty. If the weapons are dropped or handed to someone else, the spell's effect on that weapon expires at once. This spell does not work on arrows or other missiles.

3.94.4 The Weapon of the Prince of Valour T10

Temples: Karakán and Chegárra

Level: 9

School: Transmutation

Prerequisites: The Weapon of the Prince of Valour T7

Components: V, S

Casting Time: Fifteen rounds

Range: Zero feet

Target: Edged steel weapons within a five foot radius spherical spread

Duration: Five minutes

The targeted weapons glow with a scarlet light, and are capable of penetrating a defense created by Warding G10 (or lesser) without difficulty. If the weapons are dropped or handed to someone else, the spell's effect on that weapon expires at once. This spell does not work on arrows or other missiles.

3.95 The Winged Disc of the Lord of the Sun

3.95.1 The Winged Disc of the Lord of the Sun T5

Temples: Karakán and Chegárra

Level: 7

School: Evocation

Prerequisites: None

Components: V, S

Casting Time: Two minutes

Range: Five feet

Effect: A five foot diameter oval plate

Duration: Concentration, up to one minute

A flat, oval plate appears on the floor in front of the caster, large enough to hold one passenger and a further one hundred pounds of weight. It can be telepathically directed by the caster, and flies two inches above the ground at a speed of one hundred feet per round. It cannot cross chasms or bodies of water; when these are encountered the plate comes to a gentle stop and the spell ends.

The platform is stable enough for the passenger to fight or cast other spells while riding it.

3.95.2 The Winged Disc of the Lord of the Sun T7

Temples: Karakán and Chegárta

Level: 8

School: Evocation

Prerequisites: The Winged Disc of the Lord of the Sun T5

Components: V, S

Casting Time: Three minutes

Range: Five feet

Effect: A five foot radius oval plate

Duration: Concentration, up to five minutes

A flat, oval plate appears on the floor in front of the caster, large enough to hold four passengers with their equipment (five if they are lightly equipped). It can be telepathically directed by the caster, and flies two inches above the ground at a speed of one hundred fifty feet per round. It cannot cross chasms or bodies of water; when these are encountered the plate comes to a gentle stop and the spell ends.

The platform is stable enough for the passengers to fight or cast other spells while riding it.

3.95.3 The Winged Disc of the Lord of the Sun T9

Temples: Karakán and Chegárta

Level: 9

School: Evocation

Prerequisites: The Winged Disc of the Lord of the Sun T7

Components: V, S

Casting Time: Six minutes

Range: Fifteen feet

Effect: A fifteen foot radius oval plate

Duration: Concentration, up to ten minutes

A flat, oval plate appears on the floor in front of the caster, large enough to hold twenty passengers. It can be telepathically directed by the caster, and flies two inches above the ground at a speed of one hundred fifty feet per round. It cannot cross chasms or bodies of water; when these are encountered the plate comes to a gentle stop and the spell ends.

The platform is stable enough for the passengers to fight or cast other spells while riding it.

3.96 The Affable Blight of Lord Uní

Lord Uní is one of the demons mentioned in the Book of Ebon Bindings. He is the Lord of the thirty-ninth plane and is renowned for his fungi, moulds, and horrid physical manifestations.

3.96.1 The Affable Blight of Lord Uní T1

Temples: Ksárul and Grugánu

Level: 6

School: Conjuraction (Summoning)

Prerequisites: None

Components: V, S

Casting Time: One minute

Range: Thirty feet

Effect: One creature within range

Duration: Instantaneous

Saving Throw: Reflex negates; see text

If the target fails the Reflex saving throw, they are infected with patches of Lord Uní's fuzzy, bluish white fungi. If they make the saving throw, the fungi falls to the ground and anyone that enters or remains in that space must make a Reflex saving throw each round or become infected. After five minutes, the fungi expands to fill a ten foot by ten foot space. After an hour, the fungi naturally dies off. Application of fire will destroy the fungi in a space.

Any creature that becomes infected with the fungi dies within two minutes unless Alleviation U2 is cast on them immediately. Any contaminated organic possessions must be discarded within two rounds, or they will spread the infection.

3.96.2 The Affable Blight of Lord Uní T3

Temples: Ksárul and Grugánu

Level: 7

School: Conjuratıon (Summoning)

Prerequisites: The Affable Blight of Lord Unı T1

Components: V, S

Casting Time: One minute

Range: Three hundred feet

Effect: A five foot radius section of floor

Duration: Instantaneous

Saving Throw: Reflex negates; see text

The affected region of floor is covered with patches of Lord Unı’s fuzzy, bluish white fungi. Anyone in the area that fails the saving throw is infected. Anyone that enters or remains in an infected space must make a Reflex saving throw each round or become infected. After five minutes, the fungi expands to fill a ten foot radius, and after a further five minutes it expands to a fifteen foot radius. After three hours, the fungi naturally dies off. Application of fire will destroy the fungi in a space.

Any creature that becomes infected with the fungi dies within two minutes unless Alleviation U2 is cast on them immediately. Any contaminated organic possessions must be discarded within two rounds, or they will spread the infection.

3.96.3 The Affable Blight of Lord Unı T7

Temples: Ksarul and Gruganu

Level: 8

School: Conjuratıon (Summoning)

Prerequisites: The Affable Blight of Lord Unı T3

Components: V, S

Casting Time: One minute

Range: One hundred twenty feet

Effect: A ten foot radius section of floor

Duration: Instantaneous

Saving Throw: Reflex negates; see text

The affected region of floor is covered with patches of Lord Unı’s fuzzy, blackish-yellow fungi. Anyone in the area that fails the saving throw is infected. Anyone that enters or remains in an infected space must make a Reflex saving throw each round or become infected. This fungus does not expand, and after four hours, the fungi naturally dies off. Application of fire will destroy the fungi in a space.

Any creature that becomes infected with the fungi dies within one minute unless Alleviation U2 is cast on them immediately. Any contaminated organic possessions must be discarded within two rounds, or they will spread the infection.

3.96.4 The Affable Blight of Lord Uní T10

Temples: Ksáru and Grugánu

Level: 9

School: Conjunction (Summoning)

Prerequisites: The Affable Blight of Lord Uní T7

Components: V, S

Casting Time: One minute

Range: Three hundred feet

Effect: A ten foot radius section of floor

Duration: Instantaneous

Saving Throw: Reflex negates; see text

The affected region of floor is covered with patches of Lord Uní's fuzzy, blackish fungi. Anyone in the area that fails the saving throw is infected. Anyone that enters or remains in an infected space must make a Reflex saving throw each round or become infected. This fungus does not expand, and after six hours, the fungi naturally dies off. Application of fire will destroy the fungi in a space.

Any creature that becomes infected with the fungi dies immediately. Any contaminated organic possessions must be discarded within two rounds, or they will spread the infection.

3.97 The Antechamber of the Blue Room

3.97.1 The Antechamber of the Blue Room T6

Temples: Ksáru and Grugánu

Level: 8

School: Conjunction (Teleportation)

Prerequisites: None

Components: V, S

Casting Time: Eleven rounds

Range: Ninety feet

Target: One intelligent creature of Medium size or smaller

Saving Throw: Will negates; see text

A faint disturbance appears in the air in front of the caster and moves towards the target. If the target cannot get themselves behind a magical or physical barrier in three rounds, the disturbance reaches them and they must make a Will saving throw. If the target fails the saving throw, they are transported to the Antechamber of the Blue Room, beyond which mighty Ksárul lies in his eternal, enforced sleep.

Devotees of Ksárul, Grugánu, or one of the foreign Ksárul-related deities struck by this spell accidentally are immediately returned unharmed to the location and time from whence they came, and a second attempt by the caster to send the target to the Blue Room results in the caster being slain instantly. Targets that do not worship the Doomed Prince or one of the associated deities are killed by the attendants of the Blue Room unless they make a Reflex saving throw, in which case they manage to throw themselves into the Unending Grey. Targets that die in the Blue Room cannot be revived since their body is not on Tékumel.

Wild guess on my part.

3.97.2 The Antechamber of the Blue Room T8

Temples: Ksárul and Grugánu

Level: 8

School: Conjuraton (Teleportation)

Prerequisites: The Antechamber of the Blue Room T6

Components: V, S

Casting Time: Eleven rounds

Range: One hundred eighty feet

Target: Intelligent creature of Medium size or smaller within a five foot radius spherical spread

Saving Throw: Will negates; see text

One faint disturbance for each target appears in the air in front of the caster and they move towards the targets. If the targets cannot get themselves behind a magical or physical barrier in two rounds, the disturbances reach them and they must make Will saving throws. If the targets fail the saving throw, they are transported to the Antechamber of the Blue Room, beyond which mighty Ksárul lies in his eternal, enforced sleep.

Devotees of Ksárul, Grugánu, or one of the foreign Ksárul-related deities struck by this spell accidentally are immediately returned unharmed to the location and time from whence they came, and a second attempt by the caster to send the target to the Blue Room results in the caster being slain instantly. Targets that do not worship the Doomed Prince or one of the associated deities are killed by the attendants of the Blue Room unless they make a Reflex saving throw, in which case they manage to throw themselves into the Unending Grey. Targets that die in the Blue Room cannot be revived since their body is not on Tékumel.

Wild guess on my part.

3.98 The Azure Scarab

3.98.1 The Azure Scarab T4

Temples: Ksárul and Grugánu

Level: 6

School: Evocation

Prerequisites: None

Components: V, S

Casting Time: One hour

Range: Personal

Effect: A small dark blue gem one-quarter inch across

Duration: Two days

The caster creates a small dark blue gem that stores their unused spell slots the first day, permitting their use (in addition to their normal spell slots) on the second day. If the gem is disenchanting, the stored spell slots are lost.

3.98.2 The Azure Scarab T6

Temples: Ksárul and Grugánu

Level: 7

School: Evocation

Prerequisites: The Azure Scarab T4

Components: V, S

Casting Time: Twelve hours

Range: Personal

Effect: A small dark blue gem one-quarter inch across

Duration: One week (six days)

The caster creates a small dark blue gem that stores their unused spell slots each day, up to a limit of their normal available slots, permitting their use (in addition to their normal spell slots) on later days. Once the spell expires, the caster can use no magic for one week (six days). If the gem is disenchanting, the stored spell slots are lost.

3.98.3 The Azure Scarab T8

Temples: Ksárul and Grugánu

Level: 8

School: Evocation

Prerequisites: The Azure Scarab T6

Components: V, S

Casting Time: Two days

Range: Personal

Effect: A small dark blue gem one-quarter inch across

Duration: One week (six days)

The caster creates a small dark blue gem that stores their unused spell slots each day, up to a limit of twice their normal available slots, permitting their use (in addition to their normal spell slots) on later days. Once the spell expires, the caster can use no magic for two weeks (twelve days). If the gem is disenchanting, the stored spell slots are lost.

3.98.4 The Azure Scarab T10

Temples: Ksárul and Grugánu

Level: 9

School: Evocation

Prerequisites: The Azure Scarab T8

Components: V, S

Casting Time: Three days

Range: Personal

Effect: A small dark blue gem one-quarter inch across

Duration: One month (thirty days)

The caster creates a small dark blue gem that stores their unused spell slots each day, up to a limit of thrice their normal available slots, permitting their use (in addition to their normal spell slots) on later days. Once the spell expires, the caster can use no magic for one month (thirty days). This gem cannot be disenchanting.

3.99 The Comprehension of Devices

3.99.1 The Comprehension of Devices T2

Temples: Ksárul and Grugánu

Level: 5

School: Divination

Prerequisites: None

Components: None

Casting Time: Standard action

Range: Touch

Target: One touched device of the Ancients

Duration: Concentration, up to one minute

The caster gains an understanding of the purpose and operation of one ancient magico-technological device. This information cannot be passed on to another individual, and disappears when the spell expires.

3.99.2 The Comprehension of Devices T4

Temples: Ksárul and Grugánu

Level: 6

School: Divination

Prerequisites: The Comprehension of Devices T2

Components: None

Casting Time: Standard action

Range: Touch

Target: One touched device of the Ancients

Duration: Concentration, up to three minutes

The caster and one comrade gain an understanding of the purpose and operation of one ancient magico-technological device. This information cannot be passed on to another individual, and disappears when the spell expires.

3.99.3 The Comprehension of Devices T5

Temples: Ksárul and Grugánu

Level: 7

School: Divination

Prerequisites: The Comprehension of Devices T4

Components: M

Casting Time: Standard action

Range: Touch

Target: One touched Eye of the Ancients

Duration: Instantaneous

The caster gains the knowledge to attempt a repair of an Eye (one of the devices of the Great Ancients) provided they have access to the tools, materials, and parts to do so. The GM rolls:

Table G

d%	Result
01–60	The Eye is successfully repaired, and the caster learns its function.
61–95	The Eye cannot be repaired.
96	The Eye explodes, killing the caster.
97–98	The Eye explodes, doing 12d8 damage to the caster.
99	The Eye functions normally, and the caster learns the function of the Eye, but the target is the caster themself.
00	The Eye appears to be repaired and the caster learns the function of the Eye, but it explodes when next used, killing the user and doing 12d8 damage to anyone within ten feet.

In addition, if the Eye is or appears to be repaired, the caster has a 60% chance of learning the number of charges remaining.

3.99.4 The Comprehension of Devices T8

Temples: Ksárul and Grugánu

Level: 8

School: Abjuration

Prerequisites: The Comprehension of Devices T5

Components: None

Casting Time: Standard action

Range: Personal

Target: You

Duration: Concentration, up to three minutes

The caster gains the ability to deflect energy from ancient devices back into the Planes Beyond, making them immune to attack by such mechanisms. This does not work against hostile spells or the damage inflicted by The Comprehension of Devices T5.

3.99.5 The Comprehension of Devices T10

Temples: Ksárul and Grugánu

Level: 9

School: Evocation

Prerequisites: The Comprehension of Devices T8

Components: None

Casting Time: Ten minutes

3.100.2 The Food of the Ssú T2

Temples: Ksárul and Grugánu

Level: 7

School: Conjuration (Creation)

Prerequisites: The Food of the Ssú T1

Components: V, S

Casting Time: Eleven rounds

Range: Sixty feet

Effect: A ten foot radius circle of indigenous vegetation

Duration: Three minutes

The caster creates a patch of the deadly purplish vegetation that existed all over Tékumel before man arrived. An unprotected non-prone individual (other than the Ssú and other indigenous inhabitants of Tékumel) within the area of effect takes 6d10 damage and must make a Reflex save to avoid falling prone. An unprotected prone individual takes 9d10 damage. After the first round, creatures still within the area of effect can make a Reflex save at DC 30 to avoid taking damage that round. Steel armour protects a target for two rounds, enchanted armor for four rounds, after which it dissolves. Chlén hide dissolves too quickly to be of any protection.

Any Hlüss or Ssú that see the patch of vegetation will stop and feed for one minute unless attacked or actively pursuing something else.

3.100.3 The Food of the Ssú T5

Temples: Ksárul and Grugánu

Level: 8

School: Conjuration (Creation)

Prerequisites: The Food of the Ssú T2

Components: V, S

Casting Time: Two minutes

Range: One hundred twenty feet

Effect: A ten foot radius circle of indigenous vegetation

Duration: Five minutes

The caster creates a patch of the deadly purplish vegetation that existed all over Tékumel before man arrived. An unprotected non-prone individual (other than the Ssú and other indigenous inhabitants of Tékumel) within the area of effect takes 11d10 damage. After the first round, creatures still within the area of effect can make a Reflex save at DC 30 to avoid taking damage that round.

Table D to the legs.
Table F
“Difficult”

Table G.
“Difficult”

Steel armour protects a target for two rounds, enchanted armor for four rounds, after which it dissolves. Chlén hide dissolves too quickly to be of any protection.

The vegetation produced by this version of the spell is taller (six feet high), and provides cover and concealment.

Any Hliss or Ssú that see the patch of vegetation will stop and feed for three minutes unless attacked or actively pursuing something else.

3.101 The Obsidian Obelisk

3.101.1 The Obsidian Obelisk T2

Temples: Ksáru and Grugánu

Level: 6

School: Conjuration (Creation)

Prerequisites: None

Components: V, S

Casting Time: One minute

Range: Five feet

Effect: A six foot tall, six foot wide, three foot thick obelisk of stone (one square)

Duration: Two minutes

A stone obelisk appears in front of the caster. It shields the caster from physical attacks and most offensive spells. The mage cannot see through it or cast spells in that direction. It can be dispelled by Disenchantment U10 or Barring and Broaching T6.

3.101.2 The Obsidian Obelisk T4

Temples: Ksáru and Grugánu

Level: 7

School: Conjuration (Creation)

Prerequisites: The Obsidian Obelisk T2

Components: V, S

Casting Time: Eleven rounds

Range: Five feet

Effect: A ten foot tall, twenty foot wide, six foot thick obelisk of stone (four square line)

Duration: Three minutes

A stone obelisk appears in front of the caster. It shields the caster from physical attacks and all offensive spells except Doomkill G10. The mage cannot see through it or cast spells in that direction. It can be dispelled by Disenchantment U10 or Barring and Broaching T6.

If there is not enough room for the obelisk when the spell is cast the obelisk explodes, killing the caster and doing 9d10 damage to all within twenty feet.

3.101.3 The Obsidian Obelisk T6

Temples: Ksárul and Grugánu

Level: 8

School: Conjuraton (Creation)

Prerequisites: The Obsidian Obelisk T4

Components: V, S

Casting Time: Two minutes

Range: Five feet

Effect: A ten foot tall, twenty foot wide, six foot thick obelisk of stone (four square line)

Duration: Five minutes

A stone obelisk appears in front of the caster. It shields the caster from physical attacks and all offensive spells except Doomkill G10. The mage cannot see through it or cast spells in that direction. It can be dispelled by Disenchantment U10 or Barring and Broaching T6.

Unlike the prior version of this spell, this obelisk shrinks to fit the space available instead of exploding if the space isn't large enough.

3.101.4 The Obsidian Obelisk T10

Temples: Ksárul and Grugánu

Level: 9

School: Conjuraton (Creation)

Prerequisites: The Obsidian Obelisk T6

Components: V, S

Casting Time: Six minutes

Range: Five feet

Effect: A ten foot tall, twenty foot wide, six foot thick obelisk of stone (four square line)

Duration: Twenty-four hours

A stone obelisk appears in front of the caster. It shields the caster from physical attacks and all offensive spells except Doomkill G10. The mage cannot see through it or cast spells in that direction. It can be dispelled by Disenchantment U10 or Barring and Broaching T6.

The obelisk has a door on the caster's side that only the caster can open or shut, and that cannot be physically forced. This door leads to the opposite side of the obelisk and provides a means of escape after any foes have gone.

Unlike the prior version of this spell, this obelisk shrinks to fit the space available instead of exploding if the space isn't large enough.

3.102 Replication of the Mighty

3.102.1 Replication of the Mighty T4

Temples: Ksárul and Grugánu

Level: 7

School: Conjuration (Creation)

Prerequisites: None

Components: V, S

Casting Time: Twelve rounds

Range: Fifteen feet

Effect: A clone of the caster

Duration: Two minutes

An exact clone of the caster appears within fifteen feet. The caster's Hit Point total and Spell Slots are divided between the two bodies, and at the end of the spell the clone's remaining Hit Points and Spell Slots are reabsorbed into the caster. Any magical items carried by the caster remain with the caster; the clone's copies are non-magical. If the clone moves more than one hundred feet from the caster it disappears and the spell ends.

3.102.2 Replication of the Mighty T8

Temples: Ksárul and Grugánu

Level: 8

School: Conjuration (Creation)

Prerequisites: Replication of the Mighty T4

Components: V, S

Casting Time: Two minutes

Range: Fifteen feet

Target: Up to two spellcasters within range

Duration: Five minutes

Saving Throw: Will negates

An exact clone of two spellcasters within range of the caster appear within fifteen feet of the caster. The targets' Hit Point totals and Spell Slots are divided between themselves and their clones, and at the end of the spell the clones' remaining Hit Points and Spell Slots are reabsorbed into the targets. Any magical items carried by the targets remain with them; the clones' copies are non-magical. If the clones move more than one hundred feet from the caster they disappear.

3.102.3 Replication of the Mighty T10

Temples: Ksárul and Grugánu

Level: 9

School: Conjuraton (Creation)

Prerequisites: Replication of the Mighty T8

Components: V, S

Casting Time: Two minutes

Range: Fifteen feet

Effect: Two clones of the caster

Duration: Seven minutes

Saving Throw: Will negates

Two exact clones of the caster appear within fifteen feet. The caster and each clone have half the caster's original Hit Point total and Spell Slots (thus giving the caster, effectively, 150% of their original hit points), and at the end of the spell the clones' remaining Hit Points and Spell Slots are reabsorbed into the caster, up to the caster's original Hit Point and Spell Slot totals. Any magical items carried by the caster remain with the caster; the clones' copies are non-magical. If a clone moves more than one hundred feet from the caster it disappears and their Hit Points and Spell Slots are reabsorbed.

3.103 The Web of Refulgent Command

3.103.1 The Web of Refulgent Command T4

Temples: Ksárul and Grugánu

Level: 7

School: Enchantment (Compulsion)

Prerequisites: None

Components: None

Casting Time: Standard action

Range: One hundred twenty feet

Target: Androids or phantasms within a five foot radius spherical spread

Duration: Four turns

Saving Throw: Will negates

The caster gains control over androids or phantasms within the area of effect. These creatures can be immobilized, made to flee, or to fight unless specifically protected by more powerful magic.

3.103.2 The Web of Refulgent Command T6

Temples: Ksáru and Grugánu

Level: 8

School: Enchantment (Compulsion)

Prerequisites: The Web of Refulgent Command T4

Components: None

Casting Time: Standard action

Range: One hundred eighty feet

Target: Creatures within a five foot radius spherical spread

Duration: Four turns

Saving Throw: Will negates

The caster gains control over androids, phantasms, and Underworld creatures (such as Bridlú, Hli'ir, Hurú'u, Káyi, Nshé, Qól, Thúnru'u. and Tsú'uru) within the area of effect. These creatures can be immobilized, made to flee, or to fight unless specifically protected by more powerful magic.

3.103.3 The Web of Refulgent Command T8

Temples: Ksáru and Grugánu

Level: 9

School: Enchantment (Compulsion)

Prerequisites: The Web of Refulgent Command T6

Components: None

Casting Time: Standard action

Range: Two hundred forty feet

Target: Creatures within a five foot radius spherical spread

Duration: Four turns

Saving Throw: Will negates

The caster gains control over androids, phantasms, Ru'ún (robots of the Great Ancients), and Underworld creatures (such as Bridlú, Hli'ír, Hurú'u, Káyi, Nshé, Qól, Thúnru'u. and Tsú'uru) within the area of effect. These creatures can be immobilized, made to flee, or to fight unless specifically protected by more powerful magic.

3.104 The Bulwark of Amber

3.104.1 The Bulwark of Amber T2

Temples: Sáрку and Durritlámish

Level: 7

School: Abjuration

Prerequisites: None

Components: V, S

Casting Time: One minute

Range: Personal

Target: You

Duration: Concentration, up to one minute

The caster is surrounded with a sombre brownish glow. Whenever the caster is targeted by a spell that fails the Spell Resistance check, they regain the use of their lowest expended spell slot.

Ten psychic points

3.104.2 The Bulwark of Amber T4

Temples: Sáрку and Durritlámish

Level: 8

School: Abjuration

Prerequisites: The Bulwark of Amber T2

Components: V, S

Casting Time: One minute

Range: Personal

Target: You

Duration: Concentration, up to two minutes

The caster is surrounded with a sombre brownish glow. Whenever the caster is targeted by a spell that fails the Spell Resistance check, they regain the use of their two lowest expended spell slot.

Twenty psychic points

3.104.3 The Bulwark of Amber T9**Temples:** Sáрку and Durritlámish**Level:** 9**School:** Abjuration**Prerequisites:** The Bulwark of Amber T4**Components:** V, S**Casting Time:** One minute**Range:** Personal**Target:** You**Duration:** Concentration, up to four minutes

The caster is surrounded with a sombre brownish glow. Whenever the caster is targeted by a spell, Eye, or other magico-technological device that fails the Spell Resistance check, they regain the use of their two lowest expended spell slot.

Twenty psychic points

3.105 Depuration**3.105.1 Depuration T4****Temples:** Sáрку and Durritlámish**Level:** 7**School:** Transmutation**Prerequisites:** None**Components:** V, S**Casting Time:** One minute**Range:** Fifteen feet**Target:** One suit of steel armour.**Duration:** Instantaneous

The target suit of steel armour is turned into soft copper, giving it the strength of light Chlén-hide armour. Only one attempt to cast Disenchantment U10 can be made on this item; otherwise the change is permanent. The steel armor is treated as though it has an SR of 9.

MRF 2

3.105.2 Depuration T8**Temples:** Sáрку and Durritlámish**Level:** 8**School:** Transmutation

Prerequisites: Depuration T4

Components: V, S

Casting Time: One minute

Range: Sixty feet

Target: One suit of enchanted steel armour.

Duration: Instantaneous

The target suit of enchanted steel armour is turned into soft copper, giving it the strength of light Chlén-hide armour. Only one attempt to cast Disenchantment U10 can be made on this item; otherwise the change is permanent. The enchanted steel armor is treated as though it has an SR of 12.

MRF 5

3.105.3 Depuration T10

Temples: Sáрку and Durritlámish

Level: 9

School: Transmutation

Prerequisites: Depuration T8

Components: V, S

Casting Time: One minute

Range: Sixty feet

Target: One suit of copper armour

Duration: Instantaneous

The first time this spell is cast on a suit of copper armour, it hardens it to the quality of steel armour? Two applications of this spell will enchant one suit of copper armour to the quality of enchanted steel armour. This armour must be deliberately targeted with Disenchantment U10 to disenchant it, it can never be accidentally caught in the spell.

3.106 Hebetation of the Intellect

3.106.1 Hebetation of the Intellect T3

Temples: Sáрку and Durritlámish

Level: 6

School: Enchantment (Compulsion) [Mind-Affecting]

Prerequisites: None

Components: None

Casting Time: Standard action

Range: Sixty feet

Target: One intelligent or undead being

Duration: Two minutes

The target of the spell has their Intelligence, Wisdom, and Charisma reduced to one for the duration of the spell, and they behave like a new-born baby.

3.106.2 Hebetation of the Intellect T5

Temples: Sáрку and Durritlámish

Level: 7

School: Enchantment (Compulsion) [Mind-Affecting]

Prerequisites: Hebetation of the Intellect T3

Components: None

Casting Time: Standard action

Range: One hundred twenty feet

Target: Intelligent or undead beings within a five foot radius spherical spread

Duration: Five minutes

The targets of the spell have their Intelligence, Wisdom, and Charisma reduced to one for the duration of the spell, and they behave like a new-born baby.

3.106.3 Hebetation of the Intellect T8

Temples: Sáрку and Durritlámish

Level: 8

School: Enchantment (Compulsion) [Mind-Affecting]

Prerequisites: Hebetation of the Intellect T5

Components: None

Casting Time: Four rounds

Range: One hundred eighty feet

Target: One intelligent or undead being

Duration: Permanent

The target of the spell has their Intelligence, Wisdom, and Charisma reduced to one, and they behave like a new-born baby.

3.106.4 Hebetation of the Intellect T10

Temples: Sáрку and Durritlámish

Level: 9

School: Enchantment (Compulsion) [Mind-Affecting]

Prerequisites: Hebetation of the Intellect T8

Components: None

Casting Time: Three minutes

Range: Touch

Target: One touched corpse and one touched living creature, lying next to each other

Duration: Permanent

The persona of the corpse is transferred into the target's body, replacing the target's Dexterity, Intelligence, Wisdom, Charisma, spell-casting ability, skills, feats, and memories. Disenchantment U10 must be cast to drive the corpse's persona out of the target's body, but Re-embodiment T5 is required to re-insert the original persona.

3.107 The Summoning of the Spectral Hosts

3.107.1 The Summoning of the Spectral Hosts T4

Temples: Sáрку and Durritlámish

Level: 7

School: Enchantment (Compulsion)

Prerequisites: None

Components: V, S

Casting Time: One minute

Range: One hundred twenty feet

Target: Mrúr and Shédra within range

Duration: Three minutes

The caster sends out a mournful hissing call that summons all Mrúr and Shédra within range. They will respond quickly and aid the caster. Only undead specially warded by the temples of Ksárul of Sáрку (such as those made by Necrofacture T9) will ignore this summons.

3.107.2 The Summoning of the Spectral Hosts T6

Temples: Sáрку and Durritlámish

Level: 8

School: Enchantment (Compulsion)

Prerequisites: The Summoning of the Spectral Hosts T4

Components: V, S

Casting Time: One minute

Range: Two hundred forty feet

Target: Mrúr and Shédra within range

Duration: Five minutes

The caster sends out a mournful hissing call, audible only to the Pé Chói and undead, that summons all Mrúr and Shédra within range. They will respond quickly and aid the caster. Only undead specially warded by the temples of Ksáruł of Sáрку (such as those made by Necrofacture T9) will ignore this summons.

3.107.3 The Summoning of the Spectral Hosts T8

Temples: Sáрку and Durritlámish

Level: 9

School: Enchantment (Compulsion)

Prerequisites: The Summoning of the Spectral Hosts T6

Components: V, S

Casting Time: One minute

Range: Three hundred feet

Target: Undead creatures within range

Duration: Six minutes

The caster sends out a mournful hissing call, audible only to the Pé Chói and undead, that summons all Mrúr, Shédra, Hrá, Hurú'u, and Vorodlá within range. They will respond quickly and aid the caster. Only undead specially warded by the temples of Ksáruł of Sáрку (such as those made by Necrofacture T9) will ignore this summons.

3.108 Vermiculation

3.108.1 Vermiculation T5

Temples: Sáрку and Durritlámish

Level: 6
School: Conjuration (Summoning)
Prerequisites: None
Components: V, S
Casting Time: One minute
Range: Thirty feet
Effect: A five foot radius circle of floor
Duration: One minute

“Difficult”

The floor (or ground) is covered with tiny wriggling worms, called the Worms of Death. When the spell begins, and every round afterwards, anyone within the area of effect must make a Reflex save at DC 30 to get out of the area and escape the worms. If a victim fails the save, the worms eat through their shoes and into their bloodstream. Roll each round:

Table C, F

d%	Result
01–40	The worms do no damage this round.
41–70	Worms in the extremities do 3d12 damage.
71–90	Worms in the internal organs do 8d10 damage.
91–00	The worms reach a vital spot, killing the target instantly.

Only a casting of Alleviation U2 or better will rid the victim’s body of worms, and Healing U1 is required to heal the damage.

3.108.2 Vermiculation T7

Temples: Sáрку and Durritlámish
Level: 7
School: Conjuration (Summoning)
Prerequisites: Vermiculation T5
Components: V, S
Casting Time: One minute
Range: Sixty feet
Effect: A ten foot radius circle of floor
Duration: Three minutes

“Difficult”

The floor (or ground) is covered with tiny wriggling worms, called the Worms of Death. When the spell begins, and every round afterwards, anyone within the area of effect must make a Reflex save at DC 30 to get out of the area and escape the worms. If a victim fails the save, the worms eat through their shoes and into their bloodstream. Roll each round:

d%	Result
01–40	The worms do no damage this round.
41–70	Worms in the extremities do 5d8 damage.
71–90	Worms in the internal organs do 9d10 damage.
91–00	The worms reach a vital spot, killing the target instantly.

Table C, F

Only a casting of Alleviation U2 or better will rid the victim's body of worms, and Healing U1 is required to heal the damage.

3.108.3 Vermiculation T9

Temples: Sáрку and Durritlámish

Level: 8

School: Conjuration (Summoning)

Prerequisites: Vermiculation T7

Components: V, S

Casting Time: One minute

Range: Ninety feet

Effect: A five foot radius circle of floor

Duration: Four minutes

The floor (or ground) is covered with tiny wriggling worms, called the Worms of the Night. When the spell begins, and every round afterwards, anyone within the area of effect must make a Reflex save at DC 35 to get out of the area and escape the worms. If a victim fails the save, the worms eat through their shoes and into their bloodstream, doing 9d12 damage. The next round, the worms do 11d10 damage, and the round after that the victim dies.

“Very Difficult”

Table F

Table G

Only a casting of Alleviation U2 or better will rid the victim's body of worms, and Healing U1 is required to heal the damage.

3.108.4 Vermiculation T10

Temples: Sáрку and Durritlámish

Level: 9

School: Conjuration (Summoning)

Prerequisites: Vermiculation T9

Components: V, S

Casting Time: One minute

Range: Zero feet

Effect: A five foot radius circle of floor

Duration: Instantaneous

The caster summons then makes dormant the Worms of Death. The caster may then pick them up and enclose them in soft clay “coins” which are hardened and sold to the Assassin clans. These worms hatch out when exposed to body heat and attack their targets in the same manner as the worms in Vermiculation T5.

3.109 Benignity

3.109.1 Benignity T3

Temples: Thúmis and Keténgku

Level: 6

School: Enchantment (Compulsion) [Mind-Affecting]

Prerequisites: None

Components: None

Casting Time: Standard action

Range: Ninety feet

Target: Hostile members of the caster’s species within a ten foot radius spherical spread

Duration: Three minutes

Saving Throw: Will negates

Hostile members of the caster’s species become neutrally friendly. They will guard against an attack upon the caster and will allow the caster and their party to pass unharmed through hostile terrain.

3.109.2 Benignity T5

Temples: Thúmis and Keténgku

Level: 7

School: Enchantment (Compulsion) [Mind-Affecting]

Prerequisites: Benignity T3

Components: None

Casting Time: Standard action

Range: Ninety feet

Target: Hostile members of “friendly” species within a ten foot radius spherical spread

Duration: Three minutes

Saving Throw: Will negates

Hostile members of species normally friendly to the caster become neutrally friendly. They will guard against an attack upon the caster and will allow the caster and their party to pass unharmed through hostile terrain.

3.109.3 Benignity T7

Temples: Thúmis and Keténgku

Level: 8

School: Enchantment (Compulsion) [Mind-Affecting]

Prerequisites: Benignity T5

Components: None

Casting Time: Standard action

Range: Ninety feet

Target: Hostile members of “non-hostile” species within a ten foot radius spherical spread

Duration: Three minutes

Saving Throw: Will negates

Hostile members of species normally friendly or neutral to the caster become neutrally friendly. They will guard against an attack upon the caster and will allow the caster and their party to pass unharmed through hostile terrain.

3.109.4 Benignity T10

Temples: Thúmis and Keténgku

Level: 9

School: Enchantment (Compulsion) [Mind-Affecting]

Prerequisites: Benignity T7

Components: None

Casting Time: Standard action

Range: Ninety feet

Target: Hostile members of intelligent species within a ten foot radius spherical spread

Duration: Three minutes

Saving Throw: Will negates

Hostile members of intelligent species, no matter their normal relation to the caster’s species, become neutrally friendly. They will guard against an attack upon the caster and will allow the caster and their party to pass unharmed through hostile terrain.

3.110 The Gate of the Grey Pentacle

3.110.1 The Gate of the Grey Pentacle T2

Temples: Thúmis and Keténgku

Level: 7

School: Conjuraton (Teleportation)

Prerequisites: None

Components: V, S

Casting Time: One minute

Range: One hundred fifty feet

Effect: A nexus point five feet in diameter (one square)

Duration: Concentration, up to one minute

Saving Throw: Reflex negates

A whirling, iridescent, pearly-hued nexus point appears in front of the caster and moves towards the target at a speed of fifteen feet per round. Any member of an intelligent race, an undead being, an android or a phantasm touched by this nexus point is sucked through and vanishes instantly, unless they make a Reflex save. Each victim rolls on the following table:

d%	Result
01-20	The target is sent to an airless plane and dies at once.
21-30	The target materialises on one of the Demon Planes.
31-40	The target is sent to another time and place on Tékumel.
41-60	The target is sent to another place on Tékumel, but in the present time.
61-80	The target is transported one mile in a random direction.
81-00	The target is transported one thousand feet in a random direction.

While it continues to exist, the nexus point can be destroyed with Disenchantment U10, and Visitations of Other Planes G8 or better can open it.

3.110.2 The Gate of the Grey Pentacle T6

Temples: Thúmis and Keténgku

Level: 8

School: Conjuraton (Teleportation)

Prerequisites: The Gate of the Grey Pentacle T2

Components: V, S

Casting Time: Twelve rounds

Range: Three hundred feet

Target: Creatures within a five foot radius spherical spread

Duration: Concentration, up to one minute

Saving Throw: Reflex negates

A whirling, iridescent, pearly-hued nexus point appears in front of the caster and moves towards the targets at a speed of thirty feet per round. Any member of an intelligent race, an undead being, an android or a phantasm touched by this nexus point is sucked through and vanishes instantly, unless they make a Reflex save. Each group of victims rolls on the following table:

d%	Result
01–20	The targets are sent to an airless plane and dies at once.
21–30	The targets materialise on one of the Demon Planes.
31–40	The targets are sent to another time and place on Tékumel.
41–60	The targets are sent to another place on Tékumel, but in the present time.
61–80	The targets are transported one mile in a random direction.
81–00	The targets are transported one thousand feet in a random direction.

While it continues to exist, the nexus point can be destroyed with Disenchantment U10, and Visitations of Other Planes G8 or better can open it.

3.110.3 The Gate of the Grey Pentacle T10

Temples: Thúmis and Keténgku

Level: 9

School: Conjuraction (Teleportation)

Prerequisites: The Gate of the Grey Pentacle T6

Components: V, S

Casting Time: Thirteen rounds

Range: Three hundred feet

Target: Creatures within a five foot radius spherical spread

Duration: Instantaneous

Saving Throw: Reflex negates

A whirling, iridescent, pearly-hued nexus point appears and sucks the targets in, unless they make a Reflex save, then the nexus point closes. The group of victims roll on the following table:

d%	Result
01–20	The targets are sent to an airless plane and dies at once.
21–30	The targets materialise on one of the Demon Planes.
31–40	The targets are sent to another time and place on Tékumel.
41–60	The targets are sent to another place on Tékumel, but in the present time.
61–80	The targets are transported one mile in a random direction.
81–00	The targets are transported one thousand feet in a random direction.

3.111 Guiding

3.111.1 Guiding T3

Temples: Thúmis and Keténgku

Level: 6

School: Divination

Prerequisites: None

Components: None

Casting Time: One minute

Range: Personal

Target: You

Duration: Concentration, up to ten minutes

The caster is infallibly guided back along their previous course.x

3.111.2 Guiding T4

Temples: Thúmis and Keténgku

Level: 7

School: Divination

Prerequisites: Guiding T3

Components: None

Casting Time: Two minutes

Range: Personal

Target: You

Duration: Concentration, up to twenty minutes

The caster is infallibly guided back along their previous course, and any secret doors within fifteen feet of the caster during the journey are revealed to the caster.

3.111.3 Guiding T8

Temples: Thúmis and Keténgku

Level: 8

School: Divination

Prerequisites: Guiding T4

Components: None

Casting Time: Five minutes

Range: Personal

Target: You

Duration: Concentration, up to thirty minutes

The caster is infallibly guided back along their previous course, and any hidden features (secret doors, traps, nexus points, revolving walls, etc.) within fifteen feet of the caster during the journey are revealed to the caster.

3.111.4 Guiding T10

Temples: Thúmis and Keténgku

Level: 9

School: Divination

Prerequisites: Guiding T8

Components: None

Casting Time: One minute

Range: Personal

Target: You

Duration: Instantaneous

The caster learns the best route to reach their destination. *The GM tells the caster this information only once, and it cannot be written down but must be remembered.*

3.112 The Preserver of Wisdom

3.112.1 The Preserver of Wisdom T1

Temples: Thúmis and Keténgku

Level: 4

School: Transmutation

Prerequisites: None

Components: V, S

Casting Time: One minute

Range: Touch

Target: One book, scroll, or document

Duration: Instantaneous

The target paper, parchment, vellum, or cloth is protected for twenty-five years against all rot, mildew, and insects.

3.112.2 The Preserver of Wisdom T2

Temples: Thúmis and Keténgku

Level: 5

School: Transmutation

Prerequisites: The Preserver of Wisdom T1

Components: V, S

Casting Time: One minute

Range: Touch

Target: One brittle book, scroll, or document

Duration: Instantaneous

The target paper, parchment, vellum, or cloth has its strength restored, allowing it to be handled without crumbling to dust. Once restored, it will last for one hundred years, resisting all rot, mildew, and insects for that time.

Implied from reading the list.

3.112.3 The Preserver of Wisdom T4

Temples: Thúmis and Keténgku

Level: 6

School: Transmutation

Prerequisites: The Preserver of Wisdom T2

Components: V, S

Casting Time: One minute

Range: Touch

Target: One book, scroll, or document

Duration: Instantaneous

The target paper, parchment, vellum, or cloth has its strength restored, allowing it to be handled without crumbling to dust. Once restored, it will last for one hundred years, resisting all rot, mildew, and insects for that time. In addition, the materials are proof against all natural fire, as well as water damage, moulds, and fungi.

3.112.4 The Preserver of Wisdom T5

Temples: Thúmis and Keténgku

Level: 7

School: Transmutation

Prerequisites: The Preserver of Wisdom T5

Components: V, S

Casting Time: One minute

Range: Touch

Target: One inanimate object

Duration: Permanent

The touched object is made proof against interplanar transportation. The item (not a living being) cannot be teleported or put through a nexus point until Disenchantment U10 is cast upon it.

3.112.5 The Preserver of Wisdom T7

Temples: Thúmis and Keténgku

Level: 8

School: Transmutation

Prerequisites: The Preserver of Wisdom T5

Components: V, S

Casting Time: One minute

Range: Touch

Target: One magical scroll

Duration: Instantaneous

The caster attempts to enchant a magical scroll to permit multiple uses. Casting this spell on a magical scroll gives a 40% chance of the scroll being usable twice, otherwise the scroll remains usable only once.

Reusable?

3.112.6 The Preserver of Wisdom T10**Temples:** Thúmis and Keténgku**Level:** 9**School:** Transmutation**Prerequisites:** The Preserver of Wisdom T7**Components:** V, S**Casting Time:** One minute**Range:** Touch**Target:** One magical book**Duration:** Instantaneous

The caster attempts to enchant a magical book to permit multiple uses. Casting this spell on a magical book gives a 40% chance of the book being usable twice, otherwise the book remains usable only once.

Reusable? Twice by same
reader?