# Chapter 7: Magic

Magic allow characters to break the physical laws and bend reality to their own will. Magic using characters can perform feats not allowed to common people.

## Elements

Magic is related to the six base elements. Each element comprises one side of magic.

### Earth

Earth is about knowledge, resilience, stability and order.

Earth magic practitioners are stable, very organized and prepared to withstand damage and rebuild afterwards. They want things to stay put, structured social systems, long and stable kingdoms, strong buildings and sculptures that stand the test of time.

This need for stability and knowledge makes them awesome engineers and artisans looking to build the next world masterpiece.

Earth spells are about maintaining and shaping the world. Dispelling magic, shaping the earth, manipulating materials, crafting tools, weapon and armor are all related to earth.

### Air

Air is about light tricks, movement, change and illusion. Air magic practitioners love open roads, tales and songs around a fire during the night. Bards, rogues, explorers and illusionists; mostly living as thieves, con-men, wandering circus and gypsies are most adept to practice Air magic passing spell secrets in whispers.

Air spells are about time and movement control, travelling, trickery, illusions and disguise.

### Water

Water is about logic, planning and protection. Water magic practitioners are cold, calculating and scheming. They are likely to go great lengths seeking the truth or testing a theory and the usually don’t care who they trample in their quest for truth.

For this reasons, those individuals are likely to be seers, judges, counselors, strategists and politicians.

Water spells are about mind reading, clairvoyance, foretelling.

### Fire

Fire is related to strong temper, love and passion.

Fire magic followers have strong characters and opinions. They are tenacious and will furiously fight for their lives and those they love, a cause, honour or vengeance.

Fire spells are about destruction, combat skills and motivation.

### Life

Life is the element of health, strength and Endurance.

Life magic practitioners respect living things and care about health, abundant crops and reproduction turning them into excellent healers and druids. They are well respected in small communities that depend on their crops and cattle to survive and their forests to harvest wood and medicine.

Life spells are about healing, restoring life force, increasing body strength and weather control.

### Death

Death magic is about bending people and objects to your will.

Death followers rely in flattery and charms, and if that doesn’t work they can manipulation, coercion or blackmail. And if someone can’t be manipulated then they can curse, enfeeble, sicken, infect or even call dead from the grave as their will enforcers.

Death spells are about draining Endurance, domination, mind control, curses, madness and sickness. Death magic can even bring departed souls back to their bodies.

### Is magic good or evil?

Magic is nor good or evil. It is completely amoral. Those who know magic wield it as a tool to advance their purposes. Magic is just another type of power, like strength, wealth, or political power. Magical power can be used to do much good or evil and, as usual, too much power can eventually corrupt.

By all means and purposes magic is no better than a sword in the hands of a warrior. The same sword can be used to kill a good man or a bad man, but you can’t blame the sword for that.

A fireball can be used to destroy a farmer house or a horde of zombies. Invisibility can help avoid being captured by a troll or to hide and assassinate a king. Cure wounds can be used to help a sick baby or keep alive the most despicable of the dictators.

Of course there may be spells which empower the spellcaster with energies that can never be seen in a good light. Raising hordes of undead using death magic is not good in any way, but that is one side of death magic. Another side of death magic is to bring back people from death or attack severed limbs and that can be a good thing if used properly.

In the other hand, elements which might seem good or noble can be wrongly used. Using Life magic to cast a nice rain is good for crops, but casting a storm to raze a city is not.

Again, there is no good or bad side on magic. However, the way people wield those energies is a reflection of their own self.

## Spellcasting

Spellcasting is the process of invoking a spell. It requires three components; Voice, Mana and Shaping.

### Voice

The Voice component is required to invoke the element. It requires a proper pronunciation, intonation and inflection to call the element and spell name.

### Mana

Mana is the fuel that powers the spells. Spellcasters learn to draw mana from the environment and themselves and how to shape this mana into powerful effects.

When fully rested, the spellcaster has a reserve of mana equal to his *Mana pool* stat (table 2-5). Every time the character casts a spell he uses some mana from this pool. If the pool is empty the character can’t cast spells.

The amount of mana a spellcaster can project in a spell is limited by his spell skill rank. The spellcaster can decide to project any number of mana into the spell up to his spell skill rank.

The mana pool replenishes a number of mana points equal to the character Death each hour.

### Shaping

Mana is compared by spellcasters to clay in that they have to shape it to the desired effect. The more complex the effect, the longer a character must keep shaping.

*The term 'elements' (stoicheia) was first used by the Greek philosopher Plato in about 360 BC, in his dialogue Timaeus, which includes a discussion of the composition of inorganic and organic bodies and is a rudimentary treatise on chemistry. Plato assumed that the minute particle of each element had a special geometric shape: tetrahedron (fire), octahedron (air), icosahedron (water), and cube (earth).*

To an untrained eye, shaping is like a complicated dance where the spellcaster assumes very artistical postures.

Shaping takes a base number of APs defined by the spell plus a number of APs depending on the amount of mana used in the spell. So for example a level 3 spell will take 5+3 = 8 APs.

## Learning Spells

Spells are considered a mental skill, so they follow the standard skill development rules. However, there are some special conditions.

First, your character has to buy the *Element name* perk to be able to access the spells related to the named element.

Second, the character is unable to do untrained skill checks on any spell. You need to know the spell at least to a minimum level in order to cast the spell. The character needs to learn the spell from a master or a spellbook first.

Once a spell is learned the character is free to increase that spell skill level as per normal skill development rules. Each spell details the amount of character points required to learn one spell skill level.

### Spells and attributes

As previously mentioned, spells are skills and skills are related to an attribute. In case of spells the attribute to use is the attribute related to the element. For example, a Fire spell uses the Fire attribute as this is related to Fire.

The character skill rank for a spell is equal to his spell skill level plus the caster’s attribute related to the element of that spell.

For example, Arawn the White is a level 5 healer. He has learned the Heal spell to level 5. Heal is a Life spell which is related to Life. As Arawn has Life 3 then his total Heal spell skill rank is 5 + 3 = 8.

## Spellbooks

Magic users are not required to carry a spellbook, but it is wise to save spell knowledge to preserve it in case the character forgets a spell or decides to train students.

### Writing a spellbook

Writing a spell follows the same rules as writing a manual with some small differences.

Spells are written down in spell pages rather than chapters. Writing down a spell requires as many pages in a spellbook as the total spell skill level.

Each page represents a level of knowledge and requires a separate Illustration skill check with an increasing difficulty rating.

The difficulty to write down each page is:

**Page Difficulty = 20 + Spell page level**

You can’t write down a page for a skill level if the previous page is not successfully written down.

For example: A character knows the Fire Arrow spell up to level 15. To save all his 15 skill levels he needs to write 15 pages on his spellbook. He needs to roll a check against a difficulty of 21 for the first page, 22 for the second page and so on up to 35 for his last skill level on that spell. If the character fails a check, that page is lost and he must retry again on a clean page. All materials are lost.

The character may break his work in multiple days. For example, if we wrote a spell down to level 8 then he may continue and append 7 pages to complete the spell to level 15 at other time.

### Spellbook materials

Materials required to create a spellbook are very rare. A wizard can’t just use any paper to write a spell. It requires materials related to the element of the spell being scribed.

For example, writing a life spell will require ink distilled from butterfly wing dust; pages made from rare spider silk and a pen made of a branch of the oldest oak in a far realm.

Meanwhile, writing a death spell may require pages made from very thin leather, blood as ink and a pend made of bone.

Fire spells may require etching the words in tablets made from volcanic rocks using runes in molten gold.

Water spells may require ink from giant squids written in scales from a kraken using a pen which uses a pearl on its tip.

Earth spells may require carving the spells in slates made of rare earths using a chisel made of diamond.

Air spells can’t be written down.

Each wizard will favour some materials and, in consequence, not two spellbooks will be the same. As usual, the quality of the materials will provide bonuses on the Illustration skill check required to write down the spell. The GM and the players are required to be creative with the elements used.

### Preserving Air spells

Air spells can’t be written down. A character can only learn the names of the Air spells if someone else teaches him. If the character decides to forget the name of a Air spell he will need to find a master and learn it back again.

### Learning spells back

Learning forgotten spells back from a spellbook follows the same rules as learning skills from a manual.

## Spells

Spells are metal skills so using a spell is similar to using a normal skill. Every level, the character spends mental character points in order to improve his spells allowing for greater effects.

### Spell description

Each spell is described as:

**Name**

(Element, Target type, Delivery)

Base mana: Mana

Casting time: Base APs + AP/Mana

Range: Base + Increment/Mana

Area: Shape, Base + Increment/Mana

Duration: Base + Increment/Mana

Effect: Base + Increment /Mana

Improvements

Name

The spell name.

#### Element

The element related to the spell.

#### Cost

Character points required to gain one spell level.

#### Target type

Defines if the spell should be centered in a creature, object or a static location.

#### Delivery

How the spell should be delivered to the target. The value can be caster, touch, or a missile type (ray, arrow, hurl).

If the value is caster, the caster becomes the recipient of the spell effect. If the spell affects an area then the caster becomes the center of the area and carries the area around him anywhere he goes.

Touch means the caster must touch an object or creature which will be affected or empowered with the starting point of the effect. Unwilling creatures will try to avoid the touch by dodging or parrying.

Missiles are described using the specific missile category for visual purposes and a delivery speed which is added to the caster raged attack roll as per ranged attack rules.

#### Base mana

The number of APs required to cast the basic version of the spell. This value is usually 1 but some spells may require more mana just to cast the minimal version.

If a spell has a base mana requirement over 1 then the spell must be learned at least to that skill level before attempting to cast the spell.

For example, a *Fireball* spell has a base mana cost of 3. This means the character must learn the spell at least at level 3 to be able to cast the minimal version of the spell.

#### Casting time

The number of APs required to cast a spell is proportional to the total power used in the spell. The first value is the number of APs required to invoke the spell at the minimum power level. Each mana point used to enhance the spell adds 1 AP to the base casting time.

#### Range

The distance from the caster to the point where the area of effect starts. The caster may start the effect from his position up to the maximum range. The caster may spend additional mana points to increase the range as indicated by the increment value.

Caster effects will have a range of 0 meaning the caster automatically becomes the recipient of the effect.

Touch effects will have a range of 0 meaning the caster must touch the target for the effect to begin. If the target is a location then the caster must touch the ground, wall or any physical location for the effect to begin.

#### Area

This value defines the creatures, objects or area that the spell will affect.

If the value is ‘caster’ then the effect affects the caster only.

If the value it ‘target’ then the effect affects the creature or object targeted during the delivery.

If this value defines an area, then the area extends from the designated area origin point, be it a creature, object or location. If the target is a location then the area is fixed to that location. If the target is a creature or object then the area moves with that creature or object.

Read more about areas in chapter 6.

#### Duration

The time the spell will be in effect. It is usually described in rounds, minutes or hours.

Instant (or 0) means is instantaneous effect. This is the case of a blast spell which affects an area for a moment only.

Permanent means the effect will never wear out. Any changes done by the spell are now part of the world.

Maintain means the spells effects remain active as long as the caster wants them to be. The number next to the maintain keyword is the number of mana points the caster needs to reduce from his mana pool to maintain the spell. The character can maintain as many spells as points he has in his mana pool. When the character rests and recovers mana points he won’t recover the points he is using to maintain spells.

Maintaining a spell can be done without additional concentration even while asleep. The caster can terminate the effect at will.

For example, the *Raise dead* spell allows the character to create undead, but each undead needs to be maintained or crumble to the ground. So if a character raises 10 undead, his mana pool is reduced by 10 until he decides to stop paying the maintenance cost.

#### Effect

How the spell affects the targeted creatures. The description will include a list of modifications you may apply to the spell.

### Casting a spell

In order to cast a spell the character must have learned the spell to at least the base spell level (the same as the base mana). The character cannot invoke a spell if untrained on a spell.

In order to cast a spell the character must be able to combine the three basic elements, voice, mana and shaping. If he is restricted or unable to execute any of the three basic components then he is unable to cast spells.

#### Spell level

Invoking a spell on its minimum level requires the base mana points as specified by the spell. After that, the player may add more mana points up to his total spell skill rank to increase the spell range, area, effect or any other characteristic. ***The total mana used for all increments is considered the total spell level.***

Example: The character *Alacrity* rank (skill level plus dexterity attribute) is 6 allowing him to use up to 6 mana points in the spell. The basic version of the spell costs 1 mana and gives 6 APs to the target creature for one round. The caster decides to use 5 more mana points in the spell so in addition to the base effect he may:

Give 30 more APs to the creature for the current round.

Affect 5 more creatures for the current round.

Increase the duration by 5 more rounds.

Any combination on the spell characteristics is valid. So the character could give 18 APs each round to 3 creatures for two rounds.

#### Fixed spells (Advanced)

Spells can be difficult to calculate in the middle of the session. GMs should allow for precalculated spells, already fixed and with a base cost.

Players can pre calculate and write down cards with versions of the spell they are most comfortable with and give a default range, area, damage, targets and, of course, a mana cost. Consider this fixed spells as magical scrolls and allow the players to give them any name they want. These scrolls can be reused as many times as they want.

As the qualities of those spells are fixed they can’t be changed but they can be limited down at will. For example, a fireball with a range of 30m can be fired to a distance of 20m, or a charm spell that affects 5 creatures may be cast against 4 creatures. A fixed spell can’t be adjusted up to improve any characteristic.

A fixed spell has 1 less mana cost. So if the normal spell uses 10 mana points, you only need to pay 9 mana points to use a fixed spell. This is to compensate for the loss of flexibility.

### Spell targets

Spells can be used in willing or unwilling targets. A spell cast against a willing target is always considered to be successful and effects are normally applied.

An unwilling target will resist against the spell effect so casting a spell against such target is considered an attack.

#### Willing targets

A willing target is any creature or character that presents no resistance to be affected by a spell effect. This may be the case of a healer casting a healing spell on a wounded person or a druid invoking help from forest creatures.

Any creature with some degree of Water (greater than 0) is willing to accept the spell if it benefits the creature or comes from a person the creature trusts and feels comfortable with.

#### Unwilling targets

An unwilling target is a creature that tries to resist and oppose the spell effect.

Any creature with some degree of Water (greater than 0) can resist the spell if so he wishes.

If the target actively opposes the spell then an attack must be resolved. The caster must hit the target with a melee or ranged attack using the ranged or physical attack rules.

The target must use its own parry or dodge skills to avoid being hit by the spell.

#### Summoned targets

A summon spell will always summon a creature, however the willingness of the creature to obey the summoner has to be asserted. Read the *Summoning* rules in this chapter.

#### Unintelligent creatures or objects

Creatures with intelligence 0 or inanimate objects may oppose the spell only if their owner or controller is actively opposing the spell. An inanimate object with no owner or controller can’t oppose the spell.

Any object the GM decides should be able to resist the caster action will require an attack roll. As usual any roll with total under 10 or with a natural 1 is a miss.

If the object is being used by a character, the attack roll is opposed by the controller dodge attempt. If the controller does not dodge and moves the item out of the spell way then the item is affected. Note that if the defender decides to parry, the spell effect may still affect the weapon or shield he is using to parry.

If the target object can’t be moved (i.e. a castle portcullis), the GM must set a DR to hit based on the size, distance, light, etc. He must also set a number of HPs for the target so the spell caster may need to cast a spell multiple times to destroy it.

Example: A sword lying over a table can be targeted by a levitation spell. A sword in the hand of a guard will require an attack check to be affected and the guard may dodge the attack.

Example: A wizard casting a fireball spell against an old forgotten door that nobody cares about will immediately succeed and destroy the door. But if the door is guarded then an attack roll is required, and the wizard may require multiple attacks to destroy the door.

### Attacking with a spell

Spells are delivered as touch or missiles and require the appropriate melee or ranged attacks as by normal combat rules.

The area, range, number of targets and power of the effect can be adjusted by the spellcaster depending on his spell rank level.

#### Touch spell attacks

Touch spell attacks form an elemental display in the character hand like a glowing aura, electrical arcs, fire, etc. After the spell casting is finished, the character hand is charged with the spell energy and it will stay on the character hand until he touches a target and discharges the spell or willingly releases the spell energy as a free action (0 APs). While the character has a touch spell charged on his hand he can’t cast another spell.

The character may decide to apply the charge to any limb. So feet may be charged as well as hands.

The touch attack doesn’t need to be a gentle touch. It can be a punch or kick and may deliver standard unarmed melee damage in addition to any spell effects.

If the spell allows multiple targets to be affected then the caster gets that number of charges. If the caster decides to release the spell before using all the charges, all the unused touches are lost. This is particularly useful for some attack spells as the caster may cast once to get multiple charges, then he can start attacking until all his touch charges are spent.

#### Ranged spell attacks

Ranged spell attacks form an elemental display in the character hand like a glowing aura, electrical arcs, fire, etc. After the spell casting is finished, the character hand is charged with the spell energy and it must be discharged immediately.

Ranged spell attacks creates a missile or ray that flies from the caster hand to the desired target.

The spell delivery method description includes a missile speed that should be added to the caster ranged attack. An attack is always required if a character able to defend against the spell is affected.

Ranged spell attacks are considered unarmed, so no weapon or weapon quality bonuses are used, only the accuracy skill rank and the missile speed as described in each spell.

### Parrying or dodging a spell

Parry and dodge rules while using spells are very similar to standard combat rules. Melee attacks can be parried or dodged while missile attacks can only be dodged if the advanced missile rules are used (depends on the GM discretion).

If the spell is targeted to a specific character then dodging is the most effective way of completely avoid the spell.

There are small differences to consider.

#### Parry a touch spell

For touch spells, standard dodge and parry rules apply. The target is entitled a defense roll and if the attack succeeds the spell effects are applied as usual.

If a touch spell is parried, then the weapon or shield used to parry the attack may be affected instead if the spell allows it.

Example: if a spell will turn the target character armor to crystal and the target character parries the spell with his shield, the shield will take the effect and turn into crystal instead if the spell allows it.

Example: if a spell will charm the target character the target character parries the spell with his shield, the shield will take the effect but shields can’t be charmed so the spell fails.

If a touch spell is parried then the attacker makes contact with his hand so one charge is used up even if the target or result is not exactly what was intended.

If a touch spell is successfully dodged then the attacker didn’t get to make contact with his hand so the attack fails but the spell is not discharged.

#### Dodge a ranged spell

A ranged spell uses magical missiles. The speed of the missile is specified as part of the spell definition so that characters can decide if they can try and dodge the missile.

The attacker will roll a ranged attack check and add the missile speed. The target can attempt a parry or dodge against the attack result.

#### Dodge an area spell (Advanced)

Area attacks do not target a specific person so if the character is inside an area of effect he has no chance to parry or dodge with one exception. If the character is near the edge of the area of effect, he may try to Dodge and use the free dodge move to get out of the affected area (read Dodge rules).

In this case, the character **must** move out of the way and use the free dodge move. If he doesn’t move to another position then he will still be in the affected area and will be affected by the spell effect.

If the dodge result is so low that it won’t allow for a move (+0 Modifier in the skill resolution table) or if he falls prone, then he is still inside the area of effect and is affected by the spell effect.

### Spell effect

The spell defines the effect to apply in case of a successful attack. Spells don’t benefit from quality attack rules.

### Summoning

Summoning is highly disruptive for the summoned creature. At one moment it is on his own home world (friends, family, Sunday BBQ) and the next it is being dragged to other planet, world or dimension without any previous consent. The creature is bound to be angry against the summoner and may not be on its best mood. On the other hand, some creatures may enter into some kind of permanent service with a wizard and are willing to be called any time.

A summoned creature is bound to obey his summoner if the summoner Death is greater than the creature Death. A summoned creature with equal or greater Death than the summoner is free to decide if it follows the summoner commands or negotiate an exchange of favours.

Regardless of the summoned creature Death attribute, summoned creatures are usually willing to collaborate with the summoner if the objectives of the summoner are aligned to the creature’s own or will benefit the creature. In this case the creature is still free to negotiate some exchange of favours.

If the creature can’t be controlled, it will most probably attack the summoner.

Once the obedience of the creature has been asserted (or negotiated) the summoner may assign some task that the summoned creature must fulfil to the best of his perks. Once the summoning time is over the creature will return to its own home world or plane of existence.

### Dispel effects

Some spells and powers allow for termination of magical effects in an area. Spell magics are easily disrupted unless the caster is actively maintaining the spell effect.

A spell effect not maintained by any wizard can be dispelled with no contest. It doesn’t matter the relative level of the casters.

However, if a spell will cancel a maintained spell a willpower contest arise. Both players roll a d20 and add their Willpower score. The players may add any number of mana points to their rolls but they have to announce how many mana points they will add before they roll.

This contest is tested for each individual spell to be cancelled. Each test is independent so roll result and the mana used for one contest is not applicable for the next one.

## Casting aids (Advanced)

Some things may help on your spell casting attempts.

### Summoning circles

A summoning circle is the equivalent of a jail for the summoned creature. The circle is written with runes and magical symbols and must be completely closed as any imperfection may allow the summoned creature to escape.

The character writes a circle using his Illustrator skill. The GM must provide a penalty to the illustrator attempt depending on the difficulty of the creature being bound, usually the creature level.

The skill result bonuses are added to all the caster attributes and negotiation attempts to convince the creature to work for the summoner. A failed circle provides penalties. If the total result is less than 0 or a natural 1 is rolled then the circle provides no protection at all and the creature may take even a greater offense on being summoned.

A good summoning circle prevents the creature from escaping it thus protecting the summoner from creature attack attempts.

### Real name and true name

A real name of the creature is the name by which only his family and very close friends know the particular individual. Common people won’t know this real name. If the caster knows the real name of a summoned creature or spell target, it provides a +10 Modifier to the caster attributes, attack rolls and spell rank for any spell purposes.

The true name is part of the creature essence. Demons, angels and powerful extraplanar creatures know their own true name and guard it secretly giving it only to very worthy individuals. If the caster knows the true name of the summoned creature or spell target, it provides a +20 Modifier to the caster attributes, attack rolls and spell rank for any spell purposes.

### Terrain (Advanced)

Depending on the terrain you are located at, the spells will be easier or harder to invoke.

Each terrain type is related to a specific element type. If the element of the spell you are casting is the same as the terrain you are standing at, then the spell is automatically augmented by one mana point that you can use to increment the range, area or effect. This extra mana point is free, so you don't have to reduce it from your own mana reserves, it doesn't increase the spell casting time and, more important, effectively overcomes the maximum mana you can channel by your spell level.

On the other hand, if the terrain element is opposed to the element of the spell you are casting then the spell naturally fizzles and fails. In order to overcome this hindrance you need to actively augment the spell you are casting by at least one mana point, so effectively you need two mana points to cast the spell at the minimum power level. This also means you need at least to have two ranks on the spell level to be able to channel enough mana. This extra effort also increments the total casting time of the spell.

If the terrain does not favor or opposes an element, then the spells work normally with no bonuses or penalties.

Terrains are usually related to two elements, the terrain affects the spells for both elements. However, some terrains are related to one element only. This is the case for terrains heavilly oriented to a single element. In this case the terrain Modifier or penalty is incremented by one additional mana. So you receive two free mana points to augment the spell if the terrain is favourable or well you need to spend three mana points to cover the minimum power requirements (so you require a minimum of three ranks on the spell to be able to cast it).

Only Life/Death or Fire/Water elements are affected by this rule. Air and earth elements never receives bonuses or penalties.

### Wands

To a magic user, a magic wand is the equivalent of a sword to a warrior.

If the character casts a ranged attack, the wand is considered his weapon. Wands do not provide any base attack or damage bonuses but can add quality bonuses to the ranged attack roll.

## Spell List

#### Alacrity

**(Air, Creature, Touch)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 0

**Area:** 1 creature +1/mana

**Duration:** 1 minute + 1/mana

**Effect:** The target creature or character gains 6 AP +6AP/mana for the duration of the effect.

#### Alarm

**(Fire, Location, Touch)**

**Base mana:** 1

**Casting time:** 6

**Range:** 0

**Area:** Circle 10 + 5/mana

**Duration:** 1h + 1/mana

**Effect:** The caster designates an area origin and a number of creatures. Any non-designated creature moving in or out of the affected area will trigger a silent alarm that wakes up any designated person. Only designated creatures hear the alarm.

#### Animate plants

**(Life, Location, Ray 12)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 10 + 10/mana

**Area:** Circle 5 + 5/mana

**Duration:** 10 rounds + 10/mana

**Effect:** All plants in the designated area grow and come alive, ensnaring any creature in the area. Affected creatures get -3 penalty to any physical action and any APs cost is increased by 3. Movement is also affected and EACH STEP is affected by the same AP penalty.

Adding more mana makes the plants larger and stronger increasing both the action and AP penalties by 1/mana.

Characters can reduce both penalties by their strength attribute. So if the area has a -6 ensnare penalty and the character has strength 4, the final penalty is -2.

The plants have no intelligence and will ensnare any creature in the area. The caster can move in the area completely unaffected.

#### Banish

**(Earth, Creature, Ray 12)**

**Base mana:** 2

**Casting time:** 6 + 1/mana

**Range:** 10 + 10/mana

**Area:** 1 creature + 1/mana

**Duration:** Instant

**Effect:** The target level 2 +2/mana summoned or extraplanar creature is unsummoned and returned to its own home place or plane of existence.

If the creature has a level of intelligence over 0, it may oppose being banished. In this case its Death adds to the total level of the creature for a total level requirement.

The caster doesn’t know the total number of levels of the target but he might roll a nature skill check (or another proper skill related to the creature) to find out or approximate the required mana.

#### Blink

**(Air, Creature, Caster)**

**Base mana:** 3

**Casting time:** 6 + 2/mana

**Range:** 0

**Area:** Caster

**Duration:** Maintenance 3

**Effect:** The caster gains the Blink power at level 1 + 1/mana. He still needs to pay additional mana costs for each jump he executes but those are considered normal power usage and not part of the spell cost.

#### Body mend

**(Death, Creature, Touch)**

**Base mana:** 0

**Casting time:** 100 / mana

**Range:** 0

**Area:** 1 creature

**Duration:** Permanent

**Effect:** Replace or transplant one organ or limb of the target. The organ donor can be *any* creature of approximately the same size than the target character, up or down one size category (i.e. a medium character can be fitted large or small sized organs).

The mana cost of the spell is dictated by the combined level of the creatures involved in the procedure. So if mending a chimpanzee arm (level 3) to a level 2 human, the total cost of the mending would be 5.

Both target and donor must be alive (or recently deceased) before the spell starts.

Attached limbs are fully functional and keep the original donor abilities like strength, constitution (for damage reduction purposes) or resistance to certain damage type. It is possible to attach new limbs to the target like wings or new arms and those will be fully functional allowing to fly, climb, etc.

Critical organs can be replaced with a +5 mana cost added to the total spell cost (spell level also increases). Hearts can be changed and in the most extreme case the head may be attached to another body making for chimeras.

#### Charm

**(Water, Creature, Ray 14)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 5 + 5/mana

**Area:** 1 creature + 1/mana

**Duration:** Permanent

**Effect:** The target creature is completely betrothed with the caster. The caster gets a 1 + 1/mana Modifier on any interaction with the creature. The target will look any action by the caster in the best possible light. Anything the caster says is smart, funny, and witty. Even the worst actions are seen as reasonable. If anyone talks ill about the caster, the affected character will be disgusted and will probably align with the caster on any discussion. If the caster is attacked the target will come to help.

If the caster deals any type of damage or causes suffering, directly or not, to the target, then the spell breaks and the target can’t be charmed again.

#### Life

**(Life, Creature, Touch)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 0

**Area:** 1 creature + 1/mana

**Duration:** 1hr + 1hr/mana

**Effect:** The target gains +1 Life + 1 / 4 mana. This improves all the stats and skills based on Life. Damage incurred while on the increased constitution is discarded first when constitution returns to normal.

#### Control Rain

**(Water, Location, Ray 12)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 100m + 100m/mana

**Area:** Circle 100 + 100/mana

**Duration:** 1hr + 1hr/mana

**Effect:** The area is washed up by 2mm + 2mm/mana of rain. Read the rain environment rules in chapter 6.

#### Control Air

**(Air, Creature, Caster)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 0

**Area:** Circle 100 + 100/mana

**Duration:** 1hr + 1hr/mana

**Effect:** The wind in the area around the caster is increased up to 3 knots + 3/mana in the specified area. The area accompanies the caster.

#### Create water

**(Water, Creature, Caster)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 0

**Area:** Caster

**Duration:** Permanent

**Effect:** The caster creates 1 litre + 1/mana of water out of the air.

*Optional:* The water condensates from the ambient so GM may rule more or less water is created depending on the dryness of the area. In the worst conditions the total water created is halved. In humid conditions it is doubled.

#### Curse

**(Death, Creature, Ray 18)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 10m + 10m/mana

**Area:** 1 creature + 1/mana

**Duration:** Permanent

**Effect:** The caster voices an ancient curse that permanently affects the target(s). The target creature gets a -1 - 1/4mana penalty in all his skill resolutions, including attack and defense actions.

The targets need to be able to hear or watch the curse words and gestures. Once he listen the words of the curse he is absolutely convinced something wrong will occur to him and that affects all his actions.

#### Darkness

**(Death, Object, Ray 12)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 10 + 10/mana

**Area:** Circle 10 + 5/mana

**Duration:** 1hr + 1hr/mana

**Effect:** The area around the target object is obscured and its visibility level is reduced by one level +1/mana (read lighting and visibility rules). *Low light vision* perk works normally in this area.

#### Destroy undead

**(Life, Location, Ray 14)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 0 + 5m/mana

**Area:** Circle 10 + 5/mana

**Duration:** Instant

**Effect:** The area around the caster is inundated with a bright explosion of life energy that disrupts the death energy of all the undead in the area. All undead creatures in the area receive 1d10 + 1d10/mana of fire damage.

#### Dire form

**(Life, Creature, Touch)**

**Base mana:** 4

**Casting time:** 6 + 1/mana

**Range:** 0

**Area:** 1 creature + 1/mana

**Duration:** 1 hour + 1/mana

**Effect:** The target creature is filled with pure life force transformed into a more savage and powerful version.

The creature gains +1 Fire and +1 Life with an extra +1/4 mana to both abilities.

#### Chameleon

**(Air, Creature, Touch)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 0

**Area:** 1 creature + 1/mana

**Duration:** 1 hour + 1/mana

**Effect:** The target creature colors are altered to mimic his background. The creature needs to stand close and completely quiet in front of the background. Every second standing quiet he will start copying the pattern behind until after one full round (6 seconds), he will copy all the patterns and colors of such background.

The change provides a +1 Modifier +1/mana to any hiding check. In addition for every mana so spent the time to mimic the background is reduced by 1 second.

Any movement (stronger than breathing) will destroy the illusion.

#### Damage resistance

**(Earth, Creature, Touch)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 0

**Area:** 1 creature +1/mana

**Duration:** 1hr + 1/mana

**Effect:** The target creature gains (or increases) the Damage resistance power at level 1+1/mana. The damage type to resist must be specified when the spell is cast and must be one of the damage types described in Chapter 6.

#### Dispel Magic Area

**(Earth, Location, Ray 10)**

**Base mana:** 5

**Casting time:** 6 + 1/mana

**Range:** 10m + 10m/mana

**Area:** Circle 5 + 1/mana

**Duration:** Permanent

**Effect:** All the area-affecting spells in the dispel area are cancelled and terminated.

If the origin of an area of effect is within the dispel area, then that effect is completely cancelled.

If the effect origin is outside of the dispel area but the area of effect overlaps the dispel area, then the effect is cancelled temporarily in that area until the beginning of the (dispel) caster next round. For example, if a darkness area overlaps the dispel area but the origin of the area is not in the dispel area, then the darkness is temporarily dispelled.

#### Dispel Magic Enchantment

**(Earth, Creature, Ray 10)**

**Base mana:** 2

**Casting time:** 6 + 1/mana

**Range:** 10m + 10/mana

**Area:** 1 creature

**Duration:** Permanent

**Effect:** One spell effect +1/2mana affecting the target creature are dispelled. For example if the target creature is affected by a Enlarge spell, a Dire form spell and a Chameleon spell, then three effects must be disrupted.

#### Dominate

**(Death, Creature, Touch)**

**Base mana:** 2

**Casting time:** 6 + 1/mana

**Range:** 0

**Area:** 1 creature

**Duration:** Permanent

**Effect:** A creature of level 1 + 1/2mana is completely dominated by the caster. The caster can command anything to the target and the creature must do anything to execute such order. If the caster commands “don’t talk” the target will keep silent.

The target knows what is happening to him and, indeed, will hate his master and attempt to break control in any way he can.

The creature is completely lucid, capable of normal conversation and able to do anything he wishes as long as it doesn’t contradict the order of the caster.

The caster must be careful on the orders or a careful observer will notice something is wrong with the character.

Any attempt to disobey will be met with pain to the point of being completely disabled. Furthermore the caster can feel if the target has attempted to disobey any command. If forced to disobey the character will just be overcome with intense pain and fall unconscious.

The only time the character is allowed another dodge attempt is if the command goes against his life or, if a church man, the founding of his faith. In that case he is allowed another defense check and is successful the character can try to break free.

#### Drain Life

**(Death, Creature, Touch)**

**Base mana:** 2

**Casting time:** 6 + 1/mana

**Range:** 0

**Area:** 1 creature

**Duration:** Instant

**Effect:** The caster steals the target health. The effect deals 1 point of health + 1/mana to the target. The caster recovers an amount of health equal to the stolen health.

The caster can’t go over his health limit, any extra health is lost. The caster can take the target down to -10 health – target level, effectively killing the target.

#### Enfeeblement

**(Death, Creature, Ray 12)**

**Base mana:** 2

**Casting time:** 6 + 1/mana

**Range:** 10 + 10/mana

**Area:** 1 creature

**Duration:** 10 minutes + 10/mana

**Effect:** The target creature loses 1+1/2mana strength points. The creature strength can’t be less than 0.

#### Enlarge

**(Life, Creature, Ray 15)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 10 + 10/mana

**Area:** 1 creature + 1/mana

**Duration:** 10 minutes + 10/mana

**Effect:** The target creature increases its size, mass and strength. It gains or increases its *Enlarge* power by 1 level +1/mana. All attributes based on size are increased as described in the *Enlarge* power.

Equipment is not altered in size so characters better have spare clothes.

#### Fire arrow

**(Life, Creature/Object, Arrow 13)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 30 + 30/mana

**Area:** 1 creature + 1/mana

**Duration:** Instant

**Effect:** A fiery arrow materializes and hits the target creature. The target suffers 2d6 + 2d6/mana.

#### Fireball

**(Fire, Location, Hurl 13)**

**Base mana:** 3

**Casting time:** 6 + 1/mana

**Range:** 20 + 10/mana

**Area:** Circle 5 + 5/mana

**Duration:** Instant

**Effect:** All creatures and objects in the target area are hit by an explosion of fire and suffer 3d6 + 1d6/mana fire damage.

#### Fly

**(Air, Creature, Touch)**

**Base mana:** 2

**Casting time:** 6 + 1/mana

**Range:** 0

**Area:** 1 creature

**Duration:** 10 minute + 10/mana

**Effect:** The target creature gains (or increases) the Fly power at level 1 +1/2mana.

#### Focus

**(Water, Creature, Caster)**

**Base mana:** 1

**Casting time:** 6

**Range:** 0

**Area:** Caster

**Duration:** Instant

**Effect:** The caster focuses his mind and gains enough clarity and understanding to his next action. He gains a +2 Modifier +2/mana to his next skill roll.

This spell works on trained skills only. This Modifier can be added to attacks and defences. The Modifier can be used to attack with a spell.

#### Haste

**(Air, Creature, Touch)**

**Base mana:** 1

**Casting time:** 6

**Range:** 0

**Area:** 1 creature + 1/mana

**Duration:** 10 minutes + 10/mana

**Effect:** The target can run at greatly increased speeds. The target gains (or increases) his *Power Run* power by 1 level + 1/mana. (Note: all creatures are considered to have the *Power Run* power at level 3 by default.)

#### Harden skin

**(Life, Creature, Touch)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 0

**Area:** 1 creature + 1/mana

**Duration:** 1 minute + 1/mana

**Effect:** The target creature skin changes. The target gets +1 physical damage soak +1mana.

The skin becomes similar to the animal of the same quality Modifier as the total soak Modifier. So if a +7 Modifier is assigned the skin becomes like a Young Dragon skin. Check hide quality bonuses on table 5-3.

At the minimal spell effect the skin turns into bronze. With each mana used to amplify the effect, the metal raises by one quality level so it turns into silver, steel, palladium, gold, etc. Check the metal material tables for more reference.

#### Heal

**(Life, Creature, Touch)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 0

**Area:** 1 creature + 1/mana

**Duration:** Instant

**Effect:** The target creature wounds close and recover leaving no marks or scars. The target creature recovers 1d8 health + 1d8/mana.

#### Heightened senses

**(Life, Creature, Touch)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 0

**Area:** 1 creature + 1/mana

**Duration:** 1hr + 1/mana

**Effect:** The target creature senses are enhanced. All senses are improved so he can taste poisons in small quantities of food, track a smell like a bloodhound, hear a whisper in the other side of the room, feel worn out markings in a polished piece of metal or looks like an eagle.

The character gains a +1 Modifier +1/mana on all skill checks which requires any sensorial acuity like Tracking, Detection. Attack rolls can be improved if in darkness or if blindfolded as the other senses can provide additional information.

The GM has the final work if a particular check will benefit on the heightened senses bonuses. For example trying to shoot an apple while blindfolded will benefit from the character being able to smell the apple. However this Modifier can be negated if the apple is just too far away or wind blows in an opposite direction.

*Advanced:* A character can only get a Modifier increase equal to twice his intelligence attribute. Attempting to increase it even more will result into a sensory overload, and the bonuses turn into penalties which can be used as a weapon.

For example the senses of a character with intelligence 3 can be improved up to +6 bonuses. If for some reason they are improved to +8 then all bonuses are lost and now the character suffers a 6-8=-8 penalty in all its actions.

#### Hologram

**(Air, Location, Ray 10)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 0

**Area:** Circle 1 + 1/mana

**Duration:** Maintain 1

**Effect:** Light in the designated area is warped and shaped into any pattern and design the caster desires. The caster can create any image he desires however once created he is unable to move or alter it in any way.

This image is static, with no animation and has no tactile, sonic or olfactory characteristics so any character may just pass through it; however, the image is so perfect that only very close examination will reveal its true nature.

Surrounding lights play nice with the object so it will cast shadows, reflections, refractions and properly respond to any change in the environment illumination. The caster may simulate glass, mirrors or magnifying glasses.

Any number of objects can be simulated while they are inside the area of effect.

The hologram can be improved by adding more mana:

|  |  |
| --- | --- |
| Characteristic | Mana |
| Light | 1/level |
| Animation | 2 |
| Material (Advanced) | 4 |
| Smell | 1 |
| Sound | 1 |
| Water | 1 |

**Light:** The hologram sheds light. This will light the environment even out of the spell area of effect up to the light range.

**Animation:** The hologram has an animation. This can be used to simulate fire, water, vapour, sparks. The hologram can be programmed to move at any speed in a designated path. If any hologram object exits the spell area it is destroyed (it cannot re-enter the spell area).

**Material (Advanced):** The hologram becomes material. It can be as hard or soft as you desire and weight as much or little as you want. Every object in the hologram can be assigned a different material but the caster needs to know (touched sometime in his life) the material he wants to use. Each hologram object gains 10 health points per quality level of its designated material. If multiple materials are designated, the softest one dictates the object health.

If a weapon is created it follows all the characteristics of a weapon of such material (follow the item creation rules). The weapon cannot leave the area of effect and ranged missiles will disappear if they go out of the spell area.

**Smell:** The hologram can have any smell you desire. It can be very offensive but it can’t be used as a weapon to damage an opponent.

**Sound:** The hologram can have any sound you desire, it can be loud and disturbing, but can’t be used as a weapon.

**Water:** The hologram has a rudimentary intelligence equivalent to an attribute value of 1. It can follow commands and perform simple tasks. It can control its own movement and will emit its sounds, lights and smells when appropriate (if it has those characteristics). If a holographic creature is created it receives a +1 Modifier on damage per material quality level and +1 per additional characteristic which makes the hologram more believable.

Remember that the hologram and all its characteristics are under the caster control when the hologram is first created. After that, the hologram will respond to external conditions. So a 10 ton weight can be created in the air but then gravity will kick in and will bring the object to the ground.

#### Improved Invisibility

**(Air, Creature, Touch)**

**Base mana:** 5

**Casting time:** 6 + 1/mana

**Range:** 0

**Area:** 1 creature + 1/2mana

**Duration:** 1hr + 1/mana

**Effect:** As *Invisibility* but performing stressful actions won’t break the illusion. In addition smells are neutralized and sounds are silenced (you can’t talk). The character still can leave footprints.

#### Invisibility

**(Air, Creature, Touch)**

**Base mana:** 3

**Casting time:** 6 + 1/mana

**Range:** 0

**Area:** 1 creature + 1/mana

**Duration:** 1hr + 1hr/mana

**Effect:** The light is warped around the target creature forming a light pocket that renders the creature invisible. This works in a similar way air or water currents bends around an aerodynamic object, the light is bent around the creature and exits through the other side with the same original direction.

The character can walk and move normally, but performing any stressful movement (like running or attacking) will break the illusion.

Smells and sounds are not disguised at all.

#### Laser

**(Air, Location, Ray 15)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 20 + 20/mana

**Area:** None

**Duration:** 1minute + 1/mana

**Effect:** The light in the area is concentrated in a single thin thread of light. The light emanates constantly from one of your fingers. You can use this light as a guide for any ranged spell. While the laser is active the caster receives a +5 in any ranged attack roll.

The laser intensity can be increased when the spell is cast. If increased, the laser delivers a +1 damage/mana to any target creature the caster points to for any spell. So for example, if a *Fire arrow* is thrown to a target, the laser delivers additional damage because it was used to point that target.

The laser can be used as a weapon by itself delivering its own intensity damage Modifier only. It requires a ranged attack (Base APs) and the caster still gets the +5 to the attack roll. Quality attacks bonuses can be added to the laser damage as eyes or soft spots can be targeted.

The laser intensity can be varied from 0 to the maximum at will.

Note: The base version is equivalent to a red 100mW laser pointer. Each mana point adds 1Watt to the laser output. A 1W laser is enough to light up a match or burn paper.

#### Light

**(Air, Object, Ray 10)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 10 + 10/mana

**Area:** Circle 10 + 5/mana

**Duration:** 1hr + 1hr/mana

**Effect:** The area around the target object is lit and its visibility level is increased by one level +1/mana (read lighting and visibility rules).

*Darkness* and *Light* spells cancel each other out.

#### Lightning bolt

**(Air, Location, Ray 15)**

**Base mana:** 3

**Casting time:** 6 + 1/mana

**Range:** 20 + 20/mana

**Area:** Ray 1 + 1/mana, 20 + 20/mana

**Duration:** Instant

**Effect:** Electrical charged particles are attracted and fired as a beam. All creatures in the area suffer 3d6+1d6/mana electrical damage.

#### Lobotomy

**(Death, Creature, Hurl 13)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 10 + 10/mana

**Area:** 1 creature

**Duration:** 1 minute +1/mana

**Effect:** The target creature temporarily forgets, partially or totally) one specific mental skill or spell. The caster needs to name the mental skill or spell he wants the target creature to forget. The target loses 2 + 2/mana levels of that specified skill or spell. If the level of the spell reaches 0 then the character is considered as untrained and can’t use the spell. Skills can still be used even if untrained.

If the target doesn’t possess the specified mental skill or spell than nothing happens.

#### Madness

**(Death, Creature, Ray 12)**

**Base mana:** 5

**Casting time:** 6 + 1/mana

**Range:** 10 + 10/mana

**Area:** 1 creature +1/mana

**Duration:** 1minute + 1/mana

**Effect:** The target creature loses its grip of reality. Everything around him becomes dangerous and potentially lethal. His survival instinct kicks in and his reaction can be any of (roll 1d6):

|  |  |
| --- | --- |
| Result | Action |
| 1 | Attack nearest object/creature until destroyed |
| 2 | Run away in any direction, may jump over a high roof or window |
| 3 | Fall to the ground shaking with convulsions |
| 4 | Shout in fright |
| 5 | Do nothing, catatonic |
| 6 | Suffer 1 +1/mana points of psychic damage and roll again |

The dice should be rolled every round.

#### Mirage

**(Air, Location, Ray 10)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 100 + 100/mana

**Area:** Circle 10 + 10/mana

**Duration:** Maintain 1

**Effect:** The target location is transformed by a visual illusion. The illusion looks quite real if seen from a distance. The image has some shivering but it can be easily be confused with hot air movement, rain, snow depending on the environment, enough to fool most people.

You may create some landmark appear in the area, for example a castle in the middle of a field; or an oasis in the middle of a desert.

You may also make a terrain look like a completely different one. For example make a swamp look like a solid ground or make the seashore appear some meters back. An army can be masked if you create smoke or mist over an open field.

However, this visual deception works if the observer is far away. If someone decides to enter the area, he will notice the illusion disappears around him and the real area will be revealed. The illusion can still be seen around but 100 around him the real terrain can easily be recognized.

#### Morale

**(Fire, Location, Caster)**

**Base mana:** 1

**Casting time:** 1 minute + 1/mana

**Range:** 0

**Area:** Circle 10 + 10/mana

**Duration:** 10 min + 10/mana

**Effect:** The caster gives a heated discourse on life, courage, honour, future generations and something about being a good day to die. All people around the caster are motivated and gain a +1 to all their attack rolls +1/mana. The Modifier limit is equal to the caster Willpower attribute.

#### Open locks

**(Earth, Object, Touch)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 0

**Area:** 1 lock

**Duration:** Instant

**Effect:** The locks basically open themselves under the caster dextrous touch. The caster receives an automatic result of 20 + *Pick Lock* rank + 5/mana on his *Pick Lock* skill. Untrained characters can still add their Air attribute as a Modifier.

A very complex lock can still resist the spell. The GM should not inform about the lock complexity so the character doesn’t know how much mana he needs to use.

The normal time required to open a lock is waived; the lock opens when the spell casting time is finished.

Open locks can be used to hack a computer. The skill affected in this case is *Hacking*.

#### Pass plant

**(Life, Creature, Caster)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 0

**Area:** Caster

**Duration:** 1hr + 1/mana

**Effect:** The caster can pass through any kind of vegetation like it’s not there.

The caster is not incorporeal so it will still hit a tree trunk if one is found in his path. However, low tree branches won’t hinder the character movement. It’s like the plants are repelled from the character body. This repulsion won’t harm or break any branch, not even a blade of grass under his foot, so after the character passes he will leave no trace.

Magical spells and plant creature attacks receive a -1 -1/mana reduction on any damage or effect when affecting the caster. For example, the penalties granted by an *Animate plants* spell are reduced as the plants can’t hold the character properly.

Attempts to use the *Tracking* skill against the caster are penalized by the same amount. The caster may be harder to track but it’s not impossible. He might not leave marks in the plants but stones are still turned and a footprint in soft ground can still be followed.

#### Pass wall

**(Earth, Creature, Touch)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 0

**Area:** 1 creature +1/mana

**Duration:** 1minute + 1/mana

**Effect:** The caster can pass through a solid wall. The wall can be made of any earth material like stone, brick or metal. The caster may pass a wall built with a material with a quality Modifier of +1 +1/mana.

#### Petrify

**(Earth, Creature, Ray 12)**

**Base mana:** 5

**Casting time:** 6 + 1/mana

**Range:** 0

**Area:** 1 creature + 1/mana

**Duration:** Permanent

**Effect:** The target creature of level 1 + 1/mana is turned to stone. The change is permanent. The creature is effectively dead. A *Resurrect* spell can restore the creature back to normal.

#### Poison cloud

**(Life, Location, Ray 14)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 20 + 20/mana

**Area:** Circle 5 +5/mana

**Duration:** 10minute + 10/mana

**Effect:** A cloud of green billowing and noxious gasses cover all the area of effect to a height of 3m. Any creature entering the cloud receives 1 + 1/mana points of damage each time it *starts* its round inside the cloud. A creature starting outside of the cloud can try and pass the whole cloud without breathing and receive no damage at all. This can be done if the character just walks or runs inside the cloud from one side to the other. If he stops to do anything else (attacking, defending, casting a spell or using a skill) then he suffers the poison damage.

The cloud darkens the area by three levels.

#### Portal

**(Life, Location, Ray 0)**

**Base mana:** 7

**Casting time:** 6 + 1/mana

**Range:** 0

**Area:** Wall 2+2/mana, 0.0001

**Duration:** 1 hour + 1/mana

**Effect:** Maintain 7

A magical square shaped door appears in the designated location and two points in space-time. Simply stepping through the door takes the character to the other side. The starting and end points are separated by a distance of up to 20km + 20/mana.

The caster needs to know the destination or be touching hands with someone that knows the destination when the spell is cast.

The door can be cast in any position and direction in the origin and it does not need to match the position and direction in the destination. The velocity and momentum of the objects going through the door are maintained.

This spell can be cast offensively to deal damage. The door itself is razor sharp thin so anyone (or anything) just touching the edges of the door will have his fingers (or any other part touching the door) cleanly cut in two. If the spell is cast in a place where a character is standing, that character is allowed a defense roll or suffer 5d6 points of slashing damage. The spell can cut through any material including wood. The damage will be enough to scratch stone and slash metal objects.

As the door can be cast in any direction it can be cast horizontally to cut opponents. The door is a square so as the caster increases its width he also increases its height. The origin and end portals can be positioned parallel with just a few cm apart and it will work like a double blade, effectively doubling the damage. Alternatively it can be cast one portal next to the other so the damaging area effectively doubles.

#### Rage

**(Fire, Creature, Caster)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 0

**Area:** Caster

**Duration:** 1 minute + 1/mana

**Effect:** The caster is filled with a sense of rage and fury and will attack anyone in his surrounding, starting with those who are more menacing or threaten the caster life.

The caster receives a performance boost in combat. A fiery aura surrounds the character giving him an impressive appearance, the aura becoming more intense as more mana is used in the spell. The caster gains +1 attack and damage Modifier and a 1d8 Modifier health points. Both bonuses and extra health can be increased by +1 AND 1d8 respectively /mana

This spell cannot be dismissed at will. After the battle is finished the character will continue attacking friends if necessary. He needs to make a Death check every round against a DR 15 or keep attacking everyone around.

#### Raise dead

**(Death, Creature, Ray 10)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 10 + 10/mana

**Area:** 1 creature

**Duration:** Maintain 1

**Effect:** The target creature is filled with negative energy, stirs and raises as undead under your command. The spell raises a creature of maximum level 1 + 1/mana.

The creature receives the *Undead* modifier with all its attributes adjusted accordingly. This undead are of the zombie or skeleton categories.

Each undead raised by this spell needs to be maintained.

The creature loses one point of intelligence per each day dead with a minimum of 0.

|  |  |
| --- | --- |
| Water | Actions |
| 0 | Simple specific orders, moans and groans only |
| 1 | Simple orders, can talk some words |
| 2 | Normal orders, can use short phrases |
| 3+ | Complex orders, communicate normally |

All raised undead are automatically controlled by a *Dominate* spell. However, undead with higher intelligence knows about its state and can plot against their master. However, they also know that the magical energy that animates them comes from their master and they will crumble if their master dies.

#### Remember

**(Earth, Creature, Caster)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 0

**Area:** Caster

**Duration:** Instant

**Effect:** The caster remembers a bit from one event in his life. For each mana spent, the GM can provide a clue. It can be some words, a date, time, a name, a place, or any clue the GM would provide. Additional clues can be remembered if additional mana is used.

#### Recall

**(Water, Creature, Caster)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 0

**Area:** Caster

**Duration:** Maintain 2

**Effect:** The caster remembers one skill or spell he had forgotten. The skill is recalled at level 1 + 1/mana up to the skill level the character had when he forgot.

The skill can be maintained in memory. When maintenance is no longer paid the skill or spell is lost again.

#### Resurrect

**(Life, Creature, Touch)**

**Base mana:** 10

**Casting time:** 1 minute + 1/mana

**Range:** 0

**Area:** 1 creature

**Duration:** Permanent

**Effect:** The target dead creature body is healed, any decay stopped and regenerated and the spirit of the creature is merged to join his body once again. The body is healed from any injury.

The spell brings a creature of level 1+1/mana back from the dead. If the creature resists the creature Willpower is added to the mana cost to resurrect the creature.

The body is completely healed from all disease, sickness, decay (from being dead), lost limbs are regenerated. Indeed even tooth decay, old scars and tattoos are cleaned up and healed. The body is as good as new.

Aging however, cannot be reversed. If a creature died a natural peaceful death due to old age, then the creature is brought back but will die again after 24 hours.

The body can be regenerated from parts of the original body like a head or an arm, even ashed. The spell assumes at least 1kg of the original body is available to be rebuilt. If less than that is available the caster must pay an additional 1 mana for each 100 gram missing. So resurrecting from cremated body ashes (2kg to 3kg) is possible, but resurrecting just having a finger will be difficult.

It is possible to resurrect an undead. The undead will resist the attempt using its own willpower attribute or, if the undead has a master, the master willpower. A resurrected undead is free com any domination from his master and can do anything he wants.

#### Scare

**(Death, Creature, Hurl 13)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 10 + 10/mana

**Area:** 1 creature + 1/mana

**Duration:** 1 minute +1/mana

**Effect:** The target creature sees its worst nightmare materialize in front of it. He will turn around and run, screaming and dropping anything on his hands without thinking on anything else.

Even while fleeing the creature won’t put its life in danger and will look for a viable escape route. He won’t jump from a ledge unless there is nowhere else to run. The creature will compose itself after the spell has finished.

#### Senility

**(Death, Creature, Hurl 13)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 10 + 10/mana

**Area:** 1 creature

**Duration:** 1 minute +1/mana

**Effect:** The target creature temporarily forgets, partially or totally) three randomly picked mental skills or spell. The target loses 2 +2/mana levels of the selected skills or spells.

If the level of the spell reaches 0 then the character is considered as untrained and can’t use the spell. Skills can still be used even if untrained.

#### Shape metal

**(Earth, Object, Touch)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 0

**Area:** 1kg + 1/mana

**Duration:** Maintain 1

**Effect:** The target can shape some amount of metal in any way he desires. The metal becomes like clay in his hands and he can shape it any way he wants. The metal will remain soft while he maintains the spell.

The amount of metal affected depends on the quality and weight of the metal. The character can affect 1 +1/mana kg of metal with a quality Modifier of 0 +1/mana. Both the enhancement to affect more metal and higher quality has to be paid separately. Just add the weight in Kg plus the metal quality to get the final cost.

For example, the base cost of the spell allows the caster to affect 1kg of copper (quality 0) (1+0=1). To affect 3kg of steel (quality Modifier 4) requires the caster to pay 6 mana points (3+3 = 6).

It is easy to destroy any object made of metal, however the character can also use any skill to work the metal into something useful and gains a +5 Modifier to his checks. For example if he has the Jewellery skill he can shape the metal into beautiful jewels.

The spell can be used in enemy armor or weapons but they need to be touched. It can be used to melt a prison bars or destroy a door hinges.

Note that the metal is only soft for the wizard maintaining the spell. Any other creature will find the metal hard to touch.

*Advanced:* If the amounts of metal are smaller than 500gr you can use half mana but never less than 1 mana. For example, a 100gr gold chain can be worked with 6/2 = 3 mana.

#### Sharpen Weapon

**(Fire, Object, Touch)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 0

**Area:** 1 Weapon + 1/mana

**Duration:** 1 minute + 1/mana

**Effect:** The target piercing or slashing weapon becomes noticeably sharper and can deal greater amounts of damage. The weapon deals 1+1/mana extra points of damage. The weapon can only get as many damage Modifier points as its original material quality Modifier. So a gold sword (quality Modifier +6) can only get a +6 Modifier to damage.

Arrows can be made deadlier but each arrow tip is considered a separate weapon.

#### Shield

**(Air, Creature, Caster)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 0

**Area:** Caster

**Duration:** 1 minute + 1/mana

**Effect:** The air in front of the caster flows in a circular pattern forming an impenetrable shield. Physical attacks are deflected and any missile or magical ray is deviated from its path.

The shield provides a +1 +1/mana Modifier to parry defense actions against all attacks. Dodge actions receive no bonuses.

#### Slow

**(Air, Creature, Ray 14)**

**Base mana:** 1

**Casting time:** 6

**Range:** 0

**Area:** 1 creature + 1/mana

**Duration:** 10 minutes + 10/mana

**Effect:** The target movement speed is reduced. The target loses 2 + 2/mana APs each round.

#### Speak with dead

**(Death, Creature, Touch)**

**Base mana:** 1

**Casting time:** 6

**Range:** 0

**Area:** 1 creature

**Duration:** Maintenance 1+

**Effect:** The target creature spirit is called from the death. The caster needs to know the target creature or be touching hands with at least one person who knows the creature.

The spirit will remain in the area for the duration of the spell and will answer any number of questions, but the caster needs to pay one mana per question. Mana spent asking questions do not count against the total mana level.

Each time the same spirit is invoked the maintenance cost to keep the spirit close is increased by one mana. Eventually this may lead to the spirit being unavailable for contact.

#### Spike stones

**(Earth, Location, Ray 10)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 20 + 20/mana

**Area:** Circle 5 + 5/mana

**Duration:** 1 hour + 1/mana

**Effect:** The target area is covered by pointed and sharp stones in different sizes. Any creature (caster included) trying to move inside the area will take 3 + 3/mana points of pierce Earth damage for each step inside the area. If the character is running then the damage is doubled.

This damage is self-inflicted. There is no option for defense against the damage but it is possible to soak it or reduce it if the Damage Reduction power is acquired.

It is possible to jump over the area given enough impulse.

Flying creature which don’t land in the area are unaffected.

#### Stasis field

**(Earth, Object, Touch)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 0

**Area:** 1 object

**Duration:** Maintenance 1

**Effect:** The target object or non living creature is surrounded by an area of timelessness. The object does not decay and is not affected by the passage of time.

Body remains can be maintained this way. However, if the body is revived then the spell is automatically broken.

The stasis field shields elements out as well. If the object falls into water then the water will never touch the object as the water just stops moving before touching the object, same with flames and electricity. However, light based attacks are not protected.

#### Giant Fire

**(Life, Creature, Touch)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 0

**Area:** 1 creature + 1/mana

**Duration:** 1 hour + 1/mana

**Effect:** The creature muscles burst in s sudden surge of raw power. The creature gains 1 +1/mana points of strength.

#### Summon Death Creature

**(Death, Creature, Ray 0)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 5m + 5/mana

**Area:** 1 creature + 1/mana

**Duration:** Maintenance 1

**Effect:** The character looks into the darkness of death and a creature looks back at him and responds. A Death creature of level 1+1/mana comes to the service of the caster. The maintenance cost provides the creature with minimal sustenance to live out of its own environment.

Read the *Summoning* rules for more details.

#### Summon Earth Creature

**(Earth, Creature, Ray 0)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 5m + 5/mana

**Area:** 1 creature + 1/mana

**Duration:** Maintenance 1

**Effect:** The character digs into the bowels of the earth and a creature raise to help. An Earth creature of level 1+1/mana comes to the service of the caster. The maintenance cost provides the creature with minimal sustenance to live out of its own environment.

Read the *Summoning* rules for more details.

#### Summon Fire Creature

**(Fire, Creature, Ray 0)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 5m + 5/mana

**Area:** 1 creature + 1/mana

**Duration:** Maintenance 1

**Effect:** The character searches into his fiery soul and a creature jumps forth to help. An Earth creature of level 1+1/mana comes to the service of the caster. The maintenance cost provides the creature with minimal sustenance to live out of its own environment.

Read the *Summoning* rules for more details.

#### Summon Life Creature

**(Life, Creature, Ray 0)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 5m + 5/mana

**Area:** 1 creature + 1/mana

**Duration:** Maintenance 1

**Effect:** The character calls the mother nature for help and she sends a powerful ally. An Earth creature of level 1+1/mana comes to the service of the caster. The maintenance cost provides the creature with minimal sustenance to live out of its own environment.

Read the *Summoning* rules for more details.

#### Summon Water Creature

**(Water, Creature, Ray 0)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 5m + 5/mana

**Area:** 1 creature + 1/mana

**Duration:** Maintenance 1

**Effect:** The character dives into the depths of the ocean and a creature swims to help. A Water creature of level 1+1/mana comes to the service of the caster. The maintenance cost provides the creature with minimal sustenance to live out of its own environment.

Read the *Summoning* rules for more details.

#### Summon Air Creature

**(Air, Creature, Ray 0)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 5m + 5/mana

**Area:** 1 creature + 1/mana

**Duration:** Maintenance 1

**Effect:** The character shouts to the sky and a creature flies to help. A Air creature of level 1+1/mana comes to the service of the caster. The maintenance cost provides the creature with minimal sustenance to live out of its own environment.

Read the *Summoning* rules for more details.

#### Teleport

**(Air, Creature, Caster)**

**Base mana:** 4

**Casting time:** 6 + 2/mana

**Range:** 0

**Area:** Caster

**Duration:** Maintenance 5

**Effect:** The caster gains the teleport ability at level 1 + 1/mana.

#### Transmutation

**(Earth, Object, Touch)**

**Base mana:** 5

**Casting time:** 6 + 2/mana

**Range:** 0

**Area:** 100g + 100/mana

**Duration:** Permanent

**Effect:** An Earth based material (metal, stone) is changed into another one. The material can be changed up or down by a number of quality points equal to 1 + 1/mana. The resulting material quality dictates the new material Modifier points the material has.

The material quality Modifier cannot excel the character Metallurgy skill rank.

#### Wall of Fire

**(Fire, Location, Ray 12)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 50 + 50/mana

**Area:** Rect 10 + 10/mana, 1 + 1/mana

**Duration:** Maintenance 1

**Effect:** A sheet of blazing fire appears in the designated area. Any creature starting his actions or crossing the wall in any direction will receive 1d6 fire damage for each metre it travels inside the wall.

The wall can be placed in any direction. It can be placed to fill a narrow passage in length.

#### Wall of Air

**(Air, Location, Ray 12)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 50 + 50/mana

**Area:** Rect 10 + 10/mana, 1 + 1/mana

**Duration:** Maintenance 1

**Effect:** A powerful wind blows inside the designated area opposing object and creature passage through the area.

The wall of wind causes a loss of 10APs per square metre the character needs to walk inside the area. In addition he needs to make a strength check for each metre walked against DR 16 or be pushed back to his previous location.

The wing will deviates any missile granting a -5 penalty to any missile attack crossing the wall per metre of thickness. As usual any total result under 10 immediately fails.

#### Water walk

**(Water, Creature, Touch)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 0

**Area:** 1 creature + 1/mana

**Duration:** 1 hour + 1/mana

**Effect:** The target creature can walk over water without sinking. If he is already underwater he floats and comes to the surface prone.

The character may carry up to his power load without breaking the water surface; however, the water is solid for the character for not for his items. If anything is dropped it will sink normally (while the character can’t dive until the spell wears off).

## Spells by element

### Death spells

Body mend

Curse

Darkness

Dominate

Drain Life

Madness

Raise dead

Scare

Senility

Speak with dead

Summon death creature

Wall of dead

### Earth spells

Banish

Caltrops

Dispel Magic

Earth form

Metal shape

Open locks

Pass wall

Transmutation

Stasis field

Stone shape

Summon earth creature

### Fire spells

Alarm

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### Air spells

Alacrity

Control wind

Disguise

Fly

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Invisibility

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Summon Air creature

Teleport

Wall of Air

Air form