

STEVE JACKSON AND IAN LIVINGSTONE

ADVANCED
FIGHTING
FANTASY

MAGIC COMPANION



ARION
GAMES

GRAHAM BOTTLEY
ANDREW WRIGHT DANIEL QUÍNLAN



magic companion

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INTRODUCTION

Way back in 2010 when I was first writing Advanced Fighting Fantasy 2e, I included both Wizardry and Minor Magic as both had been included in the original Dungeoneer iteration of the game. The mechanics were streamlined somewhat, but most of the original spells were included, as was the use of Magic Points to power these spells. So far, so traditional. However, I also very much wanted to include Sorcery (from the four gamebooks of that name) as there was an almost complete magic system there. Early discussions did focus on the fact that Wizardry and Sorcery had different mechanics.

Many games have a magic system with different spells for different specialities. This was different. A Sorcerer was a magical hero type, but utterly different from a Wizard.

In practice, this worked very well. A Wizard had fewer spells, and could not wear armour. But casting spells did not make them any more vulnerable like a Sorcerer does. Two utterly different magical types that play very differently. A few books after the core, the Heroes Companion presented a whole raft of new magical styles for players and Directors to choose from. Necromancy was a “Wizardry analog” with different spells, but the others were utterly different again, and also different from Sorcery. And so it has continued across the books since. Different ways of using magic, casting spells and so lots of options to give variability.

The ethos behind the AFF line has always been to publish books that are useful but not essential to running a game. And then came the Combat Companion. This book is one that I would consider essential to any AFF game, expanding combat out from a fairly straightforward mechanic to one with lots of options and permutations. The idea behind this book is to do the same for magic. Although Wizards and Sorcerers already have more options in how they approach an adventure, this book is intended to extend that further. There are more



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magical styles so that a Hero need not only consider Wizardry or Sorcery for a spell using Hero, and many of these styles have a completely different mechanic. There are new options and new rules for spellcasters of any types and a raft of new spells for the original three styles.

This book has a lot of different options, and it is important to remember one thing. Not every option will fit into every new campaign. Don't feel pressured to include everything, especially if you are new to being a Director! Using all of the options in here is feasible, but it changes the dynamic of party and of the campaign itself, and it can be a challenge.

It is also important for the Director to carefully consider the access that Heroes have to the new spells in this book. Primal magic, for example, has the potential to be very powerful indeed, but the only way to learn any of the specific spells is to find an ancient tome or scroll that details the spell. If they do not find the spell written down, they cannot learn it. And so if a Director does not want a specific spell in their campaign, they should never allow the Heroes

to find that spell. Do not allow the players to bully you into giving them access to a spell you don't want to be there!

This book also includes the concept of Primary and Secondary magical styles. A Primary style is one such as Wizardry or Sorcery. A Hero who knows one of these styles cannot ever learn another Primary style. The Secondary styles, such as Minor Magic and Enchanting, can be learned on their own, or in addition to a Primary style, and there is no limit in how many Secondary styles a Hero can learn, although they will likely need an awful lot of XP and even more gold pieces!

Lastly, this book also contains various tools and packages to assist the Director with magic-using enemies, and indeed to help when the Heroes themselves use magic against enemies. Like the enemy templates in the Combat Companion, these can be used as they are or modified as required.



CHAPTER 1 - A HISTORY OF MAGIC

To understand the proliferation of magical schools and styles across the wide and dangerous world of Titan, it is necessary to understand the history of magic itself; to venture back into the past, beyond the distant misty veils of time, and chart the evolution of magic from its original sources down to the stunning diversity arrayed before us today!

(It is important at this point to note that magical spells and abilities are derived from careful study of the unseen energies that surround or are within us, whereas the holy powers of the priests are granted directly to them as divine favours from their gods.)

And so these helpful priests tell us that way back in the beginning there were four major Gods of Magic responsible for most of the magic on Titan. They numbered Hamaskis, in his Elven role as Livurien the Sorcerer, Alliarien the God of Elf Magic, Shekka the Wisewoman, and the Night God Quezkari.

To be sure, other gods were also contributing to the enchanted arts; deities including Galana the Veiled Sorceress herself, Kilanirax the Dragon King, Glantanka, Lunara, Chronada, Filash, Throff, Pangara and Hydana, all fueled the development of magical sciences such as Chronomancy, Divination and Elementalism, while Verlang and Sukh (and his Storm Giants) have been credited with the primeval stirrings of what we now know as Technomancy, and even the Behemoth's Chaos-afflicted Brain Slayer worshippers developed the mind powers of Psionics.

But the ad-hoc original quartet of magical gods soon became a quintet, when the keen student Téla Oriens, brother of the Elf Prince Aelf Oriens, became the first to learn both Sorcery from Livurien and Wizardry from Alliarien. He was the primal Archmage, the White Lord, who, in time would develop and codify the powerful yet time-consuming rituals of Arcane Magic. However, and being mythic cosmology, accounts are obviously varied and confused, this development caused a destabilizing influence on the workings of the original quartet, a subtle shift in the balance of power. Given that the First Battle was just around the corner, it is perhaps not surprising that Shekka and Quezkari resented the change of loci and joined the forces of Evil and Chaos.



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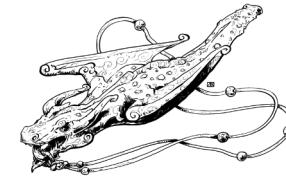
(Some legends indicate that as Quezkari and Shekka originally represented Shamanism, and Minor Magic respectively, they were jealous of an already unequal relationship that only got worse once Téla Oriens arrived on the scene. Thus were Quezkari and Shekka driven away.)

In the lead-up to the First Battle, the two of them got up to much mischief, using lore stolen from Livurien and Alliarien. Shekka developed the forbidden arts of Marrangha, of meddling with the very powers of life itself, and of Necromancy, its inverse, the study of the dead. Quezkari developed Black Sorcery, a depraved offshoot of Livurien's original schoolings, and the art of Demonology, of bargaining with hideous creatures from out of the Infernal Pit. Lastly, together they created Chaos Magic, the most powerful and yet unstable attempt at harnessing of the arcane energies that surround us all. All of these were then later expanded upon by other Evil people and races, especially the Dark Elves at the behest of Slangg, God of Malice.

As one might expect, since then things have only got far more complicated. After the First Battle, but before the Splitting of Irritaria, we are now beginning to learn something of Primal Magic, the original potent art of spellcasting developed by people living in Atlantean times, but all this ceased after the cataclysm. Wizardry was restricted to the High Magic of the Elder Elves, and other ancient spellcasting races such as Dragons and the Hamakei; only the cantrips of Minor Magic, the province of the Fey, were known to humans at this time.

Sorcery fared better and owing to the influence of the Netherworld Sorcerers in the Cragrock Peaks, it became entrenched in the continent of the Old World, with different regions developing differing styles. The most distinctive of these variations today of course, is Naval Sorcery, created by the coastal nations of the Eelsea to deal with the endemic terrors

of that fearsome main. This is mirrored by an earlier Irritarian splinter of eldritch evolution that has yielded the diverse, intriguing, and highly effective arts of Shamanism (especially the Elven variant inspired by the goddess Maëlla the Lifeforce), Bard Songs, Mask Magic, Magical Tattooing and Animal Mastery.



Eventually, when Wizardry was rediscovered at the ruined temple of Aranath in Arantis, its use and knowledge spread rapidly, creating the Age of Wizards, and then causing the War of the Wizards in its insatiable quest for knowledge and power.

However, Wizardry also defeated the forces of Evil and Chaos during the War, and then went on, as best able, to rebuild the broken world within which we now find ourselves. We have developed widespread new wizardly traditions, such as Conjuring, Enchanting and Illusionism, and regional specialties, including Warlocks from Khul, Battle Magic from the Old World, and Demi-Sorcery and Combat Magi from here in Allansia.

Which brings us to now, and you. What will you choose when you venture forth from this magical college? Which path will you take, which lore will you study? Although I take it as given you will fight for the forces of Good, for justice, truth, light, and life, how will you do it? All of the knowledge available to you now are tools for making Titan a better place, a land worth fighting for. And why should you do that, you ask? Because YOU are that magical hero!

Lecture given at the School of Magic by Vermithrax Moonchaser, addressing the new intake of spellcasters in the year 283AC.

CHAPTER 2 - EXISTING MAGICAL STYLES

This chapter provides an overview of the various styles of magic presented for the AFF2e game so far, and how these various styles interact with each other in play. There is also a summary of which book details the magical style, what the total of MAGIC and Magic-Special Skill is called and also where the appropriate Oops table is located.

The core AFF book provides three Magical styles: Wizardry, Sorcery and Minor. Minor Magic is separate to almost all of the other magical styles because it is very low powered, but also quite ubiquitous in that users of magic of all sorts will know Minor Magic, and that even Heroes not normally thought of as spell users may know some cantrips. The ease of casting means that a Hero does not need a high MAGIC score, nor a high score in the Magic-Minor special skill to be able to create some minor effects. It is even possible to base a whole Hero concept on the use of Minor Magic! Although the powers of these cantrips are seemingly weak, they can actually be surprisingly potent if used in the right way at the right time. Additional Minor Magic cantrips can be found in Chapter 6.

Wizardry could be considered as the most common magic type on Titan. Wizards are found on every continent, even though their title and the specifics of their spells might vary. The concept of learning a handful of specific spells and using Magic Points to power them is not only the primary magical style but also provides the model for many of the other less common styles that exist. This book contains some additional Wizardry spells.

Sorcery is also a very common Magical style in the Old World that has spread to the other continents. Strictly, the Sorcery style described in the AFF core book is Analand Sorcery, as each of the Old World countries has its own variation on this magical style.

Sorcery offers a significant range of power as a Sorcerer knows all of the spells, but also has limitations due to the requirement for components and the draining of physical fortitude to cast.

Both Wizardry and Sorcery could be considered as “Primary Magical Styles”, in that they are exclusive. A Hero cannot learn both Wizardry and Sorcery, and learning one precludes learning the other. Necromancy, Chaos Magic, Naval Sorcery, Combat Magic, Black Sorcery and all of the styles in this book are Primary styles.

By contrast, Minor Magic is a “Secondary Magical Style” because it can be learned in addition to a Primary style, or indeed other secondary styles. Mask Magic, Conjunction, Tattooing, Battle Magic and Enchanting are all examples of Secondary styles.



Mask Magic is one of the rarest styles practised on Titan, known only to a handful of hermits and almost forgotten archmages. The preparative nature of this magical style, when a Mask Magician creates a mask over a period of time and then it is later used, makes it very suitable for an NPC more than a Hero. Finding one of these Mask Mages is often a large part of a campaign in itself.

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Conjuration (and Enchanting) are two of the main Secondary styles later learned by experienced spellcasters of all kinds.

As a Hero (or NPC) spellcaster becomes more powerful, and knows most of the spells they want to know, their thoughts will naturally turn towards potions, enchanted items, animated golems and more. These require significant existing power, the investment of lots more XP and plenty of gold pieces, and so need much more than just a few completed adventures under their belt. However, these are both excellent options for Heroes in the later stages of a campaign looking to really round out their abilities.

Necromancy is, of course, one of the “Evil” magical styles, and as such no Hero would learn these spells. It is a primary magical style, meaning that a villain with this magic will focus on the raising of the dead and of undeath.

Tattooing is an interesting exception and is very different to most of the other magical styles. For one thing, practitioners of this style rarely think of themselves as “magicians”, and it is unlikely that anyone else does either. Also, they will likely go days in between uses of their magical powers. It is for this reason that Tattooists are normally NPC’s rather than Heroes. Technically though, Tattooing is a Secondary style and could be learned by a Wizard or Sorcerer.

Battle Magic is likely to crop up only rarely in an AFF campaign, and even then mainly in the hands of an NPC. It is only when great battles are to be fought that this magic becomes relevant, and as it is difficult to learn and even more difficult to become proficient, only a campaign that features battles right across the story arc where Heroes have the time and opportunity to learn this magical style.

Chaos Magic is at once the strangest and the most powerful magical style on Titan, but is also the one with the greatest risk to the mage and their companions. A Chaos Mage can try absolutely anything from any magical style (with the exception of Primal Magic) but if something goes even slightly wrong the Mage and those around them could suffer a terrible and messy fate.

The Heroes Companion suggests that Chaos Magic be limited to NPC’s only, but with a few minor adaptations this could, possibly, be a style used by a Hero.

- Firstly, a Hero who is an unintended target of a chaos side effect (from a double) can Test their LUCK to try and avoid the effect. The Chaos Mage themselves cannot do this.
- Secondly, a Hero Chaos Mage may take the Controlled Chaos Talent which gives them a chance of avoiding the worst side effects.
- Thirdly, the replacement table below, to be used instead of the original when a double is rolled, spreads the risk around a little more, making the companions of a Chaos Mage slightly safer.

Replacement Chaos Failure table

Not exactly an Oops table (used as it is when a double is rolled), this replacement table can be used instead of the original to give a greater range of outcomes and to change the distribution of effects among bystanders.

Chaos Double Table*Effect*

- 11 Misfire. Roll 1d6:
- 1-3 Spell affects Opposite target (random enemy for self spell)
 - 4 Spell affects Everyone within 10m
 - 5-6 Spell affects any random target (except the intended)
- 22 Beneficial energies. Roll 1d6:
- 1-3 Everyone within 1m is healed (except caster) is healed of 1d6 damage.
 - 4 One random target is immune to damage for 1d3 rounds, rolled secretly.
 - 5-6 One random target is restored to full LUCK
- 33 Changing entropy. Roll 1d6:
- 1-3 The Caster suffers one random Mutation
 - 4 The Caster loses 1 random mutation
 - 5-6 The Caster starts mutating and gains 1 mutation which takes 1d3 rounds to develop, during which time they can only writhe in agony on the ground.
- 44 Random magic. Cast one Random Spell as per the rules described in the Heroes Companion (p28)
- 55 Unleashed energies. Roll 1d6:
- 1-3 Everyone (including caster) within 10 yards takes 1d6 damage, against which armour does not protect.
 - 4 Everyone within 10 yards takes 2d6 damage (no armour)
 - 5-6 All within 10 yards take double damage from any source on following round (applied before armour and dodge rolls)
- 66 Chaos Breach! Roll 1d6:
- 1-3 Caster is teleported to a random location Could be within sight or different continent - Director discretion)
 - 4 A random Target suffers one Mutation - Roll on random mutation table
 - 5-6 A Chaos Gate opens. Roll on chaos gate table for effects



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The “Blacksand” book introduces the Naval Sorcery style. This is a Primary style, and is a highly specialised form of the more common “Analand Sorcery”. The strengths and limitations of standard Sorcery apply equally to the Naval version. Although usually found among sailors, pirates and on naval ships, practitioners can also be found on larger rivers and a few are even found inland, although they rarely stay there long.

The Combat Companion introduced the Combat Magic style (again a Primary style) which combined magic with hand-to-hand fighting and allows for a

far more martial use of magic. This style is a form of Wizardry, so uses Magic Points and prevents the use of armour, but makes up for the latter limitation by providing a range of different protective magics.

Black Sorcery, as found in the Citadel of Chaos, is a variant of the standard Analand Sorcery, but not one that any Hero would ever use. Inherently evil in nature, an experienced and prepared Black Sorcerer is a terrifying opponent. This style will almost always be used by a villain, although an all-evil or demon-based campaign may allow its use.

Summary of Magical Styles

	Book	Magical Total	<i>Oops Table</i>	
Minor	AFF2e	-	MC	Minor
Wizardry	AFF2e	Arcane Power	AFF2e	Original
Sorcery	AFF2e	Inner Strength	MC	Sorcery
Mask Magic	HC	Spirit Lore	MC	Enchanting
Conjuration	HC	Summoning Strength	MC	Enchanting
Necromancy	HC	Undeath	HC	Necromancy
Tattooing	HC	Inking	MC	-
Battle Magic	HC	Martial Power	HC	Battle
Enchanting	HC	Embedding	MC	Enchanting
Chaos	HC	Entropy	HC	Chaos
Naval Sorcery	BS	Inner Strength	BS	Naval Sorcery
Combat Magic	CC	Martial Focus	AFF2e	Original
Black Sorcery	CoC	Inner Strength	MC	Sorcery
Animal Mastery	MC	Bestial Power	AFF2e	Original
Rune Carving	MC	Runic Knowledge	MC	Enchanting
Primal Magic	AC/MC	Arcane Mastery	AFF2e	Original
Grove Tending	MC	Harvest	AFF2e	Original
Illusionism	MC	Shapeworking	AFF2e	Original
Prophecy	MC	Foretelling	AFF2e	Original
Psionics	MC	Mental Strength	MC	Psionics
Warlock	MC	Magical Focus	AFF2e	Original
Witchcraft	MC	Hex	-	

AFF2e = Core rulebook, MC = Magic Companion, HC = Heroes Companion, BS = Blacksand,

CHAPTER 3 - NEW TALENTS AND SPECIAL SKILLS

New Special Skills

The new magical traditions described in Chapter 5 have their own associated special skills used to understand and cast that type of magic.

Magic - Animal Mastery

Some users of magic shun the world of cities and towns, of comfortable living and trade. These loners focus their talents and their magical energies on the animals of the wild, and of the natural creatures around them. A few live totally wild, sleeping under trees, whilst others build a small cottage or even tower deep in the wilderness. A specific subset of these Animal Masters are those that instead focus on the dangerous and animate plants that infest areas of Titan!

Magic - Runecarving

The Dwarves of Titan use an ancient runic alphabet to carve their inscriptions into stone and steel alike, but have adapted this alphabet to imbue magical powers into items. This magical tradition is nowhere near as fast as the magical spells of other traditions, but can provide a Dwarven Runesmith with a significant edge. This special skill is required to inscribe Dwarven Runes (Chapter 5).

Magic - Primal Magic

The ancient God-Kings of Atlantis wielded vast power as they subjugated and dominated their lands. The secrets behind most of this power are long forgotten now, although a few esoteric scholars are slowly rediscovering a few of the powerful spells and abilities of this ancient tradition. This special skill is required to cast Earth Magic spells (Chapter 5).

This magic is very difficult to learn (and very

powerful) and so learning and improving this Special Skill costs double the normal XP to learn. Learning Primal Magic spells also costs double normal XP, and it should also be remembered that there are no teachers who can pass on either the Special Skill or new Spells. Only ancient texts can allow a Hero to learn either Special Skills or new spells.

Magic - Fecundity

Strikingly similar to the Priests known as Druids, Grove Tenders have a very close bond with a small area of lush vegetation that they call home. Although their power is indeed more potent when they are within their home glade, that are able to take that power with them when they travel.

Magic - Illusionism

Illusionism is a fairly new magical style, and one that seems to be popular in towns and cities more than the rural wilds. This magical style uses magic to shape light, sound, smell and even taste to make it appear that something is real when in fact it is no more solid than a ghost. This magical style can be very powerful indeed as it does not suffer the same limitations that actually changing reality suffers from, but it does also have drawbacks. A visual illusion with no smell component is unlikely to fool a wolf, and this magic almost never works on undead or demons!

Magic - Prophecy

This magical style is in some ways more of a natural magical gift than a magical discipline, involving momentary glimpses of the future and of alternate futures to supply the Prophet or Prophetess with apparent magical powers. This special skill is required to use Prophecy Magic (Chapter 5).

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Magic - Psionics

This magical style is different to the others in that it is based on the PSIONICS characteristic rather than MAGIC. This special skill provides the training to allow a Psionicist to utilise their mental powers.

Magic - Warlock

Warlocks (known in some places as Magi) are a type of Wizard with something more of a focus on casting spells in battle, even devising a specialist form of rapid spell called a Combat Charm. This special skill is required to use Warlock magic.

Magic - Witchcraft

The tradition of witchcraft is seen by most on Titan as an evil and destructive form of magic, used only by Hags and other evil casters. However, a few Witches follow a different path and a very few end up as Heroes. This special skill is required to use Witchcraft (Chapter 5).

If a spell would affect this Hero, either because they are the sole target, one of several targets or within an area of effect, they must roll 2d6 and compare it to their current LUCK score. (This is not a Test for LUCK and their LUCK score is not reduced by one when they do this.) If the roll is above their LUCK score, the spell works as normal. If the result is below their LUCK score, the spell fails completely. Thus a Hero with this talent caught in the area of a Fireball and rolling below their LUCK score will cause the fireball to fail and not affect anyone at all. If the Hero rolls exactly the same as their LUCK score, they are unaffected by the spell, but all other targets are affected normally.

Note that this Talent affects all spells (and spell like effects) both good and bad.

Blood Magic

The spells of a Hero (or villain) with this Talent draw their energies in part from the blood of their victims. If the spell itself causes the target to lose 1 or more STAMINA points through any means, the spell costs 1 Magic Point or STAMINA less than usual, as a thin stream of blood seems to fly towards, and merge into the spellcaster. This is considered Evil magic by most civilised people.

New Talents

The new Talents presented in this section may be taken at Hero creation or purchased with XP as normal.

Arcane Blank

A Hero with this Talent cannot learn any Magic special skill, cannot learn any Spells and is surprisingly resistant to spells of all kinds and from all sources. A Hero with existing magical abilities loses them instantly if they acquire this Talent.



Controlled Chaos

A Hero can only take this Talent if they have the Magic-Chaos Special Skill. If the Hero with this Talent suffers a Double result, they may (after determining the results of said breach) roll one dice, and treat that as the double on the effect table. They must accept the result of the second roll. Thus if a Chaos Mage rolled a double 5 as their casting roll, they could (instead of everyone taking damage), instead roll one dice. If this comes up as a 3, the caster would mutate instead as the result would be considered a double 3.

Dark Energies

The origins of magical energies are mysterious and varied, and there is much debate as to where "Magic" comes from. Some casters seem to extract this magical energy from raw darkness, and the darker it is, the more power they are able to draw on.

If the caster is in total darkness (no light whatsoever) they gain a bonus of +1 to all spell casting attempts and also reduce the MP or STAMINA cost of the spell by 1 (minimum of 1).

**Draining Power**

This Talent allows a user of magic to draw energy from their surroundings to help power their spells. This drain is indiscriminate and will take the life force of just about anyone nearby, whether they are friend or foe.

When a Hero (or indeed villain) with this Talent casts a spell, only half of the normal Magic Points are expended as shown below.

The remaining power for the Spell is drawn from a random living and sentient being nearby (there is no definitive range, but normally up to 100 yards or so). The victim will lose 1 STAMINA for each point of drain, and there is no LUCK roll to avoid this effect.

<i>Rank</i>	<i>MP</i>	<i>Drain</i>
1	1	-
2-3	1-2	1
4-5	2-3	2
6-7	3-4	3
8-9	4-5	4
etc		

Dual Caster

Although it is normally impossible to cast more than one spell in a single round, a Hero with this Talent is able to channel their energies with care, and are able to produce more than one effect in a single round.

A Hero with this Talent is able to cast one Minor Magic spell and one other spell from another tradition in the same round without penalty. All other normal rules apply.

Magic Companion

Empowerment

Spell casting, of whatever tradition, relies on channelling magical energies into appropriate effects. Some users of magic are able to keep this channel open for longer, allowing spells to possibly last longer than other magicians.

When a spell cast by a Hero with this Talent and with a duration expires, the caster can make another casting roll. This second roll does not require an action from the Hero, and nor does it require any expenditure of Magic Points or STAMINA, but if it succeeds the spell continues for another normal duration.

At the end of this second duration, the spell expires and cannot be continued.



Enchantment Master

A Hero with this Talent is able to make optimal use of what they have when creating magical items. The cost of any ingredients should be halved, as should the time taken to create the item.

Hedge Magician

There are, on Titan, various spellcasters who are utterly incapable of utilising powerful magics, whilst at the same time being accomplished practitioners of cantrips. A Hero with this Talent may never learn or use any Magic special skill other than Magic-Minor. They are considered however to know all of the Minor Magic spells unless the Director specifically prohibits an individual cantrip.

Powerful Summons

A Hero with this Talent who summons or creates a creature, increases either the SKILL of said creature by 1 point or the STAMINA by two points. This could be from the Summoning or Necromancy abilities, the GOB spell or similar.

Soul Store

A Hero with this Talent is able to cast a spell, but prevent it from activating immediately, instead storing it away within themselves. A successful casting roll must be made, and MP or STAMINA expended as normal (any required components are used at this stage). The Hero can store one spell in this way, releasing it at a later time with no casting roll or cost. The Hero may cast other spells whilst they have a stored spell.

Spell Mastery

Some users of magic have a favourite spell that they use again and again, or maybe one that they seem to really understand and are just a natural at casting. A magician of such narrow focus may choose one spell that they are currently able to cast, receiving a +2 bonus to all Magic special skill rolls for that spell. Furthermore, the caster also gains the benefit of the Attuned Talent (AFF2e p31), but only for that specific spell. Once chosen, the spell may not be changed.

CHAPTER 4 - NEW AND OPTIONAL RULES

Although the various schools of Magic in the Advanced Fighting Fantasy books vary widely in their type, effect and mode of casting, they still share various factors in common. They normally require a casting roll, cost either MP or STAMINA and then take effect. This chapter offers various rules to expand those processes and give players with magical Heroes more tactical options,

Easier Alchemy (and others)

Several of the magical styles in the Heroes Companion especially have requirements that are beyond the capabilities of any starting Hero, especially if the “Limited Special Skills” option below is used. This was intentional, as magic such as creating potions and summoning creatures is not normally associated with wandering Heroes. If this option is used, the requirement for the advanced magical styles is reduced to a Magic-Wizardry (or any other primary Magic style) of 2 or more.

Limited Special Skills

The Combat Companion offers an option that is recommended for AFF campaigns of all kinds. With this option the special skills of a Hero are limited to half of their SKILL score. Knowledge or magical special skills are limited to half of MAGIC. So a Wizard with a MAGIC of 5 or 6 could have a Magic-Wizardry special skill of 3, but no higher.

This option applies at Hero creation and as XP is applied, and so in order to improve Magic-Wizardry to 4, the wixards MAGIC score must first be increased to 7.



New Oops and Critical Tables

The Advanced Fighting Fantasy 2e core rulebook had an Oops table for spellcasters to roll on if they Fumbled their spellcasting. However, the “standard” table was mainly intended for Wizardry spells. Necromancy has it’s own Oops table in the Heroes Companion.

Magic Companion

The table below should be used if the caster is a Sorcerer, Black Sorcerer or uses any other variation of this magical style from the Old World that uses STAMINA to power the magical energies..

Sorcery / Naval Sorcery / Black Sorcery Oops Table

3d6 *Oops Effect*

- 3 Sorcerer and all within 20 yards take 2d6 Stamina damage
- 4 With a roar, magical energy pours out of the Sorcerer, destroying all Sorcery components carried immediately.
- 5 The spell channels far more power than intended. The spell works,, although the STAMINA cost is 1d6x greater than normal. This can knock out but not kill the Sorcerer.
- 6 The Sorcerer fails to balance the magical energies correctly. Not only does the spell fail, but any Sorcery spells cast within the next hour drain double the normal amount of STAMINA.
- 7 The floor within 20 yards becomes ultra-sticky. All standing within that area have minimal movement (a pace or two each round) and a -3 penalty to all physical rolls including combat. Ranged attacks and flying enemies are unaffected.
- 8 The head of the Sorcerer changes to that of a Goblin (1-4) or a Giant (5-6) for 1d6 hours.
- 9 The skin of the Sorcerer changes to a mottled orange-green, although these colours morph and change over the following 1d3 days, after which they fade away.
- 10 The spell fizzles, but does not work. Components are used up as normal, and the normal STAMINA cost must be paid.
- 11 The spell draws in a lot of power, but does not cost the caster any STAMINA points. It does however destroy the Component, whether or not it would normally be destroyed.
- 12 The surge of power upsets most of the bodily functions of the Sorcerer, preventing them from sleeping for the next 24 hours. Any food eaten is brought straight back up and so no STAMINA is restored by eating for that time.
- 13 The clothes of the caster (and everything else worn such as backpacks and pouches) pull away through the Sorcerer and run around randomly as if still worn by an invisible person. This suit of clothes has SKILL 5 and STAMINA 4, and will drop to the ground if defeated (it will inflict no damage) or after 2d6 rounds.
- 14 The magical forces are in flux. Until midnight, all Sorcery spells attempted by this caster have a -1 penalty to the MAGIC roll.
- 15 Random energies earth themselves in the area. The Sorcerer and one other random target within 20 yards each suffer the effects of a random spell (use the Chaos Magic table from the Heroes companion). This spell takes normal effect and is considered to be cast by the Sorcerer.
- 16 Everyone within 20 yards is teleported to a random location (use d12 for direction from Sorcerer and the distance is 2d6 yards away).
- 17 A massive surge of magical energy strips away most of the life force from the Sorcerer, who is reduced to zero STAMINA. They are in no further danger of dying from this effect, although they will be unconscious.
- 18 Sorcerer casts ZED and vanishes

The table below is used for any Magical style that involves the embedding of magical powers into items.

Alchemy/Enchantment/Runes Oops Table

3d6 Oops Effect

- 3 The Enchanter internalises the magics intended for the item, and the result is somewhat messy. They reduce their SKILL and MAGIC by 1 point, plus another point per MP of the spell that failed. They also reduce their STAMINA by twice this amount. These lost points cannot be recovered except by the passage of time, and this will be at the rate of 1 point per week.
- 4 An inrush of magical energies into the item sucks in all normal equipment, clothing, weapons and armour from the caster. They will re-emerge 1d6 hours later, but if the item is destroyed, so is the internalised equipment.
- 5 The item produces toxic fumes as the enchantment tries to take hold, making the caster violently sick. They must Test their LUCK. On a success their current SKILL is reduced by one, and by two on a fail. These points will return after a week.
- 6 The Item becomes animated, growing small legs and rushing around madly for the next d6 rounds. To grab it requires making an opposed SKILL roll (the item has a Skill of 7).
- 7 The mixing of magics by the spell cancels out all magical items carried or worn until midnight.
- 8 The Item being enchanted changes to a vivid shade of purple. This change is permanent.
- 9 As the enchantment attempts to take hold, all potions carried by the enchanter are overloaded with power. When drunk, roll a d6. On a 1-2, the potion has become poison, inflicting 1d6 STAMINA damage. On a 3-4 it is powerless and on a 5-6 it has its normal effect. There is no way to determine this before it is drunk.
- 10 Not only does the spell fail, but in a flash of light magical energies flood into the area. Although harmless to bystanders, the caster loses 1d6 MP and STAMINA.
- 11 The potion or item to be enchanted implodes and is utterly destroyed.
- 12 At the final stage of the enchantment process, the item adheres itself to the hand of the magician. It cannot be removed without destroying it, but will eventually fall off an hour or so later.
- 13 The item to be enchanted explodes, causing 1d3 points of magical damage (no Armour or Dodge) to all within ten yards.
- 14 The item to be enchanted grows to five times normal size. This change may or may not be permanent.
- 15 The spell costs triple the normal MP cost, but rather than the intended effect, the item glows incredibly brightly. So brightly in fact that all nearby must Test their LUCK. If they fail, they reduce their current SKILL by one point as their eyes are damaged!
- 16 The attempt to enchant the item fails so badly that any further enchantment attempts have a penalty of -2 for the next d6 days.
- 17 The enchantment process goes badly wrong, and foul fumes cloud the eyes of the caster. Roll 1d6 each morning, on a 1-2 the fumes clear. Until then, all rolls that require vision have a penalty of -3.
- 18 Rather than instilling Magic into an object or item, the caster internalises the magic, and in the worst way possible. The caster disappears, and their essence, soul and intelligence enters the Item they were enchanting. Another Hero with Second Sight can see the outline of their lost companion around the item and suitable magic may allow communication. The trapped caster cannot take any actual actions, and the change may be permanent or temporary.

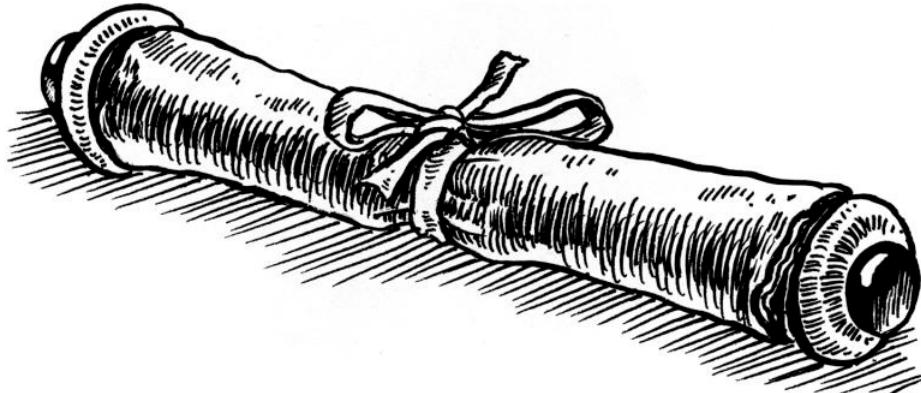
Magic Companion

According to the standard rules, rolling a Fumble when casting a Minor Magic spell results in the loss of 1 MP or 1 STAMINA and the spell failing. If the Oops table below is used instead, the caster only loses a MP or STAMINA if the table dictates it.

Minor Magic Oops Table

3d6 *Oops Effect*

- 3 Getting the power levels badly wrong, the magician has made themselves a conduit for power. All Minor Magic spells cast for the next day will cost 1MP/STAMINA whether or not they are successfully cast, and non-Minor spells will cost 1MP/STAMINA more than normal.
- 4 The magical power fizzles and sparks, and erupts for a round in a similar way to a firework, costing 2MP but having no meaningful effect.
- 5 The spell fails, but the effort costs the caster 1d3 MP or STAMINA.
- 6 The spell works, costing 1MP/STAMINA but has the opposite effect (if possible, and determined by the player and Director).
- 7 The intended spell does not take effect, but the air does fill with a strange and unearthly moaning or wailing for a few seconds.
- 8 Everyone within 10 yards bursts out laughing for no apparent reason!
- 9 A strong smell of rotten eggs permeates the area. How long it takes to fade depends on the local conditions.
- 10-11 The spell fails, but also drains the caster of 1MP or STAMINA.
- 12 All spoken words in the area for the next 3 rounds are spoken in a booming shout!
- 13 The Director chooses one other Minor Magic spell known by the caster to take effect, and the caster also loses 1 MP/STAMINA.
- 14 The caster sprouts a luxurious beard (male or female) although this does fall out by the following morning! If they already have a beard, it falls out instead!
- 15 The eyes of the caster swirl with multicoloured magic. Although harmless, and not affecting vision, the eyes are rather unsettling to non-magical people.
- 16 The magical energies accumulate in the head of the caster, meaning that for the following round they can only speak in a peculiar gibberish, which also makes spell casting impossible.
- 17 The eyes of the caster glow brightly like flashlights, projecting a beam for up to 20 yards fr 1d6 minutes. The beam vanishes if the caster closes their eyes.
- 18 Roll on the normal Wizardry Oops table.



Spell Criticals

In the core AFF rules, a user of magic rolling a Critical when casting a spell has no effect other than automatically succeeding. This may not seem like a major problem until the warrior Hero in the party rolls a Critical and celebrates disembowelling or

decapitating an enemy, or at least gaining a bonus to their damage roll. This does not seem particularly fair on users of the arcane arts, and so we present here a Critical table to be rolled on following a casting critical.

3d6 Critical Effect

- 3 This spell has a far greater effect than even the caster could have dreamed of. It has triple the normal effect and lasts for triple the normal duration.
- 4 This spell opens a much greater channel than is required to cast the spell. After the spell has been cast, the caster regains all of their Magic Points (or STAMINA if they are a Sorcerer,)
- 5 Casting this spell draws back some of the energies normally used to power it, and once the spell is completed the caster regains 1d6 Magic Points or STAMINA.
- 6 This casting is more potent than normal, and has double the normal effect.
- 7 More energy is put into the spell than normal and it has double the normal duration.
- 8 Whether by luck or design, this casting is almost perfect in its execution, and uses almost no arcane power to cast. The caster need not deduct any Magic Points or STAMINA.
- 9 This casting is excellent, and costs 2 Magic Points or STAMINA less than usual. If the spell was either a 1MP/STA cost or a Minor Magic spell, the caster actually recovers 2 power.
- 10 The spell casting goes so well that the caster is suffused with magic, and gains a bonus of +2 to their next casting roll.
- 11 A very good effort reduces the cost of this spell by 1 Magic Point or STAMINA. If the spell being cast as a Minor Magic spell, the caster gains 1 MP/STA instead.
- 12 Powerful energies flow into the caster, granting a bonus of +4 to the next spell cast.
- 13 Something strange has happened with the casting of this spell. On the following round, the spell is cast again (at no cost, and requiring no action) but the caster can decide what happens and who or where it affects.
- 14 The casting takes far less effort than it should, and the caster may, if they wish, cast another spell this round. If they do so, they gain a +1 bonus on that casting roll.
- 15 Such is the power flowing through the caster that they gain a Talent (related to magic or spellcasting) for one day. The Director has the final say on this Talent.
- 16 This spell is cast very well indeed. So well that the caster restores their LUCK to its initial level!
- 17 The caster has hit a rare vein of form, and is able to shape magic incredibly easily. Well, for a day or so at least. The caster gains +2 to all casting rolls for one day.
- 18 The caster understands magic like never before (and likely never again!). They gain +4 to all casting rolls for one day, and they also regain all spent Magic Points or STAMINA.

Note: Double or triple effect means that any damage inflicted is multiplied, any penalties applied to enemies are multiplied, any light radius is multiplied etc.

Note: Multiple duration applies only to spells that have a greater than instantaneous duration.

Optional Rules

This section presents various optional rules that a Director can introduce to their game.

Natural Mage

The Natural Mage talent in the Advanced Fighting Fantasy 2e core rulebook has, since that book was published, been regarded by many Directors especially as somewhat overpowered. The ability to cast spells without a roll becomes very powerful as a Hero progresses, and before too long a Hero with this Talent does not need to roll to cast any of their spells at all.

To balance this Talent against the others in that book and this, the Natural Mage Talent is now as follows:

Natural Mage

A Hero must have at least one point in the Magic-Wizardry or Magic-Sorcery Special Skill in order to choose this Talent. If chosen, the Hero has an instinctive understanding of the less demanding spells in their repertoire. If the level of the spell (the Magic Point or STAMINA cost) is lower than the number of points the Hero has in the appropriate Magic special skill, the Hero receives a +2 bonus to their casting roll. Thus a Natural Mage with 3 points in the Magic-Wizardry spell would gain a +2 bonus to cast the Sentry spell (2 Magic Points) but would have no bonus to cast the Explode spell (4 Magic Points).

Mirror Selves / SIX and Outnumbering

The AFF2e core book states that the spells that create illusionary copies of the caster also contribute to an outnumbering bonus. This can be incredibly powerful, making a mage vastly better in combat and almost impossible to damage even if they do lose a round. Thus it is suggested that multiple copies DO NOT add an outnumbering bonus.

Learning Spells

The only guidance in the Advanced Fighting Fantasy 2e core book regarding learning new spells is in the section on Experience which says "*Learning a new spell also requires a teacher or spell book containing the spell.*"

How easy a Director wants to make this process will depend very much on the type of campaign that is being run. A magical teacher in every village and spellbooks in every treasure haul will make it simple for a Hero to learn whatever new spell they want, as soon as they have enough XP to spend. Having to go on an extensive quest every time the Hero wants to learn a new spell will mean that the magical Heroes are likely to mainly use the spells they begin with at Hero creation.

It is also possible for a Hero to try and teach themselves a specific spell without any reference book or teacher. Firstly, the Director has to approve this attempt. This is important because normally a Director has control over the spells usable by Heroes by restricting books and teachers, and so a Director has a veto over specific spells.

A Hero must spend double the normal XP to learn a spell to that given in the core book; that is to say 40xp for every Magic Point cost of the spell.

Unstable Alchemy

One issue that can disrupt Campaigns, especially in the later stages, are hoarded potions. A Wizard carrying five Potions of MAGIC or a Sorcerer with five Potions of STAMINA could be almost unstoppable in the short term. If this option is used, a Hero can only carry one type of potion of any particular sort. Carrying more than one of the same type for more than a few hours will cause the magical energies to interact and will neutralise both potions, rendering them useless. A Hero can still carry potions of different types however.

Casting Options

Just as there are various Combat Options available for warriors and martial types to change how they attack an enemy, this section provides Casting Options to allow magicians to change how they cast a spell. As usual, these are available at the discretion of the Director. Only one of these Casting Options may apply to a single casting of a spell.

Shorting

This option allows a caster short on Magic Points or STAMINA to still cast a spell in an emergency. This is a very risky option, and will only be used as a last resort by any sensible caster. The caster may reduce the number of MP/STA the spell requires by between 1 and 3, and this can even allow a magician to cast a spell at no cost at all! However, there is a penalty to the casting roll (as shown below) that cannot be offset by any means. The chance of an Oops also increases and this is what makes this option very risky.

<i>Cost</i>	<i>Penalty</i>	<i>Oops</i>
-1MP/STA	-2	3
-2MP/STA	-3	3
-3MP/STA	-4	4

Penetration

Some enemies (those with a high SKILL or LUCK) can be surprisingly resistant to spells that don't directly damage them. Spells such as Sleep or Weakness can be very difficult to use against these enemies, and this can put a Hero off from learning such spells. To overcome these issues, a spell caster can try and push their spell through these defences by putting more energy into it. For every additional MP (or STAMINA) put into the spell (up to six) before it is cast, the target suffers a -1 penalty to their LUCK roll to resist the spell. These committed extra MP/STAMINA are lost however whether or not the spell is cast, so is not an action to be taken lightly.

Ensure

A spellcaster can try and increase their chances of casting a spell through ways other than preparation. Although spending time carefully preparing a spell is a cheap and easy way to increase the chances it will be cast, sometimes urgency steps in. A spellcaster can, before rolling to see whether the spell is cast or not, sacrifice an additional 1-6 Magic Points or STAMINA, receiving a bonus to the casting roll of an equivalent amount. These additional points are expended whether or not the spell succeeds.

Extend Range

Some spells affect only the caster, and others require a touch. Most however have a stated range at which they will work. A spell caster can, with difficulty, increase this range.

If the spell affects one target (as in Firebolt), then the spell will be cast at a -2 penalty to double the range of the spell. There is no increase in Magic Point or STAMINA cost to increase a spell of this sort.

If the spell has a range expressed as "within 10 yards" or similar, the range can also be doubled, but this applies a penalty of -4 to the casting roll, and will also cost an additional 2 Magic Points or STAMINA points if cast successfully.

This extended range can be combined with other options such as Extend Duration or even Shorting, although any penalties and increase to casting cost are cumulative.

This spell cannot increase the area of a spell such as fireball (the number of targets affected) but can extend the range at which the fireball explodes. If there is any doubt as to whether a spell range can be extended, the Director has the final say.

Magic Companion

Extend Duration

Any spell that has a duration (say one that lasts 3 rounds or 5 minutes) can have that duration extended in a way similar to that of extending the range. This duration cannot be extended for spells that happen instantly such as a Forcebolt.

To double the duration of a spell, the spell casting roll will have a penalty of -2 and will also cost an additional 2 Magic Points or STAMINA if the spell is cast successfully.

Careful

Some spells, such as Fireball, affect everyone within the area of the spell, friend or foe. This can be problematic in some situations when a spellcaster needs to eliminate enemies but there are allies and friends among them.

A spellcaster can, in extremis, cast an area affect spell without affecting one or more allies within the area. This must be clearly stated before the spell is cast, and a -2 penalty will apply to the casting role for every target excepted from the spell.

Thus a Sorcerer casting HOT on a group of goblins surrounding a warrior ally could choose to not burn the warrior in the middle. The spell would be cast with a penalty of -2. If the spell works, the fireball will explode as normal, but there will be a hole in the middle (much like a ring doughnut) within which stands the warrior!



Identifying Items

The core AFF2e book has a Talent that allows a Hero to identify magical items, and of course it is always possible for a party to visit an Archmage or learned sage to find out what an item does. However, this is not always possible as Heroes with the Talent are rare and Archmages are not found around every corner. So what are Heroes to do if they find an item they know is magical but want to find out what it does?

Using this optional rule, Heroes can attempt to try and work out what an item does much more quickly, and possibly allow them to use it. However, there is an inherent risk to this process, and it is rarely certain, accurate or comprehensive.

A Hero can either Test their SKILL (with a -4 penalty), or else Test their MAGIC (with a -2 penalty) to see if they can find out something about the item in question. Importantly, the player should make this roll into a dice tower that only the Director can see, roll behind a screen etc. The player should not know the result of the test.

- *Success:* The player should be told one vague property of the item, but without detail. So “this potion restores STAMINA” or “this sword increases damage”.
- *Failure:* The player should be told one vague but incorrect property of the item, without detail. So “this potion restores LUCK” when in fact it restores STAMINA.
- *Fumble:* The player should be given incorrect details about the item such as “This Ring provides protection against fire” when in fact it allows breathing underwater.
- *Critical:* The player should be told one specific and detailed property of the item.

CHAPTER 5 - NEW MAGICAL STYLES

This Chapter contains eight new Primary magical styles (and one secondary) that can be learned by Heroes or Villains. It is worth saying now that not every style will suit every campaign nor every setting, and so whether or not these feature in a game is entirely down to the Director.

These styles are all very different in outlook and power, but all are quite specialist, especially when compared to the Wizardry and Sorcery of the AFF2e core book which are very generalist in approach. This specialism will impact how useful a Hero with one of these magical styles will be. A Grove Tender will be a very, very powerful option in a local campaign within a forest or woodland, but will be far less useful in a campaign set in the deserts of the south. An Illusionist will be a perfect fit for a city based campaign but will find themselves with very little to do if most sessions are spent exploring undead-haunted catacombs.

Whatever the campaign these new magical styles are dropped into, clever use of the spells and powers and special abilities can benefit almost any party in any situation. There will doubtless be inventive ways to use the new powers and abilities that would surprise the authors and will certainly surprise the Director!

These can also be very useful magical styles for NPCs, either for short term followers or as powerful contacts the Heroes can track down to provide specialist assistance. Or of course they could make dangerous enemies...

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Animal Mastery

Animal Mastery is a type of magic, first created by the Elves, that has since proliferated in use by humans and others, such as Dwarfs, Orcs, Lizard Men and the Caarth. It encompasses all animal based spells and powers, and is the opposite of Marrangha, in being infused with the power of original animals, not those warped and twisted by magic.

Spellcasters with Animal Mastery are often drawn to the power and influence of the Animal Court or claim a mystical connection with their chosen creature. They are known as Beastmasters and Animal Mages, among other epithets. A spellcaster with the Magic-Animal Mastery Special Skill typically picks one type of animal that becomes their magical guardian and source of power. To determine the type of animal, choose from or roll randomly on the Sample Animal Table at the end of this section.

As can be imagined, Beastmasters and Animal Mages are a highly variable group of people, and this is heightened by their tendency to take on some of the characteristics of their chosen animal over time.

Possibly the most infamous examples include the five Masters who have recently settled within Scorpion Swamp, or the nefarious Spider Mage of Kallamehr. Witches and Hags are also drawn to the powers of Beastmastery, with many becoming WolOags, Snake Witches, or the Spider Hags known as Nushi. Historically, we know of the Crow Hermit who dwelt on the Ghost Road west of the Kingdom of Karazan, or the legendary Hurdagag Greenfinger, a Beastmaster so obsessed with the study of moles that he created his own servitor race, the Molekin! Others are mere dabblers in the art, such as Ghor of Warpstone, who wanders the wilderness with his pet Giant Lizard, "Grakos" (see HOT, p. 48).

Beastmasters travel light, and usually carry little other than a sword or staff and some provisions. They may have a useful Talent, such as Animalfriend or Familiar. Often accompanied by an animal companion of the same type as their chosen creature, the Beastmaster stalks the outlands righting injustices and safeguarding the plight of their animal Allies.

Animal Mastery spells are cast exactly the same way as Wizardry spells (see AFF, p. 72). No components are required to cast Animal Mastery spells, however the chosen spells of an Animal Mage are recorded in their closely guarded spellbook! A spellcaster who learns Animal Mastery cannot cast traditional Wizardry or Sorcery spells, though they may still learn the Minor Magic Special Skill. The total of MAGIC plus Magic-Animal Mastery special skill is known as Bestial Power.

Modifiers unique to Animal Mastery include:

- Animal is Beastmaster's chosen type +1
- Animal is related to the chosen type -2
- Animal is not Beastmaster's chosen type -4
- Animal is not in chosen Habitat -2
- Animal is in completely different Habitat (e.g. Ice instead of Desert) -4

Obviously, as creatures vary greatly in size and shape, thus do Beastmasters likewise differ in power and effect depending on their chosen animal.

The Director has final say on a chosen animal type, and it should fit the style and location of an adventure or campaign. In addition, the gods of the Animal Court take a keen interest in their champions upon Titan. A Beastmaster who consistently mistreats their chosen animal may find their powers mysteriously revoked!

New Spells

There are twenty new Animal Mastery spells described below, including an Enchanters' recipe allowing a Beastmaster to craft the Artefact known as the Amulet of the Masters. Although they have some similarity to existing spells from other magical styles, the following spells may only be learned and cast by a character possessing the Magic-Animal Mastery Special Skill. These spells must be learned in the same way that a Wizard learns their spells. A Magic Point cost for each spell is given in brackets after the spell's name.

Some of the spells of Animal Mastery have different Magic Point costs depending on the number and size of animals involved. For these purposes, a small animal of the chosen type would be a calf or a cub, if dealing with a large creature such as a Elephant or Lion, but if the chosen type was a Wasp then this constitutes a swarm of Desert Wasps. In this example, a single large or giant animal of the chosen type, for spell Magic Point cost purposes, would be an adult Lion or a Giant Wasp.

In addition, a Beastmaster Hero must specify the Magic Point cost of these spells at character creation, up to a rank of 4. If they wanted to learn the rank 6 version of a spell, the process would be the same for learning any other new spell. A Beastmaster does know all ranks of a spell up to the chosen Magic Point cost.

Plant Mastery variant: Each spell description also includes a section described a variant of the spell learned by those who have the Magic-Plant Mastery Special Skill (see below for more information).

Variant: Plant Mastery

A variant of Animal Mastery is Plant Mastery, practised by such notables as the Master of Gardens from Scorpion Swamp, or the Mistress of Pines from Mithrir Forest. Spellcasters who employ Plant Mastery as a Magical Special Skill, are identical to those who use Animal Mastery, except their spells are concerned with a particular type or plant or fungi. Ideas for different types of plants or fungi that one could be a Master of, might include:

- * Large imposing trees such as Oak or Redwood
- * Carnivorous plants such as the Giant Venus Fly-Trap or Strangleweed.
- * Generic plant or flower types such as thornbushes, vines, or beautiful blooms such as roses or lotuses.
- * Various kinds of fungi including mushrooms, toadstools, puQalls, mould and the like.

The examples given above obviously constitute more spectacular cases of Plant Mastery for exciting Advanced Fighting Fantasy games, but given the above framework, it shouldn't be difficult to create other specific examples if needed. A good idea would be to consult *The Titan Herbal* for ideas. In the spell descriptions below, effects are given for Plant Mastery as well. As a rough guide, small animals or swarms are equivalent to plants or fungi up to a bush or shrub in size, whereas large or giant animals are the same as trees in size.



Magic Companion

Animal Friendship (1)

To cast this spell, the wizard simply intones a mystical word of command. The caster can make up to six unfamiliar animals or swarms in the immediate vicinity react as if Friendly. The effects last for 10 minutes and during this time the animals will not attack the caster, though they cannot be commanded to do anything else. If the caster or their comrades attack any Friendly animal, then the spell is instantly cancelled.

Plant Mastery variant: This spell is basically most effective on either plant or fungi monsters that actively attack their prey. It is also useful on negating the defensive mechanisms of plants or fungi that may have spore or pollen attacks when disturbed by intruders.

Animal Sleep (1/2/4)

This spell will put to sleep any target animal(s) or swarm(s) depending on the amount of Magic Points invested in the spell. The target(s) can Test their Luck to avoid the effects of the spell. The target(s) will be in a normal sleep for five minutes, but may still be woken by loud noises, injury, being shaken, etc. A Hero may automatically kill most sleeping opponents, although this is considered bad form in most cases, and may lead to the revocation of the Beastmaster's powers. It is otherwise identical to the Sleep spell (see Advanced Fighting Fantasy, p. 77). It applies as follows depending on Magic Point cost:

- * 1 Magic Point sends a single small animal or swarm of the chosen type to sleep.

- * 2 Magic Points sends up to 6 small animals or swarms or a single large or giant animal of the chosen type to sleep.

- * 4 Magic Points sends up to 6 large or giant animals of the chosen type to sleep.

Plant Mastery variant: This spell is basically most effective on either plant or fungi monsters that actively attack their prey. It is also useful on negating the defensive mechanisms of plants or fungi that may have spore or pollen attacks when disturbed by intruders.

Banish Animal (1/2/4/6)

When cast this will cause a creature of the Beastmaster's chosen type to either leave the immediate area, or, if previously summoned magically by the caster, to vanish back from whence it came. If Banish Creature is cast on a creature summoned by a different spellcaster, it is equivalent to a Counterspell and will cost an extra Magic Point to cast. It applies as follows depending on Magic Point cost:

- * 1 Magic Point banishes a single swarm or small animal of the chosen type.

- * 2 Magic Points banishes up to 6 swarms or small animals of the chosen type.

- * 4 Magic Points banishes a single large or giant animal of the chosen type.

- * 6 Magic Points banishes up to 6 large or giant animals of the chosen type.

Plant Mastery variant: This spell works identically, causing the plant or fungi to simply vanish (perhaps reappearing at a later time) or teleport away from the caster in a random direction or distance.



Detect Animal (1)

Casting this spell will allow the caster to sense if there are any of their chosen creatures nearby. The spell has a range in kilometres equal to the Beastmaster's Magic-Animal Mastery ability. The spell will let the caster know in which direction any animals of the chosen type are to be found. It will not reveal the distance to them or how many animals are present. The sensation of the direction(s) will persist for a short time, in this case ten minutes. It may have to be recast several times if the animals are on the move!

Plant Mastery variant: This spell works in an identical fashion, except it is made easier by the fact that usually the plant or fungi that is detected cannot move!

Heal Animal (1/2/4/6)

This spell will restore health and vitality to one of the Beastmaster's chosen animal companions. It requires touching the recipient to work. The spell applies as follows depending on Magic Point cost:

- * 1 Magic Point will rid the target of parasites and pests such as fleas, ticks, and worms, make their skin or pelt look glossy and healthy, and restore 1 STAMINA point if wounded.
- * 2 Magic Points does the same as 1 Magic Point above but restores 1-6 STAMINA points if wounded.
- * 4 Magic Points does the same as 2 Magic Points above, but also cures the target of any poisons, diseases or insanity they may currently be suffering from.
- * 6 Magic Points does the same as 4 Magic Points above, but also restores the target's STAMINA score to its Initial level.

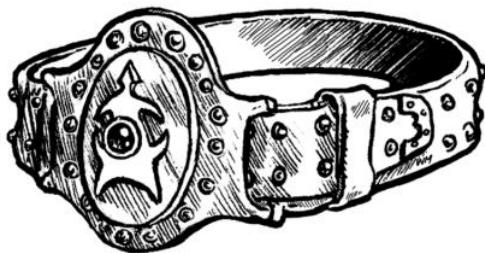
Plant Mastery variant: This spell works in an identical manner to that of its animal counterparts.

Locate Animal (1)

This spell is similar to the Detect Animal spell, except it will locate any chosen animal nearby with a greater deal of precision. The spell has a range in kilometres equal to the Beastmaster's Magic-Animal Mastery ability. It will reveal a rough idea as to the direction and distance of the closest nearby chosen animal type. It will reveal nothing if there are no animals to be found within the spell's range!

As with the Detect Animal spell, the sensation of the direction will only persist for a short time, in this case ten minutes. It may have to be recast several times if the animals are on the move!

Plant Mastery variant: This spell works in an identical fashion, except it is made easier by the fact that usually the plant or fungi that is located cannot move!

**Speak to Animal (1)**

Similar to the Languages spell (see Advanced Fighting Fantasy, p. 76), this useful casting will allow the caster to speak to any animal for the following 10 minutes. Although the caster can communicate, this does not guarantee that the animal will be interested in talking as some have very limited attention spans!

Plant Mastery variant: This spell allows the caster to communicate with their chosen plant or fungi type in an identical fashion, but as the plants or fungi cannot move, they will happily converse for the full duration of the spell.

Magic Companion

Summon Animal (1/2/4/6)

When cast this will summon a creature of the Beastmaster's chosen type to instantaneously appear from somewhere immediately nearby, or possibly be summoned from another dimension entirely. Either way, the creature(s) will serve the caster faithfully for one day or until slain. The creature(s) will obey all reasonable commands; an unreasonable command will end their summoning and may revoke the Beastmaster's magical status. The spell applies as follows depending on Magic Point cost:

- * 1 Magic Point summons a single swarm or small animal of the chosen type.
- * 2 Magic Points summons up to 6 swarms or small animals of the chosen type.
- * 4 Magic Points summons a single large or giant animal of the chosen type.
- * 6 Magic Points summons up to 6 large or giant animals of the chosen type.

Plant Mastery variant: This spell works identically, causing the plant or fungi to simply vanish (perhaps reappearing at a later time) or teleport away from the caster in a random direction or distance.

Ward of Beasts (1/2/4/6)

When cast, the spellcaster will be immune to the effects of any attack by a creature of the caster's chosen type. This applies to any special attacks as well. It applies as follows depending on cost:

- * 1 Magic Point confers immunity to the attacks of a single swarm or small animal of the chosen type.
- * 2 Magic Points confers immunity to the attacks of up to 6 swarms or small animals of the chosen type.
- * 4 Magic Points confers immunity to the attacks of a single large or giant animal of the chosen type.
- * 6 Magic Points confers immunity to the attacks of up to 6 large or giant animals of the chosen type.

Plant Mastery variant: This spell is basically most effective on either plant or fungi monsters that actively attack their prey. It is also useful on negating the defensive mechanisms of plants or fungi that may have spore or pollen attacks when disturbed by intruders.

Animal Senses (2)

Casting this spell grants the caster a special animal sense chosen from the list below. The sense must belong to the caster's chosen animal. The senses are:

- * Call: The caster will receive the distinctive call of their chosen animal type, and unless restrained or muffled, be able to communicate with any similar animals nearby.
- * Darkseeing: The caster will receive the benefits of the Dark Seeing Talent and be able to see at night and underground. This Darkseeing is only in monochrome and only reaches for a maximum of twenty metres. If the caster is in absolute darkness, they will only see broad features, and would not be able to read writing or distinguish other fine details.
- * Farseeing: The caster will gain the eyesight of an eagle or other long-visioned creature. They receive a +3 bonus to all sight-based Awareness tests and can see for many kilometres, assuming line of sight.
- * Listen: The caster will receive the excellent hearing of their chosen animal type. They cannot be surprised, and anyone attempting use a Sneaking Special Skill against them does so at a -4 penalty. They can hear distant conversations and discern the number and type of approaching enemies simply by putting an ear to the ground or wall.
- * Smell: The caster will receive the superior sense of smell belonging to their chosen animal type. They cannot be surprised, and anyone attempting use a Sneaking Special Skill against them does so at a -4 penalty. They can smell trails and detect nearby entities and discern the number and type of any

who have passed this way simply by putting a nose to the ground.

* Sonar: The caster will receive the excellent sonar capabilities of their chosen animal type. They cannot be surprised, and anyone attempting use a Sneaking Special Skill against them does so at a -4 penalty. They can detect distant disturbances and discern the number and type of approaching enemies simply by concentrating. Anyone attacking a Beastmaster employing their Sonar sense does so with a -1 penalty to their Attack Strength.

This spell will last for thirty minutes regardless of which animal sense is deployed, or until cancelled by the caster or a Counterspell.

Plant Mastery variant: Plants have a much more limited palette of senses when compared to animals. All plants can be considered to have the following senses through their root networks and other systems: Listen, Smell and Sonar. Some monstrous plants may have Call or Darkseeing if they can make noises (such as Whistle Buds) or have eye-like organs (such as Bark Biters).

Control Animal (2/4/6)

When cast, this spell will make up to six chosen animals or swarms in the immediate vicinity to react as if Friendly. The effects last for 10 minutes and during this time the animals can be commanded to do anything within reason, such as leave the area or attack a nearby enemy (though the control will wear off if the enemy is outside the area of effect). It applies as follows depending on Magic Point cost:

- 2 Magic Points controls a single small animal or swarm of the chosen type.
- 4 Magic Points controls up to 6 small animals or swarms or a single large or giant animal of the chosen type.

- 6 Magic Points controls up to 6 large or giant animals of the chosen type.

Plant Mastery variant: This spell is basically most effective on either plant or fungi monsters that actively attack their prey. It is also useful on negating the defensive mechanisms of plants or fungi that may have spore or pollen attacks when disturbed by intruders.

Restrain Creature (2/4/6)

This spell will bind the target animal or animals in bands of magical energy, fixing them in place even if they are airborne!

Once bound, the target cannot move a muscle although they can still breathe. Even gravity will not affect a Restrained target, so a falling creature or leaping combatant could both be fixed in the air.

The spell lasts for three minutes, and normal physics will take over when the Restraint is removed. It applies as follows depending on Magic Point cost:

- 2 Magic Points restrains a single small animal of the chosen type.
- 4 Magic Points restrains up to 6 small animals or swarms or a single large or giant animal of the chosen type.
- 6 Magic Points restrains up to 6 large or giant animals of the chosen type.

Plant Mastery variant: This spell is basically most effective on either plant or fungi monsters that actively attack their prey. It is also useful on negating the defensive mechanisms of plants or fungi that may have spore or pollen attacks when disturbed by intruders.

Magic Companion

Creature Copy (4)

This spell will allow the caster to conjure up an exact duplicate of any target creature of their chosen type that they face. The duplicate will have the same SKILL and STAMINA scores (at the time of the spell being completed), and the same powers, as its original. But the duplicate will be under the control of the caster's will, and they may, for example, instruct it to attack the original creature and then sit back and watch the battle!

The creature copy will exist for one battle only, regardless of whether it wins or loses the fight, and then disappear. The spell will work on anything up to a Water Buffalo or Warhorse in size. For bigger creatures, two or even three Creature Copy spells may have to be cast! If, by the time the spell is cast, the creature to be copied has suffered damage, the copy will also have that damage.

As a rough rule of thumb, for every 5 STAMINA points or part thereof, above a STAMINA score of 10, an additional Creature Copy spell will be needed. So a creature with a STAMINA score of 18 would require three Creature Copy spells to duplicate. These could all be cast as one Creature Copy spell requiring a cost of 12 Magic Points. However, this assumes the caster has a rough idea of the creature's STAMINA score.

If the score is unknown, the caster may have to spend two or more Attack Rounds repeatedly casting Creature Copy until the duplicate is complete; hopefully they will have some sort of effective protection while casting the extra spells needed during this time!

Plant Mastery variant: This spell works in an identical fashion, except that several Creature Copy spells may have to be cast if the caster wishes to recreate a copy of something large like a big tree.

Grow (4)

When this spell is cast, the target animal will grow half as big again almost immediately. Thus, a two metre-long horse would grow to three metres in length! As a living creature, the target will benefit from the effects of a Strength spell due to its increased size, and any harnesses and armour will grow to match their wearer.

This spell will last for 3 minutes but may be cast multiple times on one target animal. An additional casting on the aforementioned horse will increase his length to four and a half metres and provide the benefits of two Strength spells! An unwilling target animal will of course receive a Test for Luck. Alternatively, this spell can be used to increase the size of a small animal type to a large or giant one; for example, if cast on a normal wasp, it would grow into a Giant Wasp.

Plant Mastery variant: This spell works in an identical manner to that of its animal counterparts.

Power of the Beast (4)

Casting this spell grants the caster a power chosen from the list below. The power must belong to the caster's chosen animal. The powers are:

- Armour: The caster gains the same armour type as their chosen animal, typically Monster Medium or Heavy Armour. The caster cannot already be wearing any armour for this spell to take effect.
- Breathe: This spell allows the caster to breathe effectively in any environment, whether underwater, on land or in oxygen-poor or relatively airless environments. It will not work in a complete vacuum but will give the caster double the survival time compared to a regular human in such a situation!

Chapter 5 - New Magical Styles

- Camouflage: The caster gains the camouflage ability of their chosen target animal, whether due to colour-changing skin or cryptic pelt patterns. They are nearly invisible when stationary and gain an additional +4 to their Sneak Special Skill rolls.
- Climb: The caster gains the gravity-defying climbing ability of their chosen target animal. They can move at twice their normal speed when climbing and gain an additional +4 to their Climb Special Skill rolls.
- Disease: The caster has the ability to transmit disease like their chosen animal, when fighting unarmed. If the caster wounds their target, the victim must Test their Luck to avoid contracting the disease, in addition to suffering regular damage. The disease is typically the Red Plague, which causes large red blotches that are hot to the touch and gradually spread over the victim's skin. The victim will lose 1 STAMINA a day for 2-12 days. This damage may not be healed or restored while the infect lasts. If the victim survives, the blotches will fade away over a couple of days and the lost STAMINA may be recovered normally. Multiple hits do not cause cumulative infection effects.
- Endurance: The caster gains the endurance and resilience of their chosen animal. For the duration of the spell, the caster will suffer no STAMINA damage from adverse environmental conditions and require no sustenance from food or water. However, if the caster does eat a meal during this time, it will not count towards the 2 Meal a day limit for restoring STAMINA points.
- Fly: This spell allows the caster to fly in any direction at running pace. The caster has full control over their movements. The flying caster will gently float to the ground when the spell expires. The caster can carry a weight equivalent to that they could carry comfortably on foot.
- Gills: This spell creates a magical pair of gills on the neck of the caster, allowing them to breathe underwater. However, these gills do bypass the normal breathing arrangements and so if the caster is not underwater, they may well suffocate!
- * Ink: The caster gains the ability of creating a five metre radius circle of absolute inky darkness centred around them. The area of darkness will not move, and will cancel out both normal light and the Dark Seeing Talent. The darkness can be cancelled by a Light spell or a Counterspell, but will otherwise last for the duration of the spell.
- Jump: The caster gains the ability to jump great distances as per their chosen animal. Casting this spell will enable the caster to jump over a wall or across a pit at will, with no chance of slipping or falling. A caster can jump a horizontal distance equal to quadruple their height, and a vertical distance equal to twice their height. No run-up is required, and carrying a heavy load or wearing armour has no effect on the distance jumped either. They can also execute a jump aWack in combat instead of fighting; if they win an Attack Round they knock their opponent over who then has to spend the next Attack Round getting up.
- Large Bite/Claws/Horn/Tusks: The caster gains a powerful attack like their chosen animal, but this spell only works if the caster is unarmed. All successful hits by the caster upon an opponent will inflict Large Bite/Claw STAMINA damage.
- Poison: The caster gains a venomous attack like their chosen animal, when fighting unarmed. If the caster wounds their target, they deliver poison damage in addition to regular damage. The poison is fast acting and immediately delivers STAMINA damage equal to 2 plus the number of Magic Points put into the spell. A spellcaster using an additional 6 Magic Points would thus create a poison inflicting 12 points of STAMINA damage.

Magic Companion

- Running: The caster gains the incredible running speed and ability of their chosen target animal. They can move at twice their normal speed and gain an additional +2 to their Running Special Skill rolls.
- * Strength: The caster gains the incredible strength of their chosen target animal. This will give them an additional +2 to their Strength Special Skill rolls and also to Damage Rolls made in hand-to hand combat.
- Swim: The caster gains the swimming speed and ability of their chosen target animal. They can move at twice their normal speed in water and gain an additional +4 to their Swimming Special Skill rolls. In addition they suffer no combat penalties of any kind fighting in water or other liquid.
- Tongue: The caster gains the sticky tongue attack of their chosen animal type, which helps by attempting to hinder their opponent's movement. When an enemy is wounded by the caster they must Test for Skill and if they are unsuccessful, they have been entangled by the tentacular tongue. Until they win an Attack Round and sever the tongue, they must subtract 2 from their SKILL.
- Web: The caster can fill an area up to 5 metres in diameter with a strong web made from either spider-silk or sticky slime. Anyone within the area will be bound by multiple strands and completely immobilised. A very strong victim such as a Troll or Giant can break out in two Attack Rounds, and any Hero with the Strength Special Skill can break out after two successful Strength tests. Heroes without the Strength Special Skill must wait for the five minute duration to elapse before they are freed.

This spell will last for thirty minutes regardless of which animal power is deployed, or until cancelled by the caster or a Counterspell.

Plant Mastery variant: Plants may seem to have a much more limited palette of powers when compared to animals, but all it takes is to use a bit of imagination. Thus a Master of Vines may use Climb, Tongue or Web powers, while a Master of Fungi may have Disease or Poison powers, and a Master of Trees may deploy Armour, Endurance or Strength powers.

Shrink (4)

This spell is the reverse of the Grow spell, causing the target animal to shrink to half their normal size. Like Grow, it can be cast multiple times, shrinking the target animal by half each time. Whilst under the effects of one of these spells, the target animal will suffer the effects of a Weakness spell due to their small size. This spell will last for 3 minutes or until cancelled by the caster. Alternatively, this spell can be used to decrease the size of a large or giant animal type to a small one; for example, if cast on a Giant Wasp, it would shrink into a normal wasp.

Plant Mastery variant: This spell works in an identical manner to that of its animal counterparts.

Shapechange (6)

A favourite of Animal Masters and Beast Mages, this power allows the caster to change (and back) once per day into a target animal or creature. All clothes and equipment are included in the change, which takes a full Attack Round, and the caster retains their full intelligence. If the creature's normal SKILL is higher than that of the caster, the caster gains a +1 bonus to their SKILL while transformed, but always retains their own current STAMINA score. The caster will however gain any special non-magical abilities such as flight, extra attacks, armoured hide, etc.

Plant Mastery variant: This spell works identically, changing the shape of the caster into the chosen type of plant or fungi.

Summon Guardian Beast-Spirit (8)

Casting this powerful spell summons the Guardian Spirit of the Beastmaster's chosen animal type. It will instantly appear as a swirling, pale, glowing, ghostly version of the specified creature, ready to be commanded, included into battle. The Guardian Spirit has the same combat scores as a normal animal of its type, with a bonus of +2 to SKILL and +2 to STAMINA. It can also only be harmed by silver or magical weapons. The Guardian Spirit will serve the caster faithfully until dawn the next day or until slain.

Plant Mastery variant: This spell is basically most effective with either plant or fungi monsters that actively attack their prey, creating a spirit version of the plant or fungi monster as per the spell rules above.

Transform (8)

This particularly nasty spell has featured in many legends and folk-tales, where it has turned Heroes into frogs, cockroaches or mice. Thus if the target fails their Test for Luck (which they can also chose not to test), they permanently become either a small or large creature of the caster's chosen form of Animal Mastery (so a Master of Horses could Transform somebody into a foal or a Warhorse).

Their clothes and other possessions are not affected, and so drop to the ground where their owner once stood. The poor victim still retains their knowledge and consciousness but can only speak in an animal language. The caster may reverse this spell by touching the target and willing it so, otherwise only a Counterspell can reverse the transformation.

Plant Mastery variant: This spell works identically, transforming the target into the chosen type of plant or fungi of the caster.

Amulet of the Masters

(Enchanting Artefact Recipe)

Animal Mastery/Enchantment required: 6

Cost of Recipe: N/A

Ingredients:

- A Silver Nugget worth at least 100gp
- The heart (or heartwood if plant) of a deceased animal (or plant) companion who has accompanied the enchanter for at least ten years, or their natural lifespan, prior to expiring of natural causes.
- The eyeball from an Eye Stinger

Cost of Ingredients: N/A

Time to craft: 1 Year

Description: Once a Beastmaster has learned all available Animal Mastery spells and has a Magic-Animal Mastery Special Skill of 6, they may construct the Artefact known as the Amulet of the Masters (see sidebar and Encyclopedia Arcana, p. 139). This is a silver amulet worn around one's neck that takes the form of the chosen animal type of the Beastmaster. The powers of the Amulet of the Masters are:

- Control animal or plant: The wearer can make up to six unfamiliar animals or plant monsters in the immediate vicinity react as if Friendly. The effects last for 60 minutes and during this time the animals or plant monsters can be commanded to do anything within reason, such as leave the area if possible, or attack a nearby enemy.
- Summon animal or plant: The wearer can summon 1-6 animals or plant monsters to aid them in battle, as long as the creatures are local to the area. So, a wizard wearing a Wolf Amulet could not summon aid if underwater exploring at the bottom of a lake, but they could summon some Snow Wolves if they were high up in the mountains. The summoned creatures will serve the Amulet wearer for up to one hour or until slain.

Magic Companion

- * Talk to animal or plant: The wearer of the Amulet can speak and understand the languages of any animals or plant monsters represented by the Amulet.
- Immune to animal or plant: The wearer of the Amulet is immune to the attacks of an animal or plant monster represented by the Amulet, including any special abilities. For example, a mage wearing a Scorpion Amulet would be immune to the venomous stings of all Scorpions.

When a Beastmaster is wearing their own personally constructed Amulet they can always activate all powers continuously and without effort (these powers must be used conscientiously lest the Beastmaster's powers suffer revocation). Anyone else wearing such an Amulet may only use each power once per day (for a duration of up to one hour), and only if they are a spellcaster, and make a successful Magic Special Skill roll. Finally, a Beastmaster who wears such an Amulet may not attack another Amulet-wearing Beastmaster, though they may fight to defend themselves.

The Amulet of the Masters

(Artefact)

The Masters are a group of wizards from the Ximoran Protectorate in western Khul, whereby each Master specialises in the study of some living aspect of the natural world. For example, Scorpion Swamp is known to be home to five such wizards: the Master of Wolves, the Master of Frogs, the Master of Spiders, the Mistress of Birds and the Master of Gardens.

Further north, in the fog-laden depths of Mithrir Forest are rumoured to dwell the Master of Bears and the Mistress of Tigers, among others. Each Master wears a silver Amulet sculpted in the likeness of their chosen domain of nature, and it is these Amulets that confer great magical power.

The destinies of all the Masters are tied together by their Amulets, and no Master may slay another while he or she wears an Amulet (though they may fight to defend themselves). (See also Encyclopedia Arcana, p. 139)



Sample Animal Table

To determine a Beastmaster's chosen animal, choose from or roll three dice separately on the below table. Note that this table gives a relatively comprehensive list of many animal types from the various Advanced Fighting Fantasy monster rulebooks, and that the reference given refers to the most common example of that animal type.

For more detail it is recommended to consult the individual monster books, as well as the Ultimate Monster Index in Return to the Pit. In addition, it hopefully shouldn't be too difficult to extrapolate the Senses and Powers of other animal types based on those already present in this table.

Sample Animal Table

<i>1st d6</i>	<i>2nd d6</i>	<i>3rd d6</i>	<i>Animal Type</i>	<i>Senses</i>	<i>Powers</i>	<i>Reference</i>
1-3	1	1	Alligator	Call, Smell	Armour, Large Bite, Breathe, Strength, Swim	RTTP 17-18
	2	Ant		Darkseeing, Smell	Climb, Strength	RTTP 21-22
	3	Ape		Call, Smell	Climb, Strength	OOTP 16-17
	4	Baboon		Call, Smell	Climb, Large Bite	RTTP 26
	5	Barracuda		Farseeing, Smell	Gills, Large Bite, Swim	BTP 17
	6	Bat		Call, Listen, Sonar	Disease, Fly	OOTP 19
2	1	Bear		Call, Smell	Climb, Lg Claws, Strength	OOTP 19-20
	2	Bee		Darkseeing, Smell	Fly, Poison	BTP 76-77
	3	Beetle		Darkseeing, Smell	Armour, Strength	RTTP 28-30
	4	Boar		Listen, Smell	Large Bite, Strength	OOTP 22
	5	Bug		Darkseeing, Smell	Armour, Poison	BTP 27
	6	Camel		Call, Listen, Smell	Endurance, Running	RTTP 9
3	1	Cat		Call, Darkseeing, Listen, Smell	Climb, Jump	RTTP 37-38
	2	Centipede		Darkseeing, Smell	Armour, Poison	OOTP 27
	3	Chameleon		Farseeing, Smell	Camouflage, Tongue	BTP 28
	4	Crab		Darkseeing, Smell	Armour, Breathe, Swim	OOTP 30-31
	5	Crocodile		Call, Smell	Armour, Breathe, Large Bite, Strength, Swim	OOTP 31
	6	Crow		Call, Farseeing, Smell	Endurance, Fly	RTTP 73
4	1	Dolphin		Call, Sonar	Breathe, Swim	BTP 43
	2	Dog		Call, Listen, Smell	Large Bite, Running	OOTP 38-39
	3	Eagle		Call, Farseeing	Fly, Large Claws	OOTP 43-44
	4	Eel		Darkseeing, Smell	Gills, Swim	OOTP 44
	5	Elephant		Call, Listen, Smell	Lg Tusks, Strength	RTTP 66-67
	6	Ermine		Darkseeing, Listen	Camouflage, Climb	EA:V1 77
5	1	Falcon		Call, Farseeing	Fly, Large Claws	RTTP 72
	2	Fish		Darkseeing, Smell	Gills, Swim	OOTP 93
	3	Fly		Darkseeing, Smell	Disease, Fly	OOTP 53
	4	Fox		Darkseeing, Smell	Camouflage, Endurance	RTTP 76
	5	Frog		Call, Darkseeing	Breathe, Swim, Tongue	BTP 56
	6	Hawk		Call, Farseeing	Fly, Large Claws	OOTP 65
6	1	Hornet		Darkseeing, Smell	Fly, Poison	BTP 69-70
	2	Horse		Listen, Smell	Lg Hooves, Running, Strgth	RTTP 107-109
	3	Hyena		Call, Darkseeing, Listen, Smell	Disease, Endurance, Large Bite, Running	RTTP 110
	4	Jackal		Darkseeing, Listen	Camouflage, Running	RTTP 115
	5	Jaguar		Darkseeing, Listen	Camouflage, Climb, Lg Bite	OOTP 71
	6	Leech		Darkseeing, Smell	Breathe, Disease, Swim	OOTP 73

Magic Companion

<i>1st d6</i>	<i>2nd d6</i>	<i>3rd d6</i>	<i>Animal Type</i>	<i>Senses</i>	<i>Powers</i>	<i>Reference</i>
4-6	1	1	Lion	Call, Darkseeing, Listen, Smell	Climb, Jump, Large Bite, Strength	RTTP 124-125
	2	2	Lizard	Darkseeing, Smell	Armour, Climb, Endurance	OOTP 75-76
	3	3	Locust	Smell	Endurance, Fly, Jump	RTTP 193
	4	4	Lynx	Darkseeing, Listen	Climb, Jump, Large Bite	EA:V1 75
	5	5	Maggot	Smell	Breathe, Disease, Endurance	RTTP 193-194
	6	6	Mammoth	Call, Listen, Smell	Endurance, Lg Tusks, Str	OOTP 78
2	1	1	Mantis	Farseeing, Smell	Camouflage, Fly, Lg Claws	RTTP 149-150
	2	2	Millipede	Darkseeing, Smell	Armour, Poison	RTTP 128-129
	3	3	Mole	Listen, Smell	Endurance, Strength	BTP 12-13
	4	4	Monkey	Call, Listen, Smell	Climb, Endurance	RTTP 75
	5	5	Moth	Smell, Sonar	Camouflage, Fly	BTP 89
	6	6	Octopus	Darkseeing, Smell	Camouflage, Gills, Ink, Swim	OOTP 89-90
3	1	1	Owl	Call, Darkseeing, Farseeing, Listen	Fly, Large Claws	OOTP 91
	2	2	Panther	Darkseeing, Listenl	Climb, Jump, Lg Bite,Str	BTP 100-101
	3	3	Parrot	Call, Listen	Climb, Fly	EA:V1 47
	4	4	Puma	Listen, Smell	Climb, Jump, Lg Bite, Str	RTTP 150-151
	5	5	Rat	Darkseeing, Smell	Disease, Endurance	RTTP 74
	6	6	Raven	Call, Farseeing, Listen	Climb, Disease, Fly	BTP 107-108
4	1	1	Rhinoceros	Listen, Smell	Armour, Large Horn, Running, Strength	RTTP 154
	2	2	Scorpion	Darkseeing, Smell	Armour, Endurance, Large Claws, Poison,	OOTP 100
	3	3	Serpent	Darkseeing, Smell	Armour, Climb, Poison	BTP 116-118
	4	4	Shark	Darkseeing, Smell	Gills, Large Bite, Swim	OOTP 102-103
	5	5	Slug	Darkseeing, Smell	Poison, Web	OOTP 105-106
	6	6	Snail	Darkseeing, Smell	Armour, Endurance,Web	BTP 150-151
5	1	1	Snake	Darkseeing, Smell	Armour, Climb, Poison	OOTP 106-107
	2	2	Spider	Darkseeing, Smell	Climb, Poison, Web	OOTP 108
	3	3	Squid	Darkseeing, Smell	Camouflage, Gills, Ink, Swim	RTTP 183
	4	4	Tarantula	Darkseeing, Smell	Climb, Poison, Web	RTTP 195
	5	5	Tiger	Darkseeing, Listen	Climb, Lg Claws, Strength	BTP 143-144
	6	6	Toad	Call, Listen	Breathe, Swim, Tongue	OOTP 114
6	1	1	Viper	Darkseeing, Smell	Armour, Climb, Poison	RTTP 205-206
	2	2	Vulture	Farseeing, Call	Fly, Large Claws	RTTP 206-207
	3	3	Walrus	Smell	Breathe, Swim, Tusks	EA:V1 92
	4	4	Wasp	Darkseeing, Smell	Fly, Poison	OOTP 117
	5	5	Whale	Sonar, Listen, Call	Breathe, Strength, Swim	RTTP 35
	6	6	Wolf	Darkseeing, Call, Smell, Listen	Endurance, Large Bite, Running	OOTP 120

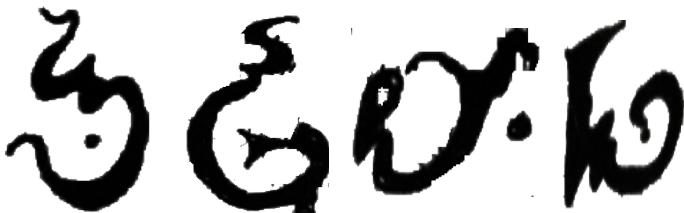
RUNE CARVER

Rune Carvers, sometimes called Engravers or Spell Swords, use the ancient skill of rune engraving to cast spells; the process is slower and more involved than traditional spellcasting but has the advantage of creating runes that can, once created, be used quickly and whilst wearing heavy armour.

The skill of rune carving was taught first to the Dwarves by the earth elementals, but over time it spread to the other races and elements. The runes are a form of the language of pure elemental beings and thus each contains some part of the power of those elements, either on their own or in combination. As it is a form of writing, most runes must be carved onto another material, usually stone or metal, though each one has its own requirements.

The elemental language is not easy to learn and each rune must be studied carefully by the Rune Carver before they can replicate it. In addition, in order to 'hold' the magic in place, special material called rune dust or rune powder is required. This is made by crushing up gems and semi-precious stones and mixing it with other powders including silver and gold leaf shavings. It is thus expensive and unless an engraver has access to a source of those materials, they will find this magic to be a drain on their purse. In a city with decent trade connections, a reinforced leather bag of rune powder (occupies half an equipment slot) will cost 40gp and contain enough powder to engrave 20 runes.

Heroes of course seek out gold and treasure by the chestful, but even they must be forewarned that rune carving will be expensive.



Rune Carvers develop the MAGIC statistic and the special skill Magic - Rune Carving. The two are added together to get their Runic Knowledge score, which is important in determining how powerful their runes are. Like many other magic users, they can learn Magic-Minor.

Runes are first created by carving or engraving them on another material, then used by uttering the name of the rune out loud. The magic of the rune is tied to the engraver that created it, so they cannot be triggered by someone else and the rune carver can only trigger them deliberately. Much like casting a spell, there is more to it than simply making the appropriate sounds.

Once carved, a rune can be refreshed by using rune powder which is worked into the original shape along with magical power channelled by the rune carver. This is faster than carving a fresh rune, but it is still slow and like the magic of wizards, it is difficult to do in armour - the same penalties apply. The rune powder is used up when the spell is cast and the magic of the rune released.

Engraving a fresh rune takes one hour per point of Runic Knowledge needed to empower the rune. They will appear as intricately curved and knotted designs upon the base material - as they are the language of the elements, their exact appearance will reflect that. Water runes will be flowing and wavelike, earth runes will be thicker and solid and so on.

Empowering the rune takes 10 minutes per point of Runic Knowledge used to activate the rune. During this time the Rune Carver works rune powder into the design and focuses on the design and purpose of the rune, charging it with magical energy. This process is akin to casting a spell and is subject to the same restrictions as wizardry magic, including penalties for armour or disruption. At the end of the empowering, the carver makes their casting roll

Magic Companion

needing to get less than or equal to their Runic Knowledge on 2d6 or the empowering fails and the rune powder is consumed (lost). Rune Carvers that increase the time spent working the rune can gain a 'preparation' bonus to the casting roll but for each +2 they must double the overall time spent working the rune (20 minutes per point of Runic Knowledge for a +2 bonus, 40 minutes per point for a +4 and 1 hour 20 minutes per point for a +6). A roll of 12 is a spell failure and the new 'Oops' table for enchanting (Chapter 4) should be consulted.

Once the rune is empowered it will stay empowered for a number of days equal to the Runic Knowledge score of the carver who empowered it, after which the magic in the rune powder fades. Half the rune powder can be recovered by 'cleaning out' the rune. A Rune Carver can have a number of levels of runes equal to their Runic Knowledge empowered at one time - so a carver with 7 Runic Knowledge could have 1 Rune of Recalling, 1 Rune of Reverberations and 2 Runes of the Heat of the Forge empowered. If they want to change runes they must expend some of the existing ones, losing the rune powder in the process.



Activating the rune is done by speaking the rune aloud whilst envisioning the form of the rune; it cannot be done accidentally and is instantaneous. Rune Carvers do not spend a round casting their spell, and the effects are applied in the round that it is used or at the start of the next round (their choice).

In general the use of a rune does not interfere with other actions in a round of combat. A Rune Carver can activate the 'Heat of the Forge' rune as they make a combat roll, or as they run toward an enemy. It is a 'free action' unless the Director states otherwise.

The language used for releasing or activating a rune is a form of Elemental; it has similarities to ancient dwarvish. A Rune Carver that is silenced will be prevented from using their runes. If they are hindered in their speech (choking, dazed), the Director might require they make a test against their Magic-Runes special skill in order to cast.

A second spell casting roll is required, but only fails on the result of a 12 in which case the magic of the rune is released in a harmless burst of elemental energy (a flash of flame, a gust of wind, a spray of dust or water) but no roll on the 'Oops' table is needed.

Although runes are associated with specific elements, Rune Carvers do not choose one over the others - they are free to learn from any source they have access to.



Chapter 5 - New Magical Styles

<i>Rune:</i>	Arrow Cutting	<i>Rune:</i>	Fever
<i>Element:</i>	Air	<i>Element:</i>	Fire
<i>Runic Knowledge:</i>	1	<i>Runic Knowledge:</i>	1
<i>Engraved Upon:</i>	Any Weapon or a Shield	<i>Engraved Upon:</i>	Any Item, usually jewellery
<i>Description:</i>	This rune can be activated with a short command word when a missile (arrow, bolt or thrown) is speeding toward the engraver. It will cause their weapon (or shield) to intercept the danger, knocking it away. Obviously, the Rune Carver must be aware of the attack and they must activate the rune before any damage rolls are made. It has a single use.	<i>Description:</i>	Using this rune causes a high fever to affect the rune caster for one round - they are at -3 to all actions and suffer one point of STAMINA damage but the fever does purify them of any poison or disease they are suffering.
<i>Rune:</i>	Bounding	<i>Rune:</i>	Gift of the Merfolk
<i>Element:</i>	Water	<i>Element:</i>	Water
<i>Runic Knowledge:</i>	1	<i>Runic Knowledge:</i>	1
<i>Engraved Upon:</i>	Any item, but frequently boots	<i>Engraved Upon:</i>	Clothing or jewellery
<i>Description:</i>	When activated this rune summons a powerful gust of wind that propels the caster forward 30' and up to 10' in the air. The leap is in a straight line and they may still use their normal movement and fight in the same round that it is used.	<i>Description:</i>	Upon activation this rune allows the Rune Carver to breathe underwater and to move and fight freely as if they were on dry land. Their swim speed is doubled. The rune lasts for 10 minutes per point of Runic Knowledge.
<i>Rune:</i>	Crushing Boulder	<i>Rune:</i>	Recalling
<i>Element:</i>	Earth	<i>Element:</i>	Air
<i>Runic Knowledge:</i>	1	<i>Runic Knowledge:</i>	1
<i>Engraved Upon:</i>	Any weapon	<i>Engraved Upon:</i>	Any hard object up to 5lbs per point of Runic Knowledge of the Rune Carver
<i>Description:</i>	Activate this rune as you strike - it will, as part of your attack, smash a non-magical shield rendering it useless.	<i>Description:</i>	Upon activation this rune causes the object it is engraved upon to leap into the air and move rapidly to the hand of the Rune Carver. The range is 100' per point of Runic Knowledge the engraver has.

Magic Companion

<i>Rune:</i>	Silver Edge	<i>Rune:</i>	Work Weapon
<i>Element:</i>	Earth	<i>Element:</i>	Air/Earth
<i>Runic Knowledge:</i>	1	<i>Runic Knowledge:</i>	1
<i>Engraved Upon:</i>	Any Weapon	<i>Engraved Upon:</i>	Any weapon
<i>Description:</i>	Using this rune causes the carvers weapon to be encased in a fine layer of silver, allowing them to strike against any creature that can only be hurt by silvered weapons. It lasts for a number of hours equal to the engraver's Runic Knowledge.	<i>Description:</i>	When used your weapon improves in balance and handling - for rounds equal to your Runic Knowledge you now score a critical hit when you roll 11 or 12, your weapon is considered magical and every hit causes +1 STAMINA damage as whirls of elemental gravel assault your target.

<i>Rune:</i>	The Ember	<i>Rune:</i>	Grasping Earth
<i>Element:</i>	Earth/Fire	<i>Element:</i>	Earth
<i>Runic Knowledge:</i>	1	<i>Runic Knowledge:</i>	2/4
<i>Engraved Upon:</i>	Clothing or jewellery.	<i>Engraved Upon:</i>	Any solid surface
<i>Description:</i>	Upon activation this rune provides the carver with a gentle warmth that protects against environmental cold effects and reduces damage from cold based attacks by half - it lasts for a number of hours equal to Runic Knowledge.	<i>Description:</i>	This rune is carved upon the ground and left; it lasts for days equal to your Runic Knowledge. It is activated when someone passes within 10' of it, at which point a thick tentacle of earth snakes out and attempts to grab the target. The tentacle has SKILL of 10 - if it hits it grabs its victim and turns back to stone! Chipping themselves out will take some time, depending on the tools they have to hand.

<i>Rune:</i>	The Icicle	<i>Rune:</i>	Grasping Earth
<i>Element:</i>	Water/Air	<i>Element:</i>	Earth
<i>Runic Knowledge:</i>	1	<i>Runic Knowledge:</i>	2/4
<i>Engraved Upon:</i>	Clothing or jewellery.	<i>Engraved Upon:</i>	Any solid surface
<i>Description:</i>	Upon activation this rune gently chills the engraver, protecting them against environmental heat effects and reduces damage from heat based attacks by half - it lasts for a number of hours equal to the Runic Knowledge of the caster.	<i>Description:</i>	This rune is carved upon the ground and left; it lasts for days equal to your Runic Knowledge. It is activated when someone passes within 10' of it, at which point a thick tentacle of earth snakes out and attempts to grab the target. The tentacle has SKILL of 10 - if it hits it grabs its victim and turns back to stone! Chipping themselves out will take some time, depending on the tools they have to hand.

Chapter 5 - New Magical Styles

<i>Rune:</i>	Heat of the Forge
<i>Element:</i>	Fire/Earth
<i>Runic Knowledge:</i>	2
<i>Engraved Upon:</i>	Metal or Stone, usually a weapon
<i>Description:</i>	Upon activation this rune causes the item it is engraved upon, usually a weapon, to heat up as if it had just been removed from a forge. For a number of rounds equal to the engraver's Runic Knowledge the weapon does +2 points of STAMINA as heat damage each time it lands a blow (blows that are dodged or stopped by armour have not landed). It will ignite flammable materials if held against them for one round. Creatures that are susceptible to fire take double damage, creatures that are resistant to fire take no extra damage. For the duration the blade is considered magical.



Sound Eater

<i>Rune:</i>	Sound Eater
<i>Element:</i>	Air
<i>Runic Knowledge:</i>	2
<i>Engraved Upon:</i>	Any item
<i>Description:</i>	When activated, this rune deadens all sound in a bubble of radius 2 x Runic Knowledge around the caster. Everyone inside this bubble (including the engraver) is considered silenced, lasting for rounds equal to your Runic Knowledge.

<i>Rune:</i>	Reverberations
<i>Element:</i>	Earth/Air
<i>Runic Knowledge:</i>	2
<i>Engraved Upon:</i>	Metal or Stone, usually Armour
<i>Description:</i>	Upon activation this rune begins absorbing energy. When the bearer is struck the rune absorbs one point of damage per blow until it has absorbed damage equal to the Runic Knowledge of the engraver, at which point a blast of air emanates from

The Flood

<i>Rune:</i>	The Flood
<i>Element:</i>	Water
<i>Runic Knowledge:</i>	2
<i>Engraved Upon:</i>	Any footwear
<i>Description:</i>	Activating this rune doubles the Rune Carver's movement speed for rounds equal to your Runic Knowledge, during this time using the Charge combat option gives you +2 to your combat rolls and damage.

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<i>Rune:</i>	The Tsunami
<i>Element:</i>	Water
<i>Runic Knowledge:</i>	2
<i>Engraved Upon:</i>	Any Weapon
<i>Description:</i>	Upon activation your attack this round will affect every target within your normal reach. A single combat roll is made and compared against all targets. Your primary target takes damage as normal, the other targets must roll vs SKILL or be knocked prone as a gushing wave sweeps their feet from under them.

<i>Rune:</i>	Chilling
<i>Element:</i>	Water / Air
<i>Runic Knowledge:</i>	3
<i>Engraved Upon:</i>	Any Weapon
<i>Description:</i>	Upon use, this rune causes your weapon to be encased in chilling frost. Upon a successful hit (one where you cause damage) your target must test 3d6 vs STAMINA or be slowed. The effect lasts half your Runic Knowledge, rounded down, in rounds. A stronger version costing 5 Runic Knowledge increases the test to 5d6.

<i>Rune:</i>	Hurricane
<i>Element:</i>	Air
<i>Runic Knowledge:</i>	3
<i>Engraved Upon:</i>	Any weapon
<i>Description:</i>	Tendrils of gusting air surround your weapon making it lighter and easier to

use. For rounds equal to your RK you can make two attacks with it; either attack two separate targets or attack one target but with a +2 bonus to your combat roll.



<i>Rune:</i>	Landslide
<i>Element:</i>	Earth
<i>Runic Knowledge:</i>	3
<i>Engraved Upon:</i>	Any item worn by the Carver
<i>Description:</i>	Upon activation, the engraver becomes an unstoppable battering ram, surging forward 30' in a straight line. Anything in their path must make a test vs SKILL or be knocked back 10' away from the line and left prone. Those that pass the test are still unbalanced. Large creatures or those with four (or more) legs that pass are unaffected (Director's discretion). This movement is very sudden and doesn't trigger any free attacks or count as fleeing from combat.

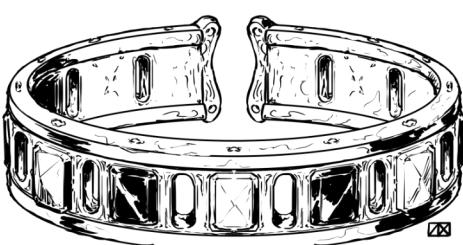
Chapter 5 - New Magical Styles

<i>Rune:</i>	Lightning
<i>Element:</i>	Air
<i>Runic Knowledge:</i>	3
<i>Engraved Upon:</i>	Any Weapon
<i>Description:</i>	<p>Activating this rune causes sparks to dance along your weapon. Any time you hit your target they must make a 3d6 test against STAMINA or be dazed for one round. The effect lasts half your Runic Knowledge, rounded down, in rounds.</p> <p>A stronger version costing 5 Runic Knowledge increases the test to 5d6.</p>

<i>Rune:</i>	Cloak of Fog
<i>Element:</i>	Air/Water
<i>Runic Knowledge:</i>	4
<i>Engraved Upon:</i>	Any item worn by the Carver
<i>Description:</i>	<p>Upon activation, the caster is enveloped in a fog that extends a number of yards equal to their Runic Knowledge. The fog trails with them provided they move no faster than walking pace and lasts for a number of rounds equal to their Runic Knowledge. The fog obscures vision providing heavy cover to anyone firing into or out of the fog. A strong wind or similar effect can dissipate the fog.</p>

<i>Rune:</i>	The Gale
<i>Element:</i>	Air
<i>Runic Knowledge:</i>	3
<i>Engraved Upon:</i>	Any Item
<i>Description:</i>	<p>When you activate this rune a great wind emanates in a cone in front of the engraver. The cone is 30' long and 30' wide at the end. It lasts for two rounds. Missile fire into the area has a -4 penalty and anyone apart from the rune carver must make a contested roll (their SKILL vs the Runic Knowledge of the caster) or be unbalanced. The Gale moves with the caster.</p>

<i>Rune:</i>	Flameskull
<i>Element:</i>	Fire
<i>Runic Knowledge:</i>	4
<i>Engraved Upon:</i>	Any item worn on the head.
<i>Description:</i>	<p>Upon activation the users head is transformed into a burning skull with flames leaping upwards and spewing from your mouth. Animals that fear flame will retreat from you and any thinking creature that is hostile to you or your companions and within 30' must test vs SKILL at the start of each round or suffer -2 penalty due to fear. The effect lasts for rounds equal to half your Runic Knowledge rounded down. Provides light as a torch.</p>



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<i>Rune:</i>	Rime	<i>Rune:</i>	Cleanse Item
<i>Element:</i>	Water/Air	<i>Element:</i>	Water
<i>Runic Knowledge:</i>	4	<i>Runic Knowledge:</i>	6
<i>Engraved Upon:</i>	Armour	<i>Engraved Upon:</i>	Any cursed item
<i>Description:</i>	This rune causes the rune carver's armour to be covered in a layer of cloying, chilling ice for rounds equal to their Runic Knowledge. Anyone striking them must make a test of SKILL (Strength skill may be used) or find their weapon is stuck fast in the rime. They may make a Strength skill test to pull it back out each round. This effect can be used to stick the engraver to a surface if they bring their armour in contact with, so they could 'glue' themselves to a wall, door or slope for example..	<i>Description:</i>	Using this magic a rune carver can attempt to cleanse a cursed item. The rune is engraved upon the item and then activated in the hope that the magic of the rune will absorb any curse that lies upon the object. At this point the carver must test against their MAGIC - Runes skill. Stronger curses will apply penalties to this test. If they are successful the curse is destroyed along with the rune. What this does to the previously cursed object is up to the Director; it may destroy it, it may leave it intact but without magic, it could even reverse the curse and turn it into a bonus.
 	The Volcano	 	Permanent Runes
<i>Rune:</i>	The Volcano	<i>Rune:</i>	
<i>Element:</i>	Earth/Fire	<i>Element:</i>	
<i>Runic Knowledge:</i>	5	<i>Runic Knowledge:</i>	
<i>Engraved Upon:</i>	Any object	<i>Engraved Upon:</i>	
<i>Description:</i>	Upon use, narrow cracks open in the ground around the carver up to a radius of 20' from which scorching flames shoot upwards. Each round anyone except the Rune Carver, friend or foe, must test vs SKILL (Dodge) or be hit by a gout of flame for 1d6 points of damage. Lasts rounds equal to half your Runic Knowledge rounded down.	<i>Description:</i>	The greatest practitioners of the art can engrave runes upon items that are permanent and recharge from the natural energies that float around Kern, providing one use of the rune each day or more for exceptionally powerful items. Thus, many magical items found on Kern derive their power from Rune Carving. The rune must be interpreted and understood so that its activation word (in the elemental language that is close to ancient dwarvish) can be pronounced. Magical items of any kind are rare but amongst that category, rune engraved items are relatively common.

PRIMAL MAGIC

This form of magic is incredibly rare on Titan in the current time, but was first developed by the Atlantean God-Kings of old. Drawing power from the ancient energies that pervade the world, this magic is both difficult to learn, hard to use and incredibly powerful. Characters may only learn this magic type from specific teachers or grimoires, the latter also requiring the input of an archmage or similar. Learning the Magic - Primal special skill costs double the normal amount of xp, as does increasing the rank. Learning Primal spells also costs double normal xp.

Otherwise, the special skill works in a similar way to Magic - Wizardry (this is a Secondary style). A test must be made against MAGIC (and the special skill) to successfully cast the spell as normal, and only spells of a level equal to or less than the special skill may be learned. Primal spells use the same MAGIC POINTS that Wizardry spells do, but cost double their level. The total of MAGIC and Magic-Primal is called Arcane Mastery. Of course, given that this magic is practiced by only a few individuals on Titan, ancient Atlantean tomes must be located to find new spells to learn.



Primal Magic Spells

Some Primal spells can be cast on a target and last until the following dawn. In those cases, only a single Primal spell can be in effect at any one time on a single target. If a second Primal spell is cast on the same target, the original spell will cease to function and the effect will end. The second spell will however be active.

Blessings of the Spring [1]

This spell is cast on one target, drawing on the vitality and energy of spring and improving the physical reserves of the target. Until the following dawn, that target will double the STAMINA recovered from all sources including eating, sleeping, first aid and Priestly abilities. The target also will not tire or become fatigued regardless of the activity undertaken.

Lash of the Volcano [1]

This attacking spell must be cast whilst the target is standing on the ground, and cannot be used against an enemy that flies, is incorporeal etc. Jumping, climbing etc are not sufficient to disrupt the spell however.

Once cast, a split appears in the ground nearby and a tentacle of lava shoots out to attack the target. A 2d6 roll must be made against the SKILL of the target, adding the special skill rating of the caster. If the roll is higher than the target SKILL, the target is struck for 2 STAMINA damage which ignores any armour. If the attack misses, the tentacle disappears.

On the following (and subsequent) round, the tentacle will repeat the attack if it is still present and the target is still alive. This tentacle will therefore persist, with its origin moving to follow the target, until either it misses an attack, the target dies or the caster cancels the spell.

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Roots of the Mountain [1]

This spell can be cast on one target (or the caster) who must be touched for the spell to take effect. The target cannot then move either foot from where they currently are, and no amount of force can make the target move. The target cannot remove whatever footwear they have on, and indeed the only way to move their body to somewhere else is to physically break it free of their legs.

The target can be “stuck” to a wall or even a ceiling, but the normal strength of the target applies, so if they are stuck upside down and they hold a rope, they cannot be pulled down, but can only pull up what they would normally be able to lift. The spell ends when either the target or the caster wishes it to end.

Titan’s Mantle [1]

This spell may only be cast directly on the body of the caster. Once completed, the skin of the caster will take on a somewhat stone-like appearance, becoming grey and mottled. The caster will, until the following dawn, receive a +1 bonus to all armour tests made, and will count as having a leather cuirass if no armour is worn. In addition, a d6 should be rolled whenever the caster takes physical damage (from any source). On a roll of a 6, that damage is completely negated.

Anger of the Volcano [2]

This spell is cast on one target within sight. Immediately upon casting, the ground will begin to bubble and boil and lava will begin to spit up from cracks, aimed at the target. Each round the target must roll on the following table, even if they are able to fly or otherwise leave the ground. Armour does not apply to any damage inflicted:

<i>d6</i>	<i>Effect</i>
1	The spell ends
2-3	No effect
4	The target takes 1 STAMINA damage
5	The target is impeded and has a -1 penalty to all actions this round
6	The target takes 3 STAMINA damage

Inspiration of the Heroes [2]

When this spell is cast, the Primal Mage will seem to glow with the power of the ancient Gods, causing all of their allies within thirty yards or so to grow in confidence. For a number of rounds equal to the Arcane Mastery of the caster, all allies (but not the caster themselves) gain a bonus of +1 to their attack rolls, damage rolls, armour rolls, special skill tests and spellcasting rolls. These bonuses cannot be combined with other spells such as Ironhand, and those spells will end when this spell takes effect.

Strength of the Heartwood [2]

This spell, once cast on a target, lasts until dawn on the following day. During the duration of the spell, the recipient can (once per round), draw on their inner strength to restore their body. They may reduce their current SKILL by 1 point to restore 1d6 STAMINA. This lost SKILL will return at the rate of 1 point per day, provided that the recipient is not under the effects of this spell on that day. Thus if it is cast every day, no SKILL will be restored until such castings stop.

Auguries of the Blood [2]

This spell takes ten minutes to cast and requires fresh blood, but only enough to fill an egg cup. Once completed, the caster will stand insensible for a number of rounds equal to their Arcane Mastery. The caster will receive one fragmentary vision of the future per round, and as each is received it can be

applied to one ally of the caster who must be within speaking range. Between casting and the following dawn, the recipient of a vision may re-roll any one single dice (d6) per vision. If an attack roll is a 3 and a 1, a Hero could use one Vision to reroll the 1, or two visions to reroll both. These re-rolls can be used for any dice rolled for a Hero. This spell may only be cast once per day.

Primal Energy [4]

Primal magic uses the most ancient and basic magical energies, the same energies that were later adopted to power less ancient magical styles. When cast, this spell will cancel every non-Primal magic spell in effect within 30 yards of the caster instantly, both beneficial and harmful. The caster will then receive 1 Magic Point for every spell cancelled in this way, although they cannot exceed their starting Magic Point total. Due to the vast magical fluxes created by this spell, it cannot be cast more than once per day.

Winters Fury [4]

This spell summons the full fury of winter into an area of up to 100' in radius (although the caster may make it smaller), lasting for as many minutes as the caster has Arcane Mastery score. Whilst in effect, the area will fill with howling winds, driving snow, ice underfoot and bitterly cold temperatures.

Everyone except the caster who is in the area takes 1d3 STAMINA damage each round from the biting cold (with armour providing no protection) and has a -2 penalty to all actions due to the sheet ice underfoot. Flight is impossible within the area. The effects stop abruptly at the edge of the spell area, and anyone standing even a foot outside the area experiences normal temperatures and whatever wind or breeze is already there.

Anger of the Heavens [6]

This spell, which can only be cast outside, creates a huge roiling black cloud above the caster, from which multiple bolts of lightning stab down. The caster may target a maximum number of enemies equal to their Arcane Mastery score, who must be within 100 yards.

Every enemy targeted will be hit with a bolt of powerful lightning (the target may Test their LUCK to avoid it) that does 3d6 damage. If the target has metal armour, they make an armour roll, but the "protective value" is ADDED to the damage inflicted. Leather armour protects as normal. Each enemy may only be targeted once.

Avatar of Earth [8]

This powerful spell invests considerable amounts of power into one ally of the caster who must be touched for the spell to take effect. The spell takes the rest of the combat round to take effect, and at the start of the following round the recipient will, to all watchers, appear to be incredibly powerful. That Hero will, for a number of rounds equal to Arcane Mastery, receive the following bonuses:

- +2 bonus to Attack rolls, spellcasting rolls and special skill rolls
- Damage dealt to enemies is increased by +1 STAMINA from all sources
- Damage received from enemies is halved (rounded down) before armour is applied
- Spells cost half the normal amount of Magic Points or STAMINA (rounded down)
- The Hero may take two actions in every round

This spell may not be cancelled by any means, but may only be cast once in any Lunar month!

GROVE TENDER

Often mistaken for a type of druid but actually a magic user that is fascinated by the world of plants, Grove Tenders (also known as Glade Wardens, Gardeners, Tree Mages and other names) focus on understanding growing plant life and have an intimate relationship with their home grove, glade or garden from which they draw power and items.

They can operate away from their grove for long periods but are most powerful when on home soil. They are known for carrying a staff of living wood, which is a powerful weapon, and for using plants and herbs to defeat their enemies. Unsurprisingly they are common amongst the elves and it is the elves who have taught the arts of this natural magic to the other races, even the dwarves and gnomes who make wondrous fungus gardens deep beneath the earth. Grove Tenders differ quite significantly from Plant Masters (See Animal Master) because a Grove Tender sees themselves more as a servant to the plants of their glade, whereas a Plant Master is more about control.

The homes of the grove tenders are amongst the most beautiful and fertile natural places in the world full of strange and enchanting blooms, vibrant with life, plants and animals that seem to pulse with energy and plenty. Of course, not all grove tenders are kind, winsome guardians of the forest or jungle - some see their power as a means to control an area of land and to kill or drive away those who would bother them - many of the plant based horrors that now grow wild on Titan started off as the experiments of a Grove Tender that had turned their back on the civilised world. There are rumours of grove tenders that have become obsessed with plants that are carnivorous, poisonous or dangerous in some other way and their groves are nightmarish zones full of danger.

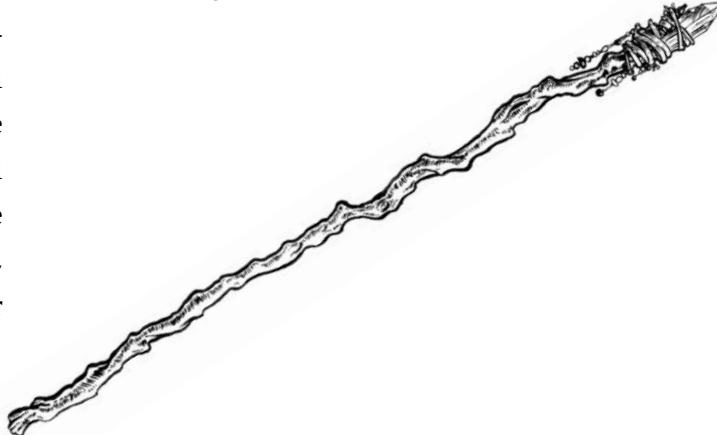
As the magical power of the grove tender grows, their garden becomes more fertile and more capable of producing magical and semi-magical produce, as well as becoming larger and gaining some useful special properties.

A grove tender uses MAGIC and a new special skill, Magic-Fecundity, to get a 'Harvest' score which is their equivalent of Arcane Power or Inner Strength.

They must also have at least one point in the Plant Lore special skill and, if you are using the Titan Herbal companion book they should have one point in the Herb Lore special skill. The grove tender as a hero works particularly well in conjunction with the additional information provided in the Titan Herbal book and the use of that book provides real depth and variety to the abilities of this archetype.

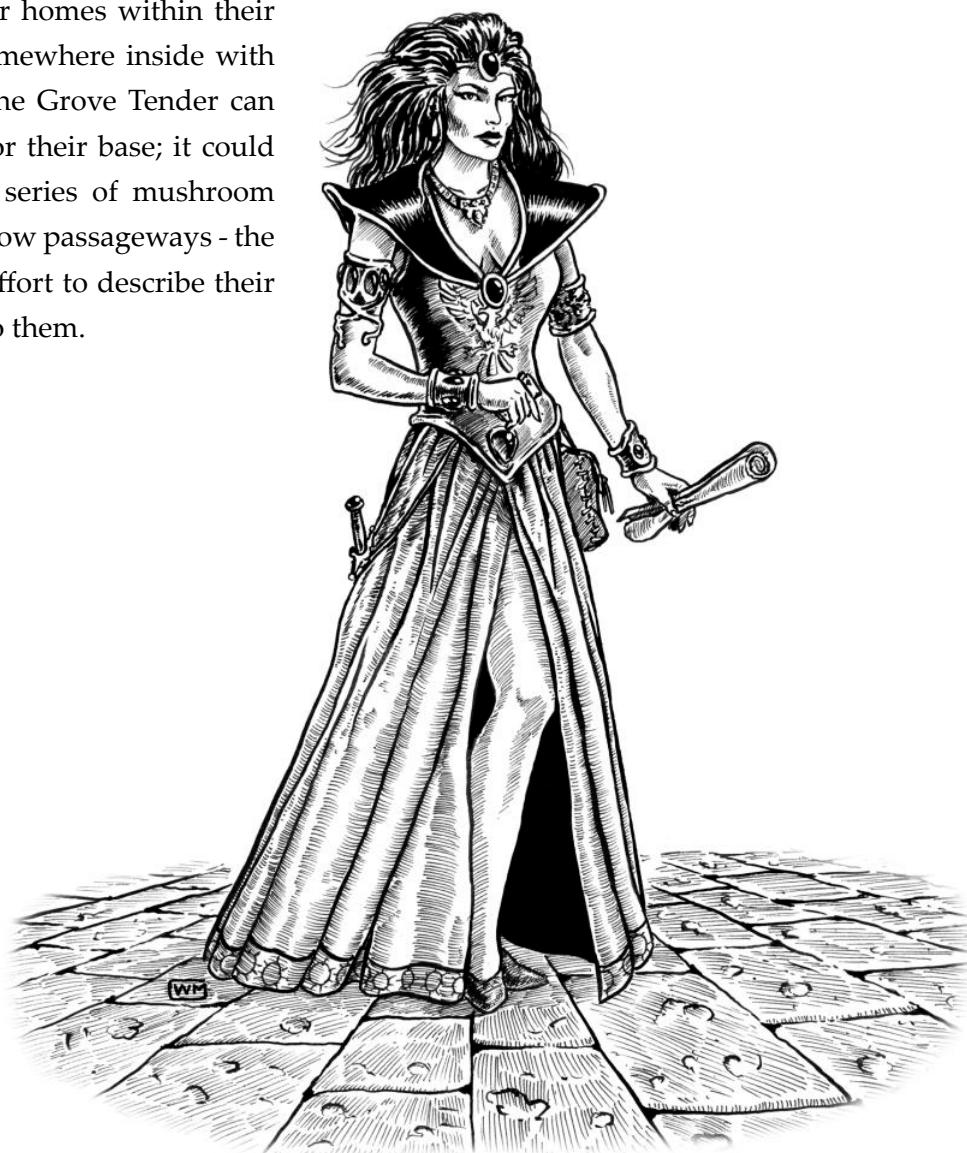
When they wander from their grove they can bring 'seed pods' which are large seed or nut like objects (10 occupy one inventory slot) which can be used to power certain spells, though not all the magic of a grove tender requires the use of a seed pod. Tenders are also capable of growing these seed pods whilst away from their glade, but at a slower rate.

Seed pods remain potent for one week per point of Harvest score and a grove tender may carry pods equal to their Harvest score, if they try to carry more they find that they will spoil due to the excessive natural magics.



<i>Harvest Score</i>	<i>Grove Description.</i>	<i>Grove Level</i>
1-3	A small garden or plot which is nonetheless particularly fertile and varied compared to others of its size.	1
4-6	An area around the size of a small field or large garden bursting with vigorous life.	2
7-9	A large area that could be mistaken for a natural glade or feature but on closer inspection is clearly an unusual and highly fertile area.	3
10-12	Grove covers a large area of many acres, blending into the landscape from a distance but also apparent as a special area when entered, may cover more than one biome.	4
13-15	A significant feature of the landscape that has many winding paths and secret places concealed within it.	5
16+	A mighty glade occupying a large natural feature such as a valley or island whose vigour and health extends well beyond its boundaries making everything in the surrounding area healthier and more fertile.	6

Grove Tenders often build their homes within their grove, or simply sleep wild somewhere inside with their plants sheltering them. The Grove Tender can choose many different forms for their base; it could occupy a long thin gorge or a series of mushroom filled caverns connected by narrow passageways - the grove tender should make an effort to describe their home base and what it means to them.



Magic Companion

<i>Grove Level</i>	<i>Grove Effect</i>	<i>Grove Bonus</i>
1	In your grove sprouts a tree from which you may harvest a heartwood staff; the grove tender may also enter the tree and rest, recovering one point of STAMINA per hour whilst in this state.	+1
2	Whilst in your grove you are accompanied by a Chomper Seedling (see spell) wherever you go; if killed it regenerates in one day.	+1
3	Your Wall of Vines spell is now permanent when cast in your grove.	+2
4	Your grove gains a tree man as a permanent guardian; see the spell 'Summon Tree Man'. It can be given basic instructions and recognise friend from foe (e.g. 'don't attack elves, but always attack hobgoblins and orcs). If killed it regenerates within one day.	
5	Whilst inside their grove, the tender can use the spell 'wood step' without expending any magic points and without rolling to cast.	+3
6	If the grove tender is placed to rest within their grove within days equal to their Harvest score they will return to life within 3d6 days. Their body must be whole (lost limbs will not regrow) and they do not resurrect if they died of old age, petrification or some other effect which will have disrupted their body.	+4

Grove Bonus: When in their grove or glade the Grove Tender receives this bonus to all physical actions and to any spellcasting rolls.

<i>Grove Level</i>	<i>Potent Plants; how many can be harvested per day from the grove</i>	<i>Seed Pods Available</i>
1	1 each day	1 and 1/week
2	2 each day	3 and 2/week
3	2 each day	5 and 3/week
4	3 each day	7 and 4/week
5	4 each day	10 and 6/week
6	6 each day	15 and 10/week

If you have the Titan Herbal book available use the plants and herbs described in that book to enhance your options; you may also wish to adjust the availability of potent plants and seed pods according to the seasons.

Armour and Weapons: Grove Tenders can use leather or wooden armour without penalty but metal armour causes them the same level of penalty to their spellcasting rolls and magic point (Harvest) costs as it does for wizards. They can use any weapon but generally stick to their Heartwood Staff, a sickle or dagger and whips. lassos or lashes made from woven plant material.

Initial Spells: All those trained in the arts of plant based magic start with the spells Plant Grove, Heartwood Staff, Whither Pod and Study Plant.

Potent Plants

If you have the Titan Herbal supplement available, you should use it to increase the number and variety of options available to you - use the tables in that supplement to find out which potent plants are available to your grove tender hero. If not, you can either invent plants for your grove tender based on the environment that they find themselves in or use the table below. Preparation requires either the use of the spell 'Prepare Herb' or the use of a pestle and mortar, campfire, water, knives and a bowl or cauldron.

1d6	<i>Potent Plant - if you have the Titan Herbal available to you, use those tables to increase the number of options and base the type of plant on the environment. Each potent plant has 1d2 'doses' that can be used.</i>
1	Sweet dreams brew - prepared into a hot drink the leaves of this plant grant the drinker an additional +2 points of STAMINA from sleeping
2	Salve - prepared into a paste the roots of this plant restore 1d3 points of STAMINA over 10 minutes when applied to a wound.
3	Cure - when chewed and swallowed the stalks of this plant cure the one that consumes it of one disease.
4	Toxin - after an hour of preparation the sap of this plant can be refined into a toxin that when applied to a weapon that slashes or pierces causes 1d3 points of STAMINA damage; it is potent enough for 3 'strikes' before it is worn off. Can be applied to 3 bolts or arrows.
5	Narcotic - after preparation an extract of this plant is an oil, a few drops of which can send the person that imbibes it into a deep sleep (test for LUCK to resist).
6	Nutritious - the tubers of this plant, once cleaned and peeled, can be eaten to restore 3 points of STAMINA instead of 2, the tubers provide 3 meals per 'dose'.

Plants do not stay potent forever once harvested. Roll 1d6 to see how long they last.

- 1: One hour
- 2-3: One day
- 4-5: One week
- 6: One month.



Magic Companion

Spell: **Wither Pod**

Harvest: 0

Range: One Seed Pod

Duration: Instant

The grove tender absorbs the energy of one of their seed pods, destroying it and restoring two points of Harvest energy they can use to power spells.

Spell: **Calm Plant**

Harvest: 1

Range: Metres = Harvest Score

Duration: Minutes = Harvest Score

Grove tenders have spent their lives studying the life energies of growing things and how they might be entwined with magical energies, confronting an animate plant is easy for them to deal with. This spell calms such plants, stopping them from attacking. If the plants are under direct control of another being they receive a SKILL test to avoid the effects of the spell. A grove tender may expend more points of Harvest to affect more plants with one casting of the spell, they may affect a number of plants equal to their Magic-Fecundity or, if the plant is a zone or area (a field of Blood Vines for example) they may affect up 10 metres squared per point of Harvest expended.

Spell: **Commune with Plants**

Harvest: 1

Range: 10 metres per point of Harvest score

Duration: One hour

This spell allows the grove tender to communicate with nearby plant life. The plants do not become more intelligent but the grove tender is able to interpret their senses to glean basic information about what sort of animals have passed through or occurred within the range of the spell. The amount and quality of the information is up to the Director.

Spell: **Heartwood Staff**

Harvest: 1

Range: See Description

Duration: Permanent

Without killing the tree from which it is taken, the grove tender extracts a staff of living wood imbued with properties based on the level of their grove.

Grove Level *Heartwood Staff Powers*

1 Your staff is considered a superior quality weapon (2,2,3,3,3,4) and is capable of hurting creatures that can only be hurt by silver weapons).

2 Your staff now counts as a magical weapon and is resistant to normal damage; it can only be damaged by magical weapons and effects or exposure to extremes (so a camp fire will not burn it, but a forge will).

3 Your staff is alive in your hands and each round can add +1 to either your combat roll, damage roll, armour or dodge roll - the grove tender must choose one. It also increases its damage track to 3,3,4,4,4,5.

4 You can hurl the staff (use the ranges for a Javelin) using your staves skill for your combat roll. It sprouts legs like a stick insect and runs back to you after one round if not retrieved.

5 Your staff is alive with natural energies; when you hit with it in combat you can choose to inflict 2 points of poison damage or release a blast of choking spores that cause -3 to spellcasting attempts for 2 rounds.

6 Your staff can transform into a Tree Man for a number of minutes equal to your Harvest; if the tree man is 'killed' during this time it reverts back to being a staff.

Chapter 5 - New Magical Styles

<i>Spell:</i>	Pass as Plant
<i>Harvest:</i>	1
<i>Range:</i>	Self
<i>Duration:</i>	Hours = Harvest Score

Grove tenders often spend long hours studying dangerous or carnivorous plants. As such they can use this spell to disguise their animal nature and pass as a plant, so they are not attacked whilst carrying out their work. As with invisibility the effect disappears if they attack a plant (harvesting small amounts as samples for research doesn't count as attacking). Whilst under the effects of this spell the grove tender's skin appears mottled with plant like patterns and colours (browns, greens etc) and this gives them a +1 bonus to Sneaking skill when in a forest, jungle or other lush environment.

<i>Spell:</i>	Plant Grove
<i>Harvest:</i>	1
<i>Range:</i>	One roughly circular patch of land with diameter equal to the casters Harvest score.
<i>Duration:</i>	See description

This spell, which all grove tenders learn at the start of their training, allows them to establish their first grove, glade, garden or whatever form their plant filled space takes. It takes one day per point of Harvest score to cast, during which time they can be interrupted in small ways (to eat, hold conversations etc) but must essentially tend to the process of creating their grove. If they are seriously interrupted (for half a day or more) they must restart the process. Once established the grove has all the properties of a level 1 grove (see descriptions above) and will expand outwards at a rate of one metre per day until it reaches the grove size for this caster, provided they are present. If they leave the grove stops its expansion until they return, though they don't need to concentrate on growing it during this stage. Clearly,

this may cause problems if there are other people in this area that will be affected by the changes in the plant growth, which is under the control of the grove tender. How those conflicts play out is a matter for the Director to determine.

A grove tender can only have one grove active at any time and once a new one is created the old one reverts to being a natural environment which will, over time, revert to being indistinguishable from the surrounding wilderness.

<i>Spell:</i>	Prepare Herb
<i>Harvest:</i>	1
<i>Range:</i>	One dose of plant material
<i>Duration:</i>	Permanent

Turns a medicinal herb or plant product into its medicinal form. The spell takes a minute to cast and will require a pot or bowl if the form is a liquid. This allows the grove tender to prepare plants and herbs without making a skill test or having unusual equipment.

<i>Spell:</i>	Preserve Herb
<i>Harvest:</i>	1
<i>Range:</i>	One dose of plant material
<i>Duration:</i>	Weeks equal to Harvest score

Places a light protective ward on one 'dose' of plant or herb product, preserving it from decay for weeks equal to the grove tenders Harvest score. Although the magic does not require concentration it is active in some way and thus the grove tender can only preserve doses equal to their Harvest score at one time. The dose should be treated as 'freshly cut' for the duration of its preservation.

Magic Companion

<i>Spell:</i>	Puff Ball
<i>Harvest:</i>	1
<i>Range:</i>	Metres = Harvest Score
<i>Duration:</i>	Instant

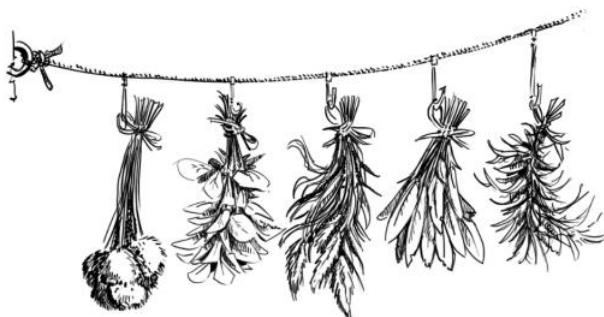
The grove tender conjures a puff ball and throws it at their opponent. It is not particularly aerodynamic and has a range of 10m. When it lands it detonates, sending choking spores 3m in every direction. Those in the area of effect must test against their SKILL (to dive out the way or hold their breath) or find themselves gasping and choking - they will be at -3 for two rounds as they recover.

<i>Spell:</i>	Study Plant
<i>Harvest:</i>	1
<i>Range:</i>	One plant or herb
<i>Duration:</i>	Instant

Provides the Grove Tender with a +3 bonus to their Plant Lore or Herb Lore skills when studying a specific plant or herb.

<i>Spell:</i>	Thornstaff
<i>Harvest:</i>	1
<i>Range:</i>	Grove Tenders staff
<i>Duration:</i>	Minutes = Harvest Score

Casting this spell causes the grove tenders staff to sprout long, sharp thorns which drip with poison - for the duration, every hit from the staff causes one extra point of poison damage whenever it strikes.



<i>Spell:</i>	Woodskin
<i>Harvest:</i>	1
<i>Range:</i>	Touch
<i>Duration:</i>	Minutes = Harvest Score

Casting this spell causes the target's skin to harden to a woody consistency, reducing all damage except fire damage by one point. It does however impose a penalty of -2 to Acrobatics, Jumping and Running tests as the hero becomes less bendy. The spell also causes the target's skin to become woody in appearance and it is obvious that it has been cast.

<i>Spell:</i>	Enhance Herb
<i>Harvest:</i>	2
<i>Range:</i>	One dose of plant material
<i>Duration:</i>	Effect lasts for one hour

Doubles the potency of one dose of plant or herb product provided it is used within the duration. At the end of the hour the plant or herb product withers to dust, its natural energies expended. A poison that causes 1d6 points damage and lasts for 3 rounds will now last for 6 rounds, a herb that cures one person of disease will be able to cure two and so on. This spell must be cast on the plant material either before or during preparation, if it requires any.

<i>Spell:</i>	Grow Seed Pod
<i>Harvest:</i>	2
<i>Range:</i>	10m
<i>Duration:</i>	1d3 hours

Allows a grove tender to harvest a seed pod from nearby vegetation. They must be uninterrupted for 1d3 hours as they search for the best, most fertile plants and coax its life energies into producing a seed pod for them. This may take longer (1d6 hours) in areas with little plant life and is impossible if the region is barren (Director's discretion).

Chapter 5 - New Magical Styles

<i>Spell:</i>	Grow Seedling
<i>Harvest:</i>	2
<i>Range:</i>	One Seed Pod
<i>Duration:</i>	Minutes = Harvest Score

Consumes a Seed Pod from which the grove tender grows a Chomper Seedling, a creature with a body like a huge cabbage sat atop a nest of tentacle-like roots that propel it about, its entire body opens to reveal a mouth full of sharp, thorn teeth and another thick red root which protrudes like a tongue. Chomper Seedling SKILL 6 (Large Bite) STAMINA 7 Armour: 0,1,1,1,2,2,3. Its saliva is a sticky corrosive liquid and when it hits it does an extra 1 point of damage from acid and its victims must roll 1d6 or suffer a -1 penalty to their armour rolls for the rest of this fight as their armour is corroded away.

<i>Spell:</i>	Heal Plant
<i>Harvest:</i>	2
<i>Range:</i>	Metres = Harvest score
<i>Duration:</i>	Permanent

Heals any plant (animated or not) for an amount equal to the Harvest score of the grove tender.

<i>Spell:</i>	Plant Form
<i>Harvest:</i>	2
<i>Range:</i>	Self
<i>Duration:</i>	Hours = Harvest score

On casting this spell the grove tender takes on the form of a small tree or large bush. They are nearly immobile - they may shuffle along at the rate of 1' each round - and whilst still are indistinguishable from a normal plant, even on close inspection. A successful Second Sight test will show that the plant has a magical aura, but not reveal the form of the grove tender. The caster is aware of their surroundings and can change back to their normal

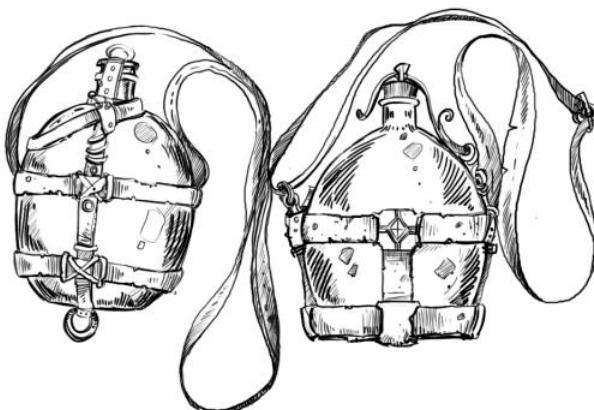
form at any time. Being in tree / bush form does not provide any immunities to damage or armour. At the end of the duration the grove tender can either turn back into their usual form or expend one point of Harvest to extend the spell by its original duration.

<i>Spell:</i>	Return plant to life
<i>Harvest:</i>	2
<i>Range:</i>	One piece of dead plant material within sight (10 metres per point of Harvest)
<i>Duration:</i>	Instant

This spell returns a dead piece of plant material to vigorous life - often to the surprise of its current owner!

This can cause a spear shaft to warp and sprout twigs and leaves, making it unusable as a weapon or cause a door or other piece of furniture to suddenly become living, growing wood again and thus warp and twist out of shape. If the object is magical or if it is held by an owner they receive a LUCK test to avoid the effects.

For 2 additional points of Harvest the grove tender can affect a larger, more reinforced structure made of dead plant material, such as part of a building or part of a ship's hull, having the same effects - the building or structure might not collapse entirely but will certainly be damaged.



Magic Companion

<i>Spell:</i>	Thorny Lash
<i>Harvest:</i>	2
<i>Range:</i>	See Description
<i>Duration:</i>	Minutes = Harvest Score

Consumes a Seed Pod from which the grove tender grows a thorny lash or whip which can extend to a length in metres equal to their Harvest score; if used in combat the Grove Tender can use either the Thrown skill or their Plant Lore skill as the basis of their combat roll (So a Grove Tender with SKILL 6 and Plant Lore 2 can use their thorny lash to attack with 8+2d6 as their combat roll). The lash can be used to strike, doing damage as a shortsword, or entangle - its 'Strength' for entangling is the Harvest score of the Grove Tender. It has 12 STAMINA if attacked and no armour, but it can only be damaged by edged weapons or elemental (fire, acid) attacks. It can be used to lasso objects and cannot be pulled out of the grasp of the Grove Tender that created it, though they can drop it (this does not end the magic). It is strong enough to be used as a climbing rope by up to 4 normal sized people or 2 ogres.

<i>Spell:</i>	Thrashing Vines
<i>Harvest:</i>	2
<i>Range:</i>	One seed pod within sight (10m per point of Harvest Score)
<i>Duration:</i>	Rounds = Harvest Score

Consumes a Seed Pod which can be thrown (range up to 30m, use Thrown skill if targeting is required) from which emerge multiple thrashing vines covering an area of 3m diameter; everyone inside that area must test vs SKILL or be grappled. The vines have a grappling skill equal to the Harvest score of the grove tender. Anyone entering the patch of vines will be grappled and the caster can dismiss it at any point in the spell duration.

<i>Spell:</i>	Wither Plant
<i>Harvest:</i>	2
<i>Range:</i>	Metres = Harvest score
<i>Duration:</i>	Permanent

Causes STAMINA damage to any plant (animated or not) for an amount equal to the Harvest score of the grove tender. If this reduces the plant to zero STAMINA it withers into dust.

<i>Spell:</i>	Wood Step
<i>Harvest:</i>	2
<i>Range:</i>	Self
<i>Duration:</i>	Instant

Casting this spell allows a grove tender to enter a nearby tree (that must be at least twice their height) and exit another tree within metres equal to ten times their Harvest score. The passage takes as long as if they had walked between the trees at a casual pace, so around 20m for each combat round. They can delay their exit and stay in the tree for rounds equal to their Harvest score but whilst inside the tree they cannot see out or sense out in any way, nor can they be targeted unless the attacker has some means to attack the entire nearby environment (Director's discretion).

<i>Spell:</i>	Detect Potent Plant
<i>Harvest:</i>	3
<i>Range:</i>	Sight
<i>Duration:</i>	Concentration up to hours = Harvest score

Enhances the senses of the Grove Tender massively increasing their chance to locate the most useful plants and herbs in their environment; every hour they are able to wander a vegetated area they can roll 1d6 - on a roll of 6 they discover a potent plant - it's exact nature is up to the Director but can be randomised. If you have the Titan herbal source

Chapter 5 - New Magical Styles

book, use the tables described there and if not use the potent plant table given earlier in this section.

The spell always uncovers at least one potent plant even if no sixes are rolled during the duration, unless the Director determines that the entire area is barren.

Spell: **Thornblast**

Harvest: 3

Range: Cone, 5m in length and 3m at the wide end.

Duration: Instant

This spell consumes one seed pod to cause a blast of long, sharp thorns to emanate from the outstretched hand of the grove tender causing $1d6+3$ damage to all in its path unless they succeed in a test of LUCK in which case they take half damage (rounded down).

Spell: **Wall of Vines**

Harvest: 3

Range: See Description

Duration: Hours = Harvest Score

Consumes a Seed Pod, which must be within metres = Harvest score of the Grove Tender when the spell is cast, out of which sprouts within one round a thick tangle of thorn vines, occupying a volume of one cubic metre per point of Harvest the caster has. Thus a grove tender with a Harvest score of 9 can create up to 9 cubic metres of hard, thorny vines which could form a barrier across a large corridor, fill a medium sized room up to waist height (or completely fill a small room) or any other shape they wish - the vines must be at least half a metre in thickness though. They can be used to form a bridge (metres equal to Harvest score in maximum length) which will take the weight of 4 human sized creatures (or 2 ogres, or 6 halflings etc).

Once erected the barrier is extremely hard to shove through and full of thorns. It has an effective Strength skill of 12 for anyone wishing to make their way through at a rate of 1m each round and even if that person succeeds in an opposed strength test they take $1d6$ points of damage from the wicked thorns. It is not flammable and each cubic metre has STAMINA 14 and is resistant to weapons that crush or pierce, they do 1 point of damage per attack. Only slashing weapons such as swords do normal damage.

The grove tender who created it can pass through the Wall of Vines without a problem and they can allow anyone they wish to pass to do so.

If this spell is cast within the grove tenders own grove or glade it is permanent until they dispel it and they can have a maximum of 100 cubic metres per point of Harvest score as a permanent wall of vines in their glade.

Spell: **Sentinel Tree**

Harvest: 4

Range: Heartwood Staff

Duration: Hours = Harvest Score

The grove tender plants their staff in the ground and commands it to sprout into a broad bush or low limbed tree, radius of 3m, inside which they and their companions may shelter. Inside they are protected from natural heat, cold, rain or other environmental effects and are extremely hard to see (-6 to Awareness tests). Any large or dangerous creature entering the boughs of the plant will alert the grove tender (waking them if they are sleeping) and the tree will try to entangle them with its branches - it has a SKILL of 9 and makes one attack per target each round if they are inside it. Grapple creatures are at -3 to all physical actions.

Magic Companion

Spell:	Summon Tree Man
Harvest:	4
Range:	See Description
Duration:	Minutes = Harvest Score

This spell consumes a seed pod to summon a Tree Man SKILL 8 STAMINA 12 Attacks: 2, Weapon: Crushing branches, treat as Morning Star with +2 to the damage roll, Armour: Monster Heavy. If it hits, the Tree Man will grapple an opponent whilst attempting to punch them with its other hand (grappled opponents are at -3 until they make an opposed Strength or Acrobatics test to escape, they may try once each round). The Tree Man grows out of the seed pod in one round, it must be within metres equal to the caster's Harvest score when the spell is cast but after that it can wander as it likes until the spell expires.

Spell:	Transformation-Ancient Oak Treeman
Harvest:	6
Range:	Self
Duration:	Minutes = Harvest Score

This spell consumes a seed pod to transform the grove tender into a huge 'ancient oak' Tree Man. This increases their SKILL by +2, STAMINA by +6 and grants them 3 attacks. Each attack is treated as a Mace with double damage. Their armour is Monster Heavy and they are resistant to bludgeoning and piercing attacks (they do a maximum of one point of damage after armour has been applied).

The Ancient Oak Tree Man can move with the same pace as a human and is the size of a large tree - 2-3m across at the base and 9-15m tall. In this form the grove tender gains +4 to their Strength special skill (on top of the base increase in SKILL). They are vulnerable to fire damage, taking one extra point, but not flammable - they can only be set alight by magical

or special means such as the use of Fire Oil. When successful with a combat attack - they can attack anyone within 5m of their base - the Ancient Oak Tree Man can choose to grapple an opponent (opposed Strength or Athletics test to escape) and grappled opponents have -3 to their physical skill tests, including combat. Ogre sized or smaller opponents that are grappled can be thrown 3d6 metres away suffering 1d6 points of damage and ending up prone.



Further Expansion

The grove tender is meant to be a unique type of magic caster that focuses on a mix of magic use and resource use, based on the creation of a magically endowed base which they can draw upon to provide a number of advantages.

They rely heavily on seed pods which can run out if they don't use them carefully, but on the other hand they can find and scavenge many useful resources from the natural environment as they travel, and their heartwood staff provides them with some ability to join in with hand to hand combat and make an impact.

The use of the Titan Herbal can add extra depth to this hero and they can work with the Director to establish the nature of their grove and which plants they grow there.

ILLUSIONISM

illusionism is another popular variant of Wizardry, and the art of casting convincing illusions and other magical mirages, with which to trick and deceive those who witness them. Illusionism is the magic of deception, the arcane art of making things appear differently to what they really are, and as an offshoot of Wizardry, it shares many similar spells.

There is lively debate as to Illusionism's origins for Gnomes claim they created it, exposed as they were to the magnificence of Tela Oriens the Elven White Lord who dwelt at the heart of the One Forest. Others state it was properly developed by a companion (who the Gnomes claim was one of them working with older lore) of Erridansis Whitewolf, at his original School of Magic within the Forest of Yore.

Whichever of these tales is correct, it is certain that Gnomes do know some Illusionist magic, and what they know they are very proficient in. They will soon give a demonstration of it to anyone who approaches them aggressively, for they use it to ensure that they are not disturbed!

However, from the School of Magic of Erridansis Whitewolf, it spread widely, and Illusionism today can be found everywhere, though not always under the best of circumstances. For Illusionists seek to deceive, which is not always a positive thing, and its practice is often frowned upon by the general populace.

Senyakaz of Zagoula, hidden usurper of Neuberg is one such example of a nefarious Illusionist, while dread Mordraneth and his nascent Empire of Illusions is unfortunately another. Yet more troublemakers include Yorgar of the Crystal Caves, and the trickster Renfren of Kakhabad. There are Illusionists Heroes too however, probably the most famous of which is Elselvier Gringlewald (see Citadel of Chaos, pp. 119-120) or Jalen Umbersmoke of Kazana (see Heroes of Titan, p. 49)

Illusionist spells are cast exactly the same way as for Wizardry spells (see AFF, p. 72), including modifiers and use of the same Oops! Table. An Illusionist uses the Magic-Illusionism special skill to cast their spells, and the total of their MAGIC and Magic-Illusionism is referred to as their Shapeworking value.

Illusionism is a Primary magical style, and so an Illusionist cannot cast traditional Wizardry or Sorcery spells, though they may still learn the Minor Magic Special Skill. It is worth noting that only creatures who use sight, hearing, smell or touch to sense their surroundings will be affected by Illusions. So animals, monsters, humanoids and so on will believe an illusion but a golem, skeleton or magically animated sword would not.



Magic Companion

There are thirty-two Illusionist spells described below. Although many have some similarity to existing spells from other magical styles, the following spells may only be learned and cast by a character possessing the Magic-Illusionism Special Skill. These spells must be learned in the same way that a Wizard learns their spells. A Magic Point cost for each spell is given in brackets after the spell's name.

The following spells are available to Illusionists, but are identical to the Wizard version described in the AFF core rulebook:

Befuddle (1)
Darkness (1)
Flash! (1)
Glowing Eyes (1)
Light (1)
Personalise Spell (+ 1)

Combine (+ 2)
Concentrate (+ 2)
Counterspell (2)
Darksee (2)
Farsensing (2)
Fog (2)
See Through (2)
Starry Orb (2)

Illusion Ward (1)

The Illusionist must spend at least 1 Magic Point when casting this spell, but may spend more, up to an amount equal to their Magic-Illusionism value. The spell creates a glowing sigil on a solid and immovable surface about the size of a human hand. If an Illusion is created within 10 yards (or moves to within that distance) of the sigil, it is immediately dispelled if the Magic Point cost of the illusion is equal to or lower than the value of the sigil. Once inscribed, the sigil lasts for one hour per Magic Point invested.

Illusionary Meal (1)

Something of a spell of last resort, this will create a large and tasty meal for up to ten people, complete with ale, wines and even condiments. After the feast is complete, the remaining food will fade away, and the diners will feel full and comfortable. Unfortunately, the food is illusionary and provides no gain of STAMINA for eating a meal. On the other hand, the meal is so convincing that neither will the diners lose any STAMINA for not eating that day. This will work for up to three successive days, after which the spell will have no effect until the diners have eaten normally for one day.

Illusionary Weapon (1)

This spell will create an illusionary melee weapon, of any kind, in the hand of the caster. It will last for ten minutes, and during that time can be used to attack with. Any enemy that is susceptible to illusions will believe they take damage, and the illusion spreads to include apparent wounds. The Illusionist uses their SKILL plus their Magic-Illusionism to attack with, and the damage track used is for whatever type of weapon they created. Illusionary damage will knock the target out rather than kill them, but if the Illusionary Weapon is dispelled, the damage also disappears immediately.

Illusions (1)

This spell will allow the Illusionist to create one defined visual illusion. However, the illusion has no physical presence, and so will be apparent to all observers if a creature touches it, or indeed it touches a creature. The spell expires after ten minutes. A target will not normally have a Test for Luck to avoid the illusion, although in some circumstances this may be allowed. As an example, an illusory bridge over a chasm will not support the weight of a character who steps onto it, and a Test for LUCK may be allowed to avoid falling straight through.

Visions of Fear (1)

This spell will create visual disturbances for an individual, inducing confusion and terror, which may be resisted with a Test for Luck. If the spell does take effect, the target will, for two minutes, attempt to get as far away from the Illusionist as possible. At the end of this time, the fear will abruptly disappear, and the target may act as normal.

Illusionary Senses (2)

When cast, this spell will create a translucent miniature recreation of the surrounding 30 yards around the head of the caster. This will allow the caster to effectively see through walls and behind barriers, although it will not reveal invisible enemies. The recreation is too small to make out great detail, but it is good enough to prevent surprise. This spell lasts for a number of rounds equal to the casters Shapeworking value.

Mirror Selves (2)

When cast, this illusion will create three copies of the Illusionist, all of which will act in a similar way. In a fight, this spell will mean that only 1 in 4 successful attacks will actually hit the real Illusionist, but the Illusionist will not count as three people for the purposes of outnumbering and any bonuses thereof. Even if a copy is the one hit, it will not disappear, with the spell lasting for 3 minutes.

Visions of Guilt (2)

This rather nasty spell creates visions around the head of the victim (who receives a Test for LUCK to avoid the effects) showing enemies killed, the lamentations of their widows and the terrible knock-on effects of their deeds. Unless the target is an absolute paragon, they will be so unnerved by these visions that they will reduce their current SKILL by 1 point. This will return by the following dawn. Once

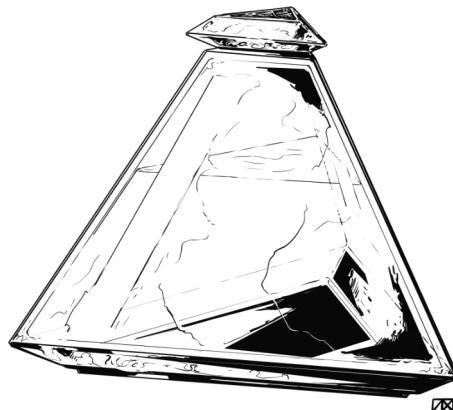
the spell has been cast, countering it will have no effect because the trauma of the victim is in their own mind and is no longer magical. A traumatised victim cannot be affected again by this spell until their SKILL has recovered.

Control Illusion (4)

This spell can only be cast onto an illusion created by another caster (whether friendly or enemy). Once cast, both casters must test their Magic-Illusion (a non-illusionist who creed an Illusion has a -2 penalty to this roll). If the caster of this spell wins, they take control of the created Illusion for the rest of the duration of the spell. The original caster can no longer benefit from the Illusion, and nor can they cancel it.

Dispel Illusion (4)

When successfully cast, this spell will immediately dispel any one illusion, including one created by a Grand Illusion spell. In fact, the advantage of this spell over Counterspell is it only requires the same amount of invested energy (whether Magic Points or STAMINA) as its target spell. The disadvantage is of course that Dispel Illusion only affects illusion-type magical effects and spells. It can also be cast to dispel Illusions that cost 6 or 8 Magic Points, but the same amount must be invested by the Illusionist when the spell is cast. So it would take an 8 Magic Point Dispel Illusion spell to dispel a Maze of Illusion for Example.



Magic Companion

Grand Illusion (4)

This spell is a more powerful version of the first rank Illusion spell, and can include other senses such as smell, sound and even touch. This means that anyone struck by the illusion will believe themselves to be injured. The Illusion will fight with a SKILL equivalent to the Illusionist's MAGIC characteristic plus their Magic-Illusionism Special Skill. Of course, any wounds inflicted by the Illusion will be just that; illusory. Anyone "killed" by the Illusion will merely be unconscious for an Acack Round, and will then wake up, realising what has happened. The Illusion will otherwise last for 30 minutes.

Illusory Double (4)

This spell will allow the Illusionist to conjure up an exact duplicate of any target creature of their chosen type that they face. The exact effect is up to the Illusionist but could include the duplicate crawling out of a mirror, being made from shadows, or simply arriving fully formed and completely identical. The duplicate will have the same SKILL and STAMINA scores, and the same powers, as its original. But the duplicate will be under the control of the Illusionist's will, and they may, for example, instruct it to attack the original creature and then sit back and watch the battle! The Illusory Double will exist for one battle only, regardless of whether it wins or loses the fight, and then disappear.

The spell will work on anything up to a Water Buffalo or Warhorse in size. For bigger creatures, two or even three Illusory Double spells may have to be cast! As a rough rule of thumb, for every 5 STAMINA points or part thereof, above a STAMINA score of 10, an additional Illusory Double spell will be needed. So a creature with a STAMINA score of 18 would require three Illusory Double spells to duplicate. These could all be cast as one Illusory Double spell requiring a cost of 12 Magic Points. However, this assumes the Illusionist has a rough idea of the creature's

STAMINA score. If the score is unknown, the caster may have to spend two or more Acack Rounds repeatedly casting Illusory Double until the duplicate is complete; hopefully they will have some sort of effective protection while casting the extra spells needed during this time!

Anyone slain by their Illusory Double will wake up ten to sixty minutes later, depending on the Illusionist's Magic-Illusionism Special Skill rank, with all wounds caused by the Illusory Double fully healed.

Invisibility (4)

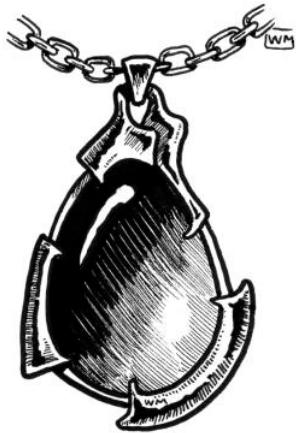
This handy spell will turn the Illusionist or one other target invisible, along with currently carried clothes and equipment. This spell will also make the target silent, but doors etc. will still need to be opened. The effects will last for 10 minutes or until the Illusionist either hits an opponent, is hit by an opponent, or casts another spell.

Encircling Snake (6)

When cast, the Illusionist throws their hand towards one target within 30 yards. A worm-sized snake will appear to be thrown, growing as it flies through the air, until by the time it reaches the target it will be the size of a large (illusionary) constrictor which will wrap itself around the target. Lasting for as many rounds as the Shapeworking value of the Illusionist, the target will suffer a -2 penalty to all actions, will only be able to walk (and not run), will not be able to use missile weapons and the snake will count as an enemy for outnumbering purposes. The victim can attempt to remove the snake, which has a touch element, but will never be able to actually remove it unless the spell is countered or the duration ends.

Shadow Bolas (6)

This spell, successfully cast, will summon a whirling magical bolas of black threads that materialises above the Illusionist's head and whistles through the air at any visible enemy within a six-metre range. As the entangling black strands tighten around the victim's throat, attempting strangulation, the victim does get a Test for Luck. If they are Lucky, they take 1d6 STAMINA damage, with no Armour Roll allowed, but break free from the Shadow Bolas. However, if they are Unlucky, they will die in 1d6 Attack Rounds as the Shadow Bolas slowly tightens its grip, and unless any allies can use enchanted objects or spells such as Counterspell.

**Summon Illusion (6)**

A favourite with powerful Illusionists, this spell will animate a shred of magical energy with a spark of living spirit, creating a physical creature illusion under the control of the caster. The spell itself takes a whole hour to cast, but requires no actual components. The Illusionist can then issue the illusion with orders; said orders will be followed literally until countermanded by the Illusionist. The illusion will serve the Illusionist faithfully until slain. There is a fairly set canon of illusionary creatures that can be summoned with this spell.

By expending different amounts of Magic Points, various illusions can be created as follows: Beetle-Illusion (6), Rat Illusion (6), Eagle Illusion (7), Warrior-Illusion (7), Skeletal Illusion (8), or Spider-Illusion (8). (Or the type of illusion can simply be rolled for on the table below). An Illusionist may have a maximum of one summoned illusions at any one time for every four points they have in their combined Shapeworking score.

<i>d6</i>	<i>Illusion</i>	<i>SKILL</i>	<i>STA</i>	<i>ATT</i>	<i>Weapon</i>	<i>Armour</i>	<i>Notes</i>
1	SPIDER	8	12	2	Lg Bite	Light	Fear: -1 SKILL, -2 STAMINA and -1 LUCK to victim.
2	EAGLE	7	8	1	Sm Claw	None	Disorientation: -2 to the victim's Attack Strength
3	BEETLE	5	6	1	Sm Bite	Heavy	Acid Bite: +1 STAMINA damage per hit on roll 1-3.
4	RAT	6	7	1	Sm Bite	None	NA
5	WARRIOR	8	8	1	Sword	Heavy	NA
6	SKELETON	7	12	2	Lg Claw	None	Bones: Sharp weapons do 1 STAMINA.

Magic Companion

Web (6)

This spell will fill an area up to 5 metres in diameter with illusionary sticky spider webs. This illusion includes the sensation of touch, and so anyone coming into contact with the webs will believe themselves to be caught. Anyone within the area will be bound by multiple strands and completely immobilised. A very strong victim such as a Troll or Giant can break out in two Attack Rounds, and any Hero with the Strength Special Skill can break out after two successful Strength tests. Heroes without the Strength Special Skill must wait for the five minute duration to elapse before they are freed.

hours as the caster has points in Magic-Illusionism. They can get out faster if they can find the exit, perhaps by having the Director use a simple maze layout, such as the Maze of Zagor (see Warlock of Firetop Mountain, pp. 42-51), and seeing how long it takes for the Hero to escape. Or, if they have the power of magic, successfully casting spells like Counterspell, Dispel Illusion, Find or Where's Home, but at a -2 penalty due to the power of the deceptive labyrinth, will rescue a Hero from the Maze of Illusion. Some master Illusionists, like the previously mentioned Mordraneth, successfully perfected the art of casting spells against the victim while they were in the maze, such as Summon Illusion.

Maze of Illusion (8)

Casting this spell will trap one target, who is not allowed a Test for Luck, in an illusory maze that can take any form the Illusionist wants. These forms could include a traditional hedgerow maze, a series of twisty little passages that are all alike, or a magical collection of coloured corridors through space leading in multitudinous directions.

The victim will be stuck in the maze for as many

Generally however, if a victim is stuck in a Maze of Illusion, they cannot be harmed by anything else until either they have exited the labyrinth or the spell expires in duration.



- Develops MAGIC Characteristic and special skill MAGIC - Visions, add the two together to get their 'Foretelling' score (similar to Arcane Power, Inner Strength etc).

- Get a number of spells per day picked at random from the Wizard and Sorcerer spell lists (can include any other magical traditions the Director allows). The total magic point cost of their spells should be less than or equal to Twice their Foretelling score and the highest level of spell they can choose is equal to the points they have in the special skill Magic - Visions.

Example: Zelmipa has MAGIC 6, Magic-Visions of 3 and thus a Foretelling score of 9. At the start of the day she can roll on the 1 or 2 magic point tables and can keep doing so until she has acquired spells that add up to 18 magic points in value. So she could choose to roll 5 times on the 2 magic point table and eight times on the 1 magic point table, or 9 times on the two magic point table, or any combination that adds up to 18 in total. Note that these are spell uses - a prophetess does not have magic points like a wizard and these spells are not 'learned', they must be re-rolled each day even if the same choice of table is used.

- Same armour restrictions as wizards.
- Same bonuses / penalties to casting as wizards.
- Can learn minor magic as per the normal rules. As they do not have 'Magic Points' a failed roll instead costs them the lowest level spell they currently know.
- Do not require components to cast their spells, even if that would usually be the case.

PROPHETESS

Is there a god of magic? Or is it just a force that exists in the world like the elements? Either way, some heroes are particularly attuned to this force and, peering deep into its swirls and currents, are able to direct those flows and pluck whole spells from the winds of magic that surround them.

A prophetess (or prophet, they are not exclusively female) is a magic user (not a Priest) that receives powers at random in the form of visions or signs which they can interpret in order to cast spells. They have very little control over these visions and must work with what they are given, they require no spell books or holy symbols but on the downside their magic powers are uncertain and unreliable. These visions change from day to day - a prophetess might wake up one morning knowing how to cast the wizard spell 'Levitate' but by the next day their visions have altered and they will no longer have access to Levitate but instead be able to cast 'Fog'.

In addition to their spellcasting powers they have a limited ability to foretell the future but it is not complete and like all heroes they must rely on chance to survive.

Magical tradition built around drawing magic from the world according to the signs, visions, portents and auguries they encounter. They receive their spells at random but they also constantly renew their magic from their surroundings.

- Must put one point into 'Second Sight' special skill - generally done at character creation but can be done later. A prophetess cannot learn the special skill 'MAGIC - Visions' until they have one point in the Second Sight skill.

Magic Companion

- **Insight:** The prophetess is constantly sorting through signs and visions, looking for those they may use to empower themselves. After they cast a spell, they have a chance to recover that magic immediately as a new interpretation of events occurs to them. Roll 1d6 - on a result of 6 the prophetess recharges that spell use, but not necessarily the same spell - they must roll randomly on the same magic point table to see what leaps into their mind. This chance increases to 5 or 6 on 1d6 when their Foretelling score reaches 10. Thus, if a prophetess casts the spell 'Explode' which usually costs 4 magic points and then rolls a 6 on their insight roll they will roll on the 4 magic point table to see what spell use they have now acquired.

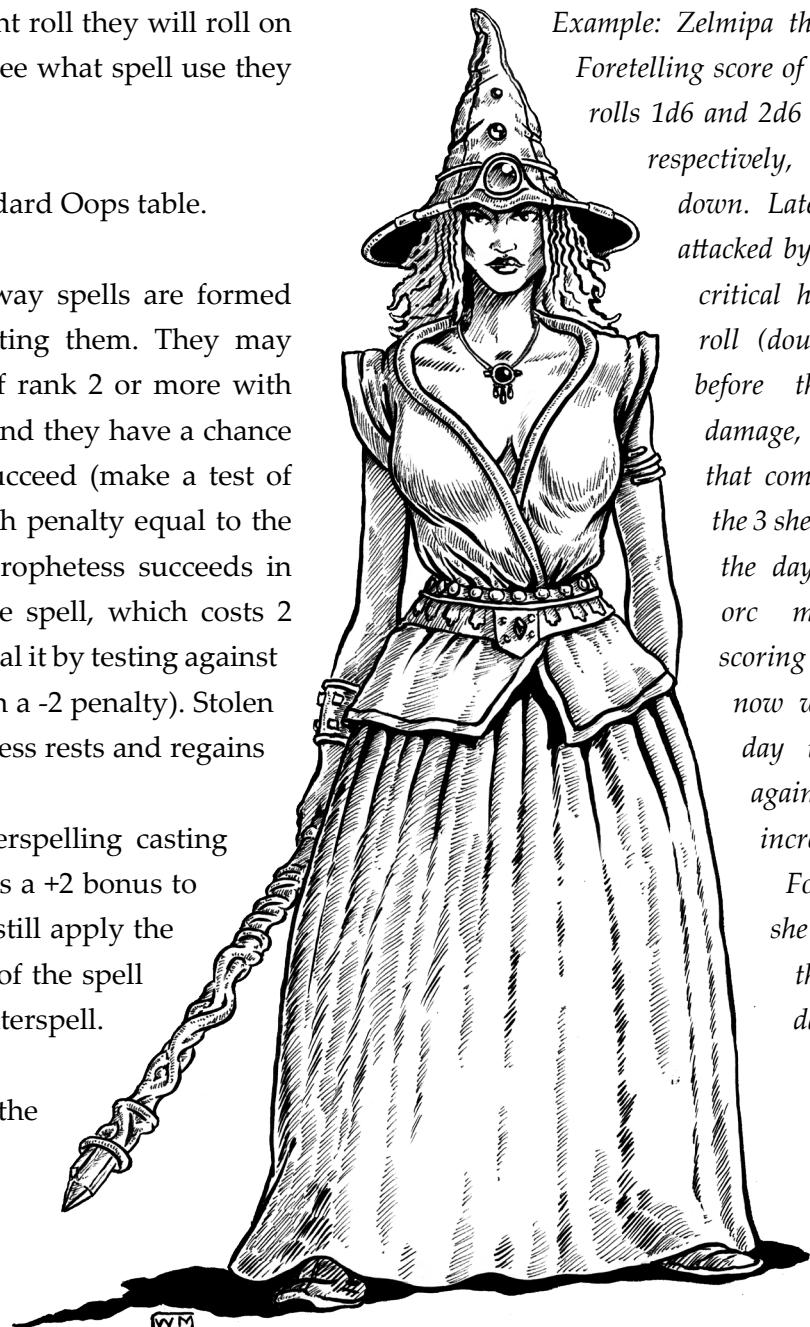
- Prophetess's use the standard Oops table.
- Prophetess's study the way spells are formed and are experts at disrupting them. They may always replace one spell of rank 2 or more with Counterspell (at any time and they have a chance to steal the spell if they succeed (make a test of their Second Sight skill with penalty equal to the cost of the spell, so if a prophetess succeeds in counterspelling an Animate spell, which costs 2 magic points, they could steal it by testing against their Second Sight skill with a -2 penalty). Stolen spells last until the Prophetess rests and regains their usual quota of spells.

When making their counterspelling casting skill test, a prophetess gains a +2 bonus to the roll, though they must still apply the penalty based on the rank of the spell they are attempting to counterspell.

- A prophetess cannot take the natural magician talent.

- **Power of Foresight:** When their Foretelling score reaches three, the prophetess gains some ability to perceive and alter the future. She rolls a 1d6 and a 2d6 at the start of each day and makes a note of the totals and may then replace any 1d6 or 2d6 roll with those numbers at any point in the game provided they do so before further effects are resolved. They may use this power once per day, it can be used on rolls made by friend or foe and a new set of numbers is generated at the start of each day. When the Foretelling score of a prophetess reaches twelve they may use this power twice each day.

Example: Zelmipa the prophetess has a Foretelling score of 9. After resting she rolls 1d6 and 2d6 getting a 4 and a 3 respectively, which she notes down. Later that day she is attacked by an orc that rolls a critical hit with its combat roll (double six on 2d6) - before the orc rolls for damage, Zelmipa replaces that combat roll of 12 with the 3 she rolled at the start of the day which means the orc misses instead of scoring a critical. She must now wait until the next day to use the power again. When Zelmipa increases her Foretelling score to 12 she will be able to use the power twice each day.



Chapter 5 - New Magical Styles

Spell Tables

This is an example of the spell table you could use for a prophetess hero, this can be altered to suit both the hero and the Director - the prophetess shouldn't have full control over what goes into the table but they may request a few spells that are appropriate for their hero.

Example: Zelmipa the Prophetess has increased her MAGIC characteristic to 8 and now has 4 points in the special skill MAGIC - Visions which gives her a total of 8 + 4 = 24 Foretelling. At the start of the day she chooses to roll twice on the 4 magic point table (the highest she can roll on with 4 points in the MAGIC - Visions skill), four times on the 2 magic point table and eight times on the 1 magic point table for a total of 24 (equal to twice her Foretelling score).

Prophecy Random Spell Table

d6	d6	Rank 1	Rank 2	Rank 4
1-2	1	Befuddle	Breathe	Command
	2	GOB	SUS	HOT
	3	Darkness	Darksee	Invisibility
	4	GUM	SIX	FOF
	5	Firebolt	ESP	Gills
	6	NIP	BIG	WAL
3-4	1	Ironhand	Levitate	Lightning Blast
	2	HUF	DIM	LAW
	3	Open	Starry Orb	Magic Bridge
	4	FAR	FOG	ZAP
	5	Thunder	Sure Shot	Speak to Animals
	6	Illusion	HOW	Fly
5-6	1	WOK	Consume	Shrink
	2	Ironhand	Force Bolt	Restrain
	3	Light	MAG	Explode
	4	Ward	Mirror Selves	Weather Control
	5	RAZ	See Through	DUM
	6	Hero's Choice	Hero's Choice	Hero's Choice

Note: The rules for Psionics originally appeared in Stellar Adventures by Graham Bottley and Jonathan Hicks, and the following rules have adapted Psionics to a fantasy setting such as the world of Titan.

Although possibly not suitable for every campaign, Psionics can be a key element of many, being the use of the mind itself with which to manipulate the world at large and can be a fantastic aid to the Heroes.

It can also be a dangerous threat if a Psionic enemy challenges them.

A Psionic hero has an additional Characteristic called PSIONICS. This Characteristic describes how developed the psionic ability is in the Hero (or other character), which can be up to 7 for a starting character (in the same way as a Hero may put points into the magic characteristic).

The use of Psionics (A Primary style) precludes the use of magic; Heroes may not have abilities with both. The total of Psionics and Magic-Psionics special skill is called Mental Strength.

A psionicist will also have Psy Points, which when fully recharged, are at 2 Psy Points for every point of Mental Strength. These are used to actually power the psionic abilities and are recovered with a full night's sleep (or equivalent).

Example: Zazou is a newly created psionicist character. Because Zazou is to be a full psionicist, she has a psionics score of 7 and 21 Psy Points.

Psionics Rules

A psionicist will belong to one (and only one) psionic Tradition. These include Academic Psionicist, Dark Power, Physical Adept and Wild Psionics. A Tradition defines both how the psionics abilities are learned and what the abilities can do.

An Academic Tradition psionicist will learn their abilities at a Magical College or University, though there are few of these on Titan. The various schools of magic in cities such as Royal Lendle, Chalannabrad, Salamonis, Kaynlesh-Ma, and Ximoran are probably the only places offering such opportunities. The abilities taught at these colleges tend to be "classic" abilities such as telepathy and precognition.

Conversely, the use of the Dark Power Tradition usually indicates Chaos mutation or possession by demonic or Undead spirits. It unfortunately is also practiced actively by some races such as Brain Slayers, or much-feared magical orders like the Mindbenders, who are identified by their purple headbands and long purple gowns with raised collars.

A Physical Adept may belong to a mystical sect who dwell in isolation, or a hermit who has honed their mind and body to their fullest potential. Wild Psionics, however, are normally self-taught and are generally destructive and unfocused abilities.

It is down to the Director to decide which Traditions are available in their setting. Some campaigns might have a single Tradition while others might have two or even three different Traditions, which may coexist peacefully or be rivals.

Example: Zazou is to be an Academic Psionicist. She was identified at an early age and, as an adolescent, was sent to the School of Magic in the Forest of Yore for training and education. She has only recently graduated and has now made her way into the lands of Allansia.

Chapter 5 - New Magical Styles

Every Tradition has a defined list of eight abilities that most followers of the Tradition will have access to. Each of these abilities must be purchased similar to the Spells of other magical styles such as Wizardry, either at character creation or later with experience, following all normal rules for Spells.

Example: Zazou takes the Precognition and Scrying abilities at rank 2, and Astral Projection and Telepathy at rank 1 at character creation. Control Animals, Aura Reading, Control Emotion and Mind Shield will all have to wait until Zazou has some XP to spend!

After character creation, psionics and psionic abilities can be improved exactly as any other characteristic or Special Skill. Like other Special Skills, the maximum rank for an ability is 6, although above rank 4 is difficult to achieve.

Example: Zazou completes a complex adventure and is awarded 50xp. To increase Telepathy from rank 1 to rank 2 would cost 20xp. To increase psionics from 7 to 8 would cost 120xp, so more than she currently has.

To activate or use a psionic ability, the psionicist will normally need to use a full Attack Round, and only one power can be activated in a single Attack Round. Some abilities, such as Boost Skill, can be used in the same Attack Round as other actions. Others, such as Psychic Armour, are always active, and the

psionicist can decide on any particular Attack Round whether to use it or not. If a power does not require a full Attack Round to use, it will be noted in the description of that ability.

Activating a power normally requires a roll against psionics plus the Ability rank, in exactly the same way that a Special Skill test is made. Modifiers are the same as for Magic-Wizardry.

If the test succeeds, the ability activates, takes effect as normal and the Psy Points are deducted from the current total. If the test fails, the ability does not activate, but no Psy Points are spent.

If the test is a critical success, the psionicist may choose to either double the effect, duration or range of the power, or else activate another known ability at a cost of no Psy Points. If the test is a fumble, a roll must be made on the Psionic Oops! table:

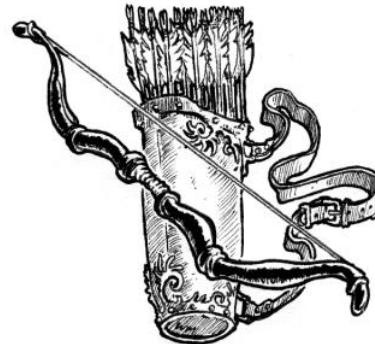


Magic Companion

Psionics Oops! Table (2D6)

d6	<i>Result</i>
2	The psionicist is thrown into the air as psionic power rips out of their body through their skin and various other orifices. The psionicist reduces their temporary skill by 1D6+1 points from major injuries.
3	The psionicist reduces their temporary psionics by 1D6, which recovers at 1 point per day.
4	The psionicist and all persons within 3 metres lose 1D3 Attack Rounds of activity as they are stunned by an uncontrolled wave of psionic power.
5	If targeted at an enemy, the ability will affect the psionicist, and if targeted at a friend or self, the ability will affect the nearest enemy.
6	The psionicist loses the normal Psy Points of the ability, plus one extra Psy Point as the ability fails.
7	The psionicist suffers a minor annoyance, such as a strange change in appearance, odd sensations, uncontrollable twitching, etc.
8	The psionicist is stunned and loses their action for the next Attack Round.
9	The ability fizzles out, and in addition to the normal Psy Point cost, the psionicist also loses an additional 1D6 Psy Points.
10	The psionicist loses 2D6 Psy Points, and for each point lost, a nearby living being takes 1 stamina damage. The nearest being is affected first, with each further point of damage being applied to the next nearest target and so on.
11	There is a burst of psionic ability, and all within short range of the psionicist takes damage from the Psionics Damage table. Armour does not protect against this damage.
12	The temporary psionics characteristic is reduced to 0 and returns at the rate of 1 point per week.

Example: Our new psionicist Zazou activates her Telepathy ability to communicate with a friend during a mass battle. Zazou has psionics of 7 and Telepathy at 1, so she must roll an 8 or below. A roll of 4 is a success and she is able to relay tactical information successfully and uses up 1 Psy Point. On the following round she attempts to use the same power again. This time she rolls a 2, which is a critical success. She could increase the short range of this power (somewhat pointless as the target is within normal range) or contact two targets or send information for two rounds. However, she instead decides to activate her Scrying power to see what other enemy units may be approaching nearby.



Resistance

Some abilities that affect unwilling targets may be resisted. In these cases the psionicist makes a PSIONICS roll, with the target making a SKILL roll in place of psionics. If the target wins the contest, the power is resisted. If the psionicist wins the contest, the power takes effect. Psy Points are expended regardless of whether the power is resisted.

Example: After eventually acquiring the Control Emotion ability, Zazou attempts to use it to get past a temple guard at the secret headquarters of the Sisters of the Brotherhood. Zazou has psionics of 7, and Control Emotion of 1, and rolls a 9. The total of the ability test is 17. The target, who is not a psionicist, has a skill of 8 and rolls a total of 7. The guard therefore has a total of 15 and doesn't quite resist the ability.

Damage

Some psionic abilities cause variable direct damage to enemies. When this happens, the damage table below should be used in exactly the same way as any other weapon. Other powers will deal a fixed amount of damage and not use this table.

Psionic Damage Roll Table

<i>Weapon</i>	1	2	3	4	5	6	7+
Psionic damage	3	4	4	4	4	5	6

Most psionic damage will ignore armour, as the damage is applied directly to the mind of the target. Of course, this also means that most psionic attacks cannot damage magical beings such as Golems and Living Statues, that have no mind to affect. Any Psionic Attack that causes damage via physical means, such as Pyrokinesis or Psychic Blade, will be reduced by an Armour Roll.

Psionic damage can be healed as any other injury, and direct mental damage can be healed with appropriate amounts of rest and/or magical potions and ointments.

Example: Zazou comes up against a Wild Psionicist, who releases a Wild Burst. Against Zazou, the Damage Roll is a 5, therefore inflicting 4 stamina damage. Armour will be of no use against this damage.

Dark Temptation

Psionic abilities tap into the huge potential power of the brain and channel that power into a specific ability. Within every psionicist however, is an even deeper well of power that be tapped at times of dire need. But using this dark power is not without serious danger to the psyche.

Any psionic character can attempt to tap their Dark Temptations. This does not count as the Hero's action. It grants one of the following bonuses:

- A +2 to the psionics roll to activate a power
- A +1 bonus to the rank of a psionic ability for use
- Gain 1D6 Psy Points (although this cannot exceed the normal maximum)

Following this bonus, the psionicist must Test their Luck, although they do not lose a luck point as a result of making this test. If the luck test succeeds, all is well. If the luck test fails, the psionicist must either lose 1d3 luck points, or act in an evil way. The Director is the final arbiter on whether an action is considered evil or not.

If the luck test result is a double 6, the loss of luck or committing an evil act, will still apply, and the psionicist is now "Tainted". A double 1 on the luck test will count as a success, and will also remove the "Tainted" label, if that is currently the case.

A Tainted psionicist will often give other characters (especially psionic ones) "the creeps" and will be prone to bouts of irrational anger or sadism. However, this Taint makes it easier to further tap Dark Temptation, as well as making it more dangerous.

Tapping into Dark Temptation whilst Tainted gains a psionicist the following bonuses:

- A psionics roll to activate a power will automatically succeed
- A +2 bonus to the rank of a psionics ability for one use (to effect only)
- Gain 2D6 Psy Points (although this cannot exceed the normal minimum)

Magic Companion

If a Tainted psionicist's luck test is a double 6 when tapping into Dark Temptation, then they are irrevocably lost to their evil side. The Hero will escape from their current life and follow the path of evil, becoming an NPC and probably an enemy of the other Heroes. An NPC who becomes lost will go insane and will have no limits at all on their actions.

Example: Zazou is in dire straits. If she cannot use Control Emotion on the temple guard captain, she will find herself in deadly danger. Her ability total of 8 may not be enough, and the emotion change of 1 step (she only has a 1 rating in the ability) is also not really enough.

Zazou taps Dark Temptation and opts to increase the rating of the ability by 1 step. She still rolls using a total of 8 but can change the attitude by 2 steps rather than 1. She succeeds, and changed the attitude of the captain, allowing her to escape. She must also make a luck test which she fails. Zazou is now Tainted, and must tread carefully, even though tapping Dark Temptation now produces even greater power!

Gaining Psionics

Most Heroes with psionic abilities will start the game with them, improving and expanding their powers as the campaign progresses. It is possible that a Hero will wish to acquire psionic abilities at a later date. The possibility of this will very much depend on the campaign setting. Some campaigns will have those who are born with the ability and those who are not. Others will allow almost anyone to acquire the powers with enough training.

Example: Zazou, as an Academic Psionicist, wants to learn a tradition ability she does not yet have. Given her tradition and the details of the setting, she must apply to a designated college or school of magic, and attend, for an appropriate amount of time to gain a rating of 1. This may require a payment or service to facilitate the tuition.

Psionics Traditions

Presented below are the four major Psionic Traditions of Academic Psionicist, Dark Power, Physical Adept and Wild Psionics. Also included are guidelines for creating new Traditions.

Academic Psionicist

This traditional is a collegial and organized one. Academic Psionicists are trained at schools and colleges of magic, where they also hopefully learn about the theory behind psionic abilities, research the lore behind this discipline and engage in experiments designed to further investigate this phenomenon.

In some settings, teams from these colleges will travel across their kingdom, continent or even all of Titan, locating and identifying those with potential and marking them for future training. In other settings, the abilities will not become apparent until later on in life, when potential psionicists will present themselves at their nearest school or college of magic for training.

The abilities developed by this tradition could be considered "Classic" psionics, and focus on mental detection, communication, and control.

Astral Projection

Use of this ability allows the spirit of the psionicist to leave their body and travel at a normal walking speed. Activation takes a full round, during which the body of the psionicist slumps into a coma, costing 1 Psy Point and requiring a successful test. The "ghost" of the psionicist can pass through walls and through a vacuum with no ill effects, although there may be some spiritual or magical barriers that prevent access.

once this concentration lapses, the link is broken, and the power deactivated.

- Rank 1 allows gentle control sufficient to make the animal pause for a round in an attack, or come a bit closer than it normally would, etc.
- Rank 2 allows emotion control of the animal, making the animal angry, friendly, frightened, etc. The animal will then react to this emotion.
- Rank 3 allows the psionicist to direct the animal to take normal actions, though the psionicist cannot dictate exactly how the action is to be executed.
- Rank 4 gives full control as long as the suggested action would normally be taken by the animal.
- Rank 5 allows total control, although the animal will not take obviously suicidal actions.
- Rank 6 allows complete and utter control of all actions of the creature.

Control Emotion

This ability requires a full round to activate and costs 1 Psy Point. The target, who must be visible to the psionicist, can resist if they are a sentient being. If the ability succeeds, the Reaction of the target towards either the psionicist or one other person (or even object) within sight can be altered.

Reactions can be changed by 1 step for each point the psionicist has in this ability. For reference, the Reactions are:

Friendly > Neutral > Unfriendly > Hostile

Reactions may be improved or worsened by this ability, but once changed, this ability may not be used on the same target until the target has slept (or equivalent).

The psionicist cannot have any physical effect on the world whilst astral but may still use other psionic abilities. However, every minute spent in astral form costs another Psy Point and if these points are all used up while the psionicist is away from their body, they must make an immediate Astral Projection test or die from the shock!

Aura Reading

Activating this ability uses a full round, requires a test, and costs 1 Psy Point. The psionicist can read the psychic aura that surrounds all sentient beings. The target of this ability will not be aware that they are being examined. The amount of information acquired will depend on the rank of the ability, with all lesser rank information also being read.

- Rank 1 gives the current major emotion (fear, anger, etc.).
- Rank 2 gives a rough idea of the current intentions of the target.
- Rank 3 provides a more accurate idea of the target's intentions.
- Rank 4 gives a general description (in two words) of the personality of the target.
- Rank 5 provides a comprehensive overview of the character of the target.
- Rank 6 allows the psionicist to read the main surface thoughts that round.

Control Animals

This ability requires a full round to activate and costs 1 Psy Point. The target of this ability must be a non-sentient animal or creature, with an Intelligence of Average or below. A successful psionics roll is required to activate the power, with a penalty equal to half the skill of the animal. If successful, the psionicist can exert a measure of control over the animal, as determined by the level of ability. The psionicist must concentrate fully on the control, and

Magic Companion

Mind Shield

This ability takes a full round, 1 Psy Point and a successful test to activate. Once active, it blocks all other psionic powers mental control, mind-reading, and similar directed at the psionicist, as are scrying attempts in the immediate area. Only powers that have a lower rating than this ability are blocked, and each power blocked costs another 1 Psy Point. If no powers have been blocked for a full minute, another Psy Point must be expended to maintain the power, which can be deactivated at any time and at no cost.

Precognition

This ability allows the psionicist to get a “gut feeling” about future events both near and distant. In practice, the psionicist activates this power, taking a whole round, and makes a test to see if the power succeeds. The psionicist can then spend a number of Psy Points up to the rank they have in this ability and can ask a question about the future. This question could be phrased as “what would happen if...”, or could be “will X happen?” or could be some other. Within the constraints of the number of Psy Points used, the Director should then provide some information. However, it should be noted that the future is not accurately predictable even with psionic powers and so the visions/feelings may not come true.

- 1 point allows a general gut feeling about an event in the next few rounds.
- 2 points provides a feeling about an even up to a day in the future.
- 3 points will give a strong feeling about an event up to a week away.
- 4 points will allow a very brief glimpse of the future up to a month in the future.
- 5 points will give a vague or cryptic vision up to six months away.
- 6 points will give a fairly specific vision up to a year in the future of a likely outcome.

Scrying

When activated, this ability allows a psionicist to see and hear (or even smell) at a distance, even through walls or in the dark. The power takes a full round to activate and requires a successful test. Once activated, the psionicist must close their eyes and concentrate for a full round to sense as if they were in the remote location. The power costs 1 Psy Point for every minute (or part thereof) and will remain active as long as Psy Points are spent, even if there is no active scrying. The psionicist can either specify a distance and direction (5 metres straight ahead) or a location known to the psionicist (The Black Lobster Tavern, Port Blacksand) each round and as long as the location within range, the psionicist will sense as if they were there (with basic Dark Seeing). This ability can be blocked by certain holy or magical wards.

- A Rank of 1 allows scrying up to 3 metres.
- Rank 2 allows the psionicist to scry up to a kilometre away.
- Rank 3 has a range of 10 kilometres.
- With Rank 4, the scrying works up to 100 kilometres.
- Rank 5 has a range of 1000 kilometres.
- Rank 6 allows scrying anywhere upon on Titan, the Pit, or the Magical Planes.

Telepathy

This ability allows the psionicist to communicate mentally with another sentient being who is either known personally or within sight (range is also determined by the ability level). If the psionicist and target share a language, the communication is in words, but if not, it will be in feelings and emotions. The target cannot block the communication (unless they have an appropriate ability or magical item) but also does not have to respond. This ability does not grant mind reading, and so a target can remain silent if they so desire.

A successful roll is required to activate the link. This ability costs 1 Psy Point and takes a full round to use, although once activated, the link can be maintained at no further cost until broken. The psionicist cannot use other psionic abilities whilst a link is active.

- With a rank of 1, the ability can be used in the same room.
- Rank 2 allows communication within 10 kilometres.
- Rank 3 has a range of 500 kilometres
- A Rank of 4 allows communication anywhere on the same continent.
- With Rank 5, the link can be established with a target anywhere on Titan.
- Rank 6 allows communication anywhere at all!

Dark Power

This tradition is one that may not always be known by this name but could be considered evil to learn and to use. Of course, a Director may decide that this tradition is not evil in their setting or is only evil if used for malicious ends. This tradition is normally taught by a master to an apprentice and will rarely if ever be taught in a formal setting.

Choke

This ability takes a full round to activate and requires a successful test. The Dark Psionicist can make a grabbing motion and one target within sight will begin to choke. On this first and subsequent rounds, the target takes Psionic Damage (see the Psionic Damage Table above) until either the Dark Psionicist stops concentrating, or the target moves out of sight, or the target dies.

However, this ability cannot be maintained for a number of rounds exceeding the ability rating. This ability costs 1 Psy Point per round and the target also suffers a penalty of -1 to all actions whilst choking. Armour provides no protection against this ability.

Dominate

Using this ability, the Dark Psionicist can force a target within sight to act against their will, in a way demanded by the Dark Psionicist.

The ability requires a full round to activate, and then the Dark Psionicist and target must both make opposed psionics tests, although a non-psionicist can make a skill test instead. If the target loses, they will be under the control of the Dark Psionicist for a number of rounds equal to the ability score.

The Dark Psionicist does not need to issue a verbal command each round, but for each command, they must spend a Psy Point. If the target moves out of sight, the Domination ends.

Drain Life

This dangerous ability inflicts 1 stamina point of psychic damage to every sentient target within range. The ability takes a full round to activate and costs 1 Psy Point. A successful test is also required.

Once activated, a wave of psychic energy expands outwards from the Dark Psionicist and damages everyone within range, whether friend or foe. Armour will not protect against this damage.

A Dark Psionicist cannot exempt anyone from the effect unless they are physically touching them.

- 1 point = 2 metre range
- 2 point = 3 metre range
- 3 point = 6 metre range
- 4 point = 15 metre range
- 5 point = 30 metre range
- 6 point = 100 metre range

Magic Companion

Drain Power

A Dark Psionicist with this ability can drain the power from a magical object, whether it be a potion, scroll, trinket or enchanted item. The object must be in plain sight to be affected. The ability takes a full round to use, costs 1 Psy Point and requires a successful test to drain the object of all its magic. The object can be re-enchanted later by an Enchanter at half the cost to create the item in the first place. This does not affect Artefacts and Holy, Unholy and Demonic Items.

Induce Fear

This ability will induce extreme fear and terror of the Dark Psionicist into one target in sight. This ability has an activation time of one round and costs 1 Psy Point.

Upon activation, the Dark Psionicist and target make an opposed test. If the Dark Psionicist wins, the target becomes afraid of the psionicist and will need to make a skill test to avoid running away any time they see the psionicist. Even if they do stay and fight, the target will suffer a penalty of -2 to all actions. The Dark Psionicist may renew the effect each new day at a cost of 1 Psy Point per target and may have a maximum number of active fear effects equal to the rank of the ability.

Insanity

With this ability, the Dark Psionicist can inflict a temporary or permanent mental affliction on one target. This ability takes a full round to use and requires an opposed roll with the target. If successful, the Dark Psionicist can use one or more Psy Points (up to their rank in this ability) to impose the desired affliction. If the affliction is permanent, it can be cured with magical healing from enchanted items, spells, priestly powers or other psionic abilities.

- 1 Psy Point will inflict temporary fear, lasting 2D6 rounds. The target must pass a skill test every round to take any action, other than run or hide. At the discretion of the Director, a Dark Psionicist may inflict a different powerful emotion.
- 2 Psy Points will inflict a permanent phobia of the psionicist's choice. The target must pass a skill test to overcome this phobia every time they encounter whatever it is they fear.
- 3 Psy Points will inflict a more serious mental affliction that will come and go, seemingly at random. Some days the target will suffer badly, and others they will not. The Director should determine the details.
- 4 Psy Points will inflict a serious mental affliction (similar to 3 Psy Points) that manifests all or most of the time.
- 5 Psy Points will inflict a very severe affliction which manifests all of the time.
- 6 Psy Points will inflict a crippling mental affliction such as catatonia or mental collapse, effectively preventing the target from acting at all until cured.

Sense Enemy

This ability allows the Dark Psionicist to detect a specific known enemy within 1 kilometre of their location. This power activates automatically when the enemy is within 1 kilometre, costing the psionicist 1 Psy Point. This activation does not require a roll, nor does it require an action. Although it tells the psionicist that the enemy is within range, it does not give exact direction or distance.

A Dark Psionicist may have as many enemies linked to this power at any one time as they have ranks in this ability. It takes a full hour of meditation to add or replace an enemy.

Weakness

This ability temporarily drains the energy and vitality from its target. It can be used on a single target within sight and requires a full round and successful test to activate. Thereafter, for as many rounds as the Dark Psionicist has points in this ability, the target will suffer a penalty to their skill equal to half the rank in this ability (rounded up). The psionicist does not need to use any action to maintain the weakness, nor does the target need to remain within sight. Only one target may be weakened at any one time. For every round the power is active, 1 Psy Point is used.

Physical Adept

This Tradition uses psionic energies to boost and enhance the physical prowess of the psionicist. All of the abilities affect only the adept and cannot affect other targets. Unlike in most other traditions, the adept must already have a good level of physical ability in order for the enhancement to be of great use.

Physical adepts are sometimes quasi-religious in nature, and most are taught at a monastery or temple retreat belonging to their order. Sometimes, an experienced adept will take on an apprentice to train in their skills and abilities.

Boost Skill

This ability does not require a full action to activate and can be used in the same round as a physical action. This ability costs 1 Psy Point to use and applies a bonus to skill equal to the rank of this ability for the same round.

Boost Special Skill

Like Boost skill, this ability can be used in the same round as a physical action and does not require a full action to activate. The adept gains a special bonus to one special skill for that round, equal to +2 per rank in this ability. This ability costs 1 Psy Point per used.

Heal Self

This ability requires a full round to activate and heals 1 stamina per rank of this ability at a cost of 1 Psy Point. The stamina takes a full round to heal, and this ability cannot regenerate limbs, restore skill points, or heal other wounds.

Impossible Moves

This ability allows the adept to take all but impossible physical actions. Using this power the psionicist could leap a 15-metre-wide chasm, spring along a taut vine or tree branch, run up a sheer wall, and spring from ledge to ledge. There is a minimum cost of 1 Psy Point per action which can, at the discretion of the Director, span more than one round.

The psionicist may actually spend more than 1 Psy Point on this ability to make even more impressive moves, up to a maximum of the ability rank. With a 6-point Psy Point spend, the adept could leap a 150 metre wide chasm, climb the tallest tower in the city in a couple of rounds, etc.

Levitation

Taking one full round to activate, this ability allows the adept to fly at a rate of 10mph for a number of minutes equal to the rank in this ability. The psionicist may carry their normal equipment, but if carrying another being or heavy weight, every round counts as a minute of flight time.

Magic Companion

Psychic Blade

This ability can take several forms, but generally summons a glowing energy blade of pure psychic force. Some settings require an attuned handle for the blade whilst others will generate a blade attached to a wrist, etc. It takes a full round to activate or deactivate the blade, but this does require any Psy Points.

Once activated, the psionicist can attack with the blade using the Swords Special Skill, if they possess it, as normal. The blade uses the Psionic Damage table above, with a bonus on the Damage Roll equal to the ranks in this ability. Armour can protect against this attack. If the blade inflicts at least 1 stamina damage on the target, the psionicist must spend 1 Psy Point. If the psionicist does not have any Psy Points, the blade cannot inflict damage.



Psychic Evasion

This ability allows the psionicist to avoid attacks and can be used to replace the Dodge Special Skill in or out of combat. The ability is always active and can be used in response to an attack if desired.

The psionicist spends 1 Psy Point and can make a Dodge roll, using the rank of this ability as the Dodge rank. A new D6 roll is made, and the best protection from either armour or this ability (but not both) is applied to the damage. This ability can be used in the same round as another psionic ability.

Telekinesis

Using this ability allows the adept to manipulate, lift or move objects at a distance (within sight, as long as the item can be clearly seen). The cost to use this ability, which requires a full round to activate, is 1 Psy Point. With a rating of 1, the adept can push a button, move a small lever or pick up a knife. With a rating of 3 points, the adept could wield a sword, and even attack with it, using the lower of the ability rank or Swords Special Skill. With a rank of 6, the adept could lift a hefty person and their equipment or push over a Golem or other heavy creature! The single action allowed may be extended over several consecutive rounds (not more than the rating of the power) if appropriate.

Wild Psionics

As its name suggests, this tradition is only barely under the control of its practitioners. Wild Psionics are very rarely taught, and are normally self-learned by those with natural ability but no access to a formal tradition. In essence they are a natural outlet for the build-up of psychic energies!

Many of the abilities in this tradition are damaging to enemies, and most are expensive in terms of Psy Points. Wild Psionicists tend to burn brightly and briefly!

Block Damage

This ability takes a full hour to activate or deactivate, requiring a successful test, but costing no Psy Points. Once active, the ability will protect the psionicist against damage from attacks and other effects.

This ability will be automatically triggered when the psionicist takes damage, reducing the damage by 2 stamina points at a cost of 1 Psy Point (after an Armour Roll, and even if the residual damage is 1

stamina point). This ability can be used multiple times per round or not at all for long periods of time but is used up once it has reduced a number of successful attacks equal to the rating in this ability.

Communicate

Using this ability, a Wild Psionicist can understand (and make themselves understood by) just about any sentient being. The Psionicist does not know the language, cannot read and write the language, and cannot understand other language uses, such as magical talking objects or animals.

Instead, the ability combines the knowledge of the psionicist's language and the target's language from the minds of the two beings to allow translation. The rating in this ability is used as the language rating (as if it were a Language Special Skill). The ability does not require an action to activate, although it does require a successful test. The Psy Point cost is 1 point per conversation.

Direct Blast

This ability allows a Wild Psionicist to target one enemy within Short range (as per standard Missile Combat ranges). This ability requires a full action to use and a successful test to activate. The psionicist can choose how much stamina damage to inflict, with the maximum being the rating in this ability. Each point of damage costs 1 Psy Point and armour is ignored.

Magical Flux

This ability crosses the boundary between Psionics and Magic, and creates a random effect. When used, roll once on the Random Spell table (Heroes Companion) to find out what spell effect is created. The spell must be "cast" immediately, but the Psionicist can choose who the target is.

Psionic Pulse

This ability is similar to Wild Burst, but rather than producing an expanding wave of mental power, this ability produces a weird psionic pulse. This will not affect living things at all but will cause damage to magical creatures such as Golems, Demons, Elementals and the Undead, as well as inanimate objects such as walls, buildings, boats and so on.

Like Wild Burst, the ability requires a full action to use, needs a successful test and costs 3 Psy Points. The Psionic Damage Table is again used, although damage to large things such as ships, buildings and fortifications is quartered. Armour provides no protection against this ability.

- Rank 1 has a 2m range.
- Rank 2 has a 2m range and a +1 bonus to the Damage Roll.
- Rank 3 has a 3m range and a +1 bonus to the Damage Roll.
- Rank 4 has a 3m range and a +2 bonus to the Damage Roll.
- Rank 5 has a 5m range and a +2 bonus to the Damage Roll.
- Rank 6 has a 5m range and a +3 bonus to the Damage Roll.

Pyrokinesis

A Wild Psionicist with this ability can ignite a flammable material within sight by the power of thought. The ability takes a full action to use and requires a successful test. At the end of the round, with the expenditure of 1 Psy Point, the material will burst into flames. For the first few rounds, the extent of the fire will depend on the rank of the ability. After that time, the fire may spread, grow, or go out, depending on the material ignited. The original fire and damage inflicted are listed below.



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- 1 point will produce the equivalent to a burning branch, inflicting 1 stamina damage.
- 2 points will produce a small fire, inflicting 1D3 stamina damage.
- 3 points will produce a medium fire, causing 1D6 stamina damage.
- 4 points will produce a large fire, causing 1D6+3 stamina damage.
- 5 points will produce an inferno, causing 2D6 stamina damage.
- 6 points will produce a veritable firestorm, causing 3d6 stamina damage.

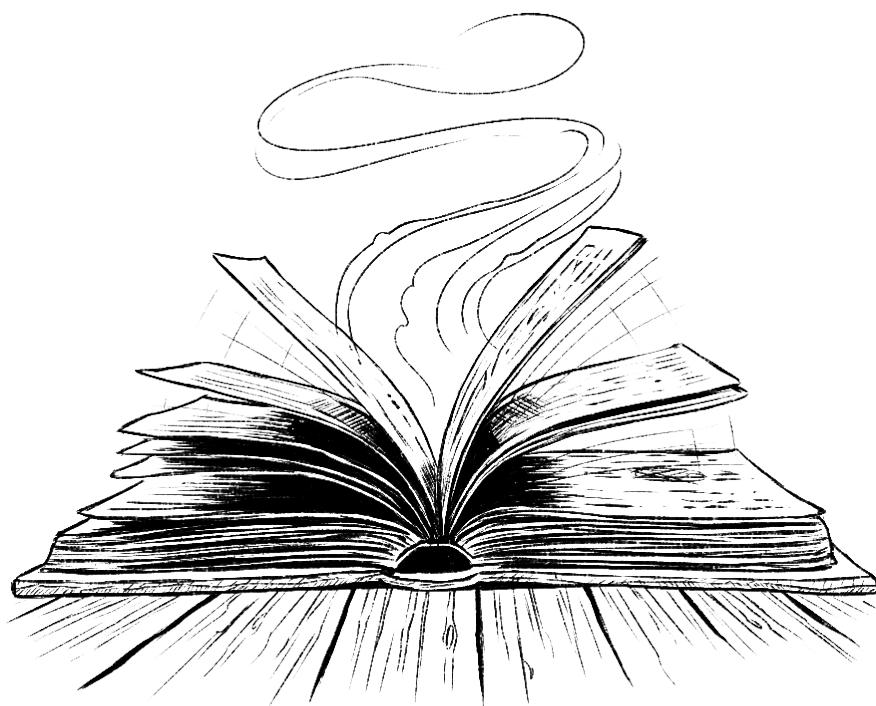
Stunning Wave

When activated at a cost of 2 Psy Points, this ability will stun all living creatures within 3 metres that have a skill equal to or less than double the rating in this ability. Stunned opponents lose their next available action. Activation of this ability requires a successful test. This ability cannot be used on consecutive rounds due to the mental strain involved.

Wild Burst

This ability allows the Wild Psionicist to release an uncontrollable burst of psychic energy within a limited area, affecting all sentient beings. This ability requires a full round and a successful test to use, and costs 3 Psy Points. Every target within range (friend or foe) will take damage from the Psionic Damage table with armour providing no protection.

- Rank 1 has a 2 metre range.
- Rank 2 has a 2 metre range and a +1 bonus to the Damage Roll.
- Rank 3 has a 3 metre range and a +1 bonus to the Damage Roll.
- Rank 4 has a 3 metre range and a +2 bonus to the Damage Roll.
- Rank 5 has a 5 metre range and a +2 bonus to the Damage Roll.
- Rank 6 has a 5 metre range and a +3 bonus to the Damage Roll.



Magic Companion

New and Modified Traditions

The traditions given in this chapter should be sufficient for most fantasy campaigns, but there will always be settings that require either a completely new or modified tradition.

There are several ways that a Director can tailor a tradition to their specific setting. One is the manifestation of the abilities. A Physical Adept using Psionic Evasion in some settings may dodge with supernatural grace out of the way of attacks; in others they may phase in and out of existences to avoid being hit; in still others the blow may be turned aside at the last minute. Specifying the details in this way does not change the actual effect or game mechanics of the power, rather it changes what onlookers will see when the ability used.

Another way to customize the Traditions is to mix and match the abilities. A Director should take care with this approach not to create a “super-character”. The Traditions as written have a mix of powerful and less powerful abilities, although all are useful.

Combining the best abilities from each Tradition into a new one could unbalance the game. However, with care this can be a useful approach to creating new Traditions.

Creating whole new powers can also be used to customize psionics to a setting. Like mixing and matching, care should be taken not to create either a very weak ability or a very strong one without suitable thought. Equally, it is recommended that a maximum of eight abilities be assigned to each tradition.

Lastly, some thought should be given to the social aspects of the tradition. Are psionicists wandering “magicians”, feared and little-understood, able to do things no-one can understand? Or are they trained from birth by magical colleges to be psychic investigators, operating in tandem with other magic practitioners to protect the kingdom from Evil? Or are they mystic protectors of a forgotten past? Assigning a background and place for the Tradition will help the player of a psionic Hero fit into the campaign much better.

Other Races and Psionics

The powers of Psionics were originally explored by the ancient evil race of Brain Slayers, harnessing the power of the mind alone to achieve tangible magical effects. Other Evil races have experimented with Psionics, from Caarth to Orc, and Lizard Man to Goblin, to no real effect, though there are rumours that Dark Elves are making excellent progress as psionicists.

Among the Goodly races, the power of Psionics is most pronounced in humans, though, as it often accompanies incipient Chaos Mutation, is treated with much fear and mistrust. Only the biggest guilds of spellcasters in the most important of cities have dedicated chapters to Psionics research. Rarely, a Dwarf, Elf, Halfling or Gnome may be born with some psionic potential, but the most psionic-pronounced Good people are the little-known and obscure Murkurons, and the mystical and near-legendary Titans.

WARLOCK

The Warlock school of magic was developed in the Kabeshian Empire, before the War of the Wizards, to provide the ruler's hordes with accompanying trained spellcasters to aid them in battle. Similar in some ways to Combat Magic, the mystical path of the Warlock is yet another attempt to create a fast, fluid magical style that can be best suited to the chaotic conditions of melee-fighting through the use of unique Combat Charms.

Since the destruction of the Kabeshian Empire there have been fewer available tutors for Warlocks, but some seats of learning still exist. These include the holy city of Gundobad, whose Prince Lothar was an accomplished practitioner of the Warlock's magical arts, and the Kazanid capital of Sharrabbas, whose founder Ushan Koja was reputed to be a Warlock.

In some locations, such as the Inland Sea, a Warlock is also known as a Magus. In other areas of Titan, particularly Allansia, where both Zagor and Zanbar Bone are described as Warlocks, it is not known whether this is because they have acquired the power of Warlock Magic, or simply a name as a title describing their magical acuity and reputation.

While Warlock Magic offers a broad range of spells that cost few Magic Points, it lacks the specialization and more powerful enchantments of Wizardry or Sorcery. Thus, after mastering, or at least obtaining some potency with Warlock Magic, many Warlocks go on to learn other compatible styles, such as Enchanting or Conjuration. The prescient spellcaster should also consider the example of Nazek the Warlock, who dabbled in Demonology before attempting to steal the nefarious Black Grimoire from Rassin Abbey in Ruddlestane to no small ignominy.

The total of MAGIC and Magic-Warlock is called Magical Focus.

Using Warlock Magic

Warlock Magic spells are cast exactly the same way as for Wizardry spells (see AFF, p. 72), including modifiers and use of the same Oops! Table. No components are required to cast Warlock Magic spells, however the chosen spells of a Warlock are recorded in their closely guarded spellbook! A spellcaster who learns Warlock Magic cannot cast traditional Wizardry or Sorcery spells, though they may still learn the Minor Magic Special Skill. Warlock Magic is divided between regular spells and Combat Charms, more about which is presented below.

Using Combat Charms

Combat Charms are special types of Warlock Magic spells that must be cast before combat begins. Their casting has been reduced to a short gesture or sound, thus happening instantaneously. Essentially the Warlock gets to cast a free Combat Charm at the start of each combat, subject to the usual roll and modifiers. In addition, only one Combat Charm may be cast in any one encounter.

Note that the effects of Combat Charms are quite temporary; they last only as long as the specific combat the caster is involved in. Once the battle has ceased, regardless of who has won, the effect ceases. Some Combat Charms can also be cast outside of combat, subject to the usual modifiers; this will be indicated in the spell description.

Using Other Spells

In some instances the Warlock may choose to cast a spell to overcome an obstacle or to extricate themselves from a sticky situation that is not a Combat Charm. These spells can be thought of as representing the Warlock's canon of backup magic. Such spells are cast exactly the same way as for Wizardry spells (see AFF, p. 72), including modifiers and use of the same Oops! Table.

Magic Companion

New Spells

There are twenty four new Warlock Magic spells described below, including an optional spell for solo play. Although they have some similarity to existing spells from other magical styles, the following spells may only be learned and cast by a character possessing the Magic-Warlock Magic Special Skill. These spells must be learned in the same way that a Wizard learns their spells. A Magic Point cost for each spell is given in brackets after the spell's name. Any spells that can be cast at the start of combat will be labelled as Combat Charms.

Clumsy (1)

Combat Charm

When the Warlock casts this spell, it will make the target (if it fails a Test for Luck) badly coordinated and clumsy. Reduce the skill of one opponent by 2 points. This spell can also be cast outside of combat, and an affected target will drop handheld objects on a roll of 1-3 on 1D6. This should be checked each round. In combat, a target will Fumble their weapon on any double. If a double 6 is rolled, the victim must make two rolls on the Fumble Table.

Empower (1)

Combat Charm

This spell affects only the caster, empowering the Warlock with a magical enchantment. They may increase their skill by 1 point for the duration of the battle. This spell can also be cast outside of combat, in which case it will last for six minutes.

Finding (1)

This useful spell will help the Warlock locate a target that may be absolutely any physical thing or place. This spell will simply provide the direction to the nearest item of the specified type. Thus casting this spell to find "a Gold Piece" will simply provide the compass direction to the nearest Gold Piece. This spell does not provide accurate directions nor

distance, so finding the exit from a dungeon will just point to the nearest dungeon exit, regardless of what lies in between. The sensation of the direction will only persist for a short time, in this case one minute.

Fire (1)

The Priest may cause a flame, equivalent to a torch, appear anywhere within 3 metres and remain for up to 1 minute. If created on a person or flammable object, the target will take 1D3 damage per Round and may ignite. The more flammable the object, the better the spell will work. While the original magic fire will disappear when its time is up, any secondary fires caused by this spell will remain burning.

Heat (1)

This spell will heat up one object or being. When used on an inanimate object, that object may be heated up to what a person would regard as "very hot". When it is used on a living creature, their temperature may be increased so that they feel hot, equivalent to being out in a full sun in a tropical area, possibly causing the loss of 1 stamina point if the caster so desires it! An unwilling target may Test for Luck to avoid the effects, and the effects will last 3D6 minutes (rolled secretly).

Hold (1)

This spell will hold still the target object or creature in a field of magical energy, fixing them in place even if they are airborne! The target may receive a Test for Luck to block the spell, but once bound the target cannot move a muscle, although they can still breathe. Even gravity will not affect a Held target, so a falling boulder or leaping combatant could both be fixed in the air. The spell lasts for three minutes, and normal physics will take over when the Hold spell is removed. Up to 3 cubic metres may be affected by this spell.

Chapter 5 - New Magical Styles

Invisible (1)

This handy spell will turn the caster invisible, along with currently carried clothes and equipment. This spell will not however make the caster silent, and doors etc. will still need to be opened. The effects will last for one minute or until the caster either hits an opponent, is hit by an opponent, or casts another spell.

Jump (1)

Casting this spell will enable the caster to jump over a wall or across a pit at will, with no chance of slipping or falling. A caster can jump a horizontal distance equal to quadruple their height, and a vertical distance equal to twice their height. No run-up is required, and carrying a heavy load or wearing armour has no effect on the distance jumped either.

Levitate (1)

This spell removes the effects of gravity from the caster, one other being, or one inanimate object. If the target is unwilling, they will receive a Test for Luck to resist the effects. When active, the target can float up or down at will (at walking pace), under the control of the caster. The levitated being may pull themselves sideways if there are handholds nearby, and may also be affected by strong winds. The spell lasts for one minute, and when it ends the target will float gently back down to the ground.

Shade (1)

Combat Charm

This potent spell summons a spirit warrior, a tattered SHADE who will fight in the Warlock's place (see Beyond the Pit, p. 122). This creation has skill 7 stamina 4, 1 Attack, and its weapon type is Small Claw. In the combat, use the Shade's attributes instead of the caster's own. If the Shade is defeated, the Warlock must continue the combat using their own skill and stamina scores. If the Shade wins the

combat, it disappears with its duty done. Up to 2 extra Magic Points can be invested in this spell; each extra Magic Point adds 2 skill and 2 stamina to the Shade's scores. This spell can also be cast outside of combat, summoning a Shade who will serve the Warlock faithfully, following all instructions except suicidal or ridiculous ones, for three minutes.

Sleep (1)

Combat Charm

This spell has the potential to put to sleep various opponents that the Warlock is facing in combat. For each opponent listed: roll one die for each point of stamina they possess; if any of the rolls is 6, then the spell has no effect. If none of the rolls is 6, then the spell sends that opponent to sleep for the duration of the combat.

Any opponents sent to sleep are treated as being defeated, but the victim may be woken up by loud noises, wounds, shaking, etc. A Warlock may automatically kill a sleeping opponent, although this is considered bad form in most cases! This spell can also be cast outside of combat, and any victim who is put to sleep will slumber for 5 minutes before waking up.

Weaken (1)

Combat Charm

This spell will drain the strength, agility and motivation of one enemy. Weaken may be cast against one target within 5 metres who may Test for Luck to avoid the detrimental effects. If affected, the target suffers the reduction of its stamina to half its listed value. If the target survives the combat, any stamina lost from a Weaken spell returns at the rate of 1 stamina point per minute. This spell can also be cast outside of combat.

Magic Companion

Death Blast (2)

This spell summons a fireball from some hellish pit and sends it hurtling towards an enemy, who is allowed to Test their Luck to avoid the spell's effects. If they are unlucky, roll one die and deduct the result from the opponent's stamina. This spell can also be cast outside of combat and fires a large ball of fire at one target within 30 metres, bursting on impact into a 3-metre radius circle of fire. Especially flammable targets will find themselves ignited by this spell, as will flammable objects.

Combat Charm

Nimble (2)

Combat Charm

This spell affects only the caster, causing them to become quick and agile with their movements. Whenever the caster is hit by an opponent, they lose 1 less point of stamina instead of the normal damage, as they manage to dodge partly out of the way. In addition, they gain a +1 bonus to any Tests versus Skill that may be made during the combat.

Shrink (2)

This spell is the reverse of the Grow spell, causing the target, whether a creature or an inanimate object, to shrink to half their normal size. Whilst under the effects of one of these spells, the target will suffer the effects of a Weakness spell due to their small size. This spell will last for 3 minutes or until cancelled by the caster.

Strength (2)

Combat Charm

When cast this spell causes the Warlock to become much stronger. Whenever the caster hits an opponent, they may increase the amount of damage they inflict by 1 point of stamina in addition to the results of the Damage Roll. This spell can also be cast outside of combat and will allow the Warlock a +2 Strength Special Skill bonus for 5 minutes or until cancelled by the caster.

Aura of Invincibility (3)

Combat Charm

This flamboyant enhancement spell is popular among ostentatious Warlocks. It affects the caster and any of their companions, who are cloaked in a glowing mantle of radiant magic. All may increase their skill scores by 1 point each for the duration of the combat.

Grow (2)

When this spell is cast, the target, whether an object or being, will grow half as big again almost immediately. Thus, a two-metre-tall man would grow to three metres in height! If a living creature, the target will benefit from the effects of a Strength spell due to its increased size, and clothing and armour will grow to match their wearer. This spell will last for 3 minutes or until cancelled by the caster. An unwilling target will of course receive a Test for Luck.

Hypnotise (2)

This powerful spell will allow the Warlock to issue a single command to a now hypnotised being. The target may of course Test for Luck to avoid the spell, but if failed, must obey the command. The single command cannot be something that would directly and obviously be harmful. Thus a Goblin could be hypnotised to close its eyes in combat or drop its weapons but could not be hypnotised to stab itself or throw itself off a cliff. It is important to note that the caster does not need to speak the language of the target. The effects of the Hypnotise spell cannot last longer than 30 seconds, and the Director has the final say on what does and does not constitute a valid hypnotism attempt.

Fly (3)

This spell is a more powerful version of the Levitate spell above and allows the caster to fly in any direction at running pace. The Warlock has full control over their movements. The spell lasts 5 minutes, and like Levitate, the flying Warlock will gently float to the ground when the spell expires. The caster can carry a weight equivalent to that they could carry comfortably on foot.

Freeze (3)

When cast, one target indicated by the caster will be frozen solid, encased in ice, and unable to move or speak. They will still be able to breathe, see and hear, however. The target may Test their Luck to avoid the effects of the spell. After ten minutes the target will have gradually thawed out and return to normal. While frozen they suffer 1D3 stamina damage from their ordeal, and any attempts to speed up the defrosting process using fire or heat will definitely cause increased damage to the target! This spell can also be used to freeze water (or water vapour) into ice. It works best where there is water already present to be frozen. It will affect an area up to three square metres in size and the effects will last for 10-60 minutes.

Quake (3)

When casting this spell the Warlock will cause a small but powerful and localized earthquake, over an area of up to 30 metres in diameter. The ground will heave and shake, damaging buildings, demolishing rickety ones, and even causing caves or dungeons to collapse and invert. Large cracks open up in the ground, and all beings within the area must Test of Luck or be lost down one of these. Any characters who have fallen into a crack will be stuck there until the earthquake subsides. Even those who avoid being swallowed by the earth must make a Test for Skill to stay on their feet. Only the caster is immune to the effects of the

spell. The earthquake will last for 10 seconds. Thus victims who are swallowed up by cracks or knocked down may recover on the Attack Round after the earthquake stops.

Rot (3)

By casting this spell, the Warlock causes the instant decay of one large wooden or metal item (like a barrel or a wagon), or several smaller ones (like manacles or leather bindings). Wood rots, metal rusts, etc. The item must be within 10 metres and cannot be magical. If the object is currently being held or worn by someone, they are allowed a Test for Luck to avoid the effects of this spell.

Transform (3)

This particularly nasty spell has featured in many legends and folk-tales, where it has turned Heroes into frogs, cockroaches or mice. Thus if the target fails their Test for Luck, they become a small and inoffensive creature of the caster's choice. Their clothes and other possessions are not affected, and so drop to the ground where their owner once stood. The poor victim still retains their knowledge and consciousness but can only speak in an animal language. The caster may reverse this spell by touching the target and willing it so, otherwise a Counterspell can reverse the transformation, or it will wear off in 10-60 minutes time.



Magic Companion

WITCHCRAFT

Although Witchcraft is not a common type of magic on Titan, it does hold on in isolated areas, and in ill-favoured areas such as the village of Dree, it is even common. Although not specifically “evil” in nature, many of its practitioners are concerned only with causing misery and upset to their enemies, which usually includes just about anyone they don’t like.

Witches learn the Magic-Witchcraft special skill, and as this is a Primary magical style, cannot also learn Wizardry or Sorcery. The total of their MAGIC and Magic-Witchcraft scores is termed their “Hex” score.

Most witches are skilled with mundane healing and have proficiency with herbs and medicines, and many of them make a living from those skills alone. They also commonly know the arts of Enchantment and Summoning, and make good use of those, but their primary magical focus is the use of Witchcraft itself.

This ancient art is passed on from Witch to Witch and is never taught formally, but uses the natural magical energies of the wilds of Titan. Witchcraft does not have a list of common spells, as is seen with Wizardry or Sorcery, but rather has a few more specific magical effects that a Witch can use. All Witches know all three of their powers, but how they use them depends on their power. Witches use the Magic-Wizardry special skill to manifest their powers, and have Magic Points to power their abilities. A Witch cannot also know the other common Magic special skills such as Wizardry or Sorcery.

Although a Hero most certainly can practise this form of Magic, they should be aware that many people in the more civilised areas regard Witches with either deep suspicion or outright hostility. Anyone openly recognisable as a Witch may well find it difficult to move freely around a city.

The three major powers that Witches use are given below.

Animation

A Witch is, given enough preparation time, able to imbue magical energy into a physical object, giving it apparent life. Although not quite as permanent as a true Golem, these animated forms act as guardians and servants for a Witch. Most Witches will have a Golem Servant of some form, although many of these will take the form of a statue, piece of furniture or even a bit of the architecture of the house they live in!

A Witch may only have one animated servant. The process takes at least five days to complete, with an hour a day required. The Witch must make a successful Magic-Witchcraft test on each day of the process. If a day is missed, a test failed or the ritual is interrupted, it must start again. The Witch must choose a physical item to be enchanted, which must be at least the size of a dog, and cannot be bigger than a cow, although the size will not affect the characteristics.

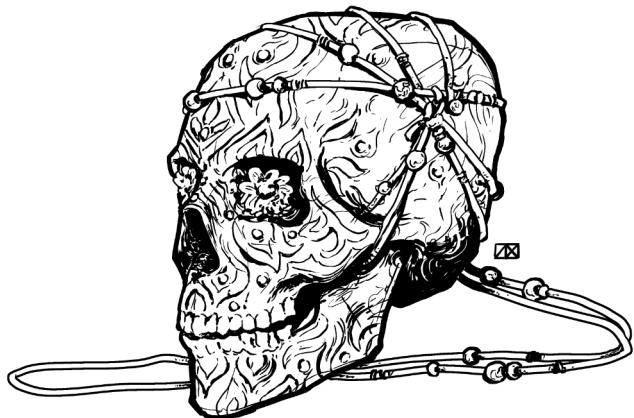
After the ritual is successfully completed, the item comes to life with a rudimentary intelligence. It can follow basic verbal orders from their Witch, but when not completing a task will revert to their “item” form and be only faintly magical.

- The created Servant has a SKILL equal to the MAGIC characteristic of the Witch.
- It will have a STAMINA equal to the Hex value of the Witch.
- A Servant will inflict damage as an Unarmed (normal size) attack, will have one attack and will have no armour.

At the time of the ritual the Witch can choose one of the options below for each point they have in the Magic-Witchcraft special skill. An individual option cannot be chosen more than once.

- Upgrade Unarmed attacks to Small Claw
- Upgrade Small Claw to Large Claw
- Upgrade Unarmoured to Light Armour
- Upgrade Light Armour to Medium Armour
- Increase Attacks to 2
- Make servant immune to magical attacks
- Increase STAMINA by +2
- Increase SKILL by +1
- Give servant ranged attack (as Javelin)

These Servants will continue their last command, even if their Witch leaves or dies, and are immune to fear, mind control and similar.



Poltergeist

A Witch is able to siphon energy from the area around them, and transfer that energy into ordinary objects. The control over these objects is very limited, as the Witch just puts energy into them, but the effect can be startling and disorienting for anyone inside.

Once per day, a Witch can spend a round summoning the latent magical energies of the local area into all of the small items in an area roughly ten yards in radius. Every small object within this area (coins and larger, up to a pound in weight) will suddenly possess great energy, will fly up from the ground, and will zoom around. The area is centred on the Witch, and if she moves, so does the area.

When this power is used, the Director should assign a Strength to the effect (between 1 and 6) dependent on how many small items are in the area, but this cannot be higher than the value of the Magic-Witchcraft special skill. A 1 would be some empty grassland, and a 6 would be a crowded shop. Most normal rooms would be a 3 or 4. The Witch must make a successful Magic-Witchcraft test to activate this power, and it will last for a number of rounds equal to the Witches Hex value, and at the end of the effect the items will just drop to the floor.

Everyone inside the area will be bombarded by random items at speed and from every direction except the Witch and anyone she specifies. Those that are affected must Test their SKILL every round with a penalty equal to half of the Strength of the area (rounded up). Those that succeed can act normally, but any that fail have that same penalty to all of their actions that round (including spellcasting and combat) and will also take damage (armour protects, but dodge does not). This damage should be rolled on a d6, but with a maximum equal to the Strength of the effect. Missile attacks into or out of the affected area are all deflected by the numerous items and will never hit their target.

Magic Companion

Example: Croyse the Witch (MAGIC of 8 and Magic-Witchcraft of 4) is attacked by bandits in her cottage. She uses her Poltergeist activity to animate all of the items in her crowded home. There is so much stuff there that it could be Strength 5, but she can only create a Strength 4 effect due to her special skill score. All of her possessions fill the air is a swirling cloud. At the start of the next round, the bandits must make a SKILL test at -2. Any that fail have a -2 penalty to all actions, and will take between 1 and 4 STAMINA damage from the flying items.

Cursing

Probably the ability that Witches are best known for, Cursing is something that almost everyone fears. A Wizard might throw a Firebolt at you, but the damage that causes will heal in time. A curse will be with you forever though, even if you manage to kill the Witch that inflicted you with it. Apart from the Witch themselves lifting the curse, there is not actually much you can do about it!

A Witch can attempt to lay a number of curses in a single day equal to their Hex value, although this number is reduced by any active curses laid on earlier days. So Croyse, with a Hex of 12, can attempt to lay up to 12 curses in a day. However, she cursed three of the attacking bandits last week, and they escaped, and so can now only attempt to lay 9 each day until either she removes one of the existing curses or a cursed victim removes the curse (or dies).

To lay a curse, the Witch must be able to see her victim, and the victim must be able to hear the Witch. The curse must be clearly and loudly proclaimed, and the Witch must then make a successful test of their Magic-Witchcraft special skill. If the test is successful, the victim can attempt to Test their LUCK to avoid the effect. If the LUCK test is failed, the victim is cursed!

A cursed victim will have their current SKILL, STAMINA, LUCK and/or MAGIC characteristics reduced, and these reductions cannot be restored until the curse ends. If the Witch has a Magic-Witchcraft value of 1-3, the maximum characteristic reduction is one, and with 4-6 the maximum is two. The total reductions are equal to the Magic-Witchcraft value of the Witch, but the Witch can decide how to distribute them. If STAMINA is chosen, it is reduced by 2 for every point of allocation.

Example: Croyse curses a Hero who has been threatening her, and makes her special skill roll. She has a Magic-Witchcraft of 4, and so can curse any single characteristic by 1 or 2. The Hero does not have any MAGIC and so she applies 2 points of the curse to SKILL and one each to STAMINA and LUCK. The unfortunate Hero reduces their current SKILL by 2, STAMINA by 2 points and LUCK by 1. They cannot be restored until the curse is lifted and so the Hero had better visit the Witch with gifts and apologies...

An individual can only be cursed once. If a second curse is laid on the same Hero, only the more powerful curse will apply.

Removing a curse is difficult, although it does end if the victim dies. The easiest way is for the Witch who laid the curse to touch the victim and proclaim the curse lifted, at which point it ends immediately. It is also possible for a powerful Wizard or Priest to lift a curse, although not all of them can do this, and they may demand a price to do so.



CHAPTER 6 - NEW SPELLS

Although this book (and indeed other books in the series) present several other schools of Magic available to a Hero, Wizardry is still the most common type on Allansia, and is also the school with the broadest range of spells. This chapter provides details on another thirty two Wizardry spells that can be learned by Heroes, either at the start of their careers or later on. They can of course also be learned by evil Wizards too! We also present a few new additional (and optional) Sorcery spells and even some new Minor Magic cantrips!

The Director is of course the final arbiter on which of these spells are available in their campaign.

Wizardry

Delay Spell (+1)

This spell is cast at the same time as another Wizardry spell of any power, but individual spellcasting rolls must be made. The effect of this spell is to delay the co-cast spell from taking effect for between 1 and 6 rounds. The other spell has normal effect, and will affect the same target as originally specified, just at a later time. Anyone able to detect magic will be able to detect the Delay spell itself.

Detect Enemies (1)

This straightforward spell will reveal the rough location of any creature (natural or supernatural) within 10 yards that intends to harm the caster. It does not dispel invisibility, remove the effects of stealth or tell the Wizard what these enemies are or what they are doing. An assassin behind a wall will be detected as "An Enemy" along with their rough location (to within a yard or so) but nothing more. This spell lasts for 10 minutes.

Detect Magic (1)

When cast, any active magical effect or magical item will glow gently (and be visible by all) for one round. This will include spells of all schools, potions and other magical items. The nature or power of the enchantment will not be revealed, and a minor magic cantrip will glow just as brightly as an artefact.

Mindspeech (1)

This spell allows the Wizard to connect their mind with up to one willing target per point in the Wizardry special skill. The spell lasts for a number of rounds equal to their Arcane Power and will allow those connected to freely speak using only their minds. Anything that could be communicated with voice can be communicated with this spell, and the link remains even if a target moves out of sight of the Wizard.

Second Sight (1)

This spell may be cast on any target (including the Wizard themselves). It grants the Second Sight special skill to the target at the same rank as the Wizardry special skill of the caster, and lasts for 10 minutes.

Silence (1)

This spell creates a zone of silence that has a radius of 5 yards. The zone cannot move, and lasts for a number of rounds equal to the casters Arcane Power. During that time, no sounds can be created within the zone, nor enter from outside. Spells may not be cast within the zone whilst it is active, although they can still affect those inside. Priestly powers are unaffected.

Magic Companion

Telekinesis (1)

This spell allows the Wizard to lift, manipulate and throw items within 60 yards by the power of their mind alone. The spell lasts for a number of rounds equal to Arcane Power and this value is also used as SKILL if finer manipulation is needed (such as to disarm a Trap). Only items that the Wizard can see can be manipulated, and even then only items that would fit in an Encumbrance slot.

Wall Climb (1)

This spell, which lasts for one hour, allows the Wizard to walk up and down walls (and even across ceilings) as if they were a spider. Any force powerful enough to knock them off their feet will be sufficient to dislodge them, although they may be able to "grab" a wall as they fall past= if the Director allows.

Blind (2)

This spell (which can be resisted) renders the target mostly blind. It only works on living creatures that have eyes, and gives them a -4 penalty to attacks, Awareness rolls, targeted spellcasting or anything else that involves sight. The spell lasts for a number of rounds equal to Arcane Power.

Canter (2)

This useful spell increases the speed of any one mount, giving it a +3 to Running skill tests or opposed tests in a chase. It also imbues the mount with great stamina and over the course of a day, your mount can carry you twice the normal distance without rest. If you charge into combat whilst mounted with a lance, spear or other pointed weapon whilst your mount is under the effects of this spell, you gain an additional +1 damage on your combat and damage rolls in addition to any other effects.

Dash (2)

This spell allows the caster to run at 3x the normal speed for 1 round for each point they have in Arcane Power. The caster also gains a bonus of +6 to any running skill tests or opposed tests in a chase.



Endurance (2)

This spell grants the target greater than normal endurance for one hour. This has two main effects. Firstly, the target does not lose any STAMINA as a result of hard marches, excessively hot or cold weather or similar. Secondly, if the target takes a blow that inflicts 3 points or more of STAMINA damage (after armour or dodge has been applied) the spell will reduce that damage by 1 point. Thus if the target of this spell gets hit for six points of damage, of which two is stopped by armour, the remaining four points of damage will be further reduced by the spell to three.

Fury (2)

When cast at one target within 30 yards, this spell incites great and targeted anger (although it may be resisted). The affected target will lose all sense of reason and violently attack the person specified by the Wizard. This “hated person” cannot be an ally of the spell target, but could be a neutral bystander. So a Wizard casting this spell on a Guild Enforcer could not force them to attack a fellow enforcer, but could make them attack the heavily armoured Dwarf companion of the Wizard or a nearby mercenary watching the fight. The spell lasts for 1d6 rounds, and the target of the spell is free to choose the form of their attack. An enemy spellcaster affected by this spell will cast spells, an archer will fire a bow etc.

Mass Darts (2)

This attacking spell creates 1-6 magical darts that appear in the air next to the Wizard and can be propelled at one or more visible enemies within 10 yards. Each dart inflicts 1 point of STAMINA damage, and armour provides no protection. Like Force Bolts, they cannot be avoided or dodged.

Sixth sense (2)

The target of this spell has an innate sense of danger, and cannot be surprised, ambushed or similar. They do not detect the actual assassin as such, rather the hairs on their neck stand on edge when they are in danger from an attacker, trap or even natural event such as a landslide. The spell lasts for one hour.

Speed (2)

This spell makes the recipient much faster for 1 minute. They can run at double pace, and also take the first action in a round, regardless of what that action is. So a fighter under the effects of this spell will be able to make a hand to hand attack before an enemy is able to cast a spell or loose an arrow.

Trigger spell (+2)

This spell is cast in the same round as another, and as usual requires two successful spellcasting rolls. If both are successfully cast, the second spell will only take effect after a specific trigger occurs at that location. So a spell may be triggered when a door is opened, an Orc walks down the corridor or Clarence the Merchant utters the phrase “Libra preserve us”. If the trigger event has not occurred within one day, both spells fade.

Venom (2)

This spell causes one touched weapon to become coated with a strong poison for a number of rounds equal to the Arcane Power of the Wizard. If the weapon causes at least one STAMINA point of damage to an enemy, they must make an immediate SKILL or LUCK test. If this succeeds, the target avoids the effect of the poison. If the test fails, the target takes an additional 1d3 STAMINA damage and loses 1 point of SKILL for an hour.

Visibility (2)

This spell immediately outlines all beings within 20 yards of the Wizard in a pale but clearly visible glow that lasts for one minute. During this time, the affected individuals cannot benefit from stealth, invisibility or any other way of avoiding notice.

Alchemist's Arrow (3)

This spell is an improved version of Forcebolt that inflicts 1d6 damage when it strikes and then another 1d3 points of elemental damage at the start of the next round (fire, acid, cold, lightning etc - wizard's choice).

Magic Companion

Earth Rod (3)

Once cast, this spell lasts for 24 hours, during which time the caster acts as an Earth Rod. When you suffer electrical damage, you may nullify 3d6 of the damage. After you've acted as an Earth Rod once, the spell fades. You cannot cast spells with Electrical Components [Force Bolt, Lightning Blast etc] whilst the Earth Rod spell is active.

Frost Shield (3)

This spell summons a glowing shield that surrounds the caster with swirling and flickering snowflakes, and this effect lasts for 24 hours. When you suffer fire damage (magical or natural), the Frost Shield melts, reducing any damage, until it has reduced a total of 6 points. Any use of fire based magic by the caster will also cause the Frost Shield to come to an end.

Slamming Bolt (3)

This spell is an enhanced version of Forcebolt that does 1d6 damage, but also causes the target to Test for SKILL or be knocked back 5' and left prone. Larger creatures get a +3 to +9 bonus to the SKILL test depending on their size.

Summon Swarm (3)

This spell summons a swarm of small biting, scratching animals or insects (rats, wasps etc) that are under the control of the caster. They will fight on the casters behalf and not attack her. The swarm is 1' in diameter per point of Arcane Power and moves at 30' each round. Anyone inside it takes 1 point of damage each round (no Dodge, and the only Armour rolls allowed are from natural armour) and the victim also has a -3 penalty to any skill tests as the swarm envelopes them.

Coordination (4)

This unusual spell is known by very few Wizards, but can be incredibly effective in the right circumstances. It can be cast on all allies within 50 yards, and lasts 10 rounds, and whilst the spell is in effect, all affected (including the Wizard) receive a +2 bonus if they are engaged in the same activity as at least one other of the affected allies.

So if the spell is cast on six members of an adventuring party, and two of them are engaged in trying to disarm a trap, each of them will receive a bonus of +2 to their attempts. If, at the same time, three of the other Heroes are attacking a great Troll, all three will receive a +2 bonus to their combat rolls. If the final Hero is shooting at an enemy shaman, they will receive no bonus as they are the only one attempting that task. The Director has the final say as to whether Heroes are coordinating.

Fireball (4)

This Wizardry spell is very similar to the Sorcery spell HOT, which creates a ball of fire to explode at one point within 20m. The fireball expands to 5m, burning everyone within for d6 STAMINA damage (no armour) and possibly igniting any flammable targets!



Localised chaos (4)

When cast, this spell creates utter chaos within 20 yards radius of the target point, which must be within sight and 100 yards. Whilst the spell is in effect, random sounds can be heard, lights flash and areas of darkness form and fade. Winds blow, items are thrown around, beings are pushed and buffeted and the temperature varies wildly. Any actions taken within have a penalty to all actions between 1 and 6 (a d6 should be rolled as the penalty each time an action is attempted) and to leave the area of chaos requires a successful test against SKILL. If any roll within (including an attempt to leave) results in a Fumble, that creature takes 1d3 STAMINA damage against which armour does not protect.

Universal Knowledge (4)

This potent spell allows the Wizard to acquire one specific Special Skill (at 2 points) for one hour. This does not add to existing ability, and so a Wizard that already has 1 point in that Special Skill does not now have 3; they only have 2 points. This spell will have no effect if the Wizard already has the Special Skill at 2 or greater.

**Protective Spirit (4)**

When cast, this spell summons a small and active magical spirit of indeterminate form and which glows with a pale blue glow. The spirit hovers and darts about the Wizard. As long as the Wizard does not make any physical attacks, they benefit from the "Defensive" combat option, meaning that they gain a +4 bonus to their combat Total against hand to hand attacks, but do not inflict any damage if they win the combat round.

Recall (4)

This spell allows the Wizard to instantly bring one ally (that they know well) to their side. The Ally recognises the call when it comes, and can refuse, at which point the spell ends. If the Ally accepts the call, they will vanish from their current location (which can be up to a mile distant) and will reappear within a few yards of the Wizard.

Far Door (6)

This spell opens a doorway next to the wizard in any vertical surface, and another doorway on any visible vertical surface within 100 yards. One person may pass through each doorway per round, appearing instantly through the other doorway. The doorways remain open for six rounds only.

Magic Companion

Lift Curse (6)

This spell allows a more powerful Wizard to remove a curse (laid by a Witch or some other spellcaster) from a single target. The Wizard needs to make a spellcasting roll with a penalty equal to the Magic-Witchcraft special skill of the curser. Extra preparation time does not grant a bonus to this spell, and the Magic Points are expended even if the curse is not lifted. If the spell succeeds, the curse is completely removed from the target. If the spell fails, but only because of the penalty above, the curse is removed until the following dawn, at which point it reappears. The spell will need to be cast again to try and remove it permanently.

Protective Circle (6)

This spell is often learned by Wizards that come into contact with powerful demons and undead. When cast, this spell creates a 1 yard radius glowing circle on the ground around the Wizard (and only the Wizard). Any Demon or Undead attempting to cross the circle or attack the Wizard in any way will suffer a penalty of -2, will have another -2 on any Damage rolls and will take 1d6 STAMINA damage (with armour providing no protection). The circle will last as long as the Wizard concentrates, which does itself penalise further spellcasting by the Wizard by -2.

Shapechange (6)

This spell lasts for an hour, during which time the caster can freely change their shape, anywhere between a mouse and a rhinoceros. They gain the natural abilities of their new shape (flight, the ability to breathe water, weapons, armour) but retain their own STAMINA. The SKILL of their new shape is determined by their MAGIC characteristic. Changing to a new shape takes a full round, but does not require a spellcasting roll. Anything carried by the Wizard also changes shape, and they can only speak and cast if the new shape allows speech.

Rain of Destruction (8)

This powerful destructive spell calls down a rain of fire and brimstone, whether cast inside or out. It affects an area of 30 yards radius around the caster, and for 1d6+1 rounds, all within (except the Wizard) take 1d6 damage per round, with armour providing no protection.

Restore Fortune (8)

This incredibly rare spell is one that even fewer Wizards ever cast. When cast, the initial LUCK value of the Wizard is permanently reduced by 1. However, all allies of the Wizard within 100 yards (and the Wizard themselves) restore their current LUCK to their initial value. This spell is one that can allow a Wizard and their allies to overcome incredible odds, but at great personal cost.

Timestop (8)

This very powerful spell allows the wizard to manipulate Time itself, essentially stopping time for everyone except the caster. The Director should roll 1d3+1, but not reveal the result to the player. This is the number of rounds during which only the Wizard (or Demigods or similar) may act. The Wizard may move, drink a potion, cast a spell and so on, but may not move or attack anything around them. The rest of the world is effectively frozen. A potion drunk or a spell cast has no immediate effect, with the spell itself just hanging in the air at the point of casting like a small glowing ball.

As soon as the spell ends, time begins again and any spells the Wizard has cast during the stopped time immediately takes effect. This spell exerts such a drain on the Wizard that it cannot be cast more than once a day.

Sorcery

Unlike the Sorcery spells listed in the AFF2e core book (and the Sorcery Spell Book), the new Sorcery spells listed below are only known by a few Sorcerers. Such is the complexity of the Sorcery style of magic, any Sorcerer who does learn the spells below must know each one in place of one of the “standard” spells.

TAX (2)

For a number of minutes equal to Internal Strength, the Sorcerer can reasonably accurately assess the wealth of anyone they look at, dividing them into destitute / poor / moderate / rich / wealthy / very wealthy. The spell doesn't reveal what form the wealth takes, where it is located or where it comes from.

Component: One gold piece, which is consumed.

NAB (3)

This spell allows the Sorcerer to lengthen their limbs up to 10 yards long for 1 minute per point of Internal Strength. Fighting at that distance has a penalty of -3, but the Sorcerer can grab and hold items, climb walls, step across chasms etc.

Component: A piece of rubbery material, not consumed.

QIK (3)

The is spell allows the caster to run at 3x their normal speed for 1 round for each point they have in Inner Strength. The spell grants +6 to running skill tests or opposed tests in a chase.

Component: A rabbit's tail, not consumed.

RAT (3)

This spell summons a swarm of small biting, scratching animals or insects that are under the control of the caster. They will fight on her behalf and not attack her. The swarm is 1' in diameter per point of Inner Strength and moves at 30' each round. Anyone inside it takes 1 point of damage each round (no Dodge, only Armour saves are from natural armour) and have a -3 penalty to any skill tests as the swarm envelopes them. Lasts for one round per point of magical power.

Component: A dead rat.



Minor Magic Spells

Minor Magic can be surprisingly useful if the spell is cast in the right way and at the right time. The following spells are not as common as the ones listed in the core AFF rulebook, but can still be found and learned by a dedicated Hero.

A winning Smile [Always costs one MP]:

This spell gives you +1 skill when making SKILL – BARGAIN roll. As a reaction when you make a SKILL – BARGAIN roll, you modify the result by 10%, if you succeed.

i.e. you sell three short swords for 30g. As a reaction, you may cast 'A Winning Smile', if you succeed to get an extra 10% on the sale price. Thus, if you BARGAIN to sell 100gp of goods, and you win with this cantrip in effect, you get 110gp.

Applause

For the vainglorious mage, this minor magic spell causes a ripple of applause and cheering to be heard just after they cast their next spell (not minor magic). The 'real' spell must be cast within 3 rounds of casting Applause to have the effect apply.

Chutney

By means of this spell the caster may turn raw ingredients into RATIONS. For the cost of two (2) encumbrance slots of 'ingredients' the caster has in their possessions, they may cook, cool and congeal them into one PROVISION with no fire or ice available. The process takes ten minutes. The Chutney appears anywhere within 30cm of the caster, at the caster's choice. If there is a suitable receptacle ready (an open glass jar or some such), the 'Ingredients' are immediately turned into Chutney. If there is no receptacle within reach the 'Chutney' lands on the ground with a splat.

Ethereal Pocket

This spell, which lasts for an hour, creates a small interdimensional space. One small object (no heavier than a few pounds in weight or longer than a six inches in length) may be secreted away. Only one of these spells may be active at any time. i.e. if the caster uses it on themselves, they cannot cast on another person. Whilst active, the targeted object cannot be subject to 'pickpocket, theft, pilfering, searching or removal by any nefarious means. At the end of the duration, the item will reappear in the right hand of the caster.

If the caster invests 1MP, which is lost, even if the spell succeeds, the duration may be extended to 24hr. This spell is very useful for keeping a special item very safe. If someone has the Second Sight skill, a successful check will reveal the location of the pocket to them.

Good as New

When cast upon a non-magical item, it is cleaned to the point where it appears to be new. May be cast once per day, and may only be cast on one item per day. A rusty, old, beaten and broken goblin short sword may be repaired and cleaned to look like it is new. After 2 days it will become apparent the weapon is defective (It will look like it did before this spell was cast).

Hammer Finger

Allows the caster to use their fingers to hammer in nails that won't come out for one minute, after which time the nails can be removed as ordinary nails. They must have nails available to use, the spell does not create them.

Hot Towel

The Caster may shape the facial hair of the recipient. When a towel or similar cloth is heated to nearly scalding temperatures, they may quickly place it on the face of either an ally or themselves.

The 'Hot Towel' must be left in place for five (5) minutes. After five minutes, the recipient of 'Hot Towel' may immediately select any facial hair design they desire. If the recipient removes the hot towel before the 5 mins, the spell is immediately cancelled. At the discretion of the Director this cantrip can give a bonus to social skill tests such as Etiquette, Disguise or Con (depending on the style chosen). The bonus should be +1 or +2 at most.

Knot

This cantrip is cast as you tie a knot, and it will cause the knot to hold and be untieable for one minute. Also, make a SKILL test - if you succeed it becomes a normal knot after the duration ends, if you fail it falls apart after the minute is over.

North

This spell only works outdoors. The caster may spend one minute observing the environment. After one hour the caster knows which direction is North.

On a Roll

The spell provides an additional morale boost to anyone attacking in combat, providing +1 to their next physical action, including combat. This can only be cast on a target that has just scored a critical attack roll.

Smoke Rings

Allows caster to make small shaped smoke shapes. i.e. smoke ships or a rabbit, they must have a pipe or other such smoking instrument available to them. This spell lasts for one hour, or for the duration of an evening if the caster remains within a drinking establishment that is comfortable and well furnished, with a good fire, ale and decent food.

Sniff (Dwarf Only)

If you make an Awareness roll, you may cast this spell as a reaction. When estimating the age of rooms when underground, you may sniff the air, wipe the walls, discern the thickness of the dust. When you enter an enclosed room, you may make an AWARENESS roll. If you are successful you can immediately determine how long it has been since someone last disturbed the area.

I.e. The party opens the door to a crypt. The Dwarf immediately makes a 'Sniff (Awareness)' roll. If they succeed on the Awareness roll and cast this Spell, they get a fairly accurate estimate of when the room was last occupied.

Spectral Dunce Hat

Forms a hat on the target's head, and one round after its cast, the hat contracts and causes one point of damage. The hat looks like a dunce's hat and can be seen until it contracts and causes damage. This can only be cast on a target that has just fumbled any SKILL or MAGIC roll.

Splice

Allows sections of rope to be spliced together to form longer ropes. The splicing is permanent, and is as strong as the weaker of the two ropes joined.

Magic Companion

New Enchantments

Below can be found a few more Enchantment recipes to supplement those given in the Heroes Companion. There are of course countless more of these to be found on Titan, but hopefully these should give you some further inspiration.

Potion of Magic

Enchantment required: 1

Cost of recipe: 125gp

Ingredients: Manaweed

Powdered Ghoul Bone

Cost of ingredients: 30gp

Description:

Potions of Magic are sought after, rather unsurprisingly, by Wizards and spellcasters of similar magics. The ingredients are not common, but are also not that dangerous to gather and so they will turn up from time to time in the market places and back-room dealers of most cities.

Boundary Ring

Enchantment required: 2

Cost of recipe: 350gp

Ingredients: Crushed Moonstone

Pure Silver

Black Copper

Cost of ingredients: 120gp

Description:

This Curiosity is a ring made from intertwined silver and black copper wires, hammered and beaten together to create a mesmeric pattern. Representing the boundary between night and day, this ring grants a +2 bonus to spellcasting attempts at dusk and dawn (and for about 10 minutes to either side of both).

Dagger of Retribution

Enchantment required: 3

Cost of recipe: 700gp

Ingredients: Meteoric Iron

Clawbeast Blood

Manticore Venom

Cost of ingredients: 300gp

Description:

A somewhat common Trinket, the Dagger of retribution is coveted by all spellcasters who dislike being surrounded by hostile enemies intent on doing them harm! The dagger can of course be used in the normal way, and is indeed a decent weapon, but it also has a power that can swing the battle when the mage is surrounded. If the dagger is held aloft and the control word shouted out, a wave of power will extend outwards from the mage to a distance of 10 yards. Every creature within this area, whether live, undead or demon, will take 1d6 STAMINA damage as tendrils of force lash out (no armour or dodge roll allowed) and will be knocked down, if they are up to the size of an ogre. Once this power has been used once, the dagger becomes non-magical.

Staff of Energy

Enchantment required: 5

Cost of recipe: 2000gp

Ingredients: Spiketree wood

Gark Hair

Demon Slime

Cost of ingredients: 1000gp

Description:

A long and ornate staff, this item is crafted and enchanted such that the rune-carved wood is able to store magical power. A bearer can put up to six Magic Points into the staff, and any bearer can draw and use those MP. The staff can only be charged once per day.

CHAPTER 7 - MAGICAL MONSTERS

In the Advanced Fighting Fantasy Combat Companion, we provided you with various “Templates” that could be applied to enemies to customise them and provide additional capabilities for enemies.

This does however raise a question of what spells the monsters should have (and indeed their magical speciality), what tactics they should use, whether they should have magical items and so on. This chapter will expand on how monsters that use magic can be played and how they can be tweaked and modified to provide interest and challenge to the Heroes.

Many of the “magical” Templates in the Combat Companion describe the creature having one or more Powers, with the suggestion that the Chaos Magic table be used to determine which spells the creature knows. This random approach is obviously quick, but does create something of an unfocused enemy for the Heroes to face.

An alternative to this approach is to use the tables below. Firstly a focus should be determined, and then the spell or spells determined using the specific Focus table.

It is suggested that enemies with magical abilities use the “Wizard” model, with spells cast using a pool of Magic Points (determined below). If the spell requires components, either assume that the creature has a plentiful supply or that they don’t need them for their version of the spell.

The MAGIC characteristic for both effect and casting rolls is also determined using a random roll. Some sentient creatures will also have a minor magic item.

$2d6$	<i>MAGIC value</i>
2	=SKILL -2
3-4	=SKILL -1
5-6	=SKILL
7	=SKILL +1
8-9	=SKILL +2
10-11	=SKILL +3
12	=SKILL +4

$2d6$	<i>Magic Points</i>
2	4
3-4	5
5-6	6
7	8
8-9	10
10-11	12
12	14

The Focus of a particular monster magic user can either be chosen to fit a particular adventure or theme or can be randomly generated using the table below.

$d6$	$d6$	<i>Focus</i>
1-3	1	Fire
	2	Darkness
	3	Light
	4	Undeath
	5	Protection
	6	Combat
4-6	1	Beasts
	2	Shapechange
	3	Enhancement
	4	Movement
	5	Illusion
	6	Mental Manipulation

Magic Companion

Fire Spells

<i>d6</i>	<i>Spell</i>	<i>Style</i>	<i>Book</i>
1	Firebolt (1)	Wizardry	Advanced Fighting Fantasy 2e
2	Fireblade (1)	Combat Magic	Combat Companion
3	HOT (4)	Sorcery	Advanced Fighting Fantasy 2e
4	The Ember (1)	Rune Carving	Magic Companion
5	FRY (1)	Black Sorcery	Citadel of Chaos
6	Ignite (1)	Wizardry	Advanced Fighting Fantasy 2e

Darkness Spells

<i>d6</i>	<i>Spell</i>	<i>Style</i>	<i>Book</i>
1	Power of the Beast - Ink	Animal Mastery	Magic Companion
2	Fog (2)	Wizardry	Advanced Fighting Fantasy 2e
3	Localised Chaos	Wizardry	Magic Companion
4	Darkness (1)	Wizardry	Advanced Fighting Fantasy 2e
5	Darksee (2)	Wizardry	Advanced Fighting Fantasy 2e
6	Shadow Bolas (6)	Illusionism	Magic Companion

Light Spells

<i>d6</i>	<i>Spell</i>	<i>Style</i>	<i>Book</i>
1	ZAP (4)	Sorcery	Advanced Fighting Fantasy 2e
2	Illusions (1)	Wizardry	Advanced Fighting Fantasy 2e
3	SUN (1)	Wizardry	Advanced Fighting Fantasy 2e
4	Light (1)	Wizardry	Advanced Fighting Fantasy 2e
5	Flash (1)	Wizardry	Advanced Fighting Fantasy 2e
6	Lightning Blast (4)	Wizardry	Advanced Fighting Fantasy 2e

Undeath Spells

<i>d6</i>	<i>Spell</i>	<i>Style</i>	<i>Book</i>
1	Banish Undead (6)	Wizardry	Advanced Fighting Fantasy 2e
2	Tomb Rot (1)	Necromancy	Heroes Companion
3	ZOM (1)	Black Sorcery	Citadel of Chaos
4	Swarm of Bones (2)	Necromancy	Heroes Companion
5	Raise Skeleton (6)	Wizardry	Advanced Fighting Fantasy 2e
6	Ghost Fence (6)	Necromancy	Heroes Companion

Protection Spells

<i>d6</i>	<i>Spell</i>	<i>Style</i>	<i>Book</i>
1	MAG (2)	Sorcery	Advanced Fighting Fantasy 2e
2	Elemental Shield (4)	Combat Magic	Combat Companion
3	WOK (1)	Sorcery	Advanced Fighting Fantasy 2e
4	FOF (4)	Sorcery	Advanced Fighting Fantasy 2e
5	Protective Field (1)	Combat Magic	Combat Companion
6	Magical Armour (1)	Combat Magic	Combat Companion

Combat Spells

<i>d6</i>	<i>Spell</i>	<i>Style</i>	<i>Book</i>
1	Spectral Blade (1)	Necromancy	Heroes Companion
2	Sure Shot (4)	Wizardry	Advanced Fighting Fantasy 2e
3	Dancing Blade (2)	Combat Magic	Combat Companion
4	Bladerune (1)	Combat Magic	Combat Companion
5	Avatar of War (6)	Combat Magic	Combat Companion
6	RAZ (1)	Sorcery	Advanced Fighting Fantasy 2e

Beasts Spells

<i>d6</i>	<i>Spell</i>	<i>Style</i>	<i>Book</i>
1	Summon Animal (4)	Animal Mastery	Magic Companion
2	Animal Friendship (1)	Animal Mastery	Magic Companion
3	YAP (1)	Wizardry	Advanced Fighting Fantasy 2e
4	Speak to Animals (4)	Wizardry	Advanced Fighting Fantasy 2e
5	Power of the Beast (4)	Animal Mastery	Magic Companion
6	Animal Sleep (1)	Animal Mastery	Magic Companion

Shapechange Spells

<i>d6</i>	<i>Spell</i>	<i>Style</i>	<i>Book</i>
1	Cockroach (6)	Wizardry	Advanced Fighting Fantasy 2e
2	Shrink (4)	Necromancy	Heroes Companion
3	Woodskin (1)	Grove Tending	Magic Companion
4	ROK (1)	Wizardry	Advanced Fighting Fantasy 2e
5	BIG (4)	Sorcery	Advanced Fighting Fantasy 2e
6	Exchange Shape (6)	Wizardry	Advanced Fighting Fantasy 2e

Magic Companion

Enhancement Spells

<i>d6</i>	<i>Spell</i>	<i>Style</i>	<i>Book</i>
1	Ironhand (1)	Wizardry	Advanced Fighting Fantasy 2e
2	NIF (1)	Sorcery	Advanced Fighting Fantasy 2e
3	Strongarm (2)	Wizardry	Advanced Fighting Fantasy 2e
4	Strength (1)	Wizardry	Advanced Fighting Fantasy 2e
5	PEP (1)	Sorcery	Advanced Fighting Fantasy 2e
6	Combat Reactions (1)	Combat Magic	Combat Companion

Movement Spells

<i>d6</i>	<i>Spell</i>	<i>Style</i>	<i>Book</i>
1	Gills (4)	Wizardry	Advanced Fighting Fantasy 2e
2	FAL (2)	Sorcery	Advanced Fighting Fantasy 2e
3	ZEN (1)	Wizardry	Advanced Fighting Fantasy 2e
4	Magic Bridge (4)	Wizardry	Advanced Fighting Fantasy 2e
5	Fly (4)	Wizardry	Advanced Fighting Fantasy 2e
6	Teleport (6)	Wizardry	Advanced Fighting Fantasy 2e

Illusion Spells

<i>d6</i>	<i>Spell</i>	<i>Style</i>	<i>Book</i>
1	Grand Illusion (4)	Wizardry	Advanced Fighting Fantasy 2e
2	DUD (2)	Sorcery	Advanced Fighting Fantasy 2e
3	Illusion (1)	Wizardry	Advanced Fighting Fantasy 2e
4	SIX (2)	Sorcery	Advanced Fighting Fantasy 2e
5	Mirror Selves (2)	Wizardry	Advanced Fighting Fantasy 2e
6	Invisibility (4)	Wizardry	Advanced Fighting Fantasy 2e

Mental Manipulation Spells

<i>d6</i>	<i>Spell</i>	<i>Style</i>	<i>Book</i>
1	Befuddle (1)	Wizardry	Advanced Fighting Fantasy 2e
2	GAK (1)	Wizardry	Advanced Fighting Fantasy 2e
3	DOM (4)	Black Sorcery	Citadel of Chaos
4	FAR (1)	Sorcery	Advanced Fighting Fantasy 2e
5	Sleep (2)	Wizardry	Advanced Fighting Fantasy 2e
6	JIG (1)	Sorcery	Advanced Fighting Fantasy 2e

A Random magic Item can also be assigned:

<i>d6</i>	<i>d6</i>	<i>Magic Item</i>	<i>Book</i>
1-2	-	None	
3-4	1	Potion of MAGIC	Advanced Fighting Fantasy 2e
	2	Potion of STAMINA	Advanced Fighting Fantasy 2e
	3	Scroll	Encyclopedias Arcana I (page 96)
	4	Ring of Invisibility	Advanced Fighting Fantasy 2e
	5	Cloak of Stealth	Encyclopedias Arcana I (page 121)
	6	Random Potion	Encyclopedias Arcana I (page 108)
5-6	1	Magic Cloak	Encyclopedias Arcana I (page 126)
	2	Band of Strength	Advanced Fighting Fantasy 2e
	3	Mask	Encyclopedias Arcana I (page 128)
	4	Amulet	Encyclopedias Arcana I (page 124)
	5	Staff of Casting	Advanced Fighting Fantasy 2e
	6	Magic Ring	Encyclopedias Arcana I (page 131)

Hero Magic vs enemies

When an enemy casts a spell at a Hero, they will often have the opportunity to Test their LUCK to avoid the negative effects of the spell.

Some Heroes will have high LUCK, at least at the beginning of a campaign, which can make it quite easy to resist enemy magic. But the nature of LUCK is that once a Hero has elected to resist too many spells, their LUCK will be depleted and they will find it harder and harder to resist further magics. This may even mean that a player elects to not Test their LUCK against a lesser enemy in order to preserve some LUCK against a more powerful Villain!

Enemies don't have this issue. Most enemies will last only one encounter before being defeated, and in any case the rules say that an enemy resists magic using their SKILL value. This means that a Goblin is very unlikely to be able to resist a spell cast by a Hero, whilst a Sentinel will never be affected by a Hero spell, having a SKILL of 12.

The susceptibility of the weaker monsters is not a major problem because they should be affected by most spells, but the near invulnerability of higher SKILL monsters can make spellcasters feel useless against more powerful enemies, or at least force them to take only directly attacking spells in case they end up battling a high SKILL enemy. There are two possible ways to combat this, and one or both could be used in a game:

Use the "Spell Enhancement" options in Chapter 4, which allows a Hero spellcaster to try and punch through the magical defences of the enemy.

Use the "Waning Magical Defences" option in Chapter 4. This does require extra book-keeping for the Director, but means that a magical Hero is able to wear down a powerful enemy. Additionally, an enemy may elect to not Test their SKILL to try and resist a minor magic spell, and save their resistance for a later more powerful effect.

Additional Magical Templates

There are several Templates in the Combat Companion that can be applied to humanoid and intelligent creatures, including the "Wizard" template which simply applies three magical spells.

The Templates below use the rules above to customise a magical enemy, but also offer various levels of power from an apprentice all the way up to the equivalent of a master mage.

Greater Wizard

SKILL	-
MAGIC	+2
STAMINA	+1
<i>Magic Points</i>	+6
<i>Special:</i>	Six spells

A humanoid Wizard that survives the rigours of Titan for any length of time will eventually develop their magical abilities and expand their repertoire of spells. These Greater Wizards can be a serious threat to even an experienced Hero, especially if they have natural size and physical power!

Warrior-mage

SKILL	+1
MAGIC	-
STAMINA	+1
<i>Magic Points</i>	-
<i>Special:</i>	Two spells from Combat focus

Although most humanoids with magical ability eschew the usual fondness for physical violence, weapons and armour, some try to incorporate both. These rare but dangerous individuals use the weapons of their common brethren augmented by combat-focused spells to really increase their competency. Replace their armour with a relevant level of the Dodge special skill.

Apprentice

SKILL	-
MAGIC	-1
STAMINA	-
<i>Magic Points</i>	-2
<i>Special:</i>	One spell

Even a humanoid spell caster has to start somewhere. They don't spring into existence with bone-woven hair and a head full of spells. An Apprentice is only partly trained, but can still be handy at opposing Heroes with intelligent use of their limited abilities. Of course, that assumes that they will use their abilities in an intelligent way and not just panic...

Potion Maker

SKILL	-
MAGIC	+1
STAMINA	-
<i>Magic Points</i>	+2
<i>Special:</i>	Three Spells

This user of magic does not cast spells as normal, but imbues the power of these spells into potions and other similar items. This means that spells such as Strongarm or Invisibility, which affect an ally of the caster, are put into a potion which can be drunk at any point by the carrying creature. A spell such as forcebolt or fireball or darkness, which affects enemies, will take the form of a bomb or thrown potion. These created items only last for a day, and assume that the caster has used all of their Magic Points before a battle with the Heroes.



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