**Magic in Swordsphere**

**Spell Casting**

Casting a spell requires that you know the spell, you expend the proper color, and you succeed in a spell casting skill check against the difficulty level of the spell.

**Spells**

Avatars in Swordsphere access wondrous magical powers by casting spells. Each spell is associated with a specific type of ritual.

* Type I spells are Holy Rites
* Type II spells are Pagan Rituals
* Type III spells are Elven Rhymes
* Type IV spells are Alchemical Recipes
* Type V spells are Diabolic Incantations
* Type VI spells are Conjuration Contracts
* Type VII spells are Good Luck Charms
* Type VIII spells are Ancient Curses

Each spell caster starts the game with access to one or more types of spells and may have the chance to learn more as he levels, explores the world and completes quests.

**Color**

Color represents magical energy that flows freely in the world of Spheria. Mages harness and store this energy and use it to power their spells. Each spell requires a certain color to power it. This color can come from the spell caster, from an item, or from the environment.

There are five different colors of magic in Swordsphere:

* White magic represents Divine Favor (works with Type I spells)
* Grey magic represents Nature Spirits (works with Type II spells)
* Gold magic represents Faerie Energies (works with Type III spells)
* Purple magic represents Elemental Forces (works with Type IV spells)
* Black magic represents the Power of the Pit (works with Type V spells)

Notice that some colors are closely associated with a specific type of spell. This means that most (but not all) of the spells in this category will be powered with a specific color. Generally, spell casters who have access to Type I – V spells will also have access to the correct color.

Also note that Type VI, VII and VIII spells are not associated with any specific color. These spells have varying color requirements and you should pay close attention as you are choosing them to make sure you have access to the color required to cast them.

Color can be used to power spells in two ways.

First, you can invoke (or drop) color to power your spells. When you invoke a mote of color, it remains for a scene, creating a zone that powers all spells that require that color. So, if you were to invoke white on a battlefield, all spell casters with white spells could cast them, even your enemies!

The advantage to invoking color is that multiple spells can be cast with a single mote. Also, characters with aura powers, gain special buffs and advantages when they invoke color. The disadvantage is that invoking takes a full round, which might be a problem in a fight.

Second, color may be ***spent*** when a spell is cast. When color is spent, a single mote of color is used to cast a single spell. The advantage to spending color is that the casting takes no time, allowing you to cast a spell on a moment’s notice. The disadvantage is that color is precious and burning a mote of it to cast a single spell is wasteful.

Color also exists in the environment. Special sites such as statues, chapels and ancient oak trees are permanent sources of color, powering spells in the nearby area. The enchanting skill can be used to recognize these special color sources.

**Spell Tiers**

Spells are divided into 4 tiers that correspond to their level of power.

First Tier spells are designed for level 1-3 characters. They are weak with effects in the d4 to d6 range. **The casting DL for first tier spells is 10. The save DL is 12**.

Second Tier spells are for levels 4-6. They have effects in the d6 to d8 range. **The casting DL for second tier spells is 14. The save DL is 16**.

Third Tier spells are for levels 7-9 and have effects in the d8 to d10 range. **The casting DL for third tier spells is 18. The save DL is 20**.

Fourth Tier spells are for levels 10 and up and range from d10 to d12 and even higher. **The casting DL for fourth tier spells is 22. The save DL is 24**.

Spell tiers also impact any skills that may be enhanced/given by spells. If you cast a spell that enhances a skill you do not have, you instead get that skill temporarily at a level equal to the spell tier’s save DL.

**Casting Spells**

Casting a spell is a half-round, attack action. When you cast, you make a spell casting skill check against the DL of the spell you are trying to cast.

|  |  |
| --- | --- |
| **Check Result** | **Spell Cast Result** |
| Success by 3+ | You cast your spell and no spell casting levels are lost. |
| Success by 0-2 | You cast your spell, but lose one spell casting level until the end of this scene. |
| Failure by 1-3 | You fail to cast your spell and lose one spell casting level until the end of this scene. |
| Failure by 4-6 | You fail to cast your spell and lose two spell casting levels until the end of this scene. |
| Failure by 7+ | You fail to cast your spell and lose three spell casting levels until the end of this scene. |

**Scenes in Spell Casting**

(need to be specific in what a scene is)

**Casting in Combat**

**Invoking Color**

Invoking color takes a full round, and covers a 10” radius centered on the invoker. Invoked color then lasts for 10 rounds. The original invoker can dispel the color, but only if he is still in the color’s area of effect.

**Casting Spells**

Spell casting is a half-round, attack action.

**Casting in the Fray**

If any opponents are adjacent to you, you are considered “in the fray”, and take a -2 to all casting attempts. Chants and touch spells do not have this penalty.

**Casting and Parrying**

You cannot effectively cast and parry in the same combat round. Once you cast in a given combat round, you cannot parry, you must dodge all future attacks. Once you parry in a combat round, all spell casting attempts take a -2. Chants and touch spells do not have this penalty.

**Casting and Damage**

If you take damage, your spell casting ability is disrupted until the end of your next turn. Casting checks while disrupted are at a -2 penalty.

**Summons**

Summons cost one inspiration to cast in addition to the other spell casting requirements. Summons do not act on the round they are summoned, but instead act on the caster’s next round, directly before or after the summoner.

**Spell List**

**Type I / First Tier Spells**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Name** | **Color** | **Rng** | **Targ** | **Dur** | **Effects** |
| Aegis | White | Self | Self | 6R | * Creates a magical shield with no weight and +2 block * Your skill is your best existing combat skill level |
| Bless | White | Self | 10” Rad | Inst | * Nearby allies get 4 temporary hit points and 2 absorb when the spell starts |
| Crusader’s Chant | White | Chant | Allies | 3R | * All allies get +1 accuracy, +1 damage |
| Detect Unholy | White | Self | 20” Rad | Inst | * Detects demons/undead and gives a general indication of their power (hit points, combat level, damage) |
| Freedom | White | Touch | 1 Target | Inst | * Immediately frees the target from physical or magical bonds such as chains, shackles, or snares * Expenditure (1) |
| Light | White | Self | 10” Rad | 30M | * Creates a floating light that follows the caster * Light cuts through normal darkness or fog * If cast into magical darkness, it has a chance to dispel it. However, the cast DL becomes the cast DL of the targeted spell +4 |
| Make Whole | White | Touch | 1 Target | Inst | * Heal target 2d4 hit points (source: spell) |
| Mend | White | Self | 1 Item | Camp | * Remove 1d4 gear checks from item |
| Minor Protection | White | Self | 10” Rad | 6R | * Allies get +2 to saving throws vs. spells * Allies get +1 defense to dodge incoming bolts |
| Prayer of Rest | White | Self | Allies | Camp | * Any healing effects in camp get +1 effect/die |
| Purifying Chant | White | Chant | Demons & Undead | 3R | * All demons/undead on the battlefield to take 1 penetrating holy damage each round * Allies get +1 wound die vs. demons/undead |
| Protection Chant | White | Chant | Allies | 3R | * Allies get +1 defense |
| Turn Unholy | White | 20” | 1 Demon or Undead | Inst | * Target must save vs. Power * Success means the target takes 2d4 penetrating holy damage * Failure means the target takes 3d8 penetrating holy damage * Failure by 3 or more means instant destruction |

**Type I / Second Tier Spells**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Name** | **Color** | **Rng** | **Targ** | **Dur** | **Effects** |
| Armor Chant | White | Chant | Allies | 3R | * Allies get +1 AV |
| Burning Lantern | White | Self | Self | 6R | * Creates a holy lantern that the caster can wield as an artifact * The lantern must be held in one of the caster’s hands to be used * The lantern can be passed to an ally for them to use * Each round choose one effect for the lantern   + As a half-round action, all unholy within 6 hexes take 2 penetrating damage   + As a half-round attack action, shoot a beam of holy light using your best ranged skill. The beam does 2d6 penetrating holy damage to an unholy target if it hits   + As a full-round action, all unholy within 6 hexes are inflicted with *burn*. This consumes the lantern |
| Consecrate | White | 3” | 1 Site | Inst | * Destroys target unholy site or demon gate * The DL of this spell depends on the specific target * Can create a temporary holy site if cast in a locale containing some interesting feature (statue, ruin, fountain, pool, etc.). The DL for this is 14 or the survival DL of the region (whichever is higher) |
| Divine Might | White | Touch | 1 Target | 6R | * +2 Muscle * +2 Skill |
| Ease | White | Touch | 1 Target | Inst | * Removes all bleed from target, or one level of impair or pained |
| Healing Chant | White | Chant | Allies | 3R | * Allies heal 1 hit point/round (source: none) * Cannot be cast out of combat |
| Make Whole II | White | Touch | 1 Target | Inst | * Heals 2d6 + 1 (source: spell) |
| Piercing Light | White | 5/ | 1 Target | Inst | * A beam of holy light does 2d6 penetrating holy damage |
| Saint’s Armor | White | Self | Self | 6R | * Creates spirit armor that has AV 2 on all locations * Alternately, increases your current armor by 1 |
| Small Blessing | White | Touch | 1 Target | Inst | * You give one target a small blessing * This blessing can be used to give any roll a +2 bonus once the dice have been rolled, but before you know if you have succeeded * Only a single blessing can be in effect at one time |
| Smite | White | Self | Self | 3R | * Your weapon does an additional 1d4 damage * Your weapon’s damage is converted to holy damage |
| Vision | White | Self | Self | Inst | * Can ask a simple question about a region or scenario while at a holy site * Can ask only once per mote of color spent |

**Type II / First Tier Spells**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Name** | **Color** | **Rng** | **Targ** | **Dur** | **Effects** |
| Bark Skin | Grey | Self | Self | 6R | * Your armor value becomes 2 if wearing no armor * If you have armor on, its AV is increased by 1 * You take -1 move, initiative and defenses |
| Bounty of the Land | Grey, Gold | Self | Camp | Camp | * Woodland creatures bring you food and water aiding your camp * All skill checks made during this camp get a +1 bonus |
| Call Rains | Grey,  Purple | 20” | 50” Rad | 10M | * Creates a light, but constant rain * All creatures have -1 move unless they can move on rough terrain without penalty * Fire spells have -2 save DL and -1 damage/die and -1 ignite * Lightning spells get +1 accuracy and +1 to proc chances * Can also dispel rains and create clear weather |
| Chill Touch | Grey,  Purple | Touch | 1 Target | 3R | * You gain a touch attack that does 2d6 cold damage * Save vs. Toughness or Chill (1) |
| Cold Chant | Grey,  Purple | Chant | Battle | 3R | * Enemies must save vs. Toughness or take 1 penetrating cold damage each round * All attacks get Chilly (2) and Pierce (1) |
| Fog | Grey | 20” | 50” Rad | 10M | * Creates a thick fog * Reduces visibility to 6 hexes * Any ranged attacks get -2 accuracy, and all ranged penalties are doubled * All search checks are -2 within 6 hexes, and -4 beyond 6 hexes |
| Frost Blade | Grey,  Purple | Self | Self | 6R | * Your weapon is coated in magical frost * It gains +1 damage, Pierce (1) and Chilly (3) |
| Ice Bolt | Grey,  Purple | 4/ | 1 Target | Inst | * You fire a bolt of ice that does 2d6 ice damage to its target if it hits * Ice Bolts have Pierce (2) * Save vs. Toughness or Chill (1) |
| Nature’s Cure | Grey,  Gold | Touch | 1 Target | Inst | * 1d4+1 Heal (source: spell) |
| Roots that See | Grey,  Gold | Self | Self | 1D | * Plants speak to you and describe the surrounding lands * You get +2 to Navigate, Track and Survival checks |
| Vine | Grey | 6” | 1 Vine | 10M | * A vine springs out of the ground and goes up to 20 hexes in any direction * The vine will affix itself at each end if you so desire * The vine can hold tremendous weight and it takes a Muscle test vs. DL 16 to break |

**Type II / Second Tier Spells**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Name** | **Color** | **Rng** | **Targ** | **Dur** | **Effects** |
| Bear Blood | Grey | Self | Self | 30M | * You gain +4 Toughness * You gain 2 absorb when you enter battle |
| Beast Tongue | Grey | Self | Self | 10M | * You speak the language of beasts and can use your diplomacy to talk and negotiate with them |
| Devil Crows | Black,  Grey | 20” | 1 Target | 3R | * Save vs. Power or be surrounded by a murder of pecking crows * For the duration, the target takes 1d4 penetrating physical damage, and has Impair (1) |
| Ice Shards | Grey,  Purple | 3/ | 1-3 Targets | Inst | * You can fire ice at a single target, doing 2d8 ice damage * Alternately, you can fire at up to three targets, doing 2d6 ice damage to each * Ice Shards have Pierce (2) * Save vs. Toughness or Chill (1) |
| Ice Shroud | Grey,  Purple | Self | 1” Rad | 6R | * You create a zone of cold around you * Enemies adjacent to you take 1 penetrating ice damage each round and have a 3/12 chance to be chilled * Ice spells hitting enemies adjacent to you do +1 damage * Enemies adjacent to you cannot get warm |
| Ice Skin | Grey | Self | Self | 6R | * Your skin becomes like ice, giving you 3 AV (or +1 to your existing armor) * All bleed effects on you are removed and you are immune to bleed |
| Nature’s Cure II | Grey,  Gold | Touch | 1 Target | Inst | * 2d4 Heal |
| Prophecy | Grey | Self | Self | 1D | * You roll a d12 and keep it for the rest of the day, using it when you or anyone you can see is asked to roll a skill check or save |
| Talk to Wise Bird | Grey | Self | Self | Inst | * You talk to a bird who has knowledge of the surrounding area * Ask a single question about the region that can be answered with a short phrase |
| Witch’s Brew | Grey | Touch | 1 Vial | Inst | * You invest up to 3 of your inspiration to fill the target vial with a glowing liquid * When consumed, the brew returns one magic level to the drinker for each inspiration spent |

**Type III / First Tier Spells**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Name** | **Color** | **Rng** | **Targ** | **Dur** | **Effects** |
| Bard’s Warning | Gold | 6” | 1 Item | Perm | * You sing a short song to an inanimate object with something that resembles a mouth (statue, painting) * The object will hold that song until a specific condition is met, then recite it * The spell ends once the song has been heard |
| Creeping Chant | Gold,  Black | Chant | Enemies | 3R | * Enemies take 1 point of penetrating poison damage each round |
| Eight Eyes | Gold,  Black | Self | Self | 1H | * Caster grows six extra eyes on his forehead * Gains 360 degree vision * Investigate checks for searching +2 * Combat reflexes |
| Elven Grace | Gold | Touch | 1 Target | 1H | * Target gains +2 Charisma, +2 Skill, +2 Wit |
| Gazelle Chant | Gold | Chant | Allies | 3R | * All allies gain Mobility (1) |
| Glimpse | Gold | 40” | 1 Target | Inst | * The target makes a save vs. Power or sees movement, or a brief light or shadow that causes him to think that something is moving in the target area * A creature so affected would be very likely to give chase or investigate, or at least look in that direction * This spell is perfect for a momentary distraction |
| Spider Bite | Gold,  Black | 20” | 1 Target | Inst | * Spider appears and bites the target, leaving a painful lesion * Victim saves vs. Power or becomes Impaired (1) * Mages who fail their save are too distracted to cast until the end of their next turn |
| Spider Crawl | Gold,  Black | Self | Self | 10M | * You gain the ability to crawl on sheer surfaces like a spider * Your crawl move is your normal move-2 and you only have use of one hand while on the surface (unless you can get to a place you can stand) * You are immune to being entangled |
| Wild Wood | Gold | Self | Self | 1D | * You move easily through wooded terrain * You get +2 Navigate and Survival in woods * You get +2 Sneak in woods * Rough terrain does not affect you in woods |
| Wisp Lights | Gold | 40” | 3 Targets | 5M | * Targets are surrounded in a dim glow unless they save vs. Power * Targets must be within 10” of each other when the spell is cast * Targets cannot sneak, hide or turn invisible * Targets are easier to spot and track (+2 to rolls) * All attacks against the targets get +1 accuracy |
| Wound Web | Gold,  Black | Touch | 1 Target | Inst | * 1d4 Heal |

**Type III / Second Tier Spells**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Name** | **Color** | **Rng** | **Targ** | **Dur** | **Effects** |
| Awaken Monster | Gold | 250” | 1 Monster | Inst | * You send a whisper out into the surrounding area * A random creature that roams this area will be called to you * Named creatures or creatures that are aware of you and are actively avoiding you may get a save (Power) to resist the call * If the creature fails its save, it is called to you * This spell does not compel anything other than the creature’s presence * Once the creature moves to within a full move of you, the spell ends |
| Control Spider or Octopus | Gold | 10” | 1-4 Creatures | 10m | * You control and can communicate with 1-4 spiders or octopi * Each creature can save vs. Power to resist your command |
| Feather Fall | Gold | Touch | 1 Ally | 10M | * You can fall any distance without taking damage |
| Light Foot | Gold | Self | Self | 10M | * You get a +2 to acrobatics checks and any saving throws related to traps, or effects that rely on your feet touching the ground * Your jump distance is doubled |
| Persuade | Gold | Self | Self | 1H | * You get +4 Charisma * Groups of minions (non-named NPCs) must save vs. Charisma or treat the caster and his allies as friends for the duration of the spell |
| See Invisible | Gold | Self | Self | 10M | * You see invisible creatures |
| See Hidden Signs | Gold | Touch | 1 Target | 1H | * When making any check to find a secret door, path, passage, or compartment, you can roll twice and take the better result |
| Silent Song (chant) | Gold | Chant | 20” Radius | 3R | * You and nearby allies +2 to stealth checks * All characters in the zone are *silenced* (-4 to spell cast checks, cannot use inspiration to reroll failed check) * A successful cast in the zone breaks the song |
| Sleep | Gold | 20” | 1 Target | 1H | * Target must save vs. Power or fall asleep * Target must not be in combat, or wary of the caster |
| Song of Swift Death (chant) | Gold | Chant | Allies | 3R | * You and your allies get +1 damage with bow/crossbow attacks * Also gives additional pierce (2) |
| Song of the Wardens (chant) | Gold | Chant | Allies | 3R | * You and your nearby allies get +1 defense * Anyone attacking an enemy adjacent to you gets +1 to hit and damage |

**Type IV / First Tier Spells**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Name** | **Color** | **Rng** | **Targ** | **Dur** | **Effects** |
| Blazing Light | Purple | 6” | 1 Light | 1H | * You create a torch that floats up to 6” away from you |
| Burning Hands | Purple | Self | 3” Cone | Inst | * Save vs. Reflex or take 2d4 damage * Ignite (2) |
| Fire Bolt | Purple | 5/ | 1 Target | Inst | * 2d6 fire damage * Ignite (3) |
| Forge Hands | Purple | Self | Self | Camp | * Your hands wield heat and sparks allowing you to more easily work metal * +1 to any crafting check where metal is involved * Can be used outside of camp to make instant, small repairs where melting, or welding would be useful (GM’s discretion) |
| Eternal Flame | Purple | Touch | 1 Staff | 1H | * Your staff bursts into magical flames * Can be controlled and made to be as dim as a candle or as bright as a blazing torch * Staff gets +1 damage and Ignite (2) |
| Eternal Spark | Purple | Touch | 1 Weapon | 1H | * Your metal weapon cascades with sparks * Weapon gets +1 damage and Daze (2) |
| Heat Miser | Purple | Self | Self | 1H | * You are immune to environmental effects based on heat/cold * You get +2 to save against fire/cold spells * You are invisible to creatures that use infravision |
| Heat Sense | Purple | Self | Self | 1H | * You can see heat sources (infravision) |
| Shocking Grasp | Purple | Touch | 1 Target | 3R | * Your touch does 2d6 lightning damage * Pierce (2) * Pierce (5) vs. metal armors * Daze (4) / Stun (1) |
| Smoldering Skin | Purple | Self | Self | 6R | * You get +1 defense * Anyone touching you takes 1d6 penetrating fire damage * Can burst, forcing adjacent opponents to make a Reflex save or take 2d4 penetrating fire damage * Bursting ends the spell |
| Spark Bolt | Purple | 3/ | 1 Target | Inst | * 2d6 Lightning damage * Pierce (2) * Pierce (5) against metal armor * Daze (3) / Stun (1) |

**Type IV / Second Tier Spells**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Name** | **Color** | **Rng** | **Targ** | **Dur** | **Effects** |
| Douse | Purple | Self | 2” Radius | Inst | * All normal fires are extinguished * All Ignite effects are removed * Mage may “hold” this spell and make a Reflex save if any fire spell is cast into Douse’s area of effect * If the save is successful, then all targets of the spell are considered to have made their save, the spell does -1 damage/die, and has no chance to ignite |
| Fire Bolt II | Purple | 5/ | 1 Target | Inst | * 2d8 fire damage * Ignite (3) |
| Shocking Grasp II | Purple | Touch | 1 Target | 3R | * Your touch does 2d8 lightning damage * Pierce (2) * Pierce (5) vs. metal armors * Daze (4) / Stun (1) |
| Spark Bolt II | Purple | 3/ | 1-3 Targets | Inst | * 2d6 Lightning damage * Can attack 3 separate targets if each is no more than 2 hexes from a previous target * Pierce (2) / Pierce (5) vs. metal armor * Daze (3) / Stun (1) |
| Spark Shield | Purple | Self | Self | 6R | * You get a free block * Anyone who attacks you in melee and misses takes Stun (3) |
| Summon Storm | Purple | Self | 10 Radius | 10R | * Must be cast outdoors * Affects entire zone of Purple color * Causes a storm to appear with heavy rain and lightning * Except for the caster, all characters suffer a -1 to all actions due to the bad conditions * All fire spells do -2 damage and lose their ignite * All lightning spells do +2 damage and gain Pierce (1) |
| Wind Servant | Purple | 20” | 1 Servant | 1H | * A small, weak wind elemental appears to do your bidding * He can perform simple tasks * He cannot speak, stealth, or engage in combat * He can carry up to 6 heavy items |
| Wind Wall | Purple | 10” | 6 hexes | 6R | * Can create a wall of wind in any shape * Anyone entering the wall must make a Muscle save or be *Startled* * Any missile fire going through the wall takes a -2 accuracy |

**Type V / First Tier Spells**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Name** | **Color** | **Rng** | **Targ** | **Dur** | **Effects** |
| Bondage | Black | Touch | 1 Target | 6R | * You trap your victim in chains unless they save vs. Muscle or Power * Victim is *Entangled* * Others can assist, allowing another save with either the victim’s, or helper’s Muscle * If the victim takes damage, there is a 6/12 chance to break the bonds |
| Bone Collector | Black | Touch | 1 Corpse | 10M | * With a single cast of this spell, you can consume up to 4 corpses by touching them and taking a half-action * Can only be cast once per color mote * Consuming a corpse gives you a random buff  |  |  | | --- | --- | | Roll | Effect | | 1-2 | Heal 2d4 hits | | 3 | Regain 1-3 spell casting levels | | 4-5 | Attacks +1 for 30m | | 6-7 | Defenses +1 to 30m | | 8-9 | Damage +2 for 30m | | 10 | Armor Value +1 for 30m | | 11 | Create Black | | 12 | Create brittle skeleton that lasts for 30M or through next battle | |
| Brittle Skeleton | Black | 6” | 1 Skeleton | 6R | * You ***summon*** a brittle skeleton to assist you in battle |
| Claws of the Beast | Black | Self | Self | 6R | * You gain demon claws * Claws give you a melee attack with a damage die of 1d6+1 * Claws have Fast (2) * Claws can hit creatures that require magic |
| Dark Aura | Black | Self | Self | 1H | * You get +2 to diplomacy/intimidation checks * Anyone who wishes to attack you must make a Power save or take a -1 accuracy and -1 damage |
| Dark Cloak | Black, Grey | Self | Self | 10M | * Dark shadows envelop you * +2 to Sneak and Steal checks * +2 Dodge |
| Death Gaze | Black | 6/ | 1 Target | Inst | * This bolt does 2d4 penetrating darkness damage * Curser (3) |
| Fear Gaze | Black | 10” | 1 Target | Inst | * Target must save vs. Power or Charisma or become *Afraid* * Can save each round * Effect ends in 3 rounds, or if victim breaks LOS with caster |
| Foul | Black | 20” | 6 Targets | Inst | * Targets must save vs. Power or lose all food, drink and campfires in their inventory |
| Shrill | Black | Self | 3” Radius | Inst | * All enemies must make a Power save or become *Cursed* |
| Walk with the Dead | Black | Touch | Self + 1 | 1H | * You and one other character you are touching become invisible to the undead and can walk among them * Intelligent undead can make a Wit save (DL 20) to see you |

**Type V / Second Tier Spells**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Name** | **Color** | **Rng** | **Targ** | **Dur** | **Effects** |
| Ask Demon | Black | Self | 1 Question | Inst | * You can ask the demon (GM) a single question that can be answered with a yes/no * The question must be about the present or past and must be something answerable by the game logic * This spell can only be cast once per game session |
| Drain Charisma | Black | Touch | 1 Target | 3R | * Your target must save vs. Power or be drained of 1d4+1 Charisma * Save increases by +3 each time you are a victim of the spell in the same scene * You gain that amount * Once a target saves, they are immune to this spell for the duration of the battle |
| Drain Muscle | Black | Touch | 1 Target | 3R | * Your target must save vs. Power or be drained of 1d4+1 Muscle * Save increases by +3 each time you are a victim of the spell in the same scene * You gain that amount * Once a target saves, they are immune to this spell for the duration of the battle |
| Drain Life | Black | Touch | 1 Target | 3R | * Your target must save vs. Power or be drained of 2d6 hit points * Save increases by +3 each time you are a victim of the spell in the same scene * You heal for ½ that amount * Once a target saves, they are immune to this spell for the duration of the battle |
| Hellish Advisor | Black | Self | Self | 1H | * An impish advisor appears on your shoulder and assists you in your endeavors * You get a +1 to all skill checks * Your spells get a +2 to damage * Every roll that the advisor adds to will cause you to either lose 1 hit point when out of combat, or in combat, you gain Bleed (1) |
| Scales of the Beast | Black | Self | Self | 6R | * You gain 3 AV, or +1 if you are already wearing armor * You lose 1 move, and 1 initiative |
| Summon Skeleton | Black | 10” | 1 Skeleton | 6R | * Summons a skeleton guard to fight for the caster |

**Type VI / First Tier Spells**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Name** | **Color** | **Rng** | **Targ** | **Dur** | **Effects** |
| Breeze | Grey,  Purple | 10” | 1 Object, Spell | Inst | * Conjure a strong breeze * Target creature must make a Muscle save or be pushed back 2” and knocked prone * Can dispel gas clouds or fog, but cast DL is that of the original spell +2 |
| Call Inventory | Any | Self | Self | Inst | * An item from your inventory is pulled into your hand, or is equipped to the proper slot * You can take the remainder of your action after casting this spell or you can spend an inspiration and take a full action |
| Call Strength | Grey,  Gold,  Purple | Self | Self | 10M | * You gain 2 Muscle, and Toughness * You gain 5 temporary hit points (this includes any gained by increasing your stats) * You lose the hit points when the spell ends unless that would drop you to zero – then you are left with 1 hit point |
| Conjure Item | Any | Touch | 1 Item | 1H | * Create one basic, tier 1, mundane adventuring item * The item cannot be sold, and has a value of 0 * Can only be cast once per mote of color |
| Grease | Purple | 6” | 3 Hexes or 1 Item | 6R | * Spew slick oil onto the ground * The hexes are rough terrain, and anyone entering must make a Reflex save or fall * If an object is greased, it requires a Skill save to handle it |
| Minor Summon | Any | 6” | 1 Summon | 6R | * One creature from the Minor Summon list appears to assist you in battle * Costs 1 Inspiration |
| Phantom Armor | Black,  Purple | Self | Self | 6R | * Your armor value becomes 0 * You gain Dodge (2) * If you are hit, you have 4/12 chance to avoid the damage |
| Rear Guard | Black | Self | Self | 1H | * A mysterious eye watches behind you * You get Combat Reflexes * You cannot be flanked |
| Third Watch | Any | Self | 1 Camp | Camp | * You summon a spirit to watch over your camp * The chance that the camp will be disturbed is reduced by 1/12 * If your camp is disrupted by monsters, your party starts the battle ready and not surprised |
| Unseen Servant | Purple | 6” | 1 Servant | 1H | * Summons a minor air elemental to do your bidding * The creature cannot fight, but can carry up to 4 medium items and otherwise assist you with tasks * The servant gives you a +1 to craft skills |

**Type VII / First Tier Spells**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Name** | **Color** | **Rng** | **Targ** | **Dur** | **Effects** |
| Armor Charm | Any | Touch | 1 Target | 6R | * +1 AV * If you are wounded, you may burn the charm to avoid the wound effect (the hit point loss still stands) |
| Camp Spirit | Grey,  Gold | Self | Camp | Camp | * You bless your camp, giving all rolls for camp actions a +1 |
| Flare | White | 50” | 10” Radius | 2R | * You create a brief, brilliant flash that illuminates the area * Undead in the area take 2d4 penetrating holy damage and are *Dazed* for the duration of the spell * Major undead can save vs. Toughness or Power * The flare can be seen throughout the region and can be used to signal across great distances * Magical darkness is dispelled if the original caster fails a Power save |
| Guardian Spirit | White,  Grey,  Gold | Touch | 1 Target | 6R | * Wound rolls against you are -1 |
| Luck Charm | Any | Touch | 1 Target | 10M | * You gain a luck charm which takes up a jewelry slot * You are immune to curses and you can reroll any 1s that come up on d12 checks * If you roll a 12, you can end the spell to auto-succeed at the check, regardless of the opposing roll |
| Mist Sight | Any | Self | Self | 30M | * You can see through any fog or mist as though it were clear * You take no penalties for attacking through such effects |
| Sense Danger | Any | Self | Self | 1H | * You get a +2 to save vs. traps * You get a +2 to investigate rolls to spot hidden enemies * The first round of battle, you get a +4 initiative |
| Strider | Grey,  Gold | Self | Self | 30M | * You get +1 Move |
| True Ground | Any | Touch | 1 Target | 1H | * You can traverse rough ground without penalty * You get +1 to any check regarding navigating obstacles, or avoiding hazards while traveling |
| Weave Initiative | Black,  Gold | 20” | 2 Targets | Inst | * You can switch any two combatants’ initiative scores * No combatant can lose their action due to this spell – characters who would lose their action can act directly after the caster before taking their new place in the initiative order * Unwilling characters get a Power save |
| Witch Charm | Any | Touch | 1 Target | 1H | * You get +1 to saving throws vs. spells |

**Type VII / Second Tier Spells**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Name** | **Color** | **Rng** | **Targ** | **Dur** | **Effects** |
| Acrobat’s Charm | Any | Touch | 1 Target | 1H | * Target gets +2 to Athlete and Climb checks * You take ½ damage from falls * If the charm absorbs fall damage, it breaks |
| Civilian’s Charm | Any | Touch | 1 Target | 1H | * When hit with a physical attack, the charm has a 4/12 chance of absorbing the blow * Once the charm absorbs a single attack, it breaks |
| Control Bats | Any | 20” | 6 Bats | 1H | * Up to 6 bats make a Power save or are controlled by the caster * Controlled bats understand the caster’s commands * Giant bats can be ridden |
| Remedy | Grey, Gold, White | Touch | 1 Target | Inst | * Removes a single harmful status effect with a duration less than permanent |
| Snare | Grey, Gold | 1” | 1 Snare | 1H | * Creates a snare trap in the affected hex * Anyone entering that hex must make a Reflex save, or be immobilized |

**Type VIII / First Tier Spells**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Name** | **Color** | **Rng** | **Targ** | **Dur** | **Effects** |
| Bloodshot | Any | 40” | 1 Target | 1H | * Your target’s eyes get bloodshot and itchy * Your target takes a -2 to all investigate checks * Your target takes a -1 accuracy |
| Carrion Camp | Grey,  Black | Self | 1 Camp | Inst | * You consume one corpse and create a 6-person camp item |
| Decay | Any | Touch | 1 Target | 3R | * Your hands spread decay, doing 2d4 penetrating death damage to flesh * If armor is hit, the piece takes 1d4 gear checks * If the attack is blocked, the weapon or shield takes 1d4 gear checks * Items immediately check to break and DO NOT remove the checks * Against NPCs, this spell applies 1d4 gear checks, and the NPC is assumed to have had 1d4 checks previously. * Items are immediately checked for breakage, and the checks are NOT removed after. * For the rest of the battle, if the NPC would otherwise suffer a gear check, he instead has to roll for item breakage. The checks are not removed. * At the end of the battle, the NPCs checks are removed and we ignore gear checks against him as normal. |
| Eavesdrop | Any | 40” | 1 Group | 5M | * You can listen to a conversation up to 20 hexes away * Only magical means can hide the discussion from you |
| Envenom | Gold,  Black | Touch | 1 Target | 6R | * Your weapon attacks do +1 damage |
| Fever | Black,  Grey,  Purple | 20” | 1 Target | 10M | * Your victim makes a Toughness save, or becomes Impaired (1) * NPCs have an overwhelming desire to rest |
| Forked Tongue | Grey,  Black | Self | Self | 1H | * You gain Serpent Tongue * You gain +2 Charisma |
| Filch | Grey,  Black | 10” | 1 Target | 1 Try | * You can use your Steal skill at range to steal items from your target’s inventory |
| Lurker | Grey,  Black,  Gold | Self | Self | 10M | * You get +2 to all Sneak checks |
| Serpent Strike | Grey,  Black | 20” | 1 Target | Inst | * A small serpent wriggles its way to the target and attacks with your spell combat skill (or 12) * The snake does 2d4 damage * The target saves vs. Toughness or takes 1 point of penetrating poison damage each round |

**OLD Spells yet to be converted**

**Type I Spells**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Color** | **DL** | **Rng** | **Targ** | **Dur** | **Mnt** | **Effects** |
| **Third Tier Spells** | | | | | | | |
| Angel’s Flight | White | 18 | Self | Self | 10m | Y | * You gain a pair of angel’s wings * You gain fly 13” |
| Cleanse | White | 18 | Touch | 1 Ally | Inst | N | * Removes one curse, poison or status effect from an ally * Works on spells/effects with a DL of 18 or less |
| Revive | White | 17 | Touch | 1 Ally | Inst | N | * A fallen ally is revived with 6 hit points |

**Type IV Spells**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Color** | **DL** | **Rng** | **Targ** | **Dur** | **Mnt** | **Effects** |
| **First Tier Spells** | | | | | | | |
| Wind Storm | Purple | 10 | 20” | 10” radius | 10R | Y | * You create a zone of strong winds * Anyone entering the zone must save (STR 12) or count this as rough terrain * All missile fire through the zone is at -2 to hit |
| **Second Tier Spells** | | | | | | | |
| Elemental Wand | Purple | 14 | 3/ | Self | 6R | Y | * You create a wand of fire, ice or air * The wand lasts for 6 rounds and can be given to another * Wands fire elemental bolts that do 2d6+1 damage * Fire has ignite (2) * Ice has chill (1) * Air has daze (2) |
| Fiery Blast | Purple | 14 | 3/ | 3” Radius | Inst | N | * Must hit a hex (CV 4) * Enemies in the area take 2d8 * Save (Agi 15) for ½ damage |
| Fire Bolt II | Purple | 14 | 5/ | 1 Target | Inst | N | * Your fire bolt does 2d10+1 * Ignite(4) |
| Fire Shield | Purple | 13 | Self | Self | 10R | Y | * You get +1 defense * Ignite(3) to anyone that attacks you in melee |
| Freezing Touch | Purple | 14 | Touch | 1 Target | 3R | Y | * Your touch does 2d8 damage * Applies chill(1) and slow(1) * You can immediately disengage from this opponent and take ½ move |
| Ice Patch | Purple | 13 | 10” | 4” Radius | 10R | Y | * You make the area icy * It is rough terrain (move x2) * Anyone moving onto an icy hex must save (AGI 14) or fall, ending their turn |
| Ice Shield | Purple | 13 | Self | Self | 10R | Y | * You get +1 AV * Anyone that hits you in melee takes Chill(1) |
| Spark Bolt II | Purple | 10 | 4/ | 1 Target | Inst | N | * You fire a bolt of electricity that does 2d10 damage * Penetrating vs. metal armor * Daze(4) |
| Spark Shield | Purple | 14 | Self | Self | 10R | Y | * You get a free block * Anyone who attacks you and misses takes Stun(3) |
| Wind Servant | Purple | 13 | 20” | 1 Servant | 1H | Y | * A small, weak wind elemental appears to do your bidding * He cannot stealth, or engage in combat * He can carry 6l, 3M, 2h items |

**Type V Spells**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Color** | **DL** | **Rng** | **Targ** | **Dur** | **Mnt** | **Effects** |
| **First Tier Spells** | | | | | | | |
| **Second Tier Spells** | | | | | | | |
| Ask Demon | Black | 17 | Self | Self | Inst | N | * You can ask the demon (GM) a single question that can be answered with a yes/no * The question must be about the present or past and must be something answerable by the game logic * The caster must invest 1 spell level |
| Drain Life | Black | 14 | Touch | 1 Target | 3R | Y | * Your touch drains your opponent of 2d6 hit points * You are healed for a like amount |
| Scales of the Beast | Black | 13 | Self | Self | 10R | Y | * You gain 3 armor or +1 * You have -1 initiative |
| Summon Skeleton | Black | 14 | 6” | 1 Skeleton | 10R | Y | * You summon a skeleton to serve you in battle * Alternately, you summon 3 brittle skeletons |
| Summon Zombie | Black | 14 | 6” | 1 Zombie | 10R | Y | * You summon a zombie to serve you in battle |
| **Third Tier Spells** | | | | | | | |
| Absorb Essence | Black | 18 | 10” | 1 Target | 10R | N | * You absorb your target and become them (WIL, SPI 18) * Does not work on dwarves, elves, men, players or some bosses * At the end of the duration, you can hold the essence by investing a level and reserving a color slot, which cannot be used to cast * When the reserved color is invoked, you transform into the absorbed creature again for 10r |
| Broomstick | Black | 17 | Self | Self | 1H | Y | * The caster may fly at a speed of 10” |
| Pentangle | Black | 18 | Self | Self/1 Hex | 10R | Y | * The caster cannot be attacked by demons, undead, or the servants of the lower powers * The caster gets a +4 to save vs all spells * Spells that require a to-hit get -4 * Spell damage is -2/die * The spell breaks if the caster moves from the hex in which he cast the spell |
| Power of the Pit | Black | 18 | Self | 10” Radius | Inst | N | * Every creature in the area of effect must roll on the Power of the Pit table and take that effect * The caster must also roll, but is allowed to roll 3 times and choose what effect he is subjected to |

**Type VI Spells**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Color** | **DL** | **Rng** | **Targ** | **Dur** | **Mnt** | **Effects** |
| **Second Tier Spells** | | | | | | | |
| Call Speed | Grey, Gold, Purple | 13 | Self | Self | 10M | Y | * You gain 2 Agility, Dexterity and speed * You get +1 move, +1 initiative, +1 defenses * You get +1 to any skill that includes the raised stats |
| Call Will | Grey, Gold, Purple | 13 | Self | Self | 10M | Y | * You gain 2 Will, Toughness and Spirit * You get 5 temporary hit points * You get +1 to any skill that includes the raised stats * You lose the hit points when the spell ends, unless you would drop to zero hit points, in which case you are left with 1 hit point |
| Minor Transform | Any | 14 | Self | Self | 1H | Y | * You transform into a small, mundane creature * This creature cannot attack, defends with a CV of 14 and has a move of 7” * You gain the abilities of the creature, which might include climbing, flying, swimming, underwater breathing, etc. * You are still recognizable as a player and can still be tracked and attacked by npcs * Requires 1 level investiture |
| Spectral Shield Maiden | Black, Grey, White | 13 | Self | Self | 10R | Y | * Spectral buckler shields float around you * Any physical attack that hits you has a 4/12 chance of being negated |
| Spectral Valet | Any | 13 | Self | Self | Inst | N | * You can immediately swap all 4 armor equip slots with items from your inventory * You can immediately take a half action once the items are equipped |
| Summon | Any | 14 | 6” | 1 Beast | 10R | Y | * One beast from the summon list appears to fight for the caster * (Creatures are generally CV 12ish) |
| **Third Tier Spells** | | | | | | | |
| Melt into Mist | Purple | 17 | Self | Self | 1H | Y | * The caster turns into mist * The caster is hard to spot (Per 20) * He can fly 6” * He cannot be attacked or affected by spells unless they specifically manipulate mist or the air * The caster can break the spell at any time |
| Major Summon | Any | 18 | 6” | 1 Beast | 10R | Y | * One beast from the summon list appears to fight for the caster * (Creatures are generally CV 16ish) |
| Major Transform | Any | 17 | Self | Self | 1H | Y | * You transform into a creature from the transform list * Such creatures generally have cv (16-17) |

**Type VII Spells**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Color** | **DL** | **Rng** | **Targ** | **Dur** | **Mnt** | **Effects** |
| **First Tier Spells** | | | | | | | |
| Snare | Grey, Gold | 8 | 1” | 1 snare | 1H | N | * You create a small snare trap in an adjacent hex * Anyone entering the hex will be snared and immobilized (AGI, PER 12) |
| **Second Tier Spells** | | | | | | | |
| Acrobat’s Charm | Any | 14 | Self | Self | 10M | Y | * You get +2 to Acrobatics and Climb checks * You take ½ damage from falls * If the charm absorbs fall damage, it breaks |
| Bowman’s Charm | Any | 14 | Self | Self | 1H | N | * When hit with a physical attack, this charm has a 4/12 chance of absorbing the blow * Once the charm absorbs a single blow, it disappears |
| Control Bats | Any | 14 | 20” | 6 Bats | 1H | Y | * The caster takes control of up to 6 bats (Wil 16) * The bats will understand the caster’s commands * Giant bats can be ridden |
| Remedy | Grey, Gold, White | 14 | Touch | 1 Target | Inst | N | * Removes a single harmful effect with a duration that is not permanent |
| **Third Tier Spells** | | | | | | | |
| Pilgrim’s Charm | Any | 18 | Self | Self | 1H | N | * When hit with a spell attack, this charm has a 4/12 chance of absorbing the blow * Once the charm absorbs a single blow, it disappears |
| Preservation charm | Gold, White | 18 | Touch | 1 Ally | 1H | Y | * Anyone trying to loot this corpse must make a save (WIL, SPI 20) |
| Remove Curse | Grey, Gold, White | 18 | Touch | 1 Target | Inst | N | * Removes one persistant curse effect |

**Type VIII Spells**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Color** | **DL** | **Rng** | **Targ** | **Dur** | **Mnt** | **Effects** |
| **First Tier Spells** | | | | | | | |
| **Second Tier Spells** | | | | | | | |
| Bind | Any | 14 | 10” | 1 Target | 3R | N | * Binds the target unless he makes a save (STR, AGI 14) * Bound targets can save each round |
| Control Serpent | Any | 14 | 10” | 1-4 Creatures | 10M | Y | * You control 1-4 serpents |
| Curse | Grey, Black | 14 | 10” | 1 Target | P | N | * Your target must save (SPI 15) or become cursed with one of the following   + Ashes – You take a -4 to all trade checks and any money you gain is subject to a 30% penalty   + Clumsy – You take a -4 to all acrobatic and climb checks   + Fatigue – All healing effects used on you take a -1 effect/die   + Squeak – You take a -4 to all stealth checks * Effects of a curse are permanent until you get the curse removed via spell, or by petitioning the Order to do so |
| Serpent Tongue | Any | 14 | Self | Self | 5M | Y | * You speak the tongue of serpents (and kobolds, dragons) * Humanoids might be amenable to trade, hire * Beasts might be persuaded to leave you alone |
| Violent Reflection | Grey, Black | 14 | 10” | 1 Target | 3R | Y | * Anytime the target successfully attacks another, he has a chance (6/12) to take ½ that damage against himself * SPI 15 to save |
| **Third Tier Spells** | | | | | | | |
|  |  |  |  |  |  |  |  |
| **Fourth Tier Spells** | | | | | | | |
|  |  |  |  |  |  |  |  |