**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 many different ways.

First, color may be ***spent*** when a spell is cast. This is the default way to use color to power spells. When color is spent, a single mote of color is used to cast a single spell. The advantage to spending color is that it requires no extra 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.

To allow a single mote of color to power multiple spells, you have to ***invoke*** (or ***drop***) it. When you invoke a mote of color, it remains for a short time, 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.

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.

**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 full round action, but unlike Runebearer, there is no drum rolling required.

**Casting in the Fray**

If any opponents are adjacent to you, you are considered “in the fray”, and take a -1 to all casting attempts.

**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.

**Casting and Damage**

If you take damage, your spell casting ability is disrupted for that round, and the next one. Any spells casting checks made while disrupted are at a -2 penalty.

**Spell List**

**Type I Spells**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Color** | **DL** | **Rng** | **Targ** | **Dur** | **Mnt** | **Effects** |
| **First Tier Spells** | | | | | | | |
| Aegis | White | 8 | Self | Self | 10R | Y | * Creates a magical shield with no weight and +2 block * Your skill is your best existing defensive combat skill level |
| Bless | White | 10 | Self | 10” radius | 10R | Y | * Allies +1 defense |
| Crusader’s Prayer (chant) | White | 10 | Self | All Allies | 1R | Y | * This ***chant*** gives your allies +1 attack and +1 damage |
| Detect Unholy | White | 8 | Self | 20” radius | Inst | N | * Detects demons/undead and gives a general indication of their power |
| Freedom | White | 10 | Touch | 1 target | Inst | N | * Immediately frees the target from bonds or entanglement |
| Light | White | 8+ | Self | Self | 30m | Y | * Creates a 10” light radius that cuts through normal darkness or fog * Can dispel magical darkness or fog, but the dl to cast is original spell dl + 2 |
| Make Whole | White | 10 | Touch | Ally | Inst | N | * Heal target 2d4 hit points |
| Minor Protection from Spells | White | 10 | 10” | 1 ally | 10r | Y | * +2 save vs. spells * -1 effect/die |
| Prayer of Rest | White | 10 | Self | All allies | Camp | N | * All healing effects in camp get +1 effect/die |
| Protection from Unholy | White | 10 | Self | 6” radius | 10r | Y | * Allies near you get +2 defense against demons/undead |
| Protection Prayer (Chant) | White | 8 | Self | 10” radius | 1R | Y | * This ***chant*** gives your allies +1 defense |
| Turn Unholy | White | 8+ | 20” | 1 undead | Inst | N | * Demon or undead target must save (SPI vs. Spell DL +2) * Success means the target takes 2d4 penetrating damage * Failure means the target takes 3d8 penetrating damage * Failure by 3 or more means instant destruction |
| **Uncertain Tier** | | | | | | | |
| Angel’s Flight | White | 18 | Self | Self | 10m | Y | * You gain a pair of angel’s wings * You gain fly 13” |

**Type II Spells**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Color** | **DL** | **Rng** | **Targ** | **Dur** | **Mnt** | **Effects** |
| **First Tier Spells** | | | | | | | |
| Bark Skin | Grey | 8 | Self | Self | 10R | Y | * Your armor value increases by 1, or becomes 2, whichever is better * You take -1 initiative, -1 move, -1 defense |
| Bounty of the Land | Grey,  Gold | 10 | Self | 1 camp | Camp | N | * Woodland creatures bring you food and water, aiding your camp * All camping activities get +1 |
| Fog | Grey | 10 | 20” | 50” radius | 10M | Y | * Creates a thick fog * Reduces visibility to 6” * All missile fire through the cloud is -2 to hit * All fire spells are -1 effect/die and +2 to saves |
| Know Weather | Grey, Purple | 8 | Self | Self | Inst | N | * You know the weather in the current region for the next 4 days |
| Nature’s Cure | Grey,  Gold | 10 | Touch | 1 Ally | Inst | N | * 1d4 Heal |
| Roots that See | Grey | 8 | Self | Self | 1d | N | * Plants speak to you and describe the land in a wide radius * You get +2 to track, navigate and wilderness lore (or 12) |
| Thorns | Grey | 10 | 6/ | 1 enemy | Inst | N | * A plant springs up and shoots thorns at your target, doing 2d8 damage on a successful hit * This attack is indirect and will circumvent obstacles and cover in the way |
| Vine | Grey | 8 | 6” | 1 vine | 10m | Y | * 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 strength test vs. DL 16 to break |
| **Second Tier Spells** | | | | | | | |
| Call Rain | Grey | 12 | 100” | Region | 1H | Y | * You can call rain – anything from a gentle shower to a downpour * You can also dispel rain and bring clear weather |
| Call Wolf | Grey | 14 | 6” | 1 Wolf | 10R | N | * Calls a wolf to fight for you * Wolf’s combat skills are (10-12) |
| Prophecy | Grey | 14 | Self | Self | 1d | N | * You can roll a d12 and keep it for the day, using it when you, or anyone you can see is asked to roll a skill check or save |
| Stones Fly | Grey | 13 | 6/ | 1-3 targets | Inst | N | * Stones fly from your hand, doing 2d10 damage if they hit * Alternately, you can fire at up to 3 targets, doing 2d6 to each |
| Stone Skin | Grey | 12 | Self | Self | 10R | Y | * Your skin becomes like stone, giving you 3 armor (or +1) * You are immune to bleed effects * You take -1 initiative, -1 move and -1 defenses |
| Talk to Wise Bird | Grey,  Gold | 14 | Self | Self | Inst | N | * 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 |

**Type III Spells**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Color** | **DL** | **Rng** | **Targ** | **Dur** | **Mnt** | **Effects** |
| **First Tier Spells** | | | | | | | |
| Bard’s Warning | Gold | 10 | 0” | 1 Item | Perm | N | * 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 (Chant) | Gold, Black | 8 | Self | 1” radius | 1R | Y | * This ***chant*** causes adjacent enemies to make a save(SPI 12) each round, or take 1 point of penetrating damage |
| Eight Eyes | Gold, black | 8 | Self | Self | 1h | Y | * Caster grows eight eyes * 360 degree vision * +3 PER checks * Cannot be flanked |
| Elven Grace | Gold | 10 | Touch | 1 Target | 1H | Y | * You get +1 to your defenses * You get +2 to all skill checks or saves based on Agility or Dexterity |
| Glimpse | Gold | 8 | 40” | 1 Target | Inst | N | * The target sees movement, or a brief light or shadow that causes him to think that something is moving in the target area (SPI 12) * 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 |
| Running of the Gazelle (chant) | Gold | 8 | Self | All Allies | 1R | Y | * This ***chant*** gives you and your allies +1 move |
| Spider Bite | Gold, black | 8 | 15” | 1 target | 10r | N | * Spider appears and bites the target, leaving a painful lesion * Victim is impaired (1) (WIL 12) * Mages who fall victim to this spell cannot cast for one round in addition to being impaired |
| Spider Crawl | Gold, black | 10 | Self | Self | 10m | Y | * Can walk on sheer surfaces with complete freedom of action * Immune to being entangled |
| Wild Wood | Gold | 10 | Self | Self | 1d | N | * You move easily through wooded terrain * You get +2 to navigate and woodland lore (or 12) |
| Wisp Lights | Gold | 8 | 40” | 3 targets | 5m | Y | * Targets are surrounded in a dim glow (SPI 12) * Each target must be within 6” of another when the spell is cast * Targets are easy to spot (+5 PER to do so) and cannot turn invisible or hide * Targets are easier to hit with missile weapons and anyone attacking them gets +1 to hit |
| Wound Web | Gold, black | 10 | Touch | 1 target | Inst | N | * You weave webbing into the target’s wound, healing 1d4 hit points |
| **Second Tier Spells** | | | | | | | |
| Persuade | Gold | 14 | Self | Self | 1H | Y | * You get +2 to All skill checks or saves based on Charisma * native groups must save (leader’s SPI 16) or treat the caster and his allies as friends for the duration of the spell |
| See Invisible | Gold | 13 | Self | Self | 10M | Y | * You see invisible creatures |
| See Hidden Signs | Gold | 14 | Touch | 1 Target | 1H | Y | * You get +2 to all skill checks or saves based on Perception |
| Silent Song | Gold | 13 | Self | 6” radius | 1R | Y | * This ***chant*** gives you and nearby allies +2 to stealth checks * All characters in the zone take -2 to spell casting checks and cannot use ups * A successful cast in the zone breaks the song |
| Sleep | Gold | 14 | 20” | 1 Target | 1H | N | * Target falls asleep (SPI 16) * Target must not be in combat, or wary of the caster |
| Song of the Wardens (chant) | Gold | 13 | Self | 10” radius | 1R | Y | * This ***chant*** gives you and your nearby allies get +1 defense * Anyone attacking an enemy adjacent to you gets +1 to hit and damage |

**Type IV Spells**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Color** | **DL** | **Rng** | **Targ** | **Dur** | **Mnt** | **Effects** |
| **First Tier Spells** | | | | | | | |
| Blazing Light | Purple | 8 | 6” | 1 Light | 1H | Y | * You create a torch that follows your commands * The torch can go up to 6” away from you |
| Fire Bolt | Purple | 10 | 5/ | 1 target | Inst | N | * You fire a bolt of fire that does 2d8 damage * ignite(3) |
| Chill Touch | Purple | 10 | Touch | Self | 3r | Y | * Your touch does 2d6 damage * Applies chill(1) and slow(1) |
| Eternal Flame | Purple | 8 | Touch | 1 staff | 1h | Y | * Your staff bursts into magical flames * You control the color and size of the flames * Staff gets +1 damage and Ignite(2) |
| Fuse Metal | Purple | 10 | Touch | 1 or 2 objects | Inst | N | * Your hands heat up and spark * You get a +1 when repairing metal objects * You can fuse two objects together or cause a metal object with moving parts (a lock) to fuse |
| Heat Sense | Purple | 10 | Self | Self | 1H | Y | * You gain the ability to see heat sources (infravision) |
| Inner Warmth | Purple | 8 | Self | Self | 1H | Y | * You are immune to environmental effects based on heat/cold * You get +2 to save vs. Fire/Cold spells * You are invisible to any creature that uses heat to detect you (infravision) |
| Shocking Grasp | Purple | 8 | Touch | Self | 3r | Y | * Your touch does 2d8 damage * Penetrating vs. metal armor * Daze(3) |
| Smoldering Skin | Purple | 10 | Self | Self | 10R | Y | * You get +1 defense * Anyone touching you takes 1d6 penetrating damage |
| Spark Bolt | Purple | 10 | 3/ | 1 Target | Inst | N | * You fire a bolt of electricity that does 3d6 damage * Penetrating vs. metal armor * Daze(3) |
| Steam Burst | Purple | 10 | Self | All adjacent | Inst | N | * A burst of hot air and steam hits all adjacent characters doing 1d6 damage * Anyone hit in the head is blinded for 1d3 rounds (TOU 12) |
| 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** | | | | | | | |
| 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, 2h items |

**Type V Spells**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Color** | **DL** | **Rng** | **Targ** | **Dur** | **Mnt** | **Effects** |
| **First Tier Spells** | | | | | | | |
| Bondage | Black | 10 | Touch | 1 target | 10R | N | * You trap your victim in chains (STR 12) * Your victim cannot move, cast, attack or parry, but can dodge * Others can aid the victim, allowing another save using the victim or helper’s strength * If the victim takes damage, there is a 50% chance of breaking the bonds |
| Brittle Skeleton | Black | 10 | 6” | 1 Skeleton | 10R | Y | * You summon a brittle skeleton to aid you in combat |
| Claws of the Beast | Black | 8 | Self | Self | 10R | Y | * You gain demonic claws * Claws do STR + 1d6+1 damage * Claws have Fast(2) * Claws count as magical to determine what they can damage |
| Collector | Black | 10 | Touch | 1 Corpse | Inst | N | * You may consume a corpse to gain a buff  |  |  | | --- | --- | | Roll | Effect | | 1-2 | Heal 2d4 hits | | 3 | Regain 1-3 spell casting levels (you cannot regain invested 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 any color |  * You must invest one spell casting level |
| Dark Aura | Black | 10 | Self | Self | 1H | Y | * You project an aura that makes people wary of you * Anyone attacking you takes a -1 to hit because they are overly cautious (SPI, WIL 12) * You get +2 to Diplomacy/intimidation checks |
| Dark Cloak | Black, Grey | 8 | Self | Self | 10R | Y | * Dark shadowy wings envelope the caster * +2 to sneak, steal (or 12) * +2 defenses |
| Foul Food and drink | Black | 8 | 20” | 6 targets | Inst | N | * Fouls all of the food carried by a group of characters (SPI 12) * The food becomes useless, losing any buffs it once had |
| Poison Song | Black | 10 | Self | 6” radius | 1R | Y | * This ***chant*** does 1 point of penetrating poison damage each round to all enemies in range * Does not work on enemies who are resistant or immune to poison |
| Walk with the Dead | Black | 10 | Self | Self + 1 other | 1H | Y | * You and one other individual you are touching become invisible to the dead and can walk among them * Intelligent undead can save (PER 20) |
| **Second Tier Spells** | | | | | | | |
| 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 |
| **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 |

**Type VI Spells**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Color** | **DL** | **Rng** | **Targ** | **Dur** | **Mnt** | **Effects** |
| **First Tier Spells** | | | | | | | |
| Breeze | Grey,  Purple | 8+ | 10” | 1 Object, Spell | Inst | N | * Conjures a strong breeze * Can push a creature back 2” and knock it down (STR 10) * Dispels clouds, gases and fogs (DL is original spell DL -2) |
| Call Inventory | Any | 10 | Self | Self | Inst | N | * You instantly pull a single item from your inventory * If the item needs to be equipped, it is equipped in the correct slot and any item previously equipped there is put in your bag |
| Call Strength | Grey | 10 | Self | Self | 10R | Y | * You gain 2 strength, agility and toughness * You gain 5 temporary hit points * You get +1 to any skill that includes your 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 |
| Conjure Item | Any | 8 | Touch | 1 Item | 10M | N | * Creates one mundane adventuring item * The item cannot be sold and has a value of 0 * The item cannot be consumable (no torches, campfires, potions) * Requires 1 level investiture |
| Grease | Purple | 10 | 6” | 3 hexes | 10R | N | * Spew vile oil onto the ground * Anyone entering slips and falls (AGI 12) * Ground is treated as rough terrain * If object is greased, it requires a save (DEX 12) to handle it |
| Minor Summon | Any | 10 | 6” | 1 Creature | 10R | Y | * One creature from the minor summoning list appears and fights for you |
| Rear Guard | Black | 8 | Self | Self | 30m | Y | * A mysterious floating eye watches behind you * You cannot be flanked or surprised from behind |
| Third Watch | Black | 8 | Self | 1 Camp | Camp | N | * You summon a mysterious floating eye that watches over your camp * The eye reduces the chance that monsters will attack your camp and if they do, your group will not be surprised |
| Unseen Servant | Purple | 8 | 6” | 1 Servant | 1H | Y | * 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 trade skills |

**Type VII Spells**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Color** | **DL** | **Rng** | **Targ** | **Dur** | **Mnt** | **Effects** |
| **First Tier Spells** | | | | | | | |
| Armor Charm | Any | 10 | Self | Self | 10R | Y | * You get +1 av |
| Camp Ward | Any | 8 | Self | Camp | Camp | N | * Guards a campsite reducing the chance that monsters will attack the site and warning the group if they do * You will not be surprised by monsters crashing your camp |
| Flare | White | 10 | 50” | 10” radius | 2R | N | * Creates a brief brilliant flash to illuminate an area * Undead in this area take 1d6 damage each round * Magical darkness is dispelled * The flare can be seen throughout the region |
| Guardian Spirit | White, Grey, Gold | 10 | Self | Self | 10R | Y | * Any wounds against you take a -1 roll |
| Mist Sight | Any | 8 | Self | Self | 1H | Y | * 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 | 8 | Self | Self | 1H | Y | * Can sense danger * You get a +2 to skill checks or saves involving traps * You cannot be surprised to start combat |
| 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) |
| Strider | Grey, Gold | 10 | Self | Self | 30m | Y | * You get a +1 move |
| True Ground | Any | 8 | Self | Self | 1H | Y | * You traverse rough terrain without penalty |

**Type VIII Spells**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Color** | **DL** | **Rng** | **Targ** | **Dur** | **Mnt** | **Effects** |
| **First Tier Spells** | | | | | | | |
| Bloodshot | Any | 8 | 20” | 1 Target | 1H | Y | * Your target’s eyes get bloodshot and itchy * Your target is distracted and takes a -2 to all perception and investigate checks |
| Carrion Camp | Grey, Black | 10 | Self | 1 Camp | Inst | N | * You can create a 4-person camp by consuming a corpse |
| Decay | Any | 10 | Touch | 1 Target | 3r | Y | * Your touch does 2d4 penetrating damage to flesh * Weapons and armor so touched are destroyed if the damage exceeds their durability |
| Eavesdrop | Any | 8 | 20” | 1 group | 5m | Y | * You can listen to a conversation up to 20 hexes away * Only magical means can hide the discussion from you |
| Fever | Grey, Black, Purple | 10 | 20” | 1 Target | 10M | Y | * Save (TOU 14) or become impaired(1) and winded(2) * NPCs have an overwhelming desire to rest |
| Filch | Grey, Black | 8 | 10” | 1 Target | 1 Try or 6R | N | * You can use your steal skill at range to steal items from your target’s pockets |
| Lurker | Any non-white | 8 | Self | Self | 10m | Y | * You get +2 to all stealth checks (or 12) |
| Minor Curse | Black | 10 | Self | 10” radius | 10R | Y | * Enemies in the area get the *cursed* status |
| Summon Small Serpent | Any | 10 | Self | 1 Serpent | 10R | Y | * Summons a small snake to fight on your behalf |
| **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 |
| 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 |
| **Third Tier Spells** | | | | | | | |
|  |  |  |  |  |  |  |  |
| **Fourth Tier Spells** | | | | | | | |
|  |  |  |  |  |  |  |  |