Arcane Lore

A "Gods & Monsters" Gaming Supplement

by Jerry Stratton

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Firearms

The hand gun and arquebus are two-handed weapons, as is any matchlock-style firearm. A wheel-lock firearm could be used one-handed, although rifle-sized weapons would still require two hands to steady. Firearms require a supply of gunpowder, which must be kept dry. Early firearms also require a match to light the gunpowder, and matchlocks have this match built in. The match must also be kept dry.

Gunpowder: Gunpowder is a powdered, explosive mixture made from 75% sulfur, 15% charcoal, and 10% saltpeter. Sulfur is generally found as brimstone in volcanic areas, or mined from underground deposits. Saltpeter is usually recovered from urine and manure, in a time-consuming and unpleasant manner. The best charcoal comes from softwoods such as willow, soft pine, redwood, and cedar. Each ingredient must be powdered separately: grinding them together is a mistake usually not made more than once. When dry, gunpowder is easily set off even by the friction of grinding together.

Hand Gun: The simplest form of firearm and the earliest. The earliest firearms were simply tubes with a handle, and required that the powder be lit through a "touchhole" with a lit match cord also held in the hand. The rate of fire of a hand gun could be increased to once per three rounds with the use of an assistant.

Arquebus: While it eventually came to mean a gun of fine workmanship, originally the arquebus was simply a heavy matchlock. The Arquebus was first heard of in the late fourteenth century, though were much more common in the seventeenth century. The "matchlock" style of firearm continued to use a match cord to light the powder, but the cord was attached to a mechanism which could lower the lit match to the pan to light the powder. With an assistant to refill the pan and reload, the arquebus rate of fire can be increased to once per two rounds. The Arquebus tends to be about the size of what is today a rifle, although the barrels were not rifled and were thus not nearly as accurate.

Wheel Lock: A "wheel lock" firearm uses flint or pyrite which rubs against a rough-edged wheel to create a spark to light the gunpowder in the pan. The wheel lock pistol was generally about eighteen inches to two feet long and could be fired with one hand, though more accurately than the hand gun.

Match Cord: Early firearms required that their powder be lit by a match in the pan. The match cord would be made of slow-burning material and could be carried in the hat or from the belt. Care must be taken to keep the match dry in moist or rainy weather.

Match Pipe: Those who carried firearms which required a burning match would also often carry a "tube" or "pipe" in which to carry the burning match. The box would be about a foot long, pierced with holes, and designed in such a way that the lighted matches would not betray the whereabouts of the bearer.

Crossbow

Where the longbow was the weapon of the yeomanry, the crossbow could be used by anyone. Much like the firearm today, it leveled the military playing field between commoner and knight or other trained soldier. The larger crossbows were more powerful than the longbow, although (at least for hand-carried crossbows) the arrow (called a "bolt" or "quarrel") was much shorter and did not have the range of the longbow. Crossbows also could not be fired as rapidly. Lighter crossbows had to be pulled back and locked by hand, then aimed and fired. Larger crossbows had to be pulled back by foot as well as hand! Crossbows were more difficult than bows to protect from dampness as well.

Crossbows were developed throughout the world, from Europe to China and Japan, to Africa, Burma, and even the Pacific islands.

One advantage of crossbows is that they are easy to use as unmanned traps. Also, an assistant can double the rate of fire of a normal or heavy crossbow if the assistant is also skilled in the crossbow's use and two crossbows are available, by readying one crossbow while the shooter is firing the other.

Martial Arts

"Martial Arts" can be any form of unarmed combat requiring heavy training, with a little bit of mystique on the side. Kung fu, Karate, Ju-Jitsu, and Tai Chi are classic Asian examples. African Capoeira is a perhaps less well-known example.

Attacks with Martial Arts are handled as any other weapon attack. Strength bonuses apply. Damage is d4.

Spear

The spear is one of the earliest bladed weapons. At its simplest, it is a blade attached to a long shaft of wood. Spears tend to be eight to ten feet long, although they may be as short as six feet and as long as twelve feet. Spears can be used in melee combat and as a thrown weapon.

Spears do not offer as much opportunity for ornamentation as swords, but both blades and shaft have been known to be embellished. The blade is most commonly metal, but can be bone, stone, or shell.

The javelin is a smaller form of spear, about four feet long, and lighter to carry. One of the more useful features of the javelin (although outside of game rules) was its tendency to stick to an enemy's shield, making the shield too difficult to use.

Sword

The sword is the quintessential arm. Until the invention of the firearm, "sword" was the word that meant "powerful weapon", and still appears in many of our sayings. "The pen is mightier than the sword." "Lay down your sword and follow me." The sword's victory as penultimate weapon comes from its relative ease of carry, relative ease of use, effectiveness, and the fact that it can be made to look cool.

While the 'sword' is a fairly generic bladed weapon with no clear delineation from knives on one end and glaive on the other, for our game purposes there are three kinds of swords: the 'long sword', the 'short sword', and the 'great sword'. These swords are designed both for cutting and

for thrusting. They are double-edged. The great sword requires two hands to use effectively. It may be used one-handed, with a penalty of 2 to attack and damage.

The blade of a long sword ranges from about three feet to four feet. The short sword is about two to three feet long (any shorter is a dagger). The short sword (gladius) was used with devastating effectiveness by the Roman armies.

The scimitar is a variation on the sword. It is curved, with a single edge. The blade ranges from 30 to 40 inches long. It is designed mostly for cutting.

Armor

Throughout history and across cultures there have been many different kinds of armor. The armor types presented in the rules are a vast simplification. They provide an interesting choice of protective clothing without too much confusion. Within any game world, however, Adventure Guides may make more types of armor available.

Shields and Helmets

Like other kinds of armor, shields and helmets come in a bewildering number of styles. For game purposes, shields can be divided into three basic types: normal, small, and large.

The normal shield is the one that will be used most often. It is not too bulky, but provides good protection against multiple foes.

Small Shield

The small shield, such as some of the smaller bucklers, requires more skill than other shields because it is so small. It weighs very little and provides no agility penalty. It can, however, only be used against a single opponent at a time. It is often used in ceremonial combat or single combat, where the warrior knows that they will only be facing a single opponent.

Because they are most often used in ceremonial combat, small shields are often more heavily stylized and decorated than other shields.

Large Shield

The large shield is commonly around four feet tall, semi-cylindrical, and about two feet wide. They can weigh upwards of 20 pounds but provide the skilled warrior with significant protection. The large shield is large enough that, when many warriors get together they can form a shield wall and hide behind it for strong cover.

Full Helmet

The full helmet is usually metal, and covers the entire head. It provides significant protection but at the expense of a constricted visual range and a commensurate loss of hearing.

Basic Armor

Most armor is in the form of shirts, leggings, and long sleeves all of similar material. Leather armor usually includes simple leather headgear, and chain mail usually includes chain mail headgear.

Cloth

Cloth armor consists of padded and hardened cloth. While not particularly protective, it was better than nothing, was inexpensive, and did not significantly inhibit other types of movement.

Leather

Leather armor is made from leathered hides: tanned and hardened animal skins. Very effective, not particularly bulky, leather armor is the most common armor used by non-warriors.

Banded Leather

"Banded" leather armor is a softer leather interwoven with metal (usually iron) plates in bands across the front and over the shoulder and laced at the back. Banded leather is probably the most common armor worn by veterans in mobile armies, as it provides a solid balance between expense, maintenance costs, maneuverability, comfort, and protective capability. This was the typical armor used by the Roman legions. It weighs about twenty pounds. Roman armor of this type is called "lorica segmentata".

Chain Mail

Chain mail is perhaps the most highly advanced of all armor types, and one of the more expensive. It is difficult and time-consuming to manufacture, but it is very protective and the most easily maneuvered of the true metal armors. Use of chain mail is generally limited to the upper classes and those with the economic resources to commission it and maintain it.

Warrior Armor

Scale

Scale mail is given its name from the appearance of small scales: the metal scales or rings are sewn onto a leather backing and often overlap each other, much like scales. It is less expensive than chain mail but also less maneuverable. Scale mail can look extremely impressive when polished, but requires more maintenance lest the wearer end up like Tolkien's dragon. It could also be extremely hot. To the Romans, the wearer of such armor was nicknamed "clibanarius," or "oven man". Scale mail weighs around 60 pounds.

The "scales" of scale armor are sometimes actual scales of metal, and are sometimes metal rings. They are always sewn onto a hardened cloth or leather backing. Some more decorative scale armor used scales embossed with symbols, and some even used coins.

Scale armor is a very early form of armor and is likely to be present in any warring culture that has both tanning and metalworking skills.

Splint

Splint armor is an early form of plate mail. Metal plates were riveted together, or to a backing of cloth and leather. Similar to banded leather splint armor provided more complete protection but was usually abandoned when plate mail became available.

Plate

Plate armor is an advanced form of armor that is not always available. While more maneuverable than it looks, plate armor is still heavy, hot, and difficult to get around in. More than the technical skill required to make it, plate armor is unlikely to be used unless there are advanced

weapons or weapon techniques that need to be defended against in such a fashion. Plate armor is less likely to be available before the invention of the stirrup, for example, as it was the stirrup that allowed for heavier lances to be used on horseback.

Plate mail comes in three basic types: normal plate mail, full plate, and ceremonial plate. Normal plate mail is a combination of chain mail with plates protecting the more important locations such as the chest, shoulders, outer arms, hamstrings, and knees. Places that need maneuverability, such as hands, midriff, and neck, were often protected only by chain mail. Normal plate armor is sometimes called "transitional" plate.

Full plate requires higher quality construction. It is designed for full coverage and for maneuverability in chaotic combat conditions. Because of the greater care that goes into its design, field plate can place plate armor on parts of the body that would normally have only been covered in chain mail.

Ceremonial plate mail was usually reserved for ceremonial combat, as it was extremely expensive to create and maintain and limited the ability of the wearer to respond to chaotic combat conditions. Ceremonial plate mail is specialized to protect against the particular concerns of ceremonial combat, such as jousting.

Plate armor is well suited to decoration, with plates being painted and embossed, and with extra metal parts added to provide a good show or an intimidating appearance.

Bibliography

Besides the following books, web searches for museum displays on any particular piece of equipment were often useful, but too numerous to list here.

Cambridge Encyclopedia of Archaeology: Andrew Sherratt, editor.

Glossary of the Construction, Decoration and Use of Arms and Armor: George Cameron Stone. This is a fascinating and comprehensive work, though annoyingly lacking in some of the more mundane details such as weights.

History and Conquests of Ancient Rome: Nigel Rodgers. This is an incredible selection of a wide array of topics regarding the history of Rome. Each topic generally takes two or four pages to describe, which provides a breadth of coverage; the format provides a surprising depth of detail as well. It is focused on the military aspects of Rome.

Oxford Illustrated History of Medieval Europe: George Holmes, editor.

Treasury of the Gun: Harold L. Peterson.

Skills

Your characters had some sort of occupation before they became adventurers. Your character may yearn for the simpler life they previously had, or may be glad to be free of its drudgery, but their past life will give them some skills. You may choose your skills from the full list of skills to design your own custom occupation, or to simplify your choices, you may choose a pre-created occupation.

Occupations

A player may choose any collection of skills at first level, up to the amount allowed for their archetype and ability. Those looking to quickly create a character may, however, wish to choose from one of the following packages. Note that whether the player chooses ala carte or from a package, the maximum number of skills does not change. If the character cannot have as many skills as the package has listed, the player will have to remove some. The lists are designed so that it makes more sense to remove from the end of the list. Likewise, a package does not remove the restrictions of archetype. Some skills will have to be removed or they will take up two slots during character creation.

Craftsman

Blacksmithing or Animal Training or Bowyer/Fletcher or Brewing or Carpentry or Cobbling or Cooking or Armorer or Instrument Crafting or Leatherworking or Stonemasonry or Weaponsmithing or Weaving
Assess
Fishing or Haggling or Hunting
Read/Write

Doctor

Anatomy or Medicine or Surgeon
Alchemy or Healing or Herbalism
Read/Write
Artistic Ability or Gaming or Musical Instrument or Etiquette

Farmer

Agriculture
Animal Husbandry
Fishing or Haggling or Hunting
Carpentry or Leatherworking or Read/Write or Stonemasonry

Create Stories or Dancing or Gaming or Musical Instrument
Create Fire or Animal Training or Equestrianism or Weather Sense

Merchant

Haggling
Assess or Appraisal
Economics
Etiquette or Languages or Contacts
Read/Write or Languages
Read/Write or Contacts

Scholar

Ancient History or Engineering or Geology or Natural Sciences
Read/Write
Languages
Literature or Mathematics
Teaching or War Lore
Memory
Etiquette or Gaming or Riddling

Skill List

Skills grant characters a better chance of succeeding at a particular action. Each point in a skill grants a bonus of 1 to rolls which that skill could affect. Most of the time, using a skill will involve an ability roll, and the usual ability is listed in the following table. A character with one

point in *Jeweler* and an agility of 13, for example, will have to make an agility roll, at a bonus of penalty depending on the difficulty of the action, and then a bonus of 1.

Characters can place additional points into a skill to gain more bonuses to rolls that use that skill.

Characters are not limited to the skills listed below. Any field of study may be chosen if such a field of study is reasonable within the campaign world. Most of the skills are self-explanatory. A few skills are further described following the skill list.

Some skills are best known by a member of a specific archetype. Any character can choose a skill from another archetype, but that will cost an extra point during character creation. (This restriction does not apply to non-player characters who do not have any archetype at all.)

Monk Skills

Anatomy, Intelligence
Ancient History, Intelligence
Languages (Ancient),
   Intelligence
Animal Lore, Intelligence
Astrology, Intelligence
Engineering, Intelligence
Herbalism, Intelligence
Local History, Charisma
Lore, Intelligence
Mediation, Charisma
Medicine, Intelligence
Memory, Intelligence
Mountaineering, Endurance
Read/Write, Intelligence
Religion, Wisdom
Riddling, Intelligence
Tactics, Charisma
War Lore, Intelligence

Prophet Skills

Anatomy, Intelligence
Astrology, Intelligence
Engineering, Intelligence
Healing, Wisdom
Herbalism, Intelligence
Languages (Ancient),
   Intelligence
Literature, Intelligence
Lore, Intelligence
Mediation, Charisma
Medicine, Intelligence
Navigation, Intelligence
Poison, Intelligence
Read/Write, Intelligence
Religion, Wisdom
Spellcraft, Intelligence
Woodcraft, Wisdom

Sorceror Skills

Alchemy, Intelligence
Anatomy, Intelligence
Ancient History, Intelligence
Architecture, Intelligence
Astrology, Intelligence
Engineering, Intelligence
Geology, Intelligence
Herbalism, Intelligence
Languages (Ancient),
   Intelligence
Literature, Intelligence
Mathematics, Intelligence
Medicine, Intelligence
Memory, Intelligence
Natural Sciences, Intelligence
Navigation, Intelligence
Poison, Intelligence
Read/Write, Intelligence
Religion, Wisdom
Spellcraft, Intelligence
Surgeon, Charisma

Thief Skills

Acrobatics, Agility
Acting, Charisma
Ancient History, Intelligence
Appraisal, Intelligence
Contacts, Charisma
Fortune-telling, Charisma
Gaming, Charisma
Jeweler, Agility
Juggling, Agility
Jumping, Strength
Law, Intelligence
Local History, Charisma
Lore, Intelligence
Mediation, Charisma
Medicine, Intelligence
Memory, Intelligence
Poison, Intelligence

Politicking, Charisma
Prestidigitation, Agility
Read Lips, Intelligence
Read/Write, Intelligence
Riddling, Intelligence
Seduction, Charisma
Sporting, Agility
Surgeon, Charisma
Survival, Intelligence
Tactics, Charisma
Tracking, Charisma
Ventriloquism, Intelligence
War Lore, Intelligence
Woodcraft, Wisdom

Warrior Skills

Animal Lore, Intelligence
Armorer, Intelligence
Charioteering, Agility
Bowyer/Fletcher, Agility
Endurance, Endurance
Equestrianism, Wisdom
Gaming, Charisma
Hunting, Charisma
Mountaineering, Endurance
Navigation, Intelligence
Quickdraw, Agility
Running, Endurance
Sporting, Special
Survival, Intelligence
Tactics, Charisma
Team Combat, Charisma
War Lore, Intelligence
Weaponsmithing, Intelligence
Woodcraft, Wisdom

General Skills

Assess, Intelligence
Agriculture, Intelligence
Animal Husbandry, Wisdom
Animal Training, Wisdom
Artistic Ability, Wisdom

Blacksmithing, Strength
Brewing, Intelligence
Carpentry, Strength
Cobbling, Agility
Cooking, Intelligence
Create Stories, Charisma
Dancing, Agility
Demagoguery, Charisma
Direction Sense, Wisdom
Entertainment, Charisma
Etiquette, Charisma
Fire-building, Wisdom

Fishing, Wisdom
Haggling, Charisma
Heraldry, Intelligence
House Servant, Wisdom
Instrument Crafting, Agility
Languages, Intelligence
Leatherworking, Intelligence
Mining, Wisdom
Musical Instrument, Agility
Oratory, Charisma
Pottery, Agility
Ritual, Wisdom or Charisma

Ropes and Knots, Agility
Sculpting, Agility
Seamanship, Agility
Seamstress/Tailor, Agility
Singing, Charisma
Spelunking, Agility
Stonemasonry, Strength
Swimming, Strength
Teaching, Wisdom
Weather Sense, Wisdom
Weaving, Agility

Skill Descriptions

Anatomy

The anatomist studies the inner workings of human and animal bodies. The anatomist usually works from corpses, and often acts on the edges of the law or completely outside of it, especially in cultures where the body must remain intact for full enjoyment of the afterlife. In cultures where the body may be preserved in pieces, the anatomist may take on a religious role.

Animal Husbandry

Knowledge of domesticated animals and livestock, how to treat them, keep them healthy, and doctor them.

Appraisal

Assists in determining the quality of gems, jewelry, and precious metals.

Assess

Assists in determining the general quality of any standard item (rope, pick, cloak, weapon).

Contacts

Characters will generally have contacts within their part of the game world. This skill enhances the ability of characters to find contacts, whether to grill them for information or share a beer.

Demagoguery

Demagoguery works to convince, through prejudices and personality, that a certain cause is just, or an action justified or required.

Entertainment

Entertainment goes beyond technical skill and adds to the character's ability to get the house roaring, or make people like the character.

Fortune-telling

Enhances the character's ability to guide subjects into providing information about themselves without realizing it.

Healing

The healer may grant their healing skill bonus to the sick and injured when they make their saving rolls for survival (such as the health rolls to avoid losing survival points).

Herbalism

The herbalist is an expert at using herbs and other plants for their effects in humans. An herbalist can, if the correct plants are available and the herbalist makes a successful skill check, grant their *Herbalism* bonus to any character making a Health roll.

Languages

Characters automatically have this for their native tongue. When taking the "Languages" skill multiple times, the character can gain either a bonus to the skill or another language. All languages the character knows use gain the same skill bonus.

Lore

Lore is similar to Ancient History, except that it focuses on the cool stuff. Lore focuses on the myths and legends and grand battles, and the great contests of the past.

Medicine

The medical "doctor" usually has a rudimentary state of knowledge in most medieval worlds. Their potions can hinder as often as help, their tools dangerous in the wrong hands and their methods precarious at best, the doctors in these times think of themselves as scientists, but they work as much by intuition as by logic. On a successful Medicine roll, the doctor's aid grants their skill as a bonus to saving rolls against a sickness, or on saving rolls to survive a surgical procedure. On a failed Medicine roll, the doctor's aid provides a penalty to those rolls.

Memory

Enhances the character's ability to remember details of past events and to memorize current items. It takes about one minute to attempt to memorize one page of material.

Musical Instrument

The character is able to play a particular musical instrument very well. As with *Languages*, if the character takes this more than once, they may either gain a bonus to all musical instruments known, or may add another musical instrument to their repertoire.

Oratory

Oratory works to convince, through intelligent proofs, that a certain cause is just, or an action justified or required.

Poison

Enhances the character's ability to create poisons and antidotes, and to recall the antidote for a poison.

Politicking

Political maneuvering is always byzantine. This skill helps the character understand how to grease the wheels of politics, as well as a bit of the local laws on being a politician.

Prestidigitation

Pulling coins from someone's ear, hiding a rabbit in your sleeve. For simple tricks like that, no roll is necessary, assuming the character has had time to prepare. The magician/trickster should not wear armor: normal armor penalties for agility-based skills apply to any attempts at *prestidigitation*.

Quickdraw

The character can apply the *Quickdraw* bonus to attempts at quickly drawing a weapon and using it in the same round.

Read/Write

The character may read and write any language they speak that has a written form. Reading and writing is generally a specialized use of the skill.

Riddling

In some campaigns riddles have mythical importance. Riddle contests can be life-or-death situations, and a pact made based on a riddle contest cannot be broken without severe consequences.

Ropes and Knots

In a world without duct tape, the skilled roper is nearly a magician.

Sporting

Each time the player takes this skill, it can add a new sport to their character's repertoire, or it can increase their character's bonus with all of the sports they "know".

Sporting rolls will often be against on the lowest of the character's strength or agility, modified by the highest of the two as a major contributor.

Surgeon

In wartime, the surgeon's role is often limited to removing body parts that no longer work: amputation. When time permits, the surgeon's skill at opening bodies may be used to remove foreign matter (such as bullets or broken blades), set broken bones (and perhaps remove the parts of the bones that are floating around the area of the wound), tie up bleeding arteries, or relieve pressure from parts of the body that need relief from internal injury.

Surgeons are generally successful at what they do, however, what they do is not always easy to survive (especially in the days before anesthesia). When a surgeon fails their roll (often an Agility or Charisma roll), the amount they fail by is the amount of survival points the patient loses. Patients who undergo surgery may make a Health roll to take "half damage".

Whether the surgeon's roll is successful or not, patients will lose 1-3 points (depending on the surgery), and must make (another) Health roll to avoid infection. Surgical infection is usually an affliction with a bonus of 0, and an action time of 12 hours; it causes 1d3 survival point loss and weakness: endurance goes to half for everything except fighting off the infection.

Surgery is generally a specialized use of the skill.

Teaching

Teachers add their teaching bonus times five to their mojo rating for teaching any skill they know.

War Lore

Like Lore, but War Lore specializes in legends and myths about battles and battle tactics. The character with War Lore is an expert on arcane stratagems from the past.

Woodcraft

The character knows about forests, their plants and animals. Woodcraft also enhances the character's ability to track and to cover their (or other's) tracks when in the forest.

Specialties

Specialties provide the character with special abilities that further define the characters role in the story. While the character may not know the justification for receiving the specialty, some justification must be made; there must be some reason that the character has learned, gained, or always had these special abilities. This reason may have to do, for example, with new-found wisdom, ancestral inheritance, or special training. In some cases, for reasons of story or realism, the character will need to quest to acquire the desired specialty.

Specialty Tracks

The player may choose any combination of specialties (given the correct prerequisites and requirements) as the character progresses in level. Some common "tracks", however, may be of interest.

Track	First Level	Third Level	Fifth Level	Seventh Level
Alchemist	Scholar	Alchemy	Topical Alchemy	
Assassin	Assassin	Poisoner	Contacts	
Barbarian	Tough Upbringing	Combat Frenzy or Sworn Racial Enemy	Vigilant Sleep	
Bard	Charismatic or Musician	Charismatic or Musician	Charismatic Healing	Contacts
Druid	Nature Friend	Animal Form	Familiar	Familiar's Eyes
High Race	Species or Nobility	Disease Immunity	Long Life	
Martial Monk	Martial Artist	Physical Excellence	Blind-Fighting	Disease Immunity
Paladin	Exemplar	Charismatic Healing, Disease Immunity, or Turn Undead	Holy Weapon or Exceptional Charisma	Animal Companion
Ranger	Nature Friend	Vigilant Sleep	Animal Companion	Blind-Fighting or Two-Weapon Fighting
Weaponsmaster	Fighting Expert or Weapon Specialist	Two-Weapon Fighting	Two-Weapon Blitz	Physical Excellence

Specialty List

Alchemical Bonding
Alchemy
Animal Companion
Animal Form
Aquatic Animal Form
Arcane Resistance
Assassin
Blind-Fighting
Chain Spells
Charismatic
Charismatic Healing
Circle Magic
Closed Mind

Combat Frenzy
Componentless Casting
Contacts
Counterspells
Disease Immunity
Exceptional Ability
Exemplar
Familiar
Familiar's Eyes
Familiar's Form
Fast Casting
Favored
Fighting Expert

Focused Attack
Holy Weapon
Iconic Alchemy
Long Life
Magic Specialization
Martial Artist
Mental Resistance
Multiple Archetype
Multiple Spell Targets
Musician
Nature Friend
Nobility
Parry

Physical Excellence	Scholar	Team Attack
Poisoner	Seat of Power	Tiny Combat
Priestly Circle	Species	Topical Alchemy
Provisioning	Spirit Attachment	Tough Upbringing
Psychic Warrior	Spirit Bane	Turn Undead
Quick Healing	Spirit Drain	Two-Weapon Blitz
Reaction	Staff of Power	Two-Weapon Fighting
Reliquary Magic	Stout Heart	Understand Basic Weapons
Restoration	Stout Mind	Vigilant Sleep
Riposte	Sworn Racial Enemy	Weapon Specialist
Ritual Magic	Symbolic Alchemy	

Specialty Descriptions

Alchemical Bonding

Prerequisites:	Topical Alchemy or Iconic Alchemy
Requirements:	Sorceror or Prophet Intelligence 15

The Alchemist may bond spells or spirits to items. Simple possession of the item suffices to use the effects so bonded. As with potions or scrolls, however, the spell disappears once used.

It takes twice spell (or spirit manifestation) level, plus level of effect, mojo to alchemically bond a spell or spirit to an item.

Monetary costs are twice the monetary units that it would have taken to alchemically create a potion with the same spell or spirit. Alchemical bonding adds 20 monetary units to the cost of laboratory setup (30 to the cost of upgrades) and 2 to the maintenance costs, per spell or spirit level.

When bonding an item, any effects choices that may be made by the user add spell (or spirit manifestation) level to the mojo costs.

Spells and spirit manifestations can be set to "replenish" after they are used, either on a monthly basis, a weekly basis, or daily. Replenishment always occurs at the same time, whether it be midnight, noon, the full moon, or each Sunday. Bonding in a manner that replenishes is more difficult than normal bonding: it costs more money and more mojo.

Mojo Cost	Monetary Cost	Replenishment
x1	x1	Never
x2	x2	Monthly
x3	x3	Weekly
x4	x5	Daily

There must be a single command word, phrase, or action which activates the item. If deactivation ability is desired, this adds spell level/spirit level to the mojo costs for creating the item; there can then be a single command word, phrase, or action which dispels the effect.

The bonding remains for three months times the alchemist's level. After this time, the bonding falls apart and the item is once more normal.

Alchemy

Prerequisites:	Scholar
Requirements:	Sorceror or Prophet
	Intelligence 13
	Alchemy
	Herbalism
	Animal Lore

The Alchemist may brew potions that, when quaffed, mimic the effects of spells or spirit manifestations that the alchemist knows. Such effects must have a specific target (which will be the creature drinking the potion), and cannot require aiming or choosing a target on drinking. The spell or spirit manifestation must have a duration—it cannot be instantaneous. If there is a choice of forms or actions, the choice must be pre-made by the caster. Thus, a potion of "Change Shape" must be a potion of "Change Shape *to something*," for example, "Change Shape to Frog" or "Change Shape to Bear."

Potions will require special ingredients appropriate to the spell. Higher level spells and spirits will require even more special ingredients. Notwithstanding the ingredients which may have to be adventured for, each potion will require an outlay of spell/spirit level times level of effect monetary units. Ingredients (if available at all) will generally multiply the outlay by ten times spell/spirit level. Ingredients can, however, be acquired by other means (such as adventuring for them).

Potions require *mojo* to create. The mojo total required to create a potion is equal to the spell (or spirit manifestation) level plus the level of effect. An alchemist normally creates one "dose" of potion on each attempt; they may create multiple doses by adding two per dose to the mojo requirement.

The alchemist may gain a bonus of one to the mojo requirement by leaving the duration random, a bonus of one by leaving the range random, and a bonus of one by leaving the area of effect random, if the effect has a duration, range, or area of effect. If the spell/spirit has a numerical effect, the alchemist may gain a bonus of one by leaving the spell or spirit's effect(s) random. Randomness is generally rolled with either one or two dice (alchemist's choice) that most closely approximate one to the maximum.

An alchemist must maintain a laboratory. It costs level times 200 monetary units to "set up" a laboratory that is useful for creating potions of spells/spirits up to that level. An existing laboratory may be upgraded for 300 monetary units times the spell/spirit level increase desired. Laboratories must be maintained, at the cost of spell/spirit level times 20 monetary units per month. For every month that the laboratory has not been maintained, there is a penalty of 1 to both saving rolls on potion creation. Maintenance costs can spiral: if the laboratory is not maintained, then during the second month 40 monetary units will be required; during the third, 80 monetary units; during the fourth, 160 monetary units, (until it will soon become cheaper to create a new laboratory from scratch).

Potions take effect in about a second, which, in combat, will be on an advantage count 1d4 greater than the imbiber's advantage roll.

Potions last for one month per level of the alchemist. After this time they are worthless, and have no effect beyond their individual ingredients.

Animal Companion

Requirements:	Charisma 15

The character has one very special animal for every four levels the character has. The animal will be any natural animal and will be above average in any abilities the animal has: intelligence, charisma, and survival points. For example, a warrior might have a warhorse of exceptional quality as one of their animal companions. The animal has one animal level beyond their normal level as an animal of that type.

If an animal companion dies, the character will likely find another animal companion during the next level.

Animal Form

Prerequisites:	Nature Friend
Requirements:	Charisma 15

The character may change shape into land animal once per day: either a reptile, bird, or mammal. The character regains 1d6 times 10% of survival points lost when changing to the animal form.

The character gains all the new form's abilities, including movement, defense, and attacks. The character may only change to natural forms in size from a wren or snake to a bear.

The character may only 'take' worn clothing and one item per hand into the new form.

Two levels after taking this specialty, the character may change form twice per day, and four levels after taking this specialty the character may change form three times per day. The character may only change once per type, however. A character that can change three times a day can change once into a bird, once into a mammal, and once into a reptile, but may not change into the same type of form more than once.

Aquatic Animal Form

Prerequisites:	Animal Form
Requirements:	Endurance 14

The character may change shape into a water animal once per day: either an amphibian or a fish. The character regains 1d6 times 10% of survival points lost when changing to the animal form.

The character gains all the new form's abilities, including movement, defense, and attacks. The character may only change to natural forms in size from a toad to a dolphin.

The character may only 'take' worn clothing and one item per hand into the new form.

Two levels after taking this specialty, the character may change form twice per day. The character may only change once per type, however. A character that can change twice a day can change once into an amphibian and once into a fish, but not twice as a fish or twice as an amphibian.

Arcane Resistance

Requirements:	Charisma 10

The character is especially resistant to magical effects against the character. Characters with "Arcane Resistance" gain a bonus of two to saving rolls against most spells. This does not affect physical after-effects of a spell, nor things summoned or created by the spell. Thus, the character gains no bonus against a summoned creature, nor against the effects of most *Conjuration* spells, such as Balls of Fire or Darkness.

Assassin

Requirements:	Thief
	Intelligence 12
	Agility 12
	Strength 10
	Charisma 10

The *assassin* gains access to a new thief skill called *assassinate*. Assassinate rolls are against Intelligence, with Wisdom as a major contributor and a Base of -1. On a successful backstab, the thief can make an *assassinate* roll. On a successful assassinate roll, the victim potentially has to face death, regardless of their current survival point total. If the victim's level is less than the victim's current survival points, compare the victim's injury point total to their level, rather than their survival, to determine whether the victim faces the possibility of death.

Blind-Fighting

Requirements:	Charisma 11
	Wisdom 11

The character can use sound, touch, and skill to fight without seeing. The character negates one penalty due to an inability to see their target, and may negate an additional penalty for each level since taking *Blind-Fighting*.

Chain Spells

Requirements:	Intelligence 11
	Sorceror

The sorceror may "chain" spells when they memorize them or learn them, combining multiple spells into a single spell that must be cast at the same time. The total of the chained spells' levels cannot be greater than the caster's level. The casting times of the spells are added together for the casting time of the 'chained' spells. The spells *must* be cast at the same time. If memorized (or learned, for classical sorcerors) 'chained', they cannot be split later.

For example, a mnemonic sorceror might 'chain memorize' Mage Bolt and Shield, two first level spells. The sorceror must be at least second level, and the casting time of the two spells will be 2 (each has a casting time of 1, adding them together gives 2). The 'chained' spell will take up two slots, since individually they each take up one slot. When cast, both Mage Bolt and Shield will take effect at the same time.

The mental fatigue cost for the spells (for classical sorcerors) is determined normally, as if the chained spell were a level equal to the combined levels of the spells. So if a classical sorceror

were to chain learn Mage Bolt and Shield, the fatigue cost would be 2 (for the levels) plus the level of effect.

The chained spells must all have the same target if there is any choice of target.

Charismatic

Requirements:	Charisma 13
	Intelligence 12
	Single moral code

This is sort of a demagogue, but the net is wide, including writers, poets, storytellers, preachers, musicians, diplomats, politicians, courtesans, military leaders, and just about anyone who relies on affecting other people's emotions through non-magical means. Examples of Charismatics might include Warren Zevon's "The Envoy", Huey Long, Elvis Presley, and John Lennon. Hunter S. Thompson's Raoul Duke (and perhaps Hunter S. Thompson himself). The Brown Buffalo. Joan of Arc, perhaps.

Because the Charismatic must maintain at least partial detachment to promote their causes in the Charismatic style (anyone can be a demagogue, Charismatics are *effective* demagogues), their moral code must contain only a single part. They may be Ordered, Chaotic, Good, or Evil.

Any skill which is charisma-based is a specialty of the Charismatic. The character gains a bonus of up to half level on any such skill, or may penalize the opponent by up to half level, or any combination thereof. Thus, a sixth level Charismatic could decide to gain a bonus of 1 on Oratory and penalize target saving rolls by 2.

The Charismatic may also *inspire* allies. Where oratory or demagoguery can increase the morale of combatants and convince them that their cause is just, the Charismatic can inspire to such an extent that targets enter a higher level of consciousness. This can give targets a bonus of 1 to hit in combat, a bonus of 1 to Defense in combat, a bonus of 1 to advantage, a bonus of 1 to skill rolls, and a bonus of 1 to saving rolls of any kind.

For each five levels of the Charismatic, this bonus increases by one. At fifth level and higher, the bonus applies to damage, at one half the other bonuses, round down.

The character may affect up to level, squared, targets. At least half of the targets must be able to hear and understand the Charismatic, and those who don't understand or can't hear count as two targets.

Inspiration lasts for as long as the Charismatic continues inspiring, and for a number of minutes afterwards equal to five times the level of the Charismatic. Inspiration can only be used on any target or group once per day. It takes three rounds to effect Inspiration. Higher level Charismatics can rush the Inspiration by reducing the bonus: a fifth level Charismatic could Inspire to a bonus of 1 in two rounds. A tenth level Charismatic could Inspire to a bonus of 1 in one round, or two in two rounds. A fifteenth level Charismatic could Inspire to a bonus of 2 in one round, or 3 in two rounds.

"Inspiration" is similar to a controlled adrenaline rush. The target sees more clearly their place in the world for the duration of the inspiration. The targets are "in the groove" for whatever action they are attempting. If you've ever been in "the sweet spot" playing ball or entertaining in front of a crowd, you've an idea of what this is like.

The Charismatic must choose the direction of the inspiration. The bonuses will only apply to attempts to go in that direction. For example, if the Charismatic is attempting to influence the outcome of a battle, rolls on basket-weaving skill will not be affected. Likewise, if the Charismatic is attempting to influence the outcome of a chess game, rolls to hit in a physical battle started over cheating will not be affected.

The Charismatic can turn this skill around and try to demoralize. The targets are allowed a Willpower roll.

The Charismatic must have an appropriate charisma-based skill to base the Inspiration on. This can be anything from oratory to entertainment to etiquette. If it is charisma-based, it can probably be used to inspire. The Guide will adjudicate based on culture and skill interactions.

Charismatic Healing

Requirements:	Exemplar or Charismatic
	Good moral code

The character's charisma is applied as a major contributor to any saving roll vs. disease, disfigurement, or just plain getting dirty. This is in addition to the minor bonus that all exemplars have.

The character may also heal 2 survival potential points per day per level, on a successful roll vs. Charisma.

The character can cure diseases. This may be tried once per week for every five levels (first through fifth, sixth through tenth, etc.), and requires a successful roll vs. Charisma.

Circle Magic

Requirements:	Charisma 12
	Sorceror

The sorceror can join other sorcerors together in a ritual circle to impress and cast spells at a higher level than any of the individual sorcerors. The circle mage controls the learning and casting of the group's spells. The group learns and casts spells at a level equal to the circle mage's level added to half the total of the other mages' levels (round up). Levels greater than the circle mage's level are "clipped": if a first level circle mage ritualizes with a fourth level sorceror, the group will learn and cast at second level.

Classical sorcerors pool their fatigue points in the same way, with each mage losing a fatigue point in a round-robin fashion: if there are four sorcerors in the circle, each mage loses one fatigue point for every four points used from the pool.

Circle mages may only join with as many mages as their sorceror level. A third level circle mage may join a circle with three sorcerors (four including the circle mage).

Spells that are already known by a member of the group may be cast by the group if the member makes it available.

Closed Mind

The character is resistant to psychic powers. The character gains a bonus of two to all saving rolls against psychic effects.

The character gains a bonus of one to saving rolls against telepathic-like spells, such as mind-reading spells or illusionary spells.

Combat Frenzy

Requirements:	Endurance 13
	Strength 10
	Charisma 12

The character may enter a "berserk rage" or other special focused state of mind which enhances the character's ability to inflict pain, ignore pain, and single-mindedly attack the enemy. The frenzy will last for the duration of combat, or the character's life, whichever ends first. When the frenzy ends, any points left in the temporary pool are lost.

The character gains a temporary survival point pool of twice level. Any survival points lost in combat are lost to these points first. Damage with hand-to-hand weapons is increased by two points.

A character may not enter a combat frenzy more than once without sleeping for at least an hour.

Componentless Casting

Requirements:	Sorceror

There are three kinds of componentless casting, and the player must choose one. The player may choose this specialty for their character multiple times to take more than one type.

Nonverbal casting allows the sorceror to cast spells that normally require words without speaking. A Fortitude roll is required.

Motionless casting allows the sorceror to cast spells that normally require gestures without making the moves. A Perception roll is required.

Immaterial casting allows the sorceror to cast spells that normally require ingredients, without the use of those ingredients. A Health roll is required.

There is a bonus to the roll of the sorceror's level, and a penalty of the spell's level. If the roll is failed, the spell is not cast, nor is mental fatigue lost. A place of power adds the place of power's level as a bonus if appropriate to the caster.

Note that some components will be considered essential to casting the spell. For example, *Inscription* will still require expensive ink, and *Eternal Flame* will still require a pointed object. Ingredients that are destroyed only at the end of the spell's duration are also usually essential to the spell.

If this specialty is taken twice for the same kind of componentless casting, the sorceror gains an additional bonus of level to the saving roll.

Contacts

Requirements:	Charisma 13

Characters who take this specialty will have some important specific contacts. For every level the character has reached, the character gains one important contact which the player will need to name and describe. These contacts will generally provide reliable information within their sphere

of knowledge and will be reasonably trustworthy. Characters with this specialty also automatically gain one point of the skill *contacts*, and their general contacts can also span many subcultures. They may place additional points into *contacts* with no out-of-type penalty.

Counterspells

Requirements:	Sorceror
	Intelligence 12

The sorceror understands and can create counterspells to counter other cast spells. There is one counterspell for each spell type. A counterspell can counter any spell of its own spell type (including another counterspell of that type). Because all counterspells are also metamagic spells, the metamagic counterspell can counter counterspells of any type.

Range:	Six yards per level
Formula:	words, gestures
Duration:	Concentration
Casting Time:	1
Area of Effect:	One spell
Saving Roll:	None
Schools:	Special, Metamagic

A counterspell will automatically counter any of the sorceror's own spells, as well as any spell cast at a level lower than the counterspell's casting level. For spells cast at a higher level than the counterspell's casting level, the sorceror must make a Learning roll at a penalty of the difference in casting levels.

Characters with the *counterspells* specialty gain a bonus of two to *spellcraft* skill rolls.

Disease Immunity

Prerequisites:	One of: Exemplar, Martial Artist, Nature Friend, Elf, Gnome, Dwarf, Pixie

The character is immune to all types of natural disease, and gains a Special bonus (based on character level) on saving rolls vs. magical diseases.

Exceptional Ability

Requirements:	Archetype Ability 18

The character has "exceptional" ability in their archetype ability. The character must already have an 18 in their archetype ability to take advantage of this specialty. Once per session, the player may choose to take advantage of the exceptional ability. This lasts for ten minutes.

The character may do this an extra time per game session, for every four character levels.

The character gains a bonus of one to the saving roll corresponding to that ability, as well as to any skill checks that use the ability, at any time, and a bonus of three while "taking advantage" of the exceptional ability.

Agility

The character gains a bonus of four to defense, reaction adjustments, and missile attack rolls, and a bonus of 2 to hit with melee weapons and bare hand attacks.

Charisma

Exceptional charisma grants the character a bonus of three to any d20 rolls for leadership, such as commanding an army. Alternately, the character may "command" any creature or group of creatures to do one thing. The creatures are allowed a Willpower roll to refuse the command, and the creatures must understand the command. The creatures gain a bonus to the saving roll of up to five, depending on how much obvious personal harm is likely to come to them if they follow the command, and a penalty of up to five depending on how inclined they were to do the thing anyway. There is also a bonus on the saving roll according to the size of the group; see the Mass Combat Chart for that bonus. This "command" ability ends this incarnation of the character's exceptional ability.

Endurance

The character temporarily gains level times 4 survival points. Damage taken comes out of these temporary survival points first, and only after the temporary survival points are gone do real survival points get lost.

Note that there is no archetype that has endurance as its archetype ability. Any player may take "Exceptional" endurance if their character has an 18 endurance.

Intelligence

Exceptional intelligence allows the character to study and learn as if each minute were a day.

Strength

Exceptional strength is a bonus of four to attack, six to damage, triple encumbrance, and triple maximum lifting ability.

Wisdom

Exceptional wisdom grants a bonus of three to saving rolls vs. temptations, as well as saving rolls to see through deceptions that attempt to confuse good and evil choices.

Exemplar

Requirements:	Wisdom 13
	Charisma 17
	Prime Ability 12
	Strict Moral Code

The Exemplar is an exemplar of a particular moral code. Usually, the exemplar will be a fervent worshipper of a local deity, however, the exemplar has an even higher calling: their moral code. The character must maintain a strict moral code. The exemplar may apply Charisma as a minor contributor to all saving rolls.

All Exemplars may take prophet levels with no roll required. They may only use certain spirits, however. All exemplars may use spirits of divination and spirits of protection. Exemplars of Goodness may use spirits of healing. Exemplars of Order may use spirits of war. Exemplars of

Chaos may use spirits of peace. Exemplars of Evil may use spirits of death. (The names of these spirits may be different in different worlds.)

Exemplars of Good may detect Evil up to twenty yards away on a Willpower roll, and are constantly surrounded by a protection spirit vs. evil for one foot. Exemplars of Evil may detect Good up to twenty yards away on a Willpower roll, and are constantly surrounded by a protection spirit vs. good for one foot.

Exemplars will never retain wealth, including special and magical items, beyond what is needed personally for furtherance of the greater cause. All excess must be donated for use in furtherance of their greater cause.

Exemplar of Goodness and Order

This exemplar chooses to further order and goodness at all personal cost, and must maintain a strict Ordered Good moral code. Examples of these Exemplars include Arthur, in the movie "Excalibur". Joan of Arc. Maybe Samson. And, if you're a comic-book reader, Captain America.

As an Exemplar of Goodness and Order, you may have been trained by your religion. You may not have been. Regardless, you are a deeply religious person. You have a personal relationship with your deity that others find unnerving.

You also feel there is more. Whether consciously or not, you believe that beyond law and heresy, beyond ally and enemy, there is a deep and abiding Order in the world. A fundamental Goodness that goes beyond mere laws and dogma. And you also see a tangible Evil in the world, a howling Darkness that bites at the soul and tries to drag it down to an endless abyss. You have a physical sense of Good and Evil and every choice that you make is a choice for Goodness.

Every step that you take is a step away from the Abyss.

Exemplar of Goodness and Freedom

This exemplar chooses to further chaos and goodness at all personal cost, and must maintain a strict Chaotic Good moral code. Many times, however, the character may appear to be working with Order, as long as doing so ensures individual rights and reduced governmental or other organizational power.

As an exemplar of goodness and freedom, you see the puppet strings that bind man from cradle to grave. Your life is trailblazing through a maze of restrictions, exploitation, and slavery, seen and unseen by the slaves. You see it all. You want to clear those restrictions away and help the people, the individuals, of the world reach their full potential as free creatures.

All order corrupts, and the greater the order, the more "compromises" must be made against goodness to maintain that order.

Alan Moore's "V" is an example of a Chaotic Good exemplar, and perhaps Lao Tzu from Chinese history.

Exemplars of Evil

The evil exemplars are more difficult to play, as evil is selfish and normally has no desire to be an exemplar for other creatures. Exemplars are not just the epitome of their moral code; they are also someone who fights to advance that moral code for its own sake, not for any benefit for the

exemplar. It requires a sense of a moral grand design. Evil isn't very good at that. Evil tends to get bogged down in the selfish present. That's what makes Evil so popular—it is preferred by those who want their benefits in the short run. It is very difficult to create an evil character who still cares selflessly about other evil entities and about evil in general. But without that sense of a greater cause they aren't an exemplar. They're just an evil person who happens to be more evil than others.

Familiar

Requirements:	Sorceror, Monk, or Prophet

The character gains a special animal companion which is specially tuned to the character's mind and background. The "familiar" is almost always a small, normal creature, either a bird or small animal. Cats, dogs, falcons, snakes, lizards, ferrets, robins, rats, toads, ravens, rabbits, squirrels, foxes, coyotes, and bats are common examples of familiars.

A familiar has 2 plus 1d4 survival points, and acts as a first level creature of four (low) intelligence, wisdom, and charisma. When near or under the control of the character, a familiar may use the character's saving rolls and charisma, and may draw from the character's survival points and attack bonus; and the character may draw from the familiar's survival points. Attack bonuses drawn from the character may not be used by the character; and drawn survival points are used up as normal.

A familiar can "discuss" its observations with the character, and can relate things that have happened since the familiar last slept. A Learning roll, at a penalty equal to the number of days, will allow the familiar to relate even earlier events. The observations will be from the familiar's point of view.

The familiar and the character will have some general idea of each other's direction, and each can let the other know that they need it to come to them.

The familiar's intelligence will grow with the character's level. At every even level, overall, that the character has, add one to one of the familiar's mental abilities (the familiar's wisdom, intelligence, and charisma may not exceed the character's). Also, add one to the familiar's level (which will bring with it an additional d6 survival points).

If a familiar dies, a new one will not be found until after the character reaches the next level.

Familiar's Eyes

Requirements:	Sorceror, Monk, or Prophet
Prerequisites:	Familiar or Animal Companion

The character may see through the eyes (or other sensory organs) of the familiar. While doing so, characters are unaware of their own surroundings. The character may also "nudge" the familiar to a desired direction or action. It takes one full round to begin seeing through the familiar's eyes.

Familiar's Form

Requirements:	Sorceror or Prophet
Prerequisites:	Familiar's Eyes

The character may take the same form as their familiar. They maintain their own survival points, saving rolls, and other abilities, although spellcasting may be limited due to inability to perform vocalizations or hand movements. Items worn by the character, including clothing, are not carried over into the animal form. The character gains the attack forms of the animal, if any. It takes two full rounds to change into the familiar's form or back into their normal form. The change may be performed as often as desired.

Fast Casting

Requirements:	Agility 11
	Intelligence 13
	Sorceror

The character can cast spells quickly: the character gains a bonus to advantage equal to their sorceror level when casting spells.

Favored

Requirements:	Player Character

The character is favored by fate, destiny, or some deity. The character has twice level favor points each level. These points may not be saved from level to level. A first level character has two favor points. A second level character has four, and no more. The player can choose to use those points for any roll anywhere in the game; the points are not lost unless the adjusted roll is successful; and only the number needed for success are lost. For example, Toromeen's player rolls a 14 to attack a gryphon; Toromeen is favored. Tony tells the Adventure Guide that he's willing to burn up to two favor to get a success. Toromeen needs only a 13, so the Guide tells him he just lost 1 favor, and has successfully hit the gryphon.

Players of favored characters may also, once per level, choose to overturn any one roll anywhere in the game; they may make a successful roll unsuccessful, or an unsuccessful one successful, no matter the odds.

Fighting Expert

Requirements:	Strength: 11
	Agility: 10
	Intelligence: 9

The fighting expert may choose one broad class of fighting style and gain a bonus of 1 to the attack roll with that style. The styles are slashing weapons, thrusting weapons, bludgeoning weapons, bows, crossbows/firearms, and thrown/slung missiles.

Fighting experts gain a bonus of one to advantage every odd level thereafter. They also gain one combat bonus every even level thereafter, which can only be used for additional actions. Both bonuses only apply when using a weapon within their fighting style(s).

The fighting expert may take "weaponsmith", "bowyer", "fletcher", "armorer", and other weaponmaking skills with no out-of-type penalty.

Focused Attack

Requirements:	Charisma 11
	Agility 10
	Intelligence 10

Once per day, the character may focus their attack in a way that takes advantage of their opponent's weaknesses and blindspots. The player must make a Perception roll while in combat with the opponent; the next round, the character will gain a bonus of level to attack that opponent. The bonus lasts for one round, plus one round for every three levels of the character.

The Perception roll may be attempted over as many rounds as necessary to succeed. Once successful, the *focused attack* may not be used for the rest of the day.

Holy Weapon

Prerequisites:	Exemplar

Somewhere in the world or worlds exists a holy weapon (often a "Holy Sword" or "Holy Spear") which enhances the ability of the Exemplar. The power object increases the power of the protection spirit to a three yard radius, and will usually have other special powers also.

The character will need to undergo great adventures to acquire the holy weapon.

Iconic Alchemy

Prerequisites:	Symbolic Alchemy
Requirements:	Sorceror or Prophet
	Wisdom 13

Iconic scrolls require neither the ability to read the language it was written in, nor even the ability to read at all. Any archetype may 'read' an iconic scroll. The 'victim' or recipient does require the ability to see the icons placed upon the scroll.

All iconic scrolls take effect on the reader; area effect spells and spirit manifestations center on the reader.

Iconic scrolls can be made *automatic*, so that they take effect immediately on being viewed. This adds two to the spell's level for purposes of alchemically creating the scroll. When an alchemist creates an automatic scroll, they run the risk of setting it off themselves. The alchemist must make a Perception roll (with Intelligence as a minor contributor) to avoid accidentally setting off the spell on themselves during the creation process. If an accident occurs, it occurs at a random point during the creation process. Each accident increases the mojo cost by one point.

Iconic alchemy adds 20 monetary units to the cost of laboratory setup (30 to the cost of upgrades) and 2 to the maintenance costs, per spell or spirit level.

Otherwise, iconic scrolls have the same mojo and other requirements as for making items of *symbolic alchemy*.

Long Life

Prerequisites:	Endurance 10
	Charisma 12
	Moral Code

The character's lifespan, probably through lineage to a higher ancestry or special dispensation from the gods, is ten times normal for their species. The character gains a bonus of 1 on saving rolls vs. disease, and on saving rolls vs. death due to injury points. More than most other specialties, this specialty and its justification are likely to require approval from the Adventure Guide.

If the player chooses to make their character older, the character will gain the skill benefit of having lived a long time.

Magic Specialization

Requirements:	Secondary Ability Requirement
	Intelligence 12
	Sorceror Archetype

The sorceror character may specialize in one type of magic. Specialists gain a bonus of two on saving rolls vs. cast spells in their specialty, but no bonus against spells outside their specialty.

Specialists gain a bonus of three on Learning rolls to understand new spells within their specialty, and a penalty of three on Learning rolls outside their specialty. Specialists may not understand any spells in their opposing type. Classical sorcerors also gain this bonus and penalty on their study rolls to learn new spells.

When casting spells within their specialty, sorcerors cast the spell as if they were two levels higher. For classical sorcerors, the spell's effects are all as if the caster had chosen a level two levels higher than they paid mental fatigue for, up to two levels higher than the sorceror's level.

The specialist may impress or learn spells outside of their specialty only at a memorization slot cost of one greater than the spell's normal memorization cost.

Specialization	Opposing Type	Secondary Ability
Mental	Summoning	Charisma
Summoning	Divination	Wisdom
Divination	Transmutation	Charisma
Transmutation	Conjuration	Agility
Conjuration	Mental	Wisdom

The specialist must have a "secondary ability" score of at least 15.

Martial Artist

Requirements:	Agility 15
	Strength 10
	Endurance 9
	Intelligence 10

Martial Artists gain the Martial Arts weapons familiarity automatically.

The Martial Artist gains a bonus of 1 to defense and to Evasion rolls when not wearing armor, and a further bonus of 1 every three levels thereafter.

The Martial Artist gains a bonus to attack of one per level for their Martial Arts. They may convert these (and only these) points into a combat pool (see the Warrior archetype). They may use this pool as if they were a warrior, but only for Martial Arts actions.

The Martial Artist may take the "Team Combat" skill with no "out of type" skill slot penalty. The Martial Artist may specialize in Martial Arts according to the warrior specialization rules.

Mental Resistance

Requirements:	Wisdom or Charisma 12
	Monk Archetype

Mental Resistance grants the character a bonus of 1 on saving rolls against a chosen form of mental intrusions. Mental Resistance works very much like a skill: after gaining the +1, the player may choose to have their character train in their Mental Resistance skill as normal to gain further bonuses.

At Mental Resistance +1, the player must choose one subskill: resist attacks, resist control, resist perception, and detect intrusion. At each further bonus, the player may choose another subskill.

Resist attack grants a saving roll bonus against any mental attacks meant to cause mental or physical damage. Resist control grants a saving roll bonus against any attempts to take control of the character. Resist perception grants a saving roll bonus against any attempts to detect or

The character must be aware that mental intrusion is being attempted in order to gain a saving roll bonus from the *resist* subskills. Mental Resistance may be used against both magical and psychic mental intrusions.

Multiple Archetype

Requirements:	Prime Abilities 10

On advancing in level, the player may choose any archetype in which to place that level. A player with a third level Warrior may, on taking this specialty, decide to place their fourth level in Monk, as long as the character has a 10 or higher in the archetype ability of the Monk.

The player may "pre-choose" the archetype that their character will advance in for their next level. The character will gain the special abilities of that archetype. The character's "real" archetype(s) are the ones that provide saving rolls, attack bonus, and survival potential.

Special abilities include thief skills, spell-casting ability, and the ability of warriors to use unfamiliar weapons or convert attack bonuses into combat bonuses.

For example, a first level character with 16 strength and 12 agility might choose to be a Warrior, and pre-choose "Thief" for second level. The character will save, attack, and have survival potential as for a Warrior but will also be able to use thieving abilities as if the character were a first level thief. On reaching second level, the character must place that level in the Thief archetype. At that point, the character will be a full first level each in Warrior and Thief, and will gain the survival points, saving roll bonus, and attack bonus (if any) for a first level Thief.

The player may also choose skills and weapons usable by the pre-chosen archetype, but may not take advantage of the extra skill or weapon familiarity that will be gained on reaching a new level in the pre-chosen archetype.

The character may not "act as" a level higher than their character level. For example, a third-level character will all three levels in sorceror may not pre-choose sorceror for their fourth level and then act as a fourth-level sorceror while at third level.

The character must still meet any requirements for the archetype(s) in question.

Characters only gain their starting money, initial weapon familiarities, initial skills, and possible experience point bonus at their first *character* level, not for each first archetype level. Likewise, characters who multi-type to sorceror do not automatically acquire spells for their spellbook. Characters who multi-type to thief do not gain the first level bonus to thieving skills, but rather the general bonus for level advancement.

Multiple Spell Targets

Requirements:	Intelligence 12
Prerequisites:	Chain Spells

The sorceror may cast chained spells at more than one target. The sorceror must otherwise be able to cast the spell on the target.

Musician

Requirements:	Agility 11
	Intelligence 10

The character is an exceptional musician, and may play any musical instrument passably given a few days of study. The character gains a bonus of 1 to the skill roll when playing a specific style of instrument (Wind, String, Percussion, Keyboard, Vocals). The character may choose an additional style (or choose the same style for an additional bonus) every three levels thereafter.

The character automatically gains the "Musical Instrument" skill for one instrument when taking this Specialty, and may take another "Musical Instrument" skill every second level. The character may play instruments for which they have no training as if they had the Musical Instrument skill at half agility.

Nature Friend

Requirements:	Wisdom 12
	Good Moral Code

The character may learn the languages of animals. This is the skill "Animal Speak", based on Wisdom, which counts as an archetypal skill. There are five "animal languages": mammals, birds, snakes and lizards, fish and water-creatures, and insects. The forest language of the Elves may also be taken under this skill.

The "woodcraft" skill is automatically within the character's archetype. If the character learns woodcraft once, they receive a bonus of 1 at first level and every third level to the skill.

The character gains a bonus of 1 to perception in the wild.

The character may befriend any domestic or non-hostile animal automatically. They may discern an animal's qualities on a perception roll at +4.

The character may calm a wild or attack animal. The animal must make a Willpower roll, with a penalty of one, and an additional penalty for every third level of the *nature friend*. A failure indicates that the animal's reaction category is shifted one level in the direction the character desires. The character must approach the animal fearlessly to exercise this ability.

The reaction categories are: bloodlust, anger, wariness, no reaction, happiness, friendliness.

The character may take "nature stealth" as an archetypal skill, which combines the thief abilities of "Hide" and "Move Silently", but only within a natural realm. The "nature stealth" roll is an agility roll at a penalty of ten and a bonus of level. The roll is affected by armor, and in any case may only be exercised wearing leather or lighter armor.

The character may choose to multi-type as a prophet, but will be limited to the prophet, plant, animal, weather, and water spirits.

Nobility

Requirements:	Intelligence 8
	Charisma 10
	Wisdom 8

The character is from a noble family, and may reap the benefits of nobility. The character must also maintain a noble demeanor and uphold the family name. This character is not a "black sheep". If the character tarnishes the family name, the character may no longer use the familial benefits of nobility, and may even experience a backlash.

Those with this specialty automatically have the Etiquette skill. They may choose for free one of Languages, Local History, Equestrianism, Law, or Sporting. They may take the read/write, hunting, law, and mediation skills with no out of type penalty.

The character gains an extra 2d6 times ten monetary units if this specialty is taken at first level. At second level and higher, the character can draw on a pool worth level times 50 monetary units. This pool is not available as money, but as things the character's family owns and that the character may use. The pool may not be saved from level to level. It refreshes itself to the new higher amount whenever the character gains a new level. The character will generally need some means of picking the stuff up from the family or the family's holdings. The player and Guide can work together to determine the means, which will vary depending on what the character is acquiring.

The exact effects of nobility will vary from campaign to campaign and from culture to culture.

Parry

Requirements:	Agility 11

The character with the *parry* specialty may choose any of their own successful attacks and convert them to *parries*. Each parry negates one incoming attack, chosen by the parrying character.

If a character parries an attack against an attacker who is using multiple attacks per round, the parrying character can (if they have any available) use combat points to increase the number of

attacks parried. One combat point adds one parry to the number of parries against a single attacker. No extra roll is required.

Parries can only be performed with weapons that the character is familiar with and may only be performed with and against close combat attacks.

Physical Excellence

Requirements:	Endurance 12
	Strength 11
	Agility 11

The player may choose one thing that the character is very good at. This specialty may be taken more than once to acquire different versions.

Climb

The character may climb normal walls, vertically, at a movement of 1 per character level, up to a maximum of their normal movement rate. Easier walls allow faster movement, harder (slicker or smoother) walls will impede movement. They may fight (one handed weapons only) from walls at a penalty to attack equal to the difference between 8 and their wall movement rate. If there is no difference, or their wall movement rate is greater than 8, the penalty is zero. There is no bonus.

Deflect Missiles

The character is able to grab or knock away normal missiles, such as arrows, javelins, spears, or daggers. The player must roll a successful Evasion roll. If the weapon has magical bonuses, there is a penalty to the saving roll equal to the highest of the damage or attack bonus. Characters may not deflect missiles while in melee combat—deflecting missiles must be their action for that round.

Running

Add 1 to the character's movement per character level.

Jumping

Add 1 to the number of feet the character can jump up, or to the number of yards the character can broad jump, per character level.

Falling

Subtract 1 yard per character level from the distance the character has fallen, for the distance to use for determining damage. Also, the player may make a Fortitude roll to take half damage from the fall.

Poisoner

Requirements:	Intelligence 13
	Agility 10
	Non-good moral code

The Poisoner automatically gets the *poison* skill, and gains a bonus of two to the "poison" skill roll. Poisoners may take the *Herbalism* skill with no out-of-type penalty.

Poisons requires mojo to manufacture. The base mojo required is the strength of the poison. The action time and effects of the poison also affect the mojo cost to manufacture it.

Action Time	Survival	Loss	Mojo
1 hour	0	0	0
30 minutes	1	1	1
10 minutes	1d2	2	2
1 minute	1d3	3	3
5 rounds	1d4	4	4
4 rounds	1d6	5	5
3 rounds	2d4	6	6
2 rounds	2d6	7	7
1 round	3d6	8	8
—	+1d6		+1

The penalties are additive: a poison that does 1d6 survival and has an action time of 2 rounds will have a mojo cost of 12. Strengths below zero can offset the mojo cost, but the mojo cost will never be less than one.

Damage can apply to sleep time, an ability, or survival. Loss can apply to concentration or skill rolls.

1. Sleep time is that many rounds, after which the character can be awoken as normal.
2. The chosen ability will be penalized by that much for the duration of the poison, not per action time.
3. Survival is lost per action time as normal for a poison.
4. Concentration is a roll as described under *Ailments*, with a bonus of 3 and a penalty of *loss* for the duration of the poison.
5. Skill rolls are penalized by *loss* for the duration of the poison, not per action time.

The more poison the poisoner creates, the more difficult it is to keep the batch clean: each additional dose adds one to the required mojo.

Poisoners may also manufacture antidotes to known poisons or poisons for which they have a sample. The cost is half as much as the poison would have been, but also requires a skill roll with a penalty equal to the new (halved) cost. If the skill roll is failed, only one mojo is spent and the antidote is not created.

Priestly Circle

Requirements:	Prophet
	Charisma 11

Prophets with "Priestly Circle" may join with others of their faith to empower spirits to greater ability than the prophet could normally call. The prophet with this specialty is the "center" of the circle. Each other priest or worshipper in the circle adds half their level to the total level. Any spirits held by a member of the circle may be used by the circle. The circle may also call forth spirits, at the higher level of the circle. The circle's total level may not be more than double the center's level.

Once an individually-held spirit is made manifest, the circle may disband without losing the spell's effects. If a spirit is called by the circle, however, it will be dispelled when the circle disbands. If its effects are permanent or have a duration, these effects will not disappear when the circle disbands.

Note that the others in the Priestly Circle need *not* be prophets, and probably won't be, since prophets are usually rare. They must be a priest or fervent worshipper of the prophet's faith, however.

Provisioning

Requirements:	Charisma 11

The character is an expert at acquiring supplies, equipment, and funds at short notice, and at planning ahead for what items will be necessary. The player may retroactively choose to have purchased small, inexpensive items as long as there has been a reasonable opportunity to purchase or acquire them in the last level weeks. (And as long as the character's pack, pouch, or other carrying device hasn't been replaced or emptied since then.)

The small, inexpensive item must be worth less than level monetary units, and the character must have room for the item in their pouch, pack or other carrying device. The character's funds are reduced by the amount the item costs or would have cost when acquired.

The player may also trade mojo for money or for larger and more expensive equipment.

Trading mojo for money results in mojo squared, times two, monetary units. Trading three mojo for money would result in the character acquiring, in some way, 18 monetary units. The acquisition will take a number of days equal to the mojo points used. In the above example, it would take three days to acquire the 18 monetary units.

Trading mojo for equipment or supplies results in ten times mojo squared monetary units worth of items. Items take a number of days equal to twice the mojo used, to acquire. If the character needs to acquire a horse and tackle, worth 85 monetary units, this will take 3 mojo (for up to 90 monetary units worth of supplies) and 6 days.

The player may spend one extra mojo point and attempt to acquire the funds or supplies in a number of hours equal to the mojo used rather than days or double days. The player must then make a provisioning roll against Charisma. If successful, the items will be acquired in mojo hours; if unsuccessful, the extra mojo point is still lost, but the player may choose to forego acquiring the funds or items, and not spend the larger mojo total.

The worth of supplies is measured by how much such supplies would cost in the general area where the character is searching for them.

If the character is a sorceror or prophet, they can use mojo to retroactively memorize spells or call spirits. They must either have "slots" that have always been free since their last chance to memorize or call, or be willing to switch out with another spell or spirit. They can do this for up to *level* spell levels or spirit levels per day. They can also spend one mojo per spell level beyond this limit.

Psychic Warrior

Requirements:	Monk Archetype
	Charisma 9
	Learning 9

The Psychic Warrior is a master of psychic combat, in the same way that Warriors are masters of physical combat. The Monk's psychic combat bonus is the Monk's level, and the combat bonus may be used for the following bonuses in psychic combat:

Psychic Combat Bonus Use	Cost
+1 to attack	1
+1 to defense	1
1 additional action	3
+2 to advantage	1
+1 to damage	2

The psychic warrior may also vocalize and move at one-half movement with only a penalty of 1 to psychic attack and defense.

Quick Healing

Prerequisites:	Tough Upbringing if not a physical archetype
Requirements:	Thief or Warrior or Tough Upbringing

The character heals more easily than others. For each night's healing roll, the character has a bonus of three to the Health roll.

Reliquary Magic

Requirements:	Charisma 13
	Moral Code
	Prophet 3 or Sorceror 5 or any archetype at level 7

The character understands, in some way, the means of ritual curses or sacrificial magic. The character gains a bonus of one to any attempt to use a place of power.

The character also may attempt to lay a curse at the moment of their death, or may attempt the creation of a special magical item at that moment.

If the character attempts a curse, the target of the curse (if an individual) is allowed a Willpower roll to avoid the curse, at a penalty equal to the level of the dying character.

Curses or magic items may also be created through some sacrifice similar to personal death within a place of power. Such ritual magics may (and probably will) also require special rituals and ingredients which will vary from campaign to campaign, person to person, and magic to magic.

Reaction

Requirements:	Charisma 11 or Agility 11

The player can choose a specific reaction to a specific 'triggering' event. The character will always react in that manner if at all reasonably possible. Both the trigger and the reaction must be specific. The reaction must be the kind of action that the player would tell an Adventure Guide that they are doing. For example:

- Whenever I see an Orc, I will attack it with my sword.
- Whenever I am surprised in the forest, I will cast *mage bolt* at whatever surprised me.
- Whenever I fall into a more than ten foot fall, I will cast *slow fall*.
- Whenever I enter a room, I will search for exits.

Whenever the character could reasonably have perceived the trigger ("Whenever I…"), the character will immediately initiate the reaction ("I will…").

Surprise penalties do not affect the *reaction*. If the character attempts any actions other than the *reaction*, however, surprise penalties apply as normal. If the reaction requires any "stuff", such as a sword or spell components, that stuff must be reasonably available to the character. The reaction is treated as if the character had those requirements at hand.

Players will want to be careful what they choose. In the second example, that sorceror is likely to end up casting mage bolt at friends and allies. The reaction *will* occur unless the player says otherwise *immediately* before the trigger becomes known.

Restoration

Prerequisites:	Exemplar or Martial Artist
Requirements:	Player Character

The character can restore lost survival points, to up to half their normal total (round up) or their first-level survival total, whichever is larger. Restoration costs one mojo point. Only survival points are restored. Injuries, if the character has any, remain. If the character is unconscious, an additional mojo point is required to restore the character to consciousness.

For example, if a character with a normal maximum of 37 survival points is at 3 survival points and uses a mojo point on restoration, they are immediately restored to 19 points.

Restoration requires no action on the character's part.

Riposte

Requirements:	Parry Specialty

The *riposte* specialty allows a character with the *parry* specialty to attack immediately following a successful parry if the parrying character's attack/parry roll was lower than the attacker's attack roll. The parrying character's attack occurs as normal.

Ritual Magic

Requirements:	Wisdom 10
	Mnemonic Sorceror

The sorceror can cast spells directly from their spell book, without preparing it ahead of time. Ritually preparing a spell for casting requires uninterrupted casting time for ten minutes per level of the spell. The player must make a Learning roll to successfully ritualize the spell. The character may gain a bonus of 1 by taking twenty minutes per level, and a bonus of 2 by taking thirty minutes per level. Beyond those requirements, the spell is cast as normal and requires the same components and additional casting time as for normal casting.

A place of power grants a bonus to the Learning roll of the place of power's level, if appropriate to the caster.

Sorcerors with the *Ritual Magic* specialty can use it even to cast incompatible spells.

Scholar

Requirements:	Intelligence 13

The character is a scholar, a seeker of knowledge. Scholars automatically gain the skill "Read/Write Languages". If they are in a culture that does not have a written language, they will devise their own notation scheme.

The character has a wide array of general knowledge; the player may make a Learning roll to know any specific piece of scholarly knowledge. What constitutes "scholarly knowledge" will be up to the Guide, but will generally cover any of the standard book-learning fields such as science, history, and math. The Guide may assign penalties or bonuses to the roll depending on the knowledge in question.

On taking this specialty, the character also gains one extra language skill and one extra intelligence-based skill of the player's choice.

Seat of Power

Prerequisites:	Staff of Power
Requirements:	Sorceror
	Charisma 12
	Moral Code

The character comprehends the ritual required to construct and use a throne or high seat that enhances magical energies. A seat of power must be installed on and linked to a place of power. It grants a bonus of that place's level to casting level for all spells cast while seated within the seat of power.

A sorceror can only use (and create) seats of power in places of power with a moral code that partially matches and does not conflict with the sorceror's moral code. An Ordered sorceror, for example, could use a seat of power in a place of power that is Ordered, Ordered Good, or Ordered Evil. A Chaotic Good sorceror could use a seat of power in a place of power that is Chaotic, Good, or Chaotic Good.

A seat of power may not be moved without breaking its link to the place of power on which it was constructed.

A seat of power requires ten mojo to build.

Species

The character is an elf, dwarf, halfling, gnome, or other character race, and gains the benefits and penalties thereof.

The longer-lived species (any with an age multiplier of two or more) may choose multiple archetypes. At any level advancement, the player may roll vs. the archetypal ability of any archetype to be able to choose that archetype (depending on the archetype and the world, some training may be required). As long as the character has only one archetype, no roll is required to advance. Once the character has multiple archetypes, any advancement not within a preferred archetype requires a roll.

If the chosen archetype is a preferred one, no roll is required. An Elf character might advance in warrior or sorceror with no roll required, for example. They may multi-type at first level as described under the "Multiple Archetype" specialty, within their preferred archetypes (both archetypes must be a preferred archetype).

If the preferred archetype is listed in parentheses, this is because the species' lifespan is too short to have a preferred archetype unless the character also has the *Long Life* specialty.

Species	Ability Adjustments	Preferred Archetypes	Size	Vision
Dwarf:	+1 Endurance, -1 Charisma	Warrior, Thief	S	Underground, -2
Elf:	+1 Agility, -1 Endurance	Warrior, Sorceror	M	Night, -1
Gnome:	+1 Intelligence, -1 Wisdom	Warrior, Thief, Mentalist	S	Night, -1
Goblin:	+1 Endurance, -1 Strength	Thief	S	Night, -1
Halfling:	+1 Agility, -1 Strength	Warrior, Thief	S	Night, -2
Half-Elf:	*no adjustments*	Warrior, Sorceror, Thief	M	Night, -2
Half-Orc:	+1 Strength, +1 Endurance, -1 Charisma	(Warrior)	N	Underground, -2
Pixie:	+2 Agility, -1 Endurance, -3 Strength	(Sorceror, Thief)	T	Night, 0

Aging affects the character's base starting age and the number of dice rolled for starting age. Elves generally start at 150 plus 10d6 years old, for example. Older non-human individuals do gain the benefit of greater skills. Aging also affects the age at which a character begins to feel the affects of age, and the rate at which aging affects the character. A Dwarf, for example, will begin to "get old" at 360 years, and will get worse every forty years thereafter.

Species	Base Height	Base Weight	Height Dice	Weight	Aging	Move Base	Average Height	Average Weight
Dwarf:	41	80	2d6	x10	x8	8	4'	150 lbs
Elf:	52	30	6d6	x6	x10	11	6' 1"	156 lbs
Gnome:	33	48	1d6	x4	x10	6	3' .5"	62 lbs
Goblin:	32	44	2d6	x4	x3	6	3' 3"	72 lbs
Halfling:	35	46	2d6	x5	x3	6	3' 6"	116 lbs
Half-Elf:	54	44	4d6	x7	x6	10	5' 8"	142 lbs
Half-Orc:	56	52	5d6	x8	x.9	10	6' 1.5"	192 lbs
Human:	54	48	5d6	x7	x1	10	5' 11.5"	170.5 lbs
Pixie:	6	5	1d6	x1	x.5	14/3	8.5"	8.5 lbs

Special Vision

The non-human species have both normal vision and either "night" or "heat" vision. "Night" vision is the ability to see more clearly in darkness, as long as there is *some* ambient light around, from stars or a tiny sliver of a moon. This ability will not 'kick in' if there are bright light sources around. A character with night vision suffers fewer, if any, penalties due to darkness.

"Underground" vision is more of a combination of senses, with the character able to see differences in heat and feel from the motion of air and triangulate from sounds and echoes. The character with "Underground" vision is able to see and work with no light at all within enclosed spaces. In the open and outdoors, this vision is less useful. The default penalty for using underground vision in the outdoors is increased by 3. Determining fine differences with "underground" vision is difficult if not impossible. It may not be used to read normal text, for example.

Special vision is rarely as good as daylight vision, and characters will have a penalty to perception rolls, as shown in the above table. If circumstances indicate that the special vision is less useful, the penalties will be greater, and at the extreme will not function at all. If there is no ambient light whatsoever, night vision will not function. If the character is in a wide open space such as a desert, underground vision will fail to function.

Thieving Modifiers

Certain species gain bonuses or penalties on thieving skills that fall within their racial purview. Dwarves, for example, tend to be very good at lock mechanisms, and Halflings at keeping silent and hidden,

Species	Climb Walls	Hide	Move Silently	Locks & Traps	Understand Languages	Search	Tightrope
Dwarf:	+1			+2			
Elf:			+1		+2	+2	
Gnome:	+1	+2	+2				+1
Goblin:	+1	+1	+1				
Halfling:		+2	+2				
Half-Elf:					+1	+1	
Half-Orc:					-1		
Pixie:	+2	+2	+3		-2	+1	+3

Dwarf

Dwarves live deep in dark caverns in the mountains. They live for mining and metalwork, and deeds of bravery in battle. They tend to be individualists (thus tending towards the moral code of chaos) and do not always work as well with others as they should, even others of their own kind. They have a competitive nature.

Dwarves gain a bonus of two to Health rolls. They gain a special bonus based on endurance against any magical items or spells, and may not themselves use magic (should any Dwarf gain the ability to cast spells, they lose their bonus against magic).

Dwarves may take the skills Mountaineering, War Lore, and Engineering with no out-of-type penalty. They also receive the Spelunking skill at no cost.

Dwarves are heavy creatures, and may use medium-sized weapons designed for one hand as two-handed weapons, with no penalty.

Elf

Elves live in natural above-ground "remote" areas, usually forests or lakes. Even their denser cities are not always obvious to humans. Elves are as in tune with nature as Dwarves are with their mines and caverns. Elves tend towards the good moral code.

Elves gain a bonus of two to Perception rolls. They also gain a special bonus based on wisdom against any sleep and mind control effects. If Elves travel alone or in a group of other Elves, unarmored, their opponents have a penalty of 3 to any surprise rolls.

Elves may take the skills Ancient Languages, Herbalism, Lore, and Tracking with no out-of-type penalty.

Gnome

Gnomes live wherever they please, although usually in remote areas, wooded and hilly.

Gnomes may make a perception roll to know that an item is cursed. Like Halflings and Elves, they may, unarmored and in groups with only other Gnomes, surprise more easily, giving their opponents a penalty of 3 to any surprise rolls. Gnomes gain a special bonus based on Intelligence to perception rolls.

Gnomes may take the skills Riddling, Animal Lore, Herbalism, and Tracking with no out-of-type penalty.

Goblin

Goblins are not commonly player characters, occupying a different niche than most player species. They are sort of an evil version of gnomes, although player character Goblins are not required to be evil. Goblins live in dark and dense wooded areas, often near the foot of mountains where there are shallow caves. When unarmored and in groups of only other goblins they surprise more easily, giving their opponents a penalty of 2 to any surprise rolls. Goblins gain a special bonus based on endurance to saving rolls vs. disease, sickness, and poison.

Goblins may take the skills Riddling, Mountaineering, Spelunking, Survival, and Tracking with no out-of-type penalty.

Halfling

Halflings live in hill-burrows, or in small, long houses set into the sides of hills.

Known in some parts of the world as "Hobbits", the Halflings are perhaps the race that, except for their size, most resemble humans. Halflings tend to be very conservative, and tend towards the ordered moral code and the good moral code. Etiquette plays a large role in Halfling society.

Halflings, like Dwarves, are resistant to magic and may not themselves cast magical spells. They gain a special bonus based on endurance against any magical items or spells. Should a Halfling manage to learn to cast spells, they lose this bonus. They also gain a bonus of 1 to Health rolls. If Halflings travel alone or in a group of other Halflings, unarmored, their opponents have a penalty of 3 to any surprise rolls.

Halflings may take the skills Animal Lore, Local History, and Survival with no out-of-type penalty.

Half-Elf

Half-Elves, while rare, will be found equally in human and Elven society. Their slower aging can make them distrusted in human society, and garner condescension in Elven society, although the extent of this will depend on the half-elf and on the community.

Half-Elves gain a bonus of 1 to perception rolls and a bonus of 1 against any sleep and mind control effects.

Half-Orc

Half-Orcs tend to be quick-tempered, though not to the extent of their Orc father. Half-Orcs pretty much only result in the aftermath of war between Orc and Human, and are almost always born of female humans. Half-Orcs are rarely accepted by other humans if their lineage is recognized. They are at best grudgingly tolerated. Because half-Orcs are almost always born of human women, they are almost always found in human society, or at least on the fringes of it.

Pixie

Pixies are common enough but prefer to live far from any civilized lands, and are generally not player characters. They tend to be unaligned morally, not caring one way or another about morality. Their social structure tends to be quite alien to the other civilized races. They may fly, as long as they have a free radius equal to twice their height; otherwise, they must walk at their slower speed.

Pixies gain a bonus of 1 to perception, a penalty of 1 to willpower, and a special bonus based on wisdom against any sleep or mind control effects. Pixie characters may choose Herbalism and Acrobatics with no out-of-type penalty. Pixie thieves must use their slower (walking) speed to gain the bonus of 3 to "move silently."

Spirit Attachment

Requirements:	Prophet

The prophet may attach spirits to a place or a person. Once attached, a spirit will only be removed if it is triggered or if the prophet dispels it in line of sight. The prophet does not "lose" that spirit until that spirit is triggered or otherwise used. For example, if a prophet can hold four

spirits of third level, and attaches one spirit to a dwelling to protect the dwelling, that prophet still has four spirits 'held', and may not call another one.

The spirit's trigger may, at first level, be a single command word or a single, simple thing (sword, the color red). At higher levels, the trigger may use as many words as the character's level. A second level character might have it triggered on a "red sword", a third level character on "three attacking Orcs", etc. The trigger and the target must be the same at first level. At second level and higher, the words to describe the trigger may be divided between trigger and target. For example, at first level the trigger and target might be described by "human". If any human (as the sorceror would perceive it) enters the range of the spirit, the spirit is triggered, and that human is the target of the spirit. At second level, the prophet might say that the trigger is "human", but the target is "tree". If a human comes within range of the spirit, the spirit's effect is triggered but the target will be the tree (hopefully there is only one tree within range, or the prophet doesn't care which tree is targeted).

Spirit Bane

The character is marked with divine protection. The character has a bonus of two to saving rolls against any divine or spiritual effect. Divine creatures must make a willpower roll to attack the character.

Spirit Drain

Requirements:	Prophet
	Charisma: 9

The prophet may "drain" their called spirits, using them to less than their full potential. A sixth level spirit could be manifest as a third level effect, for example, without losing the spirit. For each partial manifestation, the spirit loses one level. Thus, a sixth level spirit that manifests a third level effect would become a second level spirit: three levels lost for the manifestation, and one level lost for partial manifestation.

Staff of Power

Requirements:	Sorceror
	Charisma: 10

The sorceror comprehends the rituals required to create and link a special staff that focuses magical energies. A staff of power needs to be constructed via special ritual, and it needs to be linked to the sorceror via special ritual at a place of power.

A staff of power, when held and displayed by the sorceror, grants a bonus of one to the sorceror's casting level for all spells cast using the staff.

In a place of power of the same moral code as that which created the staff, the staff instead grants a bonus equal to the place of power's level to the casting level for all spells cast using the staff.

A staff of power requires six mojo to create.

Stout Heart

Requirements:	Endurance 9

The player may roll two dice instead of one for survival point increases every level, and take the highest roll. Any rolls of 1 (on either die) may be re-rolled.

This specialty may be taken more than once; each extra use increases the roll which may be re-rolled. Taking it twice means that any rolls of 1 or 2 may be re-rolled, three times means that any rolls of 1, 2, or 3 may be re-rolled, etc.

Stout Mind

Requirements:	Wisdom 9

The player may roll two dice instead of one for mental fatigue increases every level, and take the highest roll. Any rolls of 1 (on either or both dice) may be re-rolled.

This specialty may be taken more than once; each extra use increases the roll which may be re-rolled. Taking it twice means that any rolls of 1 or 2 may be re-rolled, three times means that any rolls of 1, 2, or 3 may be re-rolled, etc.

Sworn Racial Enemy

Requirements:	Charisma 8

The character's community or race are sworn enemies of another species. The character gains a bonus of 4 to attack vs. the racial enemy, and has a penalty of 4 to reaction rolls in regards to the racial enemy.

Symbolic Alchemy

Prerequisites:	Alchemy
Requirements:	Sorceror or Prophet
	Read/Write
	Intelligence 14

The Alchemist may create scrolls which allow the reader to cast spells or manifest spirits. The reader must be of the appropriate archetype, and must be able to read the language used. Symbolic alchemy adds 10 monetary units to the cost of laboratory setup (15 to the cost of upgrades) and 1 to the maintenance costs, per spell or spirit level.

Unlike potions and topical ointments, scrolls can allow some choice for the reader. The alchemist chooses which effects are preset and which are chosen by the reader. For example, a scroll of "Change Shape" may allow the reader to choose the shape, or it may have the shape pre-set by the alchemist. Each choice that the reader is allowed increases the mojo costs by spell level or spirit manifestation level. The mojo costs are the same as for a potion created using the *alchemy* specialty. If the scroll allows for choice, it may only be used by characters of the same archetype that uses that spell or spirit.

Scrolls penalize the reader's advantage roll by one per level of the spell. Scrolls last for two months per level of the alchemist before the ink degrades. After this time, the scroll will have no effect (though, if readable it may be useful for someone researching that particular spell).

Team Combat

Requirements:	Warrior
	Charisma 10

The character can build a team that can fight as one. The character can team multiple characters in an attempt to synchronize their attack and defense maneuvers. Each person attempting to 'join the team' must make a Perception roll. Persons with the *Team Combat* specialty gain a bonus of their Warrior level. Anyone with the *Team Combat* skill gains that as a bonus as well.

One person with *Team Combat* must be chosen as the 'leader', or coordinator. If this person does not make their roll, everyone who does make their roll is at a penalty of one to attacks that round. The leader also designates everyone who is allowed to join the team.

The 'team'—everyone who made their Perception rolls—then pools all of their attack bonuses. Those who failed their Perception rolls reduce the total by one each and cannot attack that round.

The leader can take the combined pool and use it as normal. However, the team only gets one attack unless the leader designates some of the combat pool for an extra attack.

The 'team-up' lasts for one round for every warrior level in the team. If some of the proposed team failed their roll to join, those penalties last until the team-up ends, although the failed member can choose to attack on their own in the subsequent rounds.

When the team-up is over with, the team can make Perception rolls to team up again. The leader can end the team-up at the beginning of any round. Anyone else leaving the team removes their part of the pool and also reduces the remaining pool by two.

So, for example, a fourth level warrior, a second level thief, and a second level warrior decide to team up. Each player makes their perception roll. The total pooled combat points are four (for the first warrior), one (for the thief), and two (for the second level warrior), for a total of seven. The fourth level warrior was the 'leader'. As a fourth level warrior, she can divert up to eight attack bonuses into combat bonuses. She converts two points of the combat pool into a bonus to defense and leaves the rest on attack. Of the three characters, only one will attack (if you need to know who it was, choose randomly or let the leader decide), and that person will gain a bonus of five to attack. All three of the characters gain a bonus of two to their defense for this round. The team-up lasts for up to six rounds.

Tiny Combat

Prerequisites:	Small species

Dwarves, Halflings, Gnomes, and other "small" species may use their size to their advantage in fighting larger creatures, as well as use their race's long lives and lasting enmity with other races to fight members of those races more effectively.

The character with this specialty will gain a bonus of 1 to attack rolls against up to four levels of other races or creatures. The character will also gain a bonus of 4 to defense against the attack rolls of large, humanoid creatures such as trolls, ogres, and giants.

Topical Alchemy

Prerequisites:	Alchemy
Requirements:	Sorceror or Prophet
	Intelligence 14

The Alchemist may create salves, oils, and powders which may be applied to the skin instead of taken internally. Creating topical magic items is slightly more dangerous to the alchemist than potions: the alchemist must make a Perception roll (with Intelligence as a minor contributor) to avoid accidentally setting off the spell on themselves during the creation process. If an accident occurs, it occurs at a random point during the creation process. Each accident increases the mojo cost by one point.

Topical items may also be applied to living and non-living targets or other targets unable to drink potions.

Topical items require the same mojo and other monetary costs as do potions.

Tough Upbringing

The character has had a tough upbringing, and is exceptionally good at survival for a first level character of that archetype. They may roll an extra die for survival points, and add that to their survival point total. Endurance modifiers apply to the extra die just as they do for the original roll. Thus, a first level Sorceror with "tough upbringing" and an Endurance of 13 will have 4+1 survival points for their first die, and d4+1 survival points for their second die. If the same character were a warrior, they would have 10+1 survival points for the first die, and d10+1 survival points for their second.

This specialty makes most sense at first level, but may be taken any time. The first time it is taken, the survival point bonus cannot be lower than the average for that die. If the player of the example sorceror above rolled 1 or 2 on d4, this is less than the average of 2.5, so the player would simply take 3 as the roll.

Turn Undead

Requirements:	Prophet or Exemplar
	Wisdom 12

The character may turn (and at higher levels, dispel or destroy) undead creatures. The level at which the character Turns is the highest of the character's Prophet level or the character's total levels minus the level the "Turn Undead" specialty was taken.

The player rolls a Willpower roll, with a bonus of level times 3 and a penalty of the undead's creature level times 3. If the roll needed is greater than 20, no turning is possible. If the roll needed is zero or less, turning is automatic. For every three less than zero needed, the character may choose to destroy 1d6 undead, or turn an additional 1d6 undead. By default, 2d6 undead are turned.

The character must have their holy symbol to turn undead, and intelligent undead are allowed a Willpower roll to avoid being "turned".

Unintelligent undead who are 'turned' will flee from the character. Intelligent undead will probably flee, but may hover in the shadows cursing the character. 'Turned' undead will not in any case advance within easy line of sight of the character or within four yards of the character.

Two-Weapon Blitz

Requirements:	Strength 12+
	Agility 13
Prerequisites:	Two-Weapon Fighting

The restrictions for *Two-Weapon Fighting* also apply here. However, instead of merely an extra attack the character with *Two-Weapon Blitz* fights almost as two characters. If a Warrior, the character can apply their combat bonus completely separately on each weapon. For example, a Warrior with a combat bonus of six and *Two-Weapon Blitz* fighting with a long sword and a short sword could apply two points to attack bonus and four points for extra attack for the long sword (gaining two attacks at a bonus of 2 to hit), and all six points to extra damage with the short sword (for a single attack at a bonus of 3 to damage).

The character may perform separate special actions with each weapon. A character might choose to attack with one weapon and to counterattack with another, for example.

The character with *Two-Weapon Blitz* is not limited to melee weapons. Thrown and missile weapons may also be used, though they must still be single-handed weapons, such as a dagger.

Two-Weapon Fighting

Requirements:	Strength 10+
	Agility 11

The character may fight with two melee weapons at the same time—even targeting different opponents with each weapon. The weapons must be single-handed weapons, and the character's strength must be at least the total of the die sizes used by the weapon. For example, two-weapon fighting with a short sword and a long sword would require at least a 14 strength. The character must be familiar with each weapon's use.

The character basically receives one extra attack, as if spending the points for that attack as a Warrior. The extra attack must be performed with the "extra" weapon (the one in the character's off-hand). There are no penalties for off-hand use.

Understand Basic Weapons

Requirements:	Strength 9
	Agility 8
	Intelligence 8

The character may gain weapon familiarities with "basic" weapons. This specialty will normally only be useful to the Prophet, Monk, and Sorceror archetypes as it grants nothing Thieves or Warriors don't already have.

Vigilant Sleep

Requirements:	Charisma 10 Monk, Exemplar, Tough Upbringing, or Nature Friend

The character's senses are nearly as aware while sleeping as while waking. The penalty of six to surprise rolls when sleeping is reduced by 1 per level, until at sixth level the character has no penalty to surprise rolls while sleeping.

The character can choose ahead of time to awake if certain conditions are met. If those conditions occur, the player makes a Perception roll; if successful, the character awakes. The condition must be specific, and apply to something that can be sensed specifically. For example, "an enemy approaches our camp" is not specific, but "a goblin approaches" or "anyone approaches" is.

Any penalties that would apply to the Perception roll while awake also apply while sleeping.

Weapon Specialist

Requirements:	Strength: 11 Agility: 10 Intelligence: 9
Prerequisites:	Warrior or Fighting Expert

The specialist may specialize in the use of specific weapons of a particular style. The specialist must first spend one weapon familiarity to gain the style, and then one familiarity to specialize in a weapon of that style. The styles are slashing weapons, thrusting weapons, bludgeoning weapons, bows, crossbows/firearms, and thrown/slung missiles.

Specialization gives the specialist a bonus of 1 to attack when using the chosen weapons of that style. The specialist can add learn new weapons of that style at the cost of a simple weapon familiarity. They may increase their bonus for that style at the cost of a new weapon familiarity, plus a number of mojo equal to the current bonus for that style.

A specialist's total specialist bonus across all weapon styles cannot be greater than their Warrior level (or overall level if they have the Fighting Expert specialty).

If a non-Warrior with Fighting Expert takes this specialty they may only choose a style that they have also chosen as a Fighting Expert.

Within the campaign world, specializations will usually be recognized as a specific style: those who witness the warrior use the specialization will, if they are familiar with the style, know where the warrior studied.

Psychic Powers

Type	Power	Fatigue Cost	Monk Roll	Target Save
Telepathic:	Catalyst	2	Charisma	Perception
	Domination	4		
	Empathy	1		
	Illusion	3		
	Telepathy	2		
Psychokinetic:	Pyrokinesis	3	Wisdom	Fortitude
	Telekinesis	2		
Spiritual:	Spirit Host	3	Charisma	Willpower
	Spirit Summons	4		
	Spirit Travel	3		
Corporeal:	Healing	4	Charisma	Health
	Self-Control	2		
	Morphinesis	3		
Dimensional:	Sensitive	2	Intelligence	Evasion
	Dimensional Shift	4		
	Temporal Shift	5		

There are some "general" effects that may be used with all powers.

Effect	Base	Increase	Notes
Targets:	1	x2	Without the "targets" effect, the psychic power may affect 'self' only.
Range:	3 yards	x2	Without 'range', the psychic must touch any targets.
Fatigue:	per half minute	x2	By default, fatigue costs are incurred every round. This decreases the payment to every half minute, minute, etc. Any single usage of a power cannot cost less than the base fatigue point cost, however.
Penalize Save:	-1	-1	Targets are usually allowed saving rolls to reduce or negate the effects of a power. This penalizes that saving roll.

When the mass of the target matters, the psychic's own mass counts as one tenth its real mass.

See the 'Monk' archetype for more information about psychic powers.

Dimensional

There are some general effects that apply to all Dimensional powers.

Effect Name	Effect	Level Bonus	Aptitude Cost
Portal Size	3 inch diameter	x2	1
Invisible Portal	-1 Perception	-1	Free

A "portal" is a physical circle through which the powers manifest themselves. For example, with "sensitive", a portal allows characters other than the psychic to see the "vision" or "impressions". With "dimensional shift" or "temporal shift", the portal allows travel to occur without specifying a number of targets or mass of targets: as long as the objects or creatures can fit through the portal, they will be shifted if they go through the portal. Invisible portals are difficult to see except on a Perception roll.

Sensitive

Effect Name	Effect	Level Bonus	Aptitude Cost
Future	15 seconds	x2	Free
Past	10 minutes	x2	Free
Use Senses	3 yard radius	x2	1
Proxy Target	+1 Perception	+1	1
Combat Sense	+1 defense or attack	+1 either	1

 "Sensitive" gives the psychic general impressions about things that are happening that affect or relate to the target. Adding "future" or "past" effects gives impressions about things that will or have happened in relation to the target during the time frame specified. Adding "Use Senses" allows actually seeing and hearing a 'vision' that is clearer than the normal 'general impressions'. Adding "proxy target" allows the psychic to sense things affecting the owner of the target, if the target is a prized or important possession and if the psychic makes a successful Perception roll.

Dimensional Shift

Effect Name	Effect	Level Bonus	Aptitude Cost
Travel Distance	1 yard	x2	Free
Mass of Targets	1 pound	x2	Free
Blink Time	15 seconds	x2	1
Direction Shift	45 degrees	+45 degrees	1
Affect Magical Creatures	+1 attack	+1	1

 "Dimensional Shift" allows the psychic to shift objects or creatures out of phase with our normal three dimensions. The effect "Travel Distance" allows moving the object while it is out of phase. The effect "Mass of Targets" specifies the maximum mass of each target.

"Blink Time" is the amount of time the target stays "out of phase". Without this effect, the blink time is immediate (to the traveler, the out-of-phase time remains immediate no matter how long it appears to take to outside observers). "Directional Shift" allows the psychic to "bend" directions through the shift. So, for example, if the psychic were to dimensionally shift an object that was moving, the object would be moving in a different direction after being shifted.

Temporal Shift

Effect Name	Effect	Level Bonus	Aptitude Cost
Forward Time	15 seconds	x2	Free
Backward Time	10 minutes	x2	Free
Mass of Targets	1 pound	x2	Free
Stretch Time	+1 saves, defense, attack, damage	+1 each	1
Compress Time (Stasis)	+2 armor, 1/2 time	+2/x2	1

Temporal shift allows the psychic to temporarily shift the target backwards or forwards in time. When the psychic lets up concentration, the target automatically "snaps back" to the original time, plus however much time the psychic maintained concentration.

"Stretch Time" allows the psychic (or the target) to move quickly compared to the rest of the world. This makes it easier for the psychic to hit opponents and avoid being hit by opponents.

"Compress Time" places the psychic (or the target) in a sort of "stasis" where time passes more quickly. If four levels are placed in "Compress Time", the target would "age" at a thirty-secondth the rate of the 'real world'. An hour would be about two minutes to the character. This also makes it difficult to damage the target. All damage done is reduced by the "armor" of the target. In the above example, all damage would be reduced by 8.

Corporeal

Healing

Effect Name	Effect	Level Bonus	Aptitude Cost
Damage Healed	1d4	+1d4	Free
Cure Disease	Level 1 Disease	+1 Level	1
Neutralize Poison	Strength 1 Poison	+1 Level	1
Limb Restoration	Level 1 Limb	+1 Level	1
Reduced Time	1/2	x1/2	1

Limbs may be restored by corresponding the level of effect in "Limb Restoration".

Limb	Level
Finger or Toe	1
Hand or Foot	2
Forearm or Lower Leg	4
Arm or Leg	8

Healing requires one round of concentration per point of damage healed, and ten minutes of concentration per 'level' of limb restored. These times may be controlled according to the "Time" effect.

Self-Control

Effect Name	Effect	Level Bonus	Aptitude Cost
Increase Physical Ability	+1	+1	Free
Heal Damage	1 point	+1	Free
Increase Mental Ability	+1	+1	1
Bonus vs. Poison	+1 Saves	+1	1
Bonus vs. Disease	+1 Saves	+1	1
Immunity to Body Magic	+1 Saves	+1	1
Slow Bodily Functions	1/2 time	x1/2	1
Stun Opponent	1 round	+1 round	1

Increasing physical or mental abilities only gains the psychic the immediate benefits of the higher abilities. For example, increasing endurance increases the character's saving roll but does not increase the character's survival potential.

"Immunity to Body Magic" provides enhanced saving rolls vs. any magic that affects the body, such as transmutations, death magic, or summonings.

"Slow bodily functions" slows every part of the character's metabolism. Probably at about 1/8 or more, unobservant others might consider the character dead, and at 1/64 or more, even observant others might consider the character dead. The slowed metabolism also slows the effects of bleeding, ailments, hunger, and anything else which is part of the target's metabolism.

"Stun opponent" requires a called attack to succeed (and also requires the 'Targets' effect).

Morphinesis

Effect Name	Effect	Level Bonus	Aptitude Cost
Enhanced Senses	x2	+1	Free
Decrease Height	-2%	-2%	1
Fall	- 5 feet	-5 feet	1
Harden Skin	+1 Defense	+1 Defense	1
Increase Height	+5%	+5%	1
Jump	+10% Jump	+10%	1
Run	+1 movement	+1	1

"Enhanced senses" grants increased ability to see, hear, or smell. A character with five levels of effect in "Enhanced sight" would be able to see things as if they were a sixth of the distance away. "Enhanced Senses" might also give a bonus to perception of up to 1 per level applied to that effect, if the Guide rules that the enhanced sense applies.

Psychokinetic

Pyrokinesis

Effect Name	Effect	Level Bonus	Aptitude Cost
Mass of Targets	1 pound	x2	Free
Temperature	10 degrees	+10 degrees	Free
Area of Effect	1 yard	x2	1
Damage	d3	d4, d6, d8, 2d6, +1d6	1

The character has the power to cause flammable objects to burst into flame, and raise the temperature of non-flammable objects. Non-flammable objects will take damage, if their melting point or damage point is reached, of 1d6 per ten minutes, per level placed in the 'temperature' effect.

"Area of Effect" allows creation of a 'sphere' of high temperature.

'Damage' allows for an immediate attack form which causes that damage. It also requires the "targets" effect.

Telekinesis

Effect Name	Effect	Level Bonus	Aptitude Cost
Mass of Targets	1 pound	x2	Free
Motion Speed	1 yard per round	x2	Free
Telekinetic Punch	d4 damage	+d6, d8, 2d6, +1d6	1
Telekinetic Shield	+1 Defense	+1	1
Telekinetic Glide	+2%	x2	1

The psychic may move objects through mental power. A "telekinetic punch' capable of causing immediate damage may also be used, and of course the "targets" and "range" effects will be required ("range" can be dropped if the psychic uses a range of none and physically touches the target). Telekinetic Shield also requires "target" and "range" to defend against attacks.

"Telekinetic Glide" increases movement and jump by that percentage for Medium-sized targets. The percentage halves or doubles as the target moves up or down the size range.

Spiritual

Spirit Host

Effect Name	Effect	Level Bonus	Aptitude Cost
Conversation Depth	1	+1	Free
Control Bonus	+1 Willpower	+1	Free
Proxy Target	+1 Perception	+1	1

A conversation depth of 1 means indirect conversations such as yes/no answers on a ouija board. A depth of 2 allows for indirect means such as ouija boards and indirect writing (where the

psychic's hand writes the answers the spirit gives). At depths of three and above, the spirit can speak through the psychic, although conversations will be limited to as if to a person with an intelligence equal to the "conversation depth" (and no greater than the spirit's true intelligence).

The psychic must normally make a Willpower roll to regain control once the séance is over. This roll may be made every round.

"Spirit Host" may only be used to contact spirits that are present in the area unless "proxy target" is used. The proxy target must be something prized or important to the spirit to be summoned. The psychic must make a Perception roll to successfully use the proxy to host the desired spirit.

Spirit Summons

Effect Name	Effect	Level Bonus	Aptitude Cost
Elapsed Time	1 hour	x2	Free
Conversation Depth	1	+1	Free
Proxy Target	+1 Perception	+1	1

The "Elapsed Time" is the amount of time since the spirit was last "here" or last held or was part of the proxy target. Corpses are common proxy targets for newly dead creatures. If the spirit to be summoned is not present, the psychic must use a proxy target, something prized or important to the desired spirit. The psychic must make a Perception roll to successfully use the proxy.

Conversation depths of one or two bring back insubstantial spirits at best who will speak in thumps or shakes. Conversation depths of three or more allow speaking as if with an intelligence of the conversation depth, and no more than the spirit's actual intelligence.

Spirit Travel

Effect Name	Effect	Level Bonus	Aptitude Cost
Speed	1 foot per round	x2	Free
Clear Senses	1 Sense	+1 Sense	1

"Spirit Travel" is the power to remove the astral form from the body and travel about invisibly, without physical substance. Without the effect of "Clear Senses" things in the physical world are difficult to see, as if through a thick fog. Perception rolls are required to see, hear, or otherwise sense things happening in the physical world.

Telepathic

Telepaths manipulate the minds of other creatures. There are two Effects that all telepaths may learn. "Area of Effect" allows telepathic powers to affect all minds within the area of effect, whether the telepath knows about them or not. If there are minds within the area of effect that the telepath does not wish to affect, the 'non-targets' effect can remove them as targets.

Effect Name	Effect	Level Bonus	Aptitude Cost
Area of Effect	1 yard	x2	1
Non-Targets	1 target	x2	1

All creatures within the area of effect are allowed their own saving roll.

Catalyst

Effect Name	Effect	Level Bonus	Aptitude Cost
Increase Resistance	+1 Saves	+1	Free
Inhibit Psychics	-1 to Rolls	-1	Free
Join Psychics	1 Level	x2	Free
Transfer Fatigue	1 point/round	+1 point/round	Free
Damage Psychic	d4	+d4	1
Trigger Power	1 level	+1 level	1

The Catalyst can augment or diminish other psychics' powers, or act as a conduit to join multiple psychics together into one more powerful psychic. "Increase Resistance" grants a bonus to saving rolls vs. psychic powers. "Inhibit Psychics" gives a penalty to all of the target's psychic success rolls. "Join Psychics" allows the psychic to 'join' the effect levels of multiple psychics together. The Catalyst may be included in this group. The effect of "Join Psychics" is the number of levels that each member of the group may contribute to the whole. The Catalyst's levels all come through.

"Transfer Fatigue" allows the psychic to transfer fatigue points to or from the target, or between multiple targets.

"Trigger Power" allows the Catalyst to trigger another psychic's power(s). With enough levels in "Trigger Power" the Catalyst may even choose targets or apply other enhancements to the manifested power.

Domination

Effect Name	Effect	Level Bonus	Aptitude Cost
Control	1 point	x2	Free
Duration	1 round	x2	1

"Control" is the amount of control that the dominator has over the dominated. Agility, Strength, and any skills can be used at up to that score. "Duration" means that the domination continues after the telepath stops concentrating.

Empathy

Effect Name	Effect	Level Bonus	Aptitude Cost
Complexity	1 point	+1	Free
Fake Emotion	1 point	+1	Free
Force Emotion	1 point	+1	1
Convince	1 word	x2	1
Forget	5 seconds	x2	1
Duration	1 round	x2	1

 "Complexity" is the depth of the emotion discerned. At '1', the complexity is only the most obvious, which could probably be deduced from looking at the target (if the target's culture is familiar). At '2', the most immediate underlying emotion is also available. At '3' and above, emotional complexity may be discerned as if in a conversation with a creature of intelligence equal to the Complexity effect.

"Fake Emotion" is the ability to cause the target to think that the psychic or another target is feeling a specific emotion. The effect level is the strength of that emotion, with '1' being very faint, '5' being a good average, and '10' being very strong. 'Force Emotion' is similar, except that the target feels the emotion towards the psychic or another target.

"Convince" can convince the target of the truthfulness of a simple statement. At low levels it is not likely to result in an action on the part of the convinced, but it can result in inaction. A guard can be *convinced* to let a small group pass, for example. Each level in "Convince" allows the psychic to convince the target(s) of more and more complex or unlikely statements. The words used to *convince* may often be prefaced with "you will" or "you should", but do not have to be. The meaning is the same. Generally, once a target is *convinced* they are convinced from then on that their action was justified, unless something happens or is said to convince them otherwise. If the psychic wishes the target to take action instead of pass on taking action, an extra level in *Convince* is required.

"Forget" causes the target to forget the past five seconds or more.

Illusion

Effect Name	Effect	Level Bonus	Aptitude Cost
Sense Count	1 sense	+1	Free
Damage Potential	1 point	x2	Free
Independent Items	1 item	x2	Free
Trick	1 sensory item	+1	1
Insert Memory	1 word	x2	1
Duration	1 round	x2	1

For every sense that is clearly missing, there is a bonus of 2 to the target's saving roll. "Independent Items" is the number of independently moving objects or creatures in the illusion. Without this, only stationary illusions may be created. There can be motion within the stationary illusion, but no items within the illusion can actually change their location.

Illusions can cause damage to the target's survival potential, up to a maximum per target of the "Damage Potential" effect. This damage lasts until the target disbelieves or falls unconscious. One third of that damage (round down) remains even after disbelief or unconsciousness. Note that the "Damage Potential" is merely the maximum. The damage done is what the target 'expects' from the game rules for that weapon.

"Trick" allows the illusionist to slightly alter one or more of the target's senses with regards to one item or to a group of similar items acting reasonably in concert. For example, the illusionist could affect *sight* and cause a band of humans and elves to appear as a band of Orcs to the target(s), or change the *sound* of a waterfall to a thunderstorm. "Trick" cannot change the basic shape or nature of what the target perceives. A Halfling could be "changed" into a Goblin, but not into an Orc, for example. Voices could be changed into growls but not into hoof beats or an earthquake. The feel of sword thrusts could be changed into painful heat, but not into a loving caress. The illusionist does not control the actions of the illusion (which conform to the actions of the real thing) or the specific appearance of the illusion (which are created by the targets). If the illusionist "tricks" multiple targets, each target may well see, feel, hear, taste, or smell things slightly differently.

"Insert Memory" allows the illusionist to give the target an illusory memory: the target will remember something that has not happened. The memory cannot cause damage. Once inserted, a memory is usually there forever *if recalled before the psychic stops concentrating or the duration ends*. Under some circumstances, however, a target may have reason to doubt their own memory and be allowed another saving roll. The psychic may add senses to the memory if desired. The memory cannot interfere with short-term memory, which basically means that it cannot affect the target's memory of whatever is currently happening.

"Duration" allows the illusion to continue after the psychic stops concentrating.

Telepathy

Effect Name	Effect	Level Bonus	Aptitude Cost
Depth	1 point	+1	Free
Speak	1 loudness	+1	1
Combat Bonus	+1 attack, advantage	+1	1
Mental Blast	1d3 damage	+1d3	1

"Depth" is the depth to which the telepath may go into the target's mind for information. Depth 1 means only surface thoughts that are directed externally. Anything the target says out loud, or would like to. Depth 2 means any surface thoughts: what the target is thinking about what they are doing or saying. Depth 3 and higher allow the telepath to "rummage around" in the target's mind for things that the target previously saw or did. It can be considered a "conversation" with an intellect of intelligence equal to the Depth.

The "Speak" effect allows the psychic to speak telepathically as well. Loudness 1 is a whisper, loudness 5 is normal conversation, loudness 10 is yelling.

"Combat Bonus" gives the telepath a combat bonus against the target(s), by giving the telepath advance warning of what the target is going to do in combat.

"Mental Blast" causes 1d6 points of damage to the target. Adding one level increases the damage to d6. Adding three levels, to 2d6. In between, damage is increased by d3, but every '2d3' becomes 'd6'.

Spells

Many spells, especially the more unique ones, will be known only by a single order or individual researcher. The order or individual sorceror is likely to jealously guard their personal spells. Trading of spells between orders might occur, but is likely to be the subject of long negotiation and treaty ceremonies. Spells that are known only by their original researcher might be given to the order that the researcher belongs to, or it might be kept private until the researcher's death, when the order searches their lost member's spell books. In the case of unaffiliated sorcerors who die, original spells might be lost for years until an adventurer recovers the lost spell books. Such lost spellbooks are likely to be the stuff of legend among sorcerors.

Of course, any individual sorceror may choose to share their private spells with any other sorceror. Orders and guilds are unlikely to condone such actions with respect to spells that are unique to the order. Depending on the importance of the spell, sharing may be forbidden on penalty of death — or worse. Sorcerors have strange imaginations. Orders might consider private spells of members which have not yet been shared with the order to still be subject to their rules on sharing or trading spells.

Formulas: words, gestures, and ingredients

Spells require the recitation or performance of a specific *spell formula* on the part of the caster. These formulae can generally be constructed from *words*, *gestures*, and *ingredients*.

When a formula requires words, the words must be pronounced clearly and said firmly and at a conversational loudness. They may not be whispered, for example.

When a formula requires gestures, the gestures will require freedom of movement of arms, hands, and fingers. Some spells will specify gestures that require further freedom of movement.

Spells which require ingredients usually result in the destruction of those ingredients. Unless otherwise noted, ingredients may only be used once for any spell which requires them.

Reverse spells

Some spells can be cast in two forms: a normal form, and a "reversed" form. For example, Light may also be cast as Darkness. Often, the reversed form will require different ingredients than the normal form.

Spells which have a "reverse" may be cast as either form, assuming that the sorcerer has the appropriate spell components at the time of casting.

Duration

Some spells last for as long as the caster concentrates. Spells whose duration is "concentration" remain in effect for as long as the caster maintains concentration on it. See the main rules for what it means to be *concentrating*.

Generally, any spell with a non-permanent duration may be ended at any time by the caster.

Range

Spells with a range of "self" may only be cast upon the caster or the caster's familiar. Spells with a range of "touch" require that the caster touch the spell recipient. In combat, a successful attack roll is required, and the target is allowed an Evasion roll.

Saving rolls

For most spells with a saving roll listed, the target is allowed a saving roll as long as the target is conscious. The target can choose to forego the saving roll. If the saving roll is listed with "active", this means that the recipient must choose to attempt to resist, or no saving roll is allowed.

Physical saving rolls are generally at a severe penalty if the target is unconscious. Any saving rolls against physical effects are at a penalty of six when the target is sleeping, or ten when the character is unconscious.

If the spell's target is an item another creature is carrying, that creature is generally allowed an Evasion roll to keep the item safe.

Levels of Magic

There are up to eighteen levels of spells, possibly more in some campaigns. Spells in other games that run from levels one to nine may often be used with Gods & Monsters by doubling their spell level and then possibly subtracting one.

First Level

Angular Reformation
Aura of Confidence/Desperation
Charisma
Clean Slate
Control Mist
Enlarge/Shrink
Eternal Flame
Eyetrick
Fan of Flame
Farseeing
Fire Darts
Flash
Fool's Magic
Ghost Lights
Ghost Walkers
Guardian
Hair
Indestructible Object
Inscription
Leaping
Light/Darkness
Mage Bolt
Rainbow Fan
Secret Message
See Whole
Sense Magical Aura
Shield
Slow Fall/Quickfall
Suggestion
Understand/Confuse Languages
Ventriloquism

Second Level

Animal Undead
Armor
Crawl
Dancing Wood
Dead Night
Delay Passage
Dreams
Drowsiness
Ephemeral Backdrop
Fan Flames/Dampen Flames
Fan of Frost
Fast Friend

Illusory Self
Last Sight
Magic Table
Minor Phantasm
Sand Blast
Sensory Assurance
Shadows
Sleep
Slipknot
Slippery Surface
Smoky Stairs
Strength/Weakness
Sulfuric Spray

Third Level

Aura of Innocence/Guilt
Bar Passage
Cleanse/Soil
Dark Bubble
Dream Omen
Fire Blast
Group Suggestion
Hide Item
Immovable Object
Intelligence
Lesser Ball of Fire
Levitate
Locate Origin
Mend Wounds
Mnemonic Transferal
Mutual Understanding/Confusion
Open
Psychic Link
Secret Conference
Silence
Sleepfall
Sleepwalking
Spell Shade
Unravel Bonds

Fourth Level

Agility/Clumsiness
Animate Corpses
Diagnose Disease
Elemental Ward
Ephemeral Stage
Find Item

Glue
Invisibility
Magic Box
Personal Alteration
Stinging Guardian
Sulfuric Burst
Wave Action

Fifth Level

Aura of Nobility/Depravity
Bottle of Dreams
Dispel Magic
Endurance/Sickly
Ephemeral Reflection
Fighting Prowess
Find Location
Flame Ward/Inflame
Great Ball of Fire
Illusory Transport
Lasting Suggestion
Magic Door
Seek Item
Shade Effects
Snap Trick
Veil

Sixth Level

Clear Portal
Cold Flame
Dreamwalk
Find Magic
Raise Undead
Tracer
Wraithshape

Seventh Level

Aura of Invincibility/Weakness
Dampen Magic
Dweomerburst
Enchanted Weapon
Ephemeral Play
Illusory Terrain
Magic Transport
Protection from Dispel

Eighth Level

Delay Spell

Dreamhold
Ghostshape
Magic Hole
Reverse Spell
Spell Key

Ninth Level

Escape
Ethereal Wall
Magic Portal
Spell Loop

Tenth Level

Great Balls of Fire
Teleport
Undead Guardians

Eleventh Level

Astral Wall
Bestow Spell
Duality

Twelfth Level

Contingency
Ghost Ship

Promise

Fourteenth Level

Target Contingency

Sixteenth Level

Area Contingency
Permanent Enchantment
Teleportal

Schools of Magic

Conjuration

Angular Reformation
Cold Flame
Dark Bubble
Ephemeral Backdrop
Ephemeral Play
Ephemeral Reflection
Ephemeral Stage
Eternal Flame
Fan of Flame
Fan of Frost
Fire Darts
Flash
Great Ball of Fire
Great Balls of Fire
Lesser Ball of Fire
Light/Darkness
Mage Bolt
Sand Blast
Shadows
Sulfuric Burst
Sulfuric Spray

Divination

Clear Portal
Diagnose Disease
Dream Omen
Find Item
Find Location
Find Magic
Guardian
Hide Item
Last Sight
Locate Origin
See Whole
Seek Item
Sense Magical Aura
Tracer
Understand/Confuse Languages

Mental

Aura of Confidence/Desperation
Aura of Innocence/Guilt
Aura of Invincibility/Weakness
Aura of Nobility/Depravity
Charisma
Dreams
Drowsiness
Eyetrick
Fast Friend

Illusory Self
Illusory Terrain
Illusory Transport
Intelligence
Minor Phantasm
Mutual Understanding/Confusion
Promise
Rainbow Fan
Secret Conference
Sensory Assurance
Sleep
Sleepfall
Sleepwalking
Suggestion
Understand/Confuse Languages
Wave Action

Metamagic

Area Contingency
Bestow Spell
Contingency
Dampen Magic
Delay Spell
Dispel Magic
Dweomerburst
Fool's Magic
Inscription
Mnemonic Transferal
Permanent Enchantment
Protection from Dispel
Psychic Link
Reverse Spell
Sense Magical Aura
Shade Effects
Spell Key
Spell Loop
Spell Shade
Target Contingency

Summoning

Animal Undead
Animate Corpses
Armor
Astral Wall
Bar Passage
Bottle of Dreams
Cleanse/Soil
Dancing Wood
Delay Passage
Dreamhold
Dreamwalk

Duality
Elemental Ward
Enchanted Weapon
Escape
Ethereal Wall
Flame Ward/Inflame
Ghost Lights
Ghost Walkers
Guardian
Last Sight
Magic Box
Magic Door
Magic Hole
Magic Portal
Magic Table
Magic Transport
Raise Undead
Secret Message
Shield
Snap Trick
Stinging Guardian
Teleport
Teleportal
Undead Guardians
Veil
Ventriloquism

Transmutation

Agility/Clumsiness
Clean Slate
Crawl
Control Mist
Dancing Wood
Dead Night
Endurance/Sickly
Enlarge/Shrink
Fan Flames/Dampen Flames
Farseeing
Fighting Prowess
Fire Blast
Ghostshape
Ghost Ship
Glue
Hair
Immovable Object
Indestructible Object
Invisibility
Leaping
Levitate
Mend Wounds
Open

Personal Alteration
Silence
Slipknot
Slippery Surface
Slow Fall/Quickfall
Smoky Stairs
Spell Shade
Strength/Weakness
Unravel Bonds
Wraithshape

First Level

Angular Reformation

Range:	12 yards per level
Formula:	words, gestures
Duration:	10 minutes per level
Casting Time:	1
Area of Effect:	twice level yards radius
Saving Roll:	None
Schools:	Conjuration

Angular Reformation modifies shadows and corners to make an area or distance appear larger or smaller than it actually is. Within the area of effect, any line can be modified upwards by 50% per level, or downwards by one plus .25 per level.

A fourth level sorceror could make a 10 by 10 by 10 room appear to be 40 by 40 by 40, or could make it appear 5 by 5 by 5 (ten divided by 2).

If targets wander around the room, a Perception roll at a bonus of six will tell them that something is wrong. If they specifically try to measure things out, they will realize that the visible dimensions are incorrect.

Aura of Confidence

Range:	Touch
Formula:	words, gestures, ingredients
Ingredients:	brass ring
Duration:	two minutes per level
Casting Time:	1
Area of Effect:	level yard radius
Saving Roll:	Evasion
Schools:	Mental
Reverse:	Aura of Desperation

The target exudes confidence, as if they could do anything. Those under the spell's effect (a Willpower roll is allowed) are likely to let the character take control of whatever enterprise is at hand. Anyone (other than the target) attempting a skill while within the area of effect is at a penalty of one; there isn't much point in their trying hard when an expert is available.

The reverse, *Aura of Desperation*, makes those under the spell's effect feel the target is floundering, desperate, not capable of much of anything at all. Any success the target does have is luck at best, and probably not reliable. The target will have a penalty of 1 to any skill roll for the spell's duration. The ingredients for the reverse is a tarnished brass ring.

Unwilling targets are allowed an Evasion roll to avoid the effects of the spell.

Charisma

Range:	Touch
Formula:	words, gestures, ingredients
Ingredients:	silver ring, worn by target
Duration:	ten minutes per level
Casting Time:	1 round
Area of Effect:	1 creature
Saving Roll:	Willpower
Schools:	Mental
Reverse:	Antisocial

The target's charisma will increase (or decrease) by 1 per level of the caster.

Clean Slate

Range:	Touch
Formula:	words, gestures
Duration:	instantaneous
Casting Time:	1
Area of Effect:	1 paper, glyph, or sigil
Saving Roll:	Special
Schools:	Transmutation

Clean Slate completely erases text, writings, or drawings from the target paper. Up to level normal-sized pages may be erased. If the target is not paper, only a single glyph or sigil may be erased. If the document is an inscribed spell or magical sign, the caster must make a Perception roll to successfully clean the target.

Control Mist

Range:	three yards per level
Formula:	gestures
Duration:	concentration
Casting Time:	1
Area of Effect:	5 yard diameter per level
Saving Roll:	None
Schools:	Transmutation

The sorceror may control the movement of mist or vapor within the area of effect. If the sorceror chooses to disperse mist, it will take one round to completely disperse. If the sorceror chooses to move the mist, it can move six yards per round. The spell can affect fog, water mist, cloud, visible gases, and any other visible, vaporous, otherwise uncontrolled manifestation.

Enlarge

Range:	Level yards
Formula:	words, gestures, ingredients
Ingredients:	bull's horn powder
Duration:	five minutes per level
Casting Time:	1
Area of Effect:	1 object/creature
Saving Roll:	Fortitude
Schools:	Transmutation
Reverse:	Shrink

Enlarge or *Shrink* multiplies or divides the size of the target by one plus an additional 25% (.25) per caster level. At fourth level, the target's size and mass will double (or half). The target cannot exceed 100 pounds per level of the caster (before casting).

Eternal Flame

Range:	Touch
Formula:	words, gestures, ingredients
Ingredients:	Charcoal and pointed object
Duration:	one hour per level
Casting Time:	1 round
Area of Effect:	1 item
Saving Roll:	None
Schools:	Conjuration

Eternal Flame creates a tiny, non-consuming flame (about the size of a small, modern match) which cannot be extinguished. It may be completely encased and will continue burning for the spell's duration. The spell must be cast on the point of a pointed object made of a flammable material. The object does not burn, however, and is not consumed by the spell.

Eyetrick

Range:	3 yards per level
Formula:	words, gestures
Duration:	Instantaneous
Casting Time:	1
Area of Effect:	1 creature
Saving Roll:	None
Schools:	Mental

The *Eyetrick* causes the victim to "see", for a split second, an obstacle, attack, or other surprising thing that requires immediate action. The split-second illusion can be anything that could occur out of the corner of the victim's eyes. Overly complex illusions will simply not register, and thus will have no effect. The illusion will cause no damage directly. It can distract the victim, or cause the victim to trip while avoiding imaginary dangers. The illusion can cause a defense penalty of up to 2 vs. a single attack (depending on the distraction) as well as a penalty of 2 to hit on whatever attack, action, or attempt is in progress, or require an Evasion roll to avoid tripping (for an obstacle). Distractions or obstacles might include a surprise attack, a child, a spider, a hole in the ground, a rope, a small animal, a large stone, something rolling by or flying by, for example.

Fan of Flame

Range:	Self
Formula:	words, gestures, ingredients
Ingredients:	Any spark or flame
Duration:	1 round
Casting Time:	1
Area of Effect:	1 yard long, 120 degree arc
Saving Roll:	None
Schools:	Conjuration

The *Fan of Flame* fans out from the caster's outstretched fingers, and causes a point of damage per level of the caster to anyone who is in the spell's area of effect.

Farseeing

Range:	Touch
Formula:	words, gestures
Duration:	10 minutes
Casting Time:	1 round
Area of Effect:	One creature
Saving Roll:	None
Schools:	Transmutation

Farseeing gives the target keen vision. Things are seen as if they were only one third the distance, and the target receives a bonus of 2 to ranged combat rolls, though this bonus cannot be greater than the penalty due to range.

Fire Darts

Range:	60 yards
Formula:	words, gestures, ingredients
Ingredients:	spark
Duration:	Instant
Casting Time:	1
Area of Effect:	Special
Saving Roll:	None
Schools:	Conjuration

Fire Darts shoots a single fire dart for each level of the sorceror from the sorceror's fingers. The dart causes one survival point loss and will ignite any flammable object it hits. It will hit any object it is aimed at.

Flash

Range:	40 yards
Formula:	words
Duration:	Three rounds
Casting Time:	1
Area of Effect:	One creature
Saving Roll:	Evasion
Schools:	Conjuration

Flash creates a bright flash of light that blinds the target for one round, and gives a penalty of 2 to attack rolls for the following two rounds.

Fool's Magic

Range:	Touch
Formula:	words, gestures
Duration:	1 day per level
Casting Time:	1
Area of Effect:	One object or creature
Saving Roll:	Evasion
Schools:	Metamagic

Fool's Magic places a magical aura on an object or creature (creatures are allowed an Evasion roll). The target of the spell may not exceed level cubic feet in volume.

Ghost Lights

Range:	7 plus 4 yards per level
Formula:	words, gestures, ingredients
Ingredients:	Phosphorus or firefly
Duration:	1 minute per level
Casting Time:	1
Area of Effect:	Special
Saving Roll:	None
Schools:	Summoning

Ghost Lights creates a vaguely man-sized blob of white, gauzy light, which can be shaped by the caster as desired. The *ghost lights* give off light as of torches, and may be broken into up to one piece for every three points of intelligence of the caster.

Ghost Walkers

Range:	50 plus 5 yards per level
Formula:	words, gestures, ingredients
Ingredients:	Rusty bar or cricket
Duration:	1 minute per level
Casting Time:	1
Area of Effect:	Special
Saving Roll:	Perception (Active)
Schools:	Summoning

Ghost Walkers creates the noise of something moving, either walking, crawling, slithering, running, or otherwise moving. The sound is as if up to four medium creatures per level of the sorceror are moving. The caster can choose how they sound, whether the creatures are hooved, booted, slippered, barefoot, etc., and whether they are running, walking, flying, or crawling, or something else.

If a hearer chooses to "disbelieve" the sound, a successful saving roll means that they recognize that there is something not quite right about the sound.

Guardian

Range:	Level yards
Formula:	words, gestures, ingredients
Ingredients:	dog's tooth
Duration:	3 plus level hours
Casting Time:	2 rounds
Area of Effect:	Three yard radius per level
Saving Roll:	None
Schools:	Summoning

Guardian gives out a loud noise of the sorceror's choice when any creature enters the warded area or touches the warded location. The sorceror may create a password for the guardian, and any creature which speaks the password may pass without incurring the guard noise.

The noise can be heard for up to twenty yards in open area, less if there are intervening walls or other obstacles. It lasts for one minute, then stops making the noise but continues guarding the location.

Hair

Range:	Touch
Formula:	words, gestures, ingredients
Ingredients:	razor and oil
Duration:	Permanent
Casting Time:	2 rounds
Area of Effect:	Special
Saving Roll:	Fortitude
Schools:	Transmutation

Hair increases or decreases the length of the target's facial hair to any natural length. The caster may control whether beard, head, mustache, or any combination grow or fall. The spell may be cast on any *Medium* sized or smaller creature at first level, on any *Large* sized or smaller creature at third level, and any *Huge* sized or smaller creature at seventh level.

Indestructible Object

Range:	Touch
Formula:	words, gestures, ingredients
Ingredients:	tree sap (or brackish water)
Duration:	ten minutes per level
Casting Time:	1 round
Area of Effect:	one object
Saving Roll:	None
Schools:	Transmutation
Reverse:	Brittle Object

The *Indestructible Object* gains a bonus of the casting level to saving rolls vs. breaking or other destruction, as well as a bonus of level to defense. The effects of age are reduced by a factor of level times 10 for the duration of the spell (though this will likely only be useful for *permanent* durations). The object may be up to level feet in diameter and weight up to level times five pounds.

The reverse, *Brittle Object*, applies a penalty of level to saving rolls for breakage or destruction.

Inscription

Range:	Touch
Formula:	words, gestures, ingredients
Ingredients:	precious metal or gem
Duration:	Instantaneous
Casting Time:	30 minutes per spell level
Area of Effect:	One spell of up to level
Saving Roll:	None
Schools:	Metamagic

Inscription prepares a spell for impression on the sorceror's mind. Usually, this takes the form of writing the spell in a spellbook, but different cultures may use different forms of inscribed spells. The precious metal is used in the construction of the inscription (for example, inlaid into the pages of the spellbook). It takes 30 minutes per level of the spell being inscribed to inscribe a spell, and the precious metal or other material must be worth 50 monetary units per level of the spell.

Inscribed spells may only be used by the sorceror who inscribed it. However, other sorcerors may, if they gain access to the inscription, copy it to their own "spellbook" through use of "Inscription" if they understand the spell.

Leaping

Range:	Touch
Formula:	words, gestures, ingredients
Ingredients:	Leg of leaping insect
Duration:	1 round per level
Casting Time:	1
Area of Effect:	Creature touched
Saving Roll:	Fortitude
Schools:	Transmutation

Leaping allows the target to leap great distances, even in confined spaces. The creature may leap ten yards plus one yard per level of the caster, horizontally, and one third that vertically. When jumping horizontally, the target requires vertical clearance of only a yard plus a tenth the distance jumped.

Light

Range:	Level times 20 yards
Formula:	words, gestures, ingredients
Ingredients:	spark
Duration:	1 hour plus 10 minutes per level
Casting Time:	1
Area of Effect:	10 yard radius plus one yard per level
Saving Roll:	Evasion
Schools:	Conjuration
Reverse:	Darkness

Light and *Darkness* may be cast on a location or on a target creature or object. Creatures are allowed an Evasion roll. If the light or darkness is attached to something that moves, the spell's effect moves also. If the sorceror attempts to attach this spell to a creature and that creature makes its saving roll, the spell takes effect just beyond the target creature.

Light is reasonably bright and uniform within the area of effect, as of a very good lantern. It extends evenly in all directions from the center of effect. Light falls off as quickly as a normal lantern outside of the area of effect, creating a sort of light "bubble" on that area. Darkness is near pitch black in the area

of effect. Creatures within the darkness cannot see out of the darkness. The darkness affects normal sight only.

Mage Bolt

Range:	20 plus 10 yards per level
Formula:	words, gestures, ingredients
Ingredients:	tiny carved arrows
Duration:	1 round per level
Casting Time:	1
Area of Effect:	creatures in 3 yard radius
Saving Roll:	None
Schools:	Conjuration

Mage Bolt creates a bolt of energy that causes a d4+1 survival point loss in the target creature. The caster gains an extra bolt at third level and every two levels thereafter. The bolts may be sent out all at once to any targets in the area of effect, or may be sent out one at a time. The caster can "hold" the bolts for as long as the spell's duration, and may even cast other spells in between sending out bolts.

Rainbow Fan

Range:	Self
Formula:	words, gestures, ingredients
Ingredients:	prism
Duration:	Instant
Casting Time:	1
Area of Effect:	One creature per odd level
Saving Roll:	Perception
Schools:	Mental

Rainbow Fan creates a brilliant, rainbow-like fan of intense color that causes affected creatures to become stunned for a short period of time. The caster can affect up to one target, plus one target at third level and every odd level thereafter. The area of effect is a cone a half yard wide at the caster, and half level yards wide, level yards away from the caster. Those within the cone (up to the maximum) are allowed a Perception roll to avoid the stunning effects of the rainbow. Targets whose level is lower than the casting level are not allowed a Perception roll: they are automatically affected.

Affected targets are stunned for 2d4 rounds if their levels are less than or equal to the caster's; for 1d4 rounds if their level is within one or two of the caster's; and for one round if they are three or more levels higher than the caster.

If there are more than the maximum number of targets in the cone of effect, the first targets, up to the maximum, are affected. Blind or otherwise unseeing targets are unaffected by the *Rainbow Fan*.

Secret Message

Range:	25 plus 25 yards per level
Formula:	words, gestures
Duration:	1 round per level
Casting Time:	1
Area of Effect:	One creature
Saving Roll:	Evasion
Schools:	Summoning

Secret Message gives the caster and target the ability to converse in whispers; there must be an unobstructed line-of-sight path between the caster and target. Only the intended recipient may hear the message on the recipient's end. Whether anyone hears it on the speaker's end depends on how loudly the message was spoken.

See Whole

Range:	Touch
Formula:	words, gestures, ingredients
Ingredients:	paste
Duration:	1 second per level
Casting Time:	1 minute
Area of Effect:	1 yard radius per level
Schools:	Divination

See Whole shows the caster a fleeting image of the entirety of a piece of a broken object. The object, when whole, must be containable in a sphere of less than 1 yard radius per casting level. The object's pieces must, for the most part, be contained in a sphere of less than 2 yards radius per casting level. The state of degradation does not matter; all that matters is that at least three quarters of the object must be available and some small amount must be identifiable by the caster as part of the whole.

Sense Magical Aura

Range:	Self
Formula:	words, gestures
Duration:	1 minute per level
Casting Time:	1
Area of Effect:	Level feet wide, level times 10 yards long
Saving Roll:	None
Schools:	Divination, Metamagic

This allows the caster to detect if an object or person in range is magical. The caster is allowed a Perception roll to determine the school of magic if they concentrate for a minute on any one item.

Shield

Range:	Touch
Formula:	words, gestures, ingredients
Ingredients:	tiny bone disc
Duration:	5 rounds per level
Casting Time:	1
Area of Effect:	One creature
Saving Roll:	None
Schools:	Summoning

The "shield" provides full frontal protection from spell level 1 magicks such as mage bolt or fire dart. It provides a bonus of 1 to all saving rolls from frontal attacks, a bonus of six to defense against hand-thrown weapons, a bonus of five against propelled weapons, and a bonus of four to defense against melee or other weapons. All shield benefits apply only to attacks that arrive from the front of the spell's recipient.

Slow Fall

Range:	10 yards per level
Formula:	words, ingredients
Ingredients:	feather or down
Duration:	1 round per level
Casting Time:	1
Area of Effect:	One creature or object
Saving Roll:	Fortitude
Schools:	Transmutation
Reverse:	Quickfall

Slow Fall reduces the speed of falling to one yard per second, and no survival points are lost on impact. The spell's duration lasts for up to one round per level; it does not affect the target's movement on the ground. If the spell's duration runs out before the target hits ground, the distance fallen is measured from the point that the spell ran out.

Quickfall increases the speed that the target falls during the duration of the spell. Damage from falling is as if the height were twice what it would have been at the point the spell was cast, and maximum damage is doubled.

Suggestion

Range:	Level yards
Formula:	words, gestures
Duration:	level minutes
Casting Time:	1
Area of Effect:	One creature
Saving Roll:	Willpower
Schools:	Mental

Suggestion causes the victim to internalize a suggestion of the caster. Suggestions may not have any reasonable chance of death or harm to the victim; such suggestions always fail. Suggestions must be basically reasonable, something that the victim might at least remotely consider doing. The suggestion must be able to be made in ten seconds.

The suggestion must be spoken by the caster in a language that the target understands. The victim must be able to hear the suggestion. If the victim falls prey to the suggestion, they do not remember the caster making the suggestion.

Hostile creatures gain a bonus of up to three on their saving roll. Extremely reasonable suggestions result in a penalty of up to two on the saving roll.

Understand Languages

Range:	Touch
Formula:	words, gestures, ingredients
Ingredients:	ginger or mandrake root
Duration:	5 minutes per level
Casting Time:	1 round
Area of Effect:	One creature or writing
Saving Roll:	Willpower
Schools:	Mental, Divination
Reverse:	Confuse Languages

Understand Languages gives the sorceror the ability to understand the target's speech or writing. *Confuse Languages* makes the target creature or writing incomprehensible to anyone, not just to the sorceror.

Ventriloquism

Range:	Four yards per level
Formula:	words, ingredients
Ingredients:	beak of a crow or parrot
Duration:	1 minute per level
Casting Time:	1
Area of Effect:	One creature, object, or place
Saving Roll:	Evasion
Schools:	Summoning

Ventriloquism makes the caster's voice come from the target. *Ventriloquists* can also make their voice sound like the other creature, to the extent that the caster knows the correct language and at a volume and kind of sound the caster could speak. Listeners are allowed a Perception roll to recognize that the voice has been faked.

Second Level

Animal Undead

Range:	Touch
Formula:	words, gestures, ingredients
Ingredients:	animal blood or dung
Duration:	Concentration
Casting Time:	2 rounds
Area of Effect:	Special
Saving Roll:	None
Schools:	Summoning

The sorceror may animate a single kind of animal corpse, up to twice level corpses for small creatures, four times level corpses of tiny creatures, level corpses of medium-sized creatures, and nothing larger than that. Tiny undead animals have one level and d4 survival points, small undead one level and d6 survival points, and medium undead two levels and 2d6 survival points. The undead creatures have the same claw and bite attacks that they had when alive, but none of their organic abilities such as poison. Flying creatures may fly, even if they have no skin.

Prophets who can turn undead gain a bonus of two to rolls to turn these undead.

Armor

Range:	Touch
Formula:	words, gestures, ingredients
Ingredients:	tiny metal disc
Duration:	six hours per level over one
Casting Time:	1 minute
Area of Effect:	One creature
Saving Roll:	None
Schools:	Summoning

The "armor" provides all-round protection from physical attack, or magical attacks that do physical damage and require an attack roll. It is not cumulative with existing armor, normal or magical, but otherwise provides a bonus of five to defense, including to saving rolls.

When defensible attacks get past the armor, this hastens the armor's demise. After more than three plus twice level points of damage get past the armor, the magic is destroyed.

Crawl

Range:	Touch
Formula:	words, gestures, ingredients
Ingredients:	spider legs
Duration:	one minute per level
Casting Time:	1
Area of Effect:	Creature touched
Saving Roll:	Fortitude
Schools:	Transmutation

Crawl allows the target to crawl up and down walls like an insect. The target may even crawl upside down on ceilings. Movement while crawling is halved, but in any case cannot be greater than twice casting level. Also, the target's *carry* and *lift* ratings are halved while crawling.

While crawling, the target's hands and feet must actually touch the surface to be crawled. No gloves, shoes, or armor may be worn, for example.

Dancing Wood

Range:	Level yards
Formula:	words, gestures, ingredients
Ingredients:	two ash leaves
Duration:	Concentration, Special
Casting Time:	10
Area of Effect:	Special
Saving Roll:	None
Schools:	Summoning, Transmutation

Through this spell, the sorceror grants suppleness to any item made of wood. The item can bend jerkily under the control of the caster. If the form of the wooden item allows it, the item can grab, attack, or even walk.

Items can attack as a sorceror of half the casting level. They do damage according to their form. An arrow does damage as an arrow, a club-like form as a club, a quarterstaff as a staff. The item's defense is the same as its inanimate form, with a bonus of two.

The sorceror may animate up to level minus one targets. The sorceror may animate either living wood or unliving wood, but not both. Living wood (such as trees) must be less than level yards tall and less than level yards in radius. Unliving wood must be less than level times ten pounds each, and must each fit within a box half level yards to a side.

Rooted plants may not uproot themselves, and items may not change their basic shape. An arrow could not walk, but could move like a snake.

Dead Night

Range:	Level times 10 yards
Formula:	words, gestures, ingredients
Ingredients:	obsidian shard
Duration:	20 minutes per level
Casting Time:	1
Area of Effect:	level + 5 yard radius
Saving Roll:	Evasion
Schools:	Transmutation

Dead Night may be cast on a location or on a target creature or object. Creatures are allowed an Evasion roll. If the *Night* is attached to something that moves, the darkness moves also. If the sorceror attempts to attach this spell to a creature and that creature makes its saving roll, the spell takes effect just beyond the target creature.

The darkness of *Dead Night* is pitch black, and blocks all forms of vision: normal, underground, and night vision.

Delay Passage

Range:	5 yards per level
Formula:	words, gestures
Duration:	2 rounds per level
Casting Time:	1
Area of Effect:	1 door up to 2 yard radius per level
Saving Roll:	None
Schools:	Summoning

Delay Passage magically locks doors, chests, windows, anything that can be opened. Such items will be openable or passable only through breaking the item or through magical means, such as dispelling the magic.

Dreams

Range:	Level yards
Formula:	words, gestures, ingredients
Ingredients:	eagle's feather
Duration:	Special
Casting Time:	1 round
Area of Effect:	1 creature per level
Saving Roll:	Willpower
Schools:	Mental

The caster can cause a specific description to enter an already sleeping creature's dreams. The caster may use one word per level to describe the thing that will be a part of their dream. The creatures must know what the words mean for it to enter their dream. A first level caster might say "Jessup", and if the target knows either a person or thing named "Jessup", this "Jessup" will become in some way a part of their dreams for that night. A third level caster might have three targets dream of a blond female elf, or a giant war machine. In the latter case, the targets might all dream of different kinds of giant war machines, but (as long as they understand the caster's language) they will all dream of something that could be a giant war machine.

Drowsiness

Range:	Twice level yards
Formula:	words, gestures, ingredients
Ingredients:	beach or desert sand
Duration:	1 minute per level
Casting Time:	4
Area of Effect:	1 creature
Saving Roll:	Willpower
Schools:	Mental

For the duration of the spell, the target is drowsy and feels the need to sleep. Even during combat the target is likely to nod off, although there will be a bonus of 2 to saving rolls. Each minute of the spell's duration, the target is allowed a Willpower roll to avoid falling asleep. Once asleep, the target is unlikely to awaken during the spell's duration, although loud noises or rough motion may allow the target a Perception roll, at a penalty of from one to five. After the spell's duration ends, sleep is as normal.

Ephemeral Backdrop

Range:	10 yards per level
Formula:	words, gestures, ingredients
Ingredients:	prism
Duration:	2 minutes per level
Casting Time:	5
Area of Effect:	level yards diameter
Saving Roll:	None
Schools:	Conjuration

Ephemeral Backdrop creates a flat but extremely realistic "painting of light". The "painting" does not respond in any way to surrounding events, such as light sources. It is, however, otherwise extremely convincing, and may portray any scene that the caster remembers or could reasonably imagine. The scene will be completely static: no motion is allowed.

The *backdrop* is extremely thin. If it may be viewed from behind, the "painting" is reversed.

Fan Flames

Range:	5 yards per level
Formula:	words, gestures, ingredients
Ingredients:	Fire, flame or spark
Duration:	2 rounds per level
Casting Time:	1
Area of Effect:	3 yard radius per level
Saving Roll:	None
Schools:	Transmutation
Reverse:	Dampen Fire

Fan Flames causes all fires within the radius of the spell to drastically increase in intensity, providing double the light and heat without causing the fuel to burn any quicker. Fires burn brighter and hotter, and coals or embers burst into flame.

Dampen Fire reduces the intensity of any fires in the radius to mere coals or embers. *Dampen Fire* can also, after one round, put out all fires in the area of effect, although since that removes the spell's ingredient it also ends the spell's duration.

The sorceror may control the intensity of effect in either version of the spell.

Fan of Frost

Range:	Self
Formula:	words, gestures, ingredients
Ingredients:	Drop of once-frozen water
Duration:	1 round
Casting Time:	2
Area of Effect:	2 yards long, 120 degree arc
Saving Roll:	None
Schools:	Conjuration

The *Fan of Frost* fans bitter white cold from the caster's outstretched fingers. The *Frost* causes a point of damage per level of the caster to anyone who is in the spell's area of effect.

Items affected by the frost may break more easily for the next round: any saving rolls vs. breaking, fracturing, or otherwise cracking are made at a penalty of half the level of the *Fan of Frost*.

The *Frost* can also freeze over the top of water, creating an 8th inch of ice for every level of the *Frost*.

Fast Friend

Range:	10 yards
Formula:	words, gestures, ingredients
Ingredients:	Concentrated Sugar
Duration:	Special
Casting Time:	5
Area of Effect:	One person
Saving Roll:	Willpower
Schools:	Mental

Fast Friend causes the target to believe that the caster is their best friend, someone they would do anything for. Additional saving rolls are allowed if the caster asks them to do something really stupid that makes it plain they are not really friends. They are also allowed another roll after a number of days equal to the caster's level, plus the number their saving roll was missed by. This latter roll may be repeated. The victim of this spell must be an intelligent person, such as a human, an elf, a goblin, a dwarf, etc.

Illusory Self

Range:	Self
Formula:	words, gestures, ingredients
Ingredients:	miniature mask
Duration:	2d6+twice level minutes
Casting Time:	2
Area of Effect:	Caster
Saving Roll:	None
Schools:	Mental

Illusory Self alters the appearance of the caster. The caster's basic form remains the same, but the caster can make themselves appear shorter or taller by up to six inches plus one inch per level. They can appear fatter or thinner in a similar manner. They can alter their own appearance considerably, within the constraints of a human-like creature: a human sorceror could appear as an armored Orc or a green-clad Elf, for example.

The spell alters only appearance. The caster gains no special abilities, and it is the caster's responsibility to mimic any mannerisms. Failure on those points may grant saving rolls to see through the illusion. If the caster's gear and clothing do not match the illusory gear and clothing, touching the caster may also grant a saving roll.

Last Sight

Range:	Touch
Formula:	words, gestures, ingredients
Ingredients:	Prism (reusable)
Duration:	Instantaneous
Casting Time:	1 round
Area of Effect:	Corpse
Saving Roll:	None
Schools:	Divination, Summoning

Last Sight shows the sorceror what the corpse saw in the level seconds before dying. Sight attacks, such as from a medusa, may affect the sorceror: a saving roll is required, at a bonus of 4.

Magic Table

Range:	Caster
Formula:	words, gestures, ingredients
Ingredients:	mule's hair
Duration:	20 minutes per level
Casting Time:	1 round
Area of Effect:	4 yards per level
Saving Roll:	None
Schools:	Summoning

Magic Table creates a magical, moving table anywhere within the area of effect. The *Table* will follow the caster anywhere. It is one yard in diameter and will carry 100 pounds per level. The table is slightly concave; if items roll, they will roll to the center of the table. The table always remains horizontal, and can move along with the caster at a movement rate of up to level plus 5. It will move with the caster automatically at the distance at which it was created, but can be commanded to move anywhere the caster desires in the area of effect. The table's surface will remain at about mid-level to the caster at all times.

When the spell's duration expires, the table lowers itself to the ground (over a round) and disappears. If the caster moves too fast for the table and the table thus leaves the area of effect, the table disappears immediately, tumbling everything it carried to the ground.

Minor Phantasm

Range:	40 plus 10 yards per level
Formula:	words, gestures, ingredients
Ingredients:	Colored chalk
Duration:	Concentration
Casting Time:	1
Area of Effect:	3, +2 per level , yards radius
Saving Roll:	Perception (active)
Schools:	Mental

A *Minor Phantasm* attacks the victims' minds through visual illusions. It relies on the victims' minds for the other senses. The sorceror will be most successful at creating illusions of things they have studied extensively. The sorcerer must make a Learning roll to create a well-designed illusion; on a failed Learning roll, the victims automatically receive an initial saving roll to see the illusory nature of the phantasm. The sorcerer receives a bonus of 4 to this roll if they have studied the proposed illusion extensively; a bonus of 2 if they have studied it generally or have seen it recently, and a penalty of 2 if they have never seen the thing they're creating.

If any of the victims strikes the illusion, they will receive an automatic saving roll at a bonus of 4, unless the sorceror successfully has the illusion react believably. This requires an Evasion roll on the caster's part. (Merely touching the phantasm does not generate a saving roll, as the victim's mind creates the appropriate tactile feel.)

All victims must be within the area of effect of the spell. The spell affects any number of victims, as long as they are within the spell's area of effect. The phantasm can cause damage as normal for phantasms.

Victims who "see through" the illusion still see the visual effects, but the illusion then has no audible, tactile, or other sensory effects. The phantasm does not throw off light: light must already be present for the potential victims to see it and trigger the rest of the sensory effects.

Sand Blast

Range:	5 yards per level
Formula:	words, gestures, ingredients
Ingredients:	pinch of sand
Duration:	1 round
Casting Time:	1
Area of Effect:	level feet diameter, level yards long
Saving Roll:	Evasion
Schools:	Conjuration

Sand Blast creates a blast of sand in the affected area, reducing visibility to nil for the duration of the spell. Those in the area of effect must make an Evasion roll or be blinded for d4 rounds after the spell ends.

Sensory Assurance

Range:	Level yards
Formula:	words, gestures, ingredients
Ingredients:	paper chain
Duration:	one minute per level
Casting Time:	2
Area of Effect:	one yard per level radius
Saving Roll:	Perception
Schools:	Mental
Reverse:	Sensory Uncertainty

The character under the influence of *Sensory Assurance* will take at face value that whatever they perceive is how they perceive it. They will believe that sleight of hand tricks are real, and that ventriloquist's dummies really are speaking. The character will ignore less direct evidence to the contrary.

Sensory Assurance is also useful when used along with visual spells such as *Angular Reformation* and *Ephemeral Backdrop*.

When someone under the power of *sensory assurance* tries to physically test their perceptions, another saving roll is allowed to realize something is wrong.

The reverse, *Sensory Uncertainty*, causes victims to mistrust everything they see. Distances are uncertain, familiar faces might well be someone else, and everything must be taken cautiously and with care.

Shadows

Range:	Touch
Formula:	words, gestures, ingredients
Ingredients:	black greasepaint
Duration:	30 minutes per level
Casting Time:	1 round
Area of Effect:	One creature
Saving Roll:	Evasion
Schools:	Conjuration

Shadows causes natural shadows to form in such a way as to hide the target creature. The shadowed creature gains a bonus of the casting level to any attempts at hiding or sneaking; chances of seeing the shadowed creature are penalized by the same amount.

There must already be a reasonable amount of shadows in the area for this spell to be effective. If there are only a small number of shadows, the bonus is halved, and if there are no shadows, the spell has no effect on perception or hiding.

Sleep

Range:	15 yards per level
Formula:	words, gestures, ingredients
Ingredients:	pinch of eye sand
Duration:	4 rounds per level
Casting Time:	2
Area of Effect:	5 yard radius
Saving Roll:	Willpower
Schools:	Mental

Sleep causes a number of creatures in the area of effect to go to a magical sleep for the duration of the spell. (They may remain asleep afterwards, depending on conditions.) The player rolls 3d6. This is the number of levels of creatures, starting with the lowest levels, that are affected. Each potential creature is allowed a Willpower roll.

The player may (before rolling the dice) reduce the number of levels affected and apply this as a penalty to all remaining saving rolls vs. the Sleep spell. If the reduction is 3 or more, it is possible for zero levels (and thus zero creatures) to be affected.

The spell cannot affect any targets of higher level than the spell was cast at. *Sleep* must be targeted on a creature, though it can affect other creatures that the sorceror cannot see and does not know about.

Slipknot

Range:	Level yards
Formula:	words, gestures, ingredients
Ingredients:	Knot tied in a shoelace knot
Duration:	Instantaneous
Casting Time:	1 round
Area of Effect:	One knot
Saving Roll:	None
Schools:	Transmutation

Slipknot unravels the target knot. The knot must be constructed of rope or thread or string and be as flexible as normal rope. The knot must be contained in an area half level inches in diameter.

Slippery Surface

Range:	Level yards
Formula:	words, gestures, ingredients
Ingredients:	oil (or coarse sand)
Duration:	Level rounds
Casting Time:	2
Area of Effect:	level yards diameter
Saving Roll:	Evasion
Schools:	Transmutation
Reverse:	Traction

Slippery Surface causes the surface of a solid, somewhat uniform object or area to become as slippery, frictionless, and nearly impossible to grip. Those trying to grip a *slippery* object must make an evasion roll to do so successfully. Anyone caught in a slippery area must make an Evasion roll each round to move, and even then movement is halved.

Slippery Surface is ineffective against grainy, non-solid surfaces such as dirt.

The reverse, *Traction* makes gripping or moving on an already slippery surface (such as ice) as easy as walking on dry stone.

Smoky Stairs

Range:	Touch
Formula:	words, gestures, ingredients
Ingredients:	Smoke
Duration:	1 minute per level
Casting Time:	1 round
Area of Effect:	Special
Saving Roll:	None
Schools:	Transmutation

Smoky Stairs creates a walkway or ladder from smoke. The spell requires smoke from a fire, and the smoke must reach the height desired for the ladder or stairs. The sorceror may create a ladder or stair of height equal to three yards per level. The stair or ladder is steady and requires no support, and the endpoint may be moved as desired by the sorceror. The stairs may hold only one creature at a time, plus one creature per level of the sorceror.

Strength

Range:	Touch
Formula:	words, gestures, ingredients
Ingredients:	tiny iron chain
Duration:	five minutes per level
Casting Time:	1 round
Area of Effect:	1 creature
Saving Roll:	Fortitude
Schools:	Transmutation
Reverse:	Weakness

The target's strength will increase (or decrease, for weakness) by 1 for every two levels of the caster.

Sulfuric Spray

Range:	Self
Formula:	words, gestures
Duration:	1 round
Casting Time:	1
Area of Effect:	2 yards long, 120 degree arc
Saving Roll:	None
Schools:	Conjuration

Sulfuric Spray spews corrosive acid from the sorceror's hands, which must be held so that the thumbs touch each other and the fingers are spread. Creatures in the area of effect which are susceptible to acid suffer one survival point loss for each level of the sorceror.

Third Level

Aura of Innocence

Range:	Touch
Formula:	words, gestures, ingredients
Ingredients:	silver ring
Duration:	two minutes per level
Casting Time:	2
Area of Effect:	level yard radius
Saving Roll:	Evasion
Schools:	Mental
Reverse:	Aura of Guilt

The target just doesn't seem capable of committing any crime, at least not for a culpable reason. Anyone within the area of effect who would, under normal circumstances, think the target was not innocent must make a Willpower roll to so believe. If the person making the roll actually saw the target commit the crime or misdeed in question, there is a bonus of

three to the roll, six if the crime was particularly heinous.

Aura of Guilt causes the target to seem the most likely culprit for any misdeeds that come to light while the target is around. Potential accusers must make a Willpower saving roll to avoid assuming that the target is the guilty party. The silver ring must be tarnished for the reverse.

Unwilling targets are allowed an Evasion roll to avoid the effects of the spell.

Bar Passage

Range:	Touch
Formula:	words, gestures, ingredients
Ingredients:	tiny wooden wedge
Duration:	1 day per level
Casting Time:	5
Area of Effect:	1 door up to 2 yard radius per level
Saving Roll:	None
Schools:	Summoning

Bar Passage magically locks doors, chests, windows, anything that can be opened. *Barred* items will be openable or passable only through breaking the item or through magical means, such as dispelling the magic. The caster may open the item at any time, without dispelling the magic.

Cleanse

Range:	Level yards
Formula:	words, gestures, ingredients
Ingredients:	Soap flake (or latrine grime)
Duration:	Instantaneous
Casting Time:	2
Area of Effect:	One object or creature
Saving Roll:	Evasion
Schools:	Summoning
Reverse:	Soil

Cleanse cleans the surface of the target of all dirt, grime, or other dirty, unliving material, or tiny creatures embedded in such unliving material. The caster may *cleanse* one target if that target fits into a sphere of up to one foot diameter per level.

Soil mucks up the surface of the target with a smelly, grimy, vaguely organic slime and dirt. Victims will be unable to surprise any creature with a sense of smell until cleansing themselves or otherwise neutralizing the odor.

Dark Bubble

Range:	10 yards per level
Formula:	words, gestures, ingredients
Ingredients:	charcoal dust
Duration:	30 minutes plus 10 minutes per level
Casting Time:	2
Area of Effect:	5 yards per level
Saving Roll:	Evasion
Schools:	Conjuration

Dark Bubble creates a bubble of darkness that cannot be seen into or out of. Within the radius of the bubble, things can be seen assuming light sources are available. But creatures inside the bubble cannot see outside, and creatures outside the bubble cannot see inside. It appears as a grayish black bubble that moves with the target.

Dream Omen

Range:	Touch
Formula:	words, gestures
Duration:	Special
Casting Time:	1 minute
Area of Effect:	One creature
Saving Roll:	Perception
Schools:	Divination

Dream Omen causes the target to receive a glimpse of the future in a dream. It must be cast on the target as the target falls asleep. Sometime during the night, the target will dream in some allegorical way of the future. If there is a special problem facing the target, the dream is likely to involve that problem. A Perception roll is required to recall the dream.

Fire Blast

Range:	level yards
Formula:	words, gestures, ingredients
Ingredients:	dry pine needles
Duration:	Instantaneous
Casting Time:	5
Area of Effect:	four yards radius
Saving Roll:	Evasion
Schools:	Transmutation

Fire Blast causes an existing fire to explode in a fiery blast. The fire must be at least the size of a small campfire. The burst will cause 1d4 damage for each casting level, up to a maximum of 6d4, to anyone within the area of effect. A successful Evasion roll halves this damage.

Group Suggestion

Range:	Level yards
Formula:	words, gestures
Duration:	level minutes
Casting Time:	2
Area of Effect:	Level yard diameter
Saving Roll:	Willpower
Schools:	Mental

Group Suggestion is much like *Suggestion* but it applies to all creatures within the area of effect, up to level creatures.

As with *Suggestion*, the suggestion must be reasonable, understandable, and brief. Hostile creatures gain a bonus of up to three on their saving roll. Extremely reasonable suggestions result in a penalty of up to two on the saving roll.

Hide Item

Range:	Touch
Formula:	words, gestures, ingredients
Ingredients:	patch of grey gauze
Duration:	level hours
Casting Time:	1 minute
Area of Effect:	Object touched
Saving Roll:	None
Schools:	Divination

Hide Item makes the target more difficult to find through magical means. Any attempts to find the item while the spell is in effect are at a penalty of *level* to Perception or similar success rolls.

Immovable Object

Range:	Touch
Formula:	words, gestures, ingredients
Ingredients:	tree root
Duration:	10 minutes per level
Casting Time:	2 rounds
Area of Effect:	Object touched
Saving Roll:	None
Schools:	Transmutation

Immovable Object makes it very difficult to move the affected object. When attempting to move or lift the affected object, it is as if the weight of the object were increased by level times 100 pounds.

Intelligence

Range:	Touch
Formula:	words, gestures, ingredients
Ingredients:	gold-lined hat, crown, or thread, worn on head of target
Duration:	ten minutes per level
Casting Time:	1 round
Area of Effect:	1 creature
Saving Roll:	Willpower
Schools:	Mental
Reverse:	Stupidity

The target's intelligence will increase (or decrease) by 1 for every three levels of the caster.

Lesser Ball of Fire

Range:	Five yards per level
Formula:	words, gestures, ingredients
Ingredients:	Rouge and water
Duration:	Instant
Casting Time:	3
Area of Effect:	three yards wide
Saving Roll:	Fortitude or Evasion
Schools:	Conjuration

The *Lesser Ball of Fire* is an explosive flame that does one point of damage per casting level. Targets may make a saving roll for half damage. Flammable items within the area of effect (and not carried by an individual who made their saving roll) are likely to catch fire: a fortitude roll is required. Highly flammable items will catch fire.

There must be a clear line between the caster and the center of effect. Anything that blocks that line will cause the ball to explode early.

Levitate

Range:	Two yards per level
Formula:	words, gestures, ingredients
Ingredients:	baton
Duration:	ten minutes per level
Casting Time:	3
Area of Effect:	creature or object
Saving Roll:	Fortitude
Schools:	Transmutation

The target, up to level times fifty pounds, will levitate upwards or downwards four yards per round at the sorceror's command. The sorceror must concentrate to command such movement, but otherwise the levitation lasts to the duration of the spell. The sorceror cannot command levitation beyond the range of the spell.

Combat while levitated is difficult, and is at a penalty of three to attack and two to defense.

Locate Origin

Range:	Touch
Formula:	words, gestures, ingredients
Ingredients:	fine lens or clear gem
Duration:	1 round per level
Casting Time:	1 round
Area of Effect:	1 item
Saving Roll:	Perception
Schools:	Divination

The caster may make a Perception roll each round to delve into the object's origin. On the first successful roll, the caster will know where the target was most previously (either a location or, if carried by an individual, something about that individual). On the second successful roll, the caster will know something about the next most previous "location", etc.

Mend Wounds

Range:	Touch
Formula:	words, gestures, ingredients
Ingredients:	Silver thread
Duration:	Permanent
Casting Time:	3 rounds
Area of Effect:	One wound
Saving Roll:	Fortitude
Schools:	Transmutation

The main purpose of this spell is to stop bleeding and death. It grants the target a bonus of half casting level to death rolls, up to a maximum of the target's injury point total at the time of casting. If the target is dying (but not yet dead), the caster may make a Learning roll at a penalty of the target's injury point total to remove that ailment. The target's injury point total remains the same, but is no longer dying. A character may only be under the influence of one *Mend Wounds*.

Mnemonic Transferal

Range:	Self
Formula:	words, gestures, ingredients
Ingredients:	Gryphon quill, green emerald
Duration:	Instantaneous
Casting Time:	Special
Area of Effect:	The caster
Saving Roll:	None
Schools:	Metamagic

This spell takes a spell that is currently memorized and copies it to empty 'spell slots' in the caster's mind. The transferred spell remains in its original place also. The caster could, for example, use Mnemonic Transferal on a memorized Fireball spell. If the caster has five free 'slots', the caster then has two memorized Fireball spells. *Mnemonic Transferal* is only of use to mnemonic sorcerors.

The casting time for the Mnemonic Transferal is the level of the spell being transferred.

The components of this spell are a quill from a gryphon, inscribed with special runes, and a green emerald worth at least 200 base monetary units. The quill can be re-used. The emerald can only be used for 9 spell levels.

Mutual Understanding

Range:	Touch
Formula:	words, gestures, ingredients
Ingredients:	Ginger root
Duration:	two minutes per level
Casting Time:	1 round
Area of Effect:	One creature
Saving Roll:	Willpower
Schools:	Mental
Reverse:	Mutual Confusion

Mutual Understanding allows the caster and the target to converse in speech (assuming the target has a vocal speech form) and understand each other. *Mutual Confusion* makes causes the target to not understand anything the caster says, and for the caster to not understand anything the target says.

Open

Range:	10 yards per level
Formula:	words, gestures, ingredients
Ingredients:	springwort
Duration:	Instantaneous
Casting Time:	3
Area of Effect:	1 door in a 2 yard per level radius
Saving Roll:	None
Schools:	Transmutation

Open causes bars to jump from their resting places blocking doors, locks to unlock, latches to snap open, simple blocks (such as a chair against a door) to fail, and even heavily blocked doors to shift slightly. *Open* causes the doors to open slightly as well.

If *Open* is cast on a magically barred item, the caster must make a Learning roll at a penalty equal to the level of the caster who barred the door.

Psychic Link

Range:	Level minus 3 yards
Formula:	words, gestures
Duration:	10 minutes
Casting Time:	1 round
Area of Effect:	1 psychic creature
Saving Roll:	Willpower
Schools:	Metamagic

This spell links the target's fatigue points to the caster's fatigue points. The caster can then use the target's fatigue points directly to cast spells or use psychic powers. If the target leaves the specified range, the *psychic link* is broken.

Secret Conference

Range:	Ten feet
Formula:	words, gestures, ingredients
Ingredients:	Quill, hummingbird feather
Duration:	Two minutes per level
Casting Time:	2
Area of Effect:	Up to level companions in range
Saving Roll:	None
Schools:	Mental

Secret Conference grants the targets a private conversation with the sorceror. Those outside of the conference hear as if it were another, incomprehensible language. The sorceror must have known each companion for at least one week before casting the spell.

Silence

Range:	Touch
Formula:	words, gestures, ingredients
Ingredients:	Piece of sea sponge
Duration:	Five minutes per level
Casting Time:	4
Area of Effect:	Creature touched
Saving Roll:	None
Schools:	Transmutation

Silence causes all actions by the target to make no noise. Intentionally attempting to make noise (such as speaking to another character or stamping on the ground) temporarily negates the spell's effects.

Sleepfall

Range:	3 yards per level
Formula:	words, gestures, ingredients
Ingredients:	"sand" from a sleeper's eyes
Duration:	Instantaneous
Casting Time:	2
Area of Effect:	1 creature
Saving Roll:	None
Schools:	Mental

Sleepfall causes the victim to feel as though they just fell, as if the earth opened up below them, much like the sensation of falling that can occur in light sleep. *Sleepfall* causes a penalty of 3 to any action in progress (such as attack and defense, or any other skill or attempt). A Willpower roll is required to hold onto any held items, including weapons.

Sleepwalking

Range:	1 yard per level
Formula:	words, gestures, ingredients
Ingredients:	Victim's hair
Duration:	three minutes per level
Casting Time:	1 round
Area of Effect:	One creature
Saving Roll:	Willpower
Schools:	Mental

Sleepwalking causes the target to act out its current dream, whatever it might be. The target will sleepwalk "with eyes open." Though it will ignore anything that does not fit with the dream, anything that does fit the dream will be treated as it is in the dream.

Once under the effects of the spell, the target will not awaken, unless rough attempts to awaken the target are made and the target makes a successful Perception roll at a penalty of half the caster's level (round down).

Spell Shade

Range:	Self
Formula:	words
Duration:	1 minute per level
Casting Time:	1
Area of Effect:	Level times 10 yard radius
Saving Roll:	None
Schools:	Metamagic

Spell Shade allows the caster to temporarily "shade" any of their cast spells as if the spell has ended. *Spell Shade* does not extend the duration of the spell; the "clock is still ticking" even while the spell is shaded. The caster may turn spells on and off as many times as desired for the duration of *Spell Shade*, as long as

the spell's target or center of effect is within the *Spell Shade*'s area of effect.

Unravel Bonds

Range:	Touch
Formula:	words
Duration:	Instantaneous
Casting Time:	3
Area of Effect:	One bond
Saving Roll:	None
Schools:	Transmutation

Unravel Bonds unravels the target rope or other tied bond. The bonds must be generally as flexible as normal rope, the bonds must be in an area level feet in diameter, and the knotted portion must be contained in an area level inches in radius.

Fourth Level

Agility

Range:	Touch
Formula:	words, gestures, ingredients
Ingredients:	cat's whiskers
Duration:	five minutes per level
Casting Time:	1 round
Area of Effect:	One creature
Saving Roll:	Fortitude
Schools:	Transmutation
Reverse:	Clumsiness

The target's agility will increase (or decrease, for clumsiness) by 1 for every four levels of the caster.

Animate Corpses

Range:	Self
Formula:	words, gestures, ingredients
Ingredients:	thimble of human blood
Duration:	Concentration
Casting Time:	1 minute
Area of Effect:	Special
Saving Roll:	None
Schools:	Summoning

Animate Corpses temporarily animates human corpses, under the direct control of the sorceror. If they go out of range or if the sorceror's concentration fails, the spell is broken. The sorceror may animate up to *half level* walking corpses for which actual corpses must be available. The walking corpses are second level.

Diagnose Disease

Range:	Touch
Formula:	words, gestures, ingredients
Ingredients:	leech
Duration:	Instant
Casting Time:	1 minute
Area of Effect:	One creature
Saving Roll:	Willpower
Schools:	Divination

Diagnose Disease tells the sorceror if the target is diseased, and where the target is diseased. The sorceror may make a perception roll to gain general information about the disease.

Elemental Ward

Range:	Touch
Formula:	words, gestures, ingredients
Ingredients:	spark, ice, or flame
Duration:	1 day per level
Casting Time:	1 minute
Area of Effect:	Level minus 3 feet diameter
Saving Roll:	Fortitude or Evasion
Schools:	Summoning

Elemental Ward creates a zone of danger around a protected area. The caster may specify a pass phrase or an item which, if carried, bypasses the ward. If a pass phrase is specified, speaking the phrase allows the speaker only to bypass the ward for one minute.

The elemental ward may be a lightning ward, a fire ward, or a cold ward. In each case, the ward will cause 1d6 points damage for every three levels of effect. A successful fortitude or evasion roll will result in half damage.

The caster may specify that one or more of the following actions will cause the ward to discharge: entering the protected zone, leaving the protected zone, or the taking or removal from the zone of any item placed within the zone before the spell was cast or while the spell was temporarily disabled with a pass phrase or key.

Once discharged, the ward ends.

Ephemeral Stage

Range:	5 yards per level
Formula:	words, gestures, ingredients
Ingredients:	glass pyramid
Duration:	2 minutes per level
Casting Time:	7
Area of Effect:	level yards diameter
Saving Roll:	None
Schools:	Conjuration

Ephemeral Stage creates an extremely realistic scene much like the *Ephemeral Backdrop's* "painting of light" except that the ephemeral stage consists of three-dimensional "objects" anywhere within the area of effect.

The "stage" does not respond in any way to surrounding events, including light sources. It is, however, otherwise extremely convincing, and may portray any scene that the caster remembers or could reasonably imagine. The scene will be completely static: no motion is allowed.

Find Item

Range:	Self
Formula:	words, gestures, ingredients
Ingredients:	strip of thread tied to stick
Duration:	1 minute per level
Casting Time:	4
Area of Effect:	20 yards per level
Saving Roll:	None
Schools:	Divination

Find Item helps the sorceror find a specific, known item. If the item is within the area of effect, and the sorceror makes a Perception roll, the sorceror is drawn towards the item.

The sorceror must be familiar with the item: they must be able to picture the actual item in their mind.

Glue

Range:	Touch
Formula:	words, gestures, ingredients
Ingredients:	sap
Duration:	five minutes per level
Casting Time:	4
Area of Effect:	two surfaces one plus half level feet diameter
Saving Roll:	None
Schools:	Transmutation

Glue causes the target items to stick together. The "glue" can hold up to ten pounds per level up.

Rolls to pull the stuck items apart are at a penalty of twice level.

Invisibility

Range:	Touch
Formula:	words, gestures, ingredients
Ingredients:	dust of clear glass
Duration:	Level hours
Casting Time:	1 round
Area of Effect:	1 creature or object
Saving Roll:	Fortitude
Schools:	Transmutation

Invisibility affects normal vision, night vision, and underground vision. It does not affect sound, smell, or other senses. *Invisibility* is a precarious state: any attack made by the character removes the invisibility. Unconsciousness due to attack also causes the spell to end (as does destruction of invisible objects). The target, if intelligent, may choose to end the *invisibility* at any time with a Fortitude roll.

The caster may target any creature or object less than level times 40 pounds in mass. Invisibility affects the target and any items (within the mass limit) the target is carrying. Items that are not worn by the character when the spell is cast do not become invisible; food or drink will become invisible as it becomes part of the character, but the character runs the risk of becoming visible: each mouthful swallowed necessitates a Fortitude roll, with a special bonus based on the level of the sorceror who cast the *Invisibility*.

Magic Box

Range:	Touch
Formula:	words, gestures, ingredients
Ingredients:	tiny sponge
Duration:	12 plus level hours
Casting Time:	1 minute
Area of Effect:	one empty container up to twice level inches diameter
Schools:	Summoning

The *Magic Box* can hold ten times as much as it normally could. A five by five by five inch box, for example, could hold as much stuff as if it were fifty by fifty by fifty inches. Each individual item must still fit through the box's opening. The *Magic Box* need not be a box: it could be a bag, a pocket, a jar, or any normal container.

The Magic Box will weigh its own weight plus one tenth the weight of everything in it. It cannot hold more than level times 30 pounds. If the container itself contains more than one container, each container divides the storage capacity evenly. If a fourth level sorceror casts *Magic* Box on a sash with five pockets, for example, each pocket will hold up to 24 pounds as if it were 2.4 pounds.

When the spell ends, if any items remain in the *Magic Box* they are expelled through the openings.

Personal Alteration

Range:	Self
Formula:	words, gestures, ingredients
Ingredients:	wet clay
Duration:	3 minutes per level
Casting Time:	2
Saving Roll:	None
Schools:	Transmutation

Personal Alteration changes the sorceror's appearance and shape. The shape must be basically human in form, but may be up to half again as large as the caster in any direction or half the size of the caster.

The new form may also include physical additions such as wings and claws. These are not as effective as the original form, however. Physical movement in the new form, other than bipedally, is at half the movement it would be if the form were real. Attacks and advantage rolls while using the new form's non-leg-based movements are at a penalty of two. Claw attacks are at a penalty of two to attack and one to damage, and do not afford the caster more attacks than the caster would normally receive.

The new form cannot give the caster any special abilities, or bonuses to defense or attack.

The *alteration* includes any clothing and non-magical equipment the caster is carrying.

Taking on the form of a specific individual is difficult and most likely will require a Perception roll on the caster's part to successfully imitate the desired individual's facial and other features.

Stinging Guardian

Range:	Touch
Formula:	words, gestures, ingredients
Ingredients:	Creature, Model
Duration:	Level days
Casting Time:	Five minutes
Area of Effect:	Special
Schools:	Summoning

The *Stinging Guardian* can be in the form of any small poisonous creature, such as an asp, a spider, a scorpion, or a scarab.

The *Stinging Guardian* may be wood, stone, iron, or glass. The caster has a number of "points" equal to the level the spell is cast at. Each wood guardian costs four points, each stone guardian five points, each iron guardian six points, and each glass guardian seven points.

Stinging Guardians appear simply as tiny statues or miniatures of the appropriate form. Without regard to their magic, they appear to be worth between the cost of the model and twice that. They "come to life" on a special *trigger*, specified by the caster. The trigger can be any simple event such as something being opened, something being crossed, or an attack on the guardian. Once triggered, the *Stinging Guardian* attacks immediately, usually gaining surprise. Victims successfully hit by a *guardian* must make an Evasion roll or be poisoned.

Attacks on an inert guardian can cause damage to it and shatter it. If the guardian is triggered by the attack, however, the guardian comes to life unharmed by the attack, and the attacker has a penalty of two to their surprise roll. Triggered guardians attack anything that moves except for the caster, starting with the closest target.

Wood Guardian: The wood guardian has an advantage, attack, and defense bonus of 2. It does d2 points damage, and has twice level survival points. It moves at 10. Its poison has an action time of 1 round, a strength of 1, and does d3 points of damage per round. Wood guardian models cost 5 monetary units.

Stone Guardian: The stone guardian has a defense bonus of 4. It does d4 points damage and has three times level survival points. It moves at eight. Its poison has an action time of 1 minute, a strength of 3, and does d6 points per minute. Stone guardian models cost 25 monetary units.

Iron Guardian: The iron guardian has a defense bonus of 6, and an advantage and attack bonus of 3. It does d6 points damage and has four times level survival points. It moves at 12. Its poison has an action time of 1 round, a strength of 3, and reduces endurance by 1 point per round. Iron guardian models cost 50 monetary units.

Glass Guardian: The glass guardian has a defense bonus of 3, and an advantage and attack bonus of 6. It does d4 points damage and has twice level survival points. It moves at 16. Its poison has an action time of 1 round, a strength of 5, and reduces intelligence by 1 point per round. Glass guardian models cost 100 monetary units.

The ingredients are a model of the appropriate material for each guardian. The caster must also sacrifice one creature of the form being created, for every guardian being created: snake, scarab, spider, scorpion, etc.

Sulfuric Burst

Range:	20 yards per level
Formula:	words, gestures, ingredients
Ingredients:	sulfur in an aspic bead
Duration:	Instantaneous
Casting Time:	4
Area of Effect:	One creature or object
Saving Roll:	Evasion
Schools:	Conjuration

Sulfuric Burst sends a ball of bubbling, burning, goo towards the target. The target is allowed an Evasion roll. On a successful Evasion roll, the target takes d8 damage. On an unsuccessful Evasion roll, the target takes 2d4 points damage and the burst has stuck to the victim. The goo sticks for one extra round for every three levels the spell is cast at. It lasts for one extra round if the spell is cast at fourth or fifth level. It lasts for two extra rounds if the spell is cast at sixth to eighth level, etc.

The goo causes 2d4 points of damage each round that it sticks.

Wave Action

Range:	2 yards per level
Formula:	words, gestures, ingredients
Ingredients:	beach sand
Duration:	1 round per level
Casting Time:	3
Area of Effect:	1 creature
Saving Roll:	Willpower
Schools:	Mental

Wave Action causes the victim to feel as if the world were rolling up and down in waves. There is a penalty of 2 to any physical actions (including defense, attack, and any other physical skill or attempt) for the duration of the spell. Furthermore, the victim must make an Evasion roll each round to avoid falling. Each successive round the victim gains a bonus of 1 to the saving roll.

Fifth Level

Aura of Nobility

Range:	Touch
Formula:	words, gestures, ingredients
Ingredients:	gold ring
Duration:	two minutes per level
Casting Time:	3
Area of Effect:	level yard radius
Saving Roll:	Evasion
Schools:	Mental
Reverse:	Aura of Depravity

The target exudes nobility and honor, as if they could tell no lie and do no wrong. Those under the spell's effect (a Willpower roll is allowed) are likely to trust the target implicitly.

The reverse, *Aura of Depravity*, makes those under the spell's effect feel the target is a depraved, lying, untrustworthy scoundrel. The ingredient for the reverse is a tarnished gold ring.

Unwilling targets are allowed an Evasion roll to avoid the effects of the spell.

Bottle of Dreams

Range:	Level minus 4 yards
Formula:	words, gestures, ingredients
Ingredients:	bottle of smoky quartz and stopper of birch
Duration:	level days
Casting Time:	one round plus dream
Area of Effect:	level yards radius
Saving Roll:	Willpower
Schools:	Summoning

Bottle of Dreams will capture a dream or nightmare into a specially-prepared bottle of smoky quartz. The caster and the bottle must be within level minus four yards of the dreamer to capture the dreamer's current dream. The casting time of the spell is one round, but dreams will take d6 minutes to fully capture, though the caster will not know how many minutes are necessary unless a Perception roll is made.

When opened or destroyed, the dream is released, and everyone within level yards radius of the release must make a Willpower roll or be affected by the dream. Dreams that are not fully captured will be indistinct and hazy, and easily escaped with another Willpower roll. Those caught in a dream will feel and act as if the dream were actually occurring, much like an illusion. The dream-illusion lasts for as many rounds as the d6 roll for capturing the dream. A dream which required five minutes to capture will last five rounds.

Dreams may be bottled for up to level days. After level days, the dream dissipates harmlessly.

Despite the title, bottles may only hold one dream. The bottle is not normally destroyed in the casting, and may be re-used if thoroughly cleaned. The birch stopper is not destroyed but may not be re-used. Bottles, if purchased, will generally cost about ten monetary units.

Dispel Magic

Range:	10 yards per level
Formula:	words, gestures, ingredients
Ingredients:	hex sign
Duration:	Instant or concentration
Casting Time:	3
Area of Effect:	3 yard radius per level
Saving Roll:	Special
Schools:	Metamagic

Dispel Magic may automatically dispel any of the caster's own permanent spells. Dispelling other spells requires a Learning roll at a penalty equal to the other caster's level.

Permanent ritually enchanted items such as magic weapons, magic rings, etc., will not be permanently dispelled, but may, depending on the level they were ritualized at, be temporarily dispelled for as long as the wizard concentrates. Non-permanent ritually enchanted items, such as potions or *permanent* spells, will be permanently dispelled if the caster is successful at dispelling.

Endurance

Range:	Touch
Formula:	words, gestures, ingredients
Ingredients:	tiny iron bar
Duration:	five minutes per level
Casting Time:	1 round
Area of Effect:	1 creature
Saving Roll:	Fortitude
Schools:	Transmutation
Reverse:	Sickly

The target's endurance will increase (or decrease, for sickly) by 1 for every five levels of the caster.

Ephemeral Reflection

Range:	Touch
Formula:	words, gestures, ingredients
Ingredients:	fine brightly-colored sand
Duration:	ten minutes per level
Casting Time:	one minute
Area of Effect:	mirrored surface, up to half level feet diameter
Saving Roll:	None
Schools:	Conjuration

Ephemeral Reflection creates a dynamic scene much like the *Ephemeral Backdrop's* "painting of light" except that the ephemeral reflection can "play back" a moving scene.

The *Ephemeral Reflection* must be cast on a reflecting surface, such as clear water or a mirror.

The "reflection" does not respond in any way to surrounding events, including light sources. It is, however, otherwise extremely realistic, and may portray any scene that the caster remembers or could reasonably imagine.

If the scene has a shorter duration than the spell, it is the caster's choice whether the scene replays from the beginning or simply ends when the scene runs out.

Fighting Prowess

Range:	Touch
Formula:	words, gestures, ingredients
Ingredients:	tiny weapon replica
Duration:	2 rounds per level
Casting Time:	1 minute
Area of Effect:	1 creature
Saving Roll:	Fortitude
Schools:	Transmutation
Reverse:	Poor Fighting

The target gains an attack bonus of 1, a defense bonus of 1, and an additional temporary pool of 2d6 survival points. The reverse gives an attack and defense penalty, but does not reduce survival points.

Find Location

Range:	Self
Formula:	words, gestures, ingredients
Ingredients:	feather of migratory bird
Duration:	10 minutes per level
Casting Time:	one minute
Area of Effect:	one mile per level
Saving Roll:	None
Schools:	Divination

Find Location helps the sorceror find a specific, known location. If the location is within the area of

effect, and the sorceror makes a Perception roll, the sorceror is drawn towards the location.

The sorceror must be familiar with the location: they must be able to picture the actual location in their mind.

Flame Ward

Range:	3 yards per level
Formula:	words, gestures, ingredients
Ingredients:	damp cloth
Duration:	1 round per level
Casting Time:	1 round
Area of Effect:	1 yard radius per level
Saving Roll:	None
Schools:	Summoning
Reverse:	Inflame

Flame Ward makes it impossible to start fires within the area of effect of the spell. Fires that are already burning will not spread for the duration; they may or may not go out.

The reverse of the spell, *Inflame*, causes flames to start much more easily. Saving rolls or skill rolls to start fires are at a bonus of four, and rolls to avoid starting fires are at a penalty of four. Jostled or shaken gunpowder will go off unless the carrier makes an Evasion roll for each round of movement.

Great Ball of Fire

Range:	10 yards per level
Formula:	words, gestures, ingredients
Ingredients:	sulfur and guano
Duration:	Instant
Casting Time:	5
Area of Effect:	7 yard radius
Saving Roll:	Fortitude or Evasion
Schools:	Conjuration

The *Great Ball of Fire* creates a huge, fiery explosion. It does 1d6 damage for each casting level, up to a maximum of 10d6. Those within the area of effect may make a saving roll for half damage. The ball of fire will, if constrained, generally expand in whatever direction(s) it can to fit its volume (you can usually guesstimate, but it is approximately 1,400 cubic yards, or a cube 11 yards to a side).

The flame will ignite any flammable ingredients and melt soft metals. Any object on a target that fails its saving roll, will itself have to undergo a Fortitude roll to survive.

There must be a clear line between the caster and the center of effect. Anything that blocks that line will cause the ball to explode early.

Illusory Transport

Range:	Touch
Formula:	words, gestures, ingredients
Ingredients:	tiny gauze drop cloth
Duration:	Level+d6, times 10 minutes
Casting Time:	3
Area of Effect:	One vehicle half level yards in diameter
Saving Roll:	None
Schools:	Mental

Illusory Transport alters the appearance of a vehicle or device of transport. The vehicle's basic size and rough dimensions remain the same, but the vehicle can be made to appear as any similarly-sized vehicle in roughly the same space. A large cart could be made to appear as a petite coach, for example. A sailing vessel could become a barge.

The spell alters only appearance. The vehicle gains no special abilities. Odd illusions, such as making a land-transport appear as a moving sailing ship (or vice versa) will often grant bonuses to saving rolls to recognize the *illusory transport* as an illusion.

Lasting Suggestion

Range:	Twice level yards
Formula:	words, gestures, ingredients
Ingredients:	snake's fat
Duration:	level hours
Casting Time:	3
Area of Effect:	One creature
Saving Roll:	Willpower
Schools:	Mental

Lasting Suggestion is much like *Suggestion* except that it lasts for hours.

As with *Suggestion*, the suggestion must be reasonable, understandable, and brief. Hostile creatures gain a bonus of up to three on their saving roll. Extremely reasonable suggestions result in a penalty of up to two on the saving roll.

Magic Door

Range:	1 foot per level
Formula:	words, gestures, ingredients
Ingredients:	silver dust
Duration:	1 round per level
Casting Time:	1 round
Area of Effect:	two doors
Saving Roll:	None
Schools:	Summoning

Magic Door connects two "doors" so that walking through one exits the other. Each particular door is one way, in that the "teleport" only applies to one

side of the door. The spell, however, is a two-way spell in that items and creatures can enter either door (from the correct side) to be transported to the other door. From the "incorrect" side, the door remains a normal door.

Light and sound traverse the doors as if they were normal doors to their magical destinations.

While the doors need not be actual doors, they must be pre-existing entrances/exits used for entry and egress. They must be approximately the same size. If the two doors are of the same basic type and shape, opening one opens the other. Otherwise (as for a door to a window), each must be opened separately, and from the correct side.

The near door must be within the range of the spell. The far door must be within 10 yards per level. The doors must be larger enough for the caster to use, and must fit completely within spell range.

Seek Item

Range:	Touch
Formula:	words, gestures, ingredients
Ingredients:	thread tied to a stick
Duration:	1 round per level
Casting Time:	3
Area of Effect:	20 yards per level
Saving Roll:	None
Schools:	Divination

Seek Item is much like *Find Item* except that it may be cast on others. It draws the spell recipient to any specific item that is familiar to the recipient, if that item is within the area of effect.

The recipient must make a Perception roll. The sorceror may benefit that roll using their own Charisma as a major contributor.

Shade Effects

Range:	Self
Formula:	words
Duration:	Special
Casting Time:	Special
Area of Effect:	Level times 10 yards radius
Saving Roll:	None
Schools:	Metamagic

Shade Effects allows the caster to retain control over effects that normally can't be changed after casting. A *Light*, for example, can be varied in brightness to the caster's whim. Wind walls can be moved about.

Common effects include range, target, area, and special effects. A wizard could move an *Enchant a Weapon* from weapon to weapon, for example (but would still have to touch each weapon). If a saving

roll is allowed vs. the spell, a successful saving roll cancels the *Shade Effects*. If the affected spell's center of effect ever leaves the radius of effect of the *Shade Effects*, *Shade Effects* is cancelled, and the affected spell is stuck in whatever state it was at, at that time. Otherwise, the duration of *Shade Effects* is the same as the affected spell.

Shade Effects must be cast immediately following the spell to be affected. Casting Time is the number of effects the caster desires control over.

Snap Trick

Range:	Touch
Formula:	words, gestures, ingredients
Ingredients:	gold thread
Duration:	two minutes per level
Casting Time:	1 round
Area of Effect:	ten yards per level radius
Saving Roll:	Evasion
Schools:	Summoning
Reverse:	Snapback

The sorceror encloses the item in their hand, casts the spell, and can then "call" the item to hand as long as the item remains in the area of effect. If the item is held by another creature, that creature is allowed a Willpower roll, at a penalty of 3, to keep the item from snapping. If the sorceror leaves the area of effect but returns before the spell's duration ends, the item may be snapped.

The reverse of the spell snaps the target item back to the location it was at when the spell was cast. Casting is otherwise the same, but the item must be kept by the sorceror after the spell is completed. The destination must remain within the area of effect, and the object must remain in the sorceror's possession.

Veil

Range:	Touch
Formula:	words, gestures, ingredients
Ingredients:	empty, opaque jar
Duration:	Twice level hours
Casting Time:	1 minute
Area of Effect:	10 yards per level diameter
Saving Roll:	Evasion
Schools:	Summoning

A *veil* cast on an area or item makes it more difficult to magically *find* or *seek* or otherwise divine the location of things, locations, and creatures within the area of effect. Attempts at using such spells to find things covered by the *veil* are at a penalty of the casting level to Perception or other success rolls.

Veil may be cast on objects or locations, but not creatures.

Sixth Level

Clear Portal

Range:	Touch
Formula:	words, gestures, ingredients
Ingredients:	Glass lens
Duration:	Level times 4 seconds
Casting Time:	3
Area of Effect:	Portal level feet diameter
Saving Roll:	None
Schools:	Divination

Clear Portal makes the other side of any egress or entryway (up to level feet in diameter) visible through the portal. The spell can work on doorways, permanent dimensional portals, or long hallways—any portal which is normally a means of entry or exit.

Cold Flame

Range:	Level feet
Formula:	words, gestures, ingredients
Ingredients:	Silver dust
Duration:	Instant
Casting Time:	3
Area of Effect:	Cone level yards long
Saving Roll:	Evasion
Schools:	Conjuration

Cold Flame creates a jet of blue and white cold flame that damages any organic creatures in its cone. The cone is level inches wide at its base, and half level feet wide at its end. It causes half level d6 damage. Victims may make an Evasion roll to take half damage. The *Cold Flame* does not damage any items the victims are carrying.

Dreamwalk

Range:	10 yards per level
Formula:	words, gestures, ingredients
Ingredients:	chamomile
Duration:	Special
Casting Time:	1 minute
Area of Effect:	1 creature
Saving Roll:	Willpower
Schools:	Summoning

Dreamwalk allows the caster or a chosen creature within range to enter the dreamworld of a sleeping creature also within range. The dreamer must already be dreaming. The dreamwalker will also sleep for the duration of the spell. The dreamwalker may take any form in the dream, but the form will somehow bear resemblance to the dreamwalker's waking appearance.

If the dreamwalker merely observes, the victim will remain unaware of the intruder's status (although the dreamwalker may well appear in the dream and be remembered on awakening). If the dreamwalker takes action in the dream, the target is allowed a Perception roll, depending on the nature of the actions, to recognize the dreamwalker as an external presence.

Dreamers who detect the presence of the dreamwalker may attempt to either expel the intruder or trap the intruder with an opposed willpower roll. The spell is ended if the dreamwalker is expelled, and may be ended at any time by an untrapped dreamwalker (though dreamwalkers who are unfamiliar with the spell may not know this).

Find Magic

Range:	Self
Formula:	words, gestures, ingredients
Ingredients:	lodestone
Duration:	1 minute per level
Casting Time:	6
Area of Effect:	10 yards per level
Saving Roll:	None
Schools:	Divination

Find Magic helps the sorceror detect the presence and direction of magical auras anywhere within the area of effect. The sorceror must make a Perception roll for each separate magic.

Raise Undead

Range:	Level yards
Formula:	words, gestures, ingredients
Ingredients:	thimble of human blood
Duration:	Level times ten minutes
Casting Time:	1 minute
Area of Effect:	Special
Saving Roll:	None
Schools:	Summoning

Raise Undead temporarily reanimates human skeletons or corpses. The undead retain none of their experience in life, nor any intelligence at all. They may be controlled only when within range, or may be given a single simple command (such as "guard area" or "chase" a visible entity).

Skeletons raised are first level. Walking corpses are second level. The sorceror may raise up to *level* skeletons or *half level* corpses, and there must be skeletons or corpses available to raise.

Tracer

Range:	10 yards plus 5 per level
Formula:	words, gestures
Duration:	Level weeks
Casting Time:	3
Area of Effect:	one object or creature
Saving Roll:	Willpower
Schools:	Divination

This spell creates a magical link between the caster and the spell recipient. As long as the caster and recipient are on the same plane and in the same sphere, the caster will know the direction the recipient is and the approximate distance. If the recipient leaves the plane/sphere/dimension of the caster, but returns before the duration is up, or the caster arrives in the same plane/sphere/dimension as the target, the caster is allowed a Perception roll. If made, the caster knows that the recipient is somewhere there, but only distance is known—not direction.

Living creatures are allowed a Willpower roll, at a penalty of 2, to avoid becoming the target of *Tracer*.

Wraithshape

Range:	Touch
Formula:	gestures, ingredients
Ingredients:	Shredded paper, smoke
Duration:	Twice Level minutes
Casting Time:	3
Area of Effect:	one object touched
Saving Roll:	None
Schools:	Transmutation

Wraithshape causes an object to become smoky and insubstantial for the spell's duration. It can be blown through tiny cracks, etc. The object can weigh no more than 4 pounds per level, and be no more than 2 inches on a side, per caster level.

Objects held by someone else have that person's saving roll. Magical items and living creatures may not be wraithshaped.

Items that are in a confined space when the spell's duration expires are usually destroyed, unless the container is weaker.

The spell's components are a handful of shredded paper (about one sheet's worth) and a wisp of smoke.

Seventh Level

Aura of Invincibility

Range:	Touch
Formula:	words, gestures, ingredients
Ingredients:	platinum ring
Duration:	two minutes per level
Casting Time:	4
Area of Effect:	level yard radius
Saving Roll:	Evasion
Schools:	Mental
Reverse:	Aura of Weakness

The target is clearly invincible. There is no point in attacking them; surrender or retreat is the best option if at all possible. Morale for the opposition (within range) will be at a penalty of 2; for the target's allies, at a bonus of 2.

The reverse, *Aura of Weakness*, makes the target appear to be the most easily overcome weak spot and best place to concentrate attacks. The ingredient for the reverse is a tarnished platinum ring. The target is a clear failure of the enemy's line, and the opposition gains a bonus of 2 to morale; allies have a penalty of 2.

Unwilling targets are allowed an Evasion roll to avoid the effects of the spell.

Dampen Magic

Range:	10 yards per level
Formula:	words, gestures, ingredients
Ingredients:	hex sign
Duration:	1 minute per level
Casting Time:	1 round
Area of Effect:	3 yard radius per level
Saving Roll:	Learning
Schools:	Metamagic

Dampen Magic may automatically dampen any of the caster's own spells. Dampening other spells requires a Learning roll at a penalty equal to the other caster's level. The dampening has much the same effect as *Dispel Magic*, except that the effects are temporary. *Dampen Magic* may be cast on an object or creature; if the creature fails an Evasion roll, the area of effect will follow the creature.

Non-permanent ritually enchanted items, such as potions or *permanent* spells, are not dampened, but their effects are. Thus, a potion quaffed under the effects of *Dampen Magic* might appear to not take effect until the *Dampen Magic* spell runs out.

Dweomerburst

Range:	2 yards per level
Formula:	words, gestures, ingredients
Ingredients:	200 monetary unit geode
Duration:	Instantaneous
Casting Time:	3
Area of Effect:	1 yard diameter per level
Saving Roll:	Perception
Schools:	Metamagic

Dweomerburst strengthens and deforms the magical energies in the area of effect. Anyone casting a spell at the moment the Dweomerburst is loosed runs a risk of being severely hurt by it. The damage taken is the level of the spell being cast averaged with the dweomerburst-caster's level, in d6. Thus, if a ninth-level sorceror casts *Dweomerburst* and catches a sixth-level sorceror casting *Fireball* (a third-level spell), the fireball-casting sorceror runs the risk of 9+3, halved, or 6d6. Each casting sorceror in the area of effect is allowed a Perception roll, at a penalty of the level of the spell being cast.

A target that fails its Perception roll has the choice of attempting to successfully cast the spell while taking full damage from the Dweomerburst, or reigning in the spell and taking only half damage. A target that makes its Perception roll has the choice of reigning in its spell and taking no damage, or of attempting to cast the spell and taking half damage. Successfully casting a spell during a Dweomerburst requires a Learning roll.

Enchanted Weapon

Range:	Touch
Formula:	words, gestures, ingredients
Ingredients:	silver and carbon
Duration:	five rounds per level
Casting Time:	2 minutes
Area of Effect:	1 weapon
Schools:	Summoning
Reverse:	Cursed Weapon

Anyone using the weapon will gain a bonus of 1 to attack and 1 to damage. The weapon gains all the advantages of being a +1 magical weapon, including the ability to "hit" special creatures.

Ephemeral Play

Range:	3 yards per level
Formula:	words, gestures, ingredients
Ingredients:	glass ball
Duration:	fifteen minutes per level
Casting Time:	1 minute
Area of Effect:	level yards diameter
Saving Roll:	None
Schools:	Conjuration

Ephemeral Play creates an extremely realistic scene much like *Ephemeral Stage* except that the ephemeral play is dynamic: objects can move within the area of effect.

The "play" does not respond in any way to surrounding events, including light sources. It is, however, otherwise extremely convincing, and may portray any scene that the caster remembers or could reasonably imagine.

Illusory Terrain

Range:	20 yards per level
Formula:	words, gestures, ingredients
Ingredients:	miniature wooden rake
Duration:	Level+d6, times 2 hours
Casting Time:	one minute
Area of Effect:	ten yard diameter per level
Saving Roll:	Perception (active)
Schools:	Mental

Illusory Terrain alters the appearance of a plot of land or a geographical feature. Hills may be laid low, streams turned into rushing rivers, lakes into green fields, fields into deep forest.

The spell alters only appearance. The terrain gains no special abilities. Illusions of terrain that is seriously different than the real terrain (such as a green field instead of a lake) are likely to grant the viewer large bonuses to their saving rolls once they walk onto the illusory land.

Magic Transport

Range:	Self
Formula:	words
Duration:	Instantaneous
Casting Time:	1
Area of Effect:	The caster
Saving Roll:	None
Schools:	Summoning

Magic Transport teleports the caster and up to 50 pounds of carried items per level of the caster (living matter counts for twice its weight) to any location within 10 yards per level of the caster. The caster is disoriented, as if surprised, following the use of this

transport. The sorceror can visualize a known place within range, or specify an exact distance and direction relative to their current location. If the location is already occupied or ethereal travel is blocked, the *transport* fails, and the caster (and any other living things transported) are treated as surprised for at least two rounds.

Protection from Dispel

Range:	Touch
Formula:	words, gestures, ingredients
Ingredients:	small iron web
Duration:	Level minutes
Casting Time:	4
Area of Effect:	One spell
Saving Roll:	None
Schools:	Metamagic
Reverse:	Susceptibility to Dispel

Protection from Dispel adds an additional penalty of the caster's level to any attempts to dispel the spell. The reverse adds a bonus of half of the caster's level to any attempts to dispel the spell. Note that the caster must touch the object, creature, or location affected by the spell to be protected.

Eighth Level

Delay Spell

Range:	10 yards per level
Formula:	words, gestures, ingredients
Ingredients:	timepiece
Duration:	15 minutes per level
Casting Time:	1 round+
Area of Effect:	1 target
Saving Roll:	Evasion
Schools:	Metamagic

Delay Spell delays a spell so that it takes effect later on the target. The casting time is one round plus the casting time of the spell to be delayed. The delayed spell is otherwise cast as normal, however, it does not take effect until the caster-specified delay is reached. The delay may be no greater than fifteen minutes per level of the caster, and may not be changed once set.

Targets are allowed an Evasion roll. If successful, the spell is attached to their current location and does not move with them.

A person, place, or item with a delayed spell attached to them will detect as magical, and the delayed spell may be dispelled as normal.

Dreamhold

Range:	1 yard per level
Formula:	gestures, ingredients
Ingredients:	Name of target on parchment
Duration:	Ten minutes per level
Casting Time:	4
Area of Effect:	1 creature
Saving Roll:	Learning
Schools:	Summoning

Dreamhold allows the target to return from a dream with something in hand: an object or even a creature, as long as that object or creature was held in the waning moments of the dream. Objects or creatures will not have magical abilities, but will have natural abilities.

The target must successfully make a Learning roll to bring the dream into reality. The target does not have to know the spell is being cast for it to be successful. As long as they "remember" the dreamthing, they will bring it out. However, a target who does realize what is happening may voluntarily forego bringing out the dream. Once brought out, the dream thing lasts for the duration of the spell and then fades away.

Ghostshape

Range:	Touch
Formula:	gestures, ingredients
Ingredients:	Glass slivers, smoke
Duration:	Twice level minutes
Casting Time:	4
Area of Effect:	one object touched
Saving Roll:	None
Schools:	Transmutation

Ghostshape causes an object that weighs no more than 4 pounds per level and is no more than 3 inches per level on a side, to become ghost-like for up to a number of rounds equal to the caster's level. The spell automatically quits after the object is pushed completely through something solid (e.g., a wall). If the object is in something solid when the spell's maximum duration is up, its being is intertwined with the solid that it is within.

Objects held by someone else have that person's saving roll. Magical items and living creatures may not be "ghosted".

Ghosted items are not under the control of gravity. They cannot be pushed through living things, although they can be pushed through once-living things (such as a wooden wall). A ghosted item would not, for example, go through an Elven flitter, since that is still alive. While any living creature can thus touch a ghosted item, only the caster can

actually grasp it. To others, it feels nearly immaterial, and weightless.

The spell's components are a bit of smoke and some glass slivers.

Magic Hole

Range:	Touch
Formula:	words, gestures, ingredients
Ingredients:	spider's web
Duration:	Level – 6 days
Casting Time:	1 minute
Area of Effect:	one "web hole"
Schools:	Summoning

The *Magic Hole* must be cast on a disc woven of spider's web. The disc may be up to level inches in diameter. The *Magic Hole* can be expanded to ten times that. The *Magic Hole* has a depth of level minus three feet. Anything that can fit in the hole, it can carry. It weighs nothing (or nothing more than a small disc of spider's web would weigh), no matter how much is stored in the hole. When contracted to its normal size, the hole may be rolled up, folded, or even scrunched up.

If items remain in the *Hole* when the spell's duration ends, they are expelled through the hole's opening.

Reverse Spell

Range:	2 yards per level
Formula:	words, gestures, ingredients
Ingredients:	blue herring
Duration:	level minus 6 rounds
Casting Time:	4
Area of Effect:	one sorceror
Saving Roll:	Perception
Schools:	Metamagic

Reverse Spell affects the next spell completed by the target. If the spell is reversible, the actual casting is the reverse of the form the sorceror tried to cast. If the target was casting *Enchanted Weapon*, for example, the actual spell will be *Cursed Weapon*. If the next spell cast is not reversible, the *Reverse Spell* dissipates with no effect. If no spell is completed before the duration of *Reverse Spell* ends, the *Reverse Spell* dissipates with no effect.

The target is allowed a Perception roll to keep their spell intact, at a penalty of the caster's level.

Spell Key

Range:	Self
Formula:	words, gestures, ingredients
Ingredients:	silver key
Duration:	Special
Casting Time:	1 round+
Area of Effect:	1 spell
Saving Roll:	None
Schools:	Metamagic

Spell Key allows the caster to specify certain conditions under which a spell's effects are ineffective. The casting time is one round plus the casting time of the spell to be "keyed". The keyed spell is otherwise cast as normal. Physical area effect spells, such as fireballs or ice storms, generally may not be keyed. Duration spells such as *Indestructible Object* may be keyed (allowing the 'key' to more easily destroy the object), as may spells such as *Teleport* (causing "keys" to not be teleported).

The key is a list of conditions that must be met. The conditions can take up one word for every two levels of the caster. One of those can be used to specify that the key is a specific individual (such as the caster) or individual object.

The key may not be changed once set.

Ninth Level

Escape

Range:	Touch
Formula:	words, gestures, ingredients
Ingredients:	Soapy bubble
Duration:	Instantaneous
Casting Time:	5
Area of Effect:	One creature or object
Saving Roll:	Evasion
Schools:	Summoning

Escape transports the target to a random location in a random direction. The transport will always occur to a reasonably safe surface, in that the surface will be enough to hold the target and there will be enough room for the target. Other features of the destination (such as creatures, traps, or other problems) are ignored by the spell. The caster may affect any target up to level times twenty pounds.

Determining the destination requires three rolls: a d12 for a 'clock' direction horizontally, a 2d4 (minus 2) for a 'clock' direction vertically, and a d1000 for the number of yards maximum in that direction. Once you know the maximum distance, choose the surface nearest to the maximum distance in a line towards the

caster. (There is a 'leeway' of one yard per level of the caster; any surface within that distance of the 'line' will suffice.)

Ethereal Wall

Range:	Touch
Formula:	words, gestures, ingredients
Ingredients:	10 times level monetary units of gold dust
Duration:	Level days
Casting Time:	5 minutes
Area of Effect:	Special
Saving Roll:	None
Schools:	Summoning

Ethereal Wall blocks ethereal travel, such as through teleportation. Creatures that live within the ether may batter down the wall by doing damage to it equal to the caster's level times two, at a defense of +6. The ethereal wall regains one survival point per round. Battering down the wall will be audible in the physical world.

The ethereal wall can match any physical wall, protecting an area up to level times 10 yards wide. If used to protect an area without a matching physical wall, it can only protect a sphere level yards in radius.

Magic Portal

Range:	1 foot per level
Formula:	words, gestures, ingredients
Ingredients:	tiny miniature door or chalk hole drawn on wall
Duration:	1 round per 2 levels
Casting Time:	5
Area of Effect:	1 foot diameter per level
Saving Roll:	None
Schools:	Summoning

Magic Portal creates a one-way black hole that leads to any other place within 10 yards per level. The destination must either be known to the caster, or be specified in exact direction and distance.
Travel with a magic portal causes disorientation, as if surprised, for at least one round.

If the destination is blocked either magically or because something is already there, travel does not occur, but disorientation does.

Spell Loop

Range:	Self
Formula:	words, ingredients
Ingredients:	tiny silver möbius band
Duration:	Level rounds
Casting Time:	6+Spell's
Area of Effect:	One Spell
Saving Roll:	None
Schools:	Metamagic

Spell Loop allows the caster to quickly cast all or some impressions of a multiply-memorized spell in succession. The initial casting time of *Spell Loop* is six, plus the casting time of the spell to be "looped". The spell is not cast on casting "loop". However, for all subsequent rounds, the spell is cast with a casting time of zero, until the caster runs out of impressions of that spell, or the duration for *Spell Loop* runs out. The caster may perform these subsequent casts with only minimal concentration, and may perform any other action except spellcasting while the spells are "looping".

Tenth Level

Great Balls of Fire

Range:	10 yards per level
Formula:	words, gestures, ingredients
Ingredients:	sulfur and urine
Duration:	Instant
Casting Time:	10
Area of Effect:	Special
Saving Roll:	Fortitude or Evasion
Schools:	Conjuration

The caster may create a number of *Great Balls of Fire* equal to the casting level. The total dice damage of all *Balls* cannot exceed level d6, and no single *Ball* may exceed 10d6 damage. The caster may otherwise allot the dice among each of the *Balls of Fire*. Each ball of fire is similar to a *Great Ball of Fire*, except that its radius is one yard for each d6 allotted to it.

If a target is caught in multiple *Balls of Fire*, only the *Ball* causing the most damage applies. However, for each *Ball* that could affect the target, and that overlaps other balls by less than half its radius, there is a penalty of 1 to the saving roll.

There must be a clear line between the caster and the centers of effect. Anything that blocks that line will cause the ball to explode early.

Teleport

Range:	Touch
Formula:	words
Duration:	Instant
Casting Time:	2
Area of Effect:	Creature or objects touched
Saving Roll:	Health
Schools:	Summoning

Teleport transports the sorceror and any target(s) nearly instantly to a destination known to the sorceror. Transportation takes 2d6 minutes, no matter the distance. The sorceror may transport any number of extra individuals or objects (all of which must be touching or which the sorceror is touching), up to 150 pounds per level of the caster above nine.

Teleportation can only occur to a "place", some location that the caster has been and is memorable, or which is describable. This means that the caster cannot teleport to empty air, to the insides of solid matter, or simply by distance and direction. Also, the facing of targets is not guaranteed: if facing is necessary, roll d12 and consult a clock for the direction of the caster and each target.

If the destination is in some way blocked (for example, because it has been filled in with rocks or there is an *ethereal wall*), the caster must make a Perception roll. If successful, the teleporters take 2d6 points of damage and are tossed out of the ether at a place d20 yards from the nearest livable place. If unsuccessful, they take 2d10 points of damage and are tossed d100 miles from the nearest livable place. Each separate object or character are rolled for separately, for damage, distance, and direction (usually it is easiest to roll direction on a d12, using the result as a point on a clock). In either case, the teleporters will be stunned for a number of rounds equal to the damage taken.

There is a chance that the sorcerer will slightly miss the destination, especially for unfamiliar destinations. The sorcerer must make a perception roll, at a bonus of 10 if the place is one with which the caster is extremely familiar, a bonus of 5 if the place is one with which the caster is familiar or has carefully studied, no bonus if the place is one which the caster has visited casually, a penalty of three if the caster has never been there but only seen it, and a penalty of six if the caster has never seen it and is going by someone else's description. There is an additional penalty of three if the caster is already lost. If this roll is failed, multiply the amount it fails by 10 for the percentage of the distance between the caster's current location and the desired location, that the

attempt is off by. Roll d12 for the direction of the error.

Undead Guardians

Range:	Level yards
Formula:	words, gestures, ingredients
Ingredients:	thimble of human blood
Duration:	Permanent
Casting Time:	1 minute
Area of Effect:	Special
Saving Roll:	None
Schools:	Summoning

Undead Guardians reanimates human skeletons or corpses. The undead retain none of their experience in life, nor any intelligence at all. They may be given a single simple command (such as "guard area" or "chase" a visible entity).

Sorcerors have twice level points with which to raise undead. Skeletons raised are first level and cost 2 points. Corpses are second level and cost 4 points. The sorceror may increase the power of the undead; three points will increase a corpse's level by 1, and four points will increase a skeleton's level by 1.

The sorceror must have the requisite number of skeletons or corpses available.

Eleventh Level

Astral Wall

Range:	Touch
Formula:	words, gestures, ingredients
Ingredients:	20 times level monetary units of diamond dust
Duration:	Level days
Casting Time:	5 minutes
Area of Effect:	Special
Saving Roll:	None
Schools:	Summoning

Astral Wall blocks astral travel and divinations, such as astral forms and clairvoyance. Creatures that live within the astral plane may batter down the wall by doing damage to it equal to the caster's level times two, at a defense of +6. The astral barrier regains one survival point per round. Battering down the barrier will be audible in dreams.

The astral barrier can match any physical wall, protecting an area up to level times 5 yards wide. If used to protect an area without a matching physical wall, it can only protect a sphere half level yards in radius.

Bestow Spell

Range:	Touch
Formula:	words, gestures
Duration:	Special
Casting Time:	Special
Area of Effect:	Sorceror Touched
Saving Roll:	Willpower
Schools:	Metamagic

Bestow Spell transfers one spell from the caster to the target. The caster loses the spell. The victim has it as if they had memorized it.

Duration depends on whether the target has 'room' for a spell of that level. If the target has enough spell slots to store a spell of that level, duration is 'permanent'. That is, the spell stays in the target's memory until it is cast. If the target does not have enough spell slots at the time of casting, or is not a mnemonic wizard, the spell will last for a number of days equal to the level of the caster before it fades from memory.

Casting time is one round per level of the spell being transferred.

If the bestowed spell is higher level than the target can normally cast, there is a chance that its use will drive the target temporarily insane. The target must make a Learning roll, at a penalty of the difference between the spell's level and the target's level. If failed, the target will become confused, lost, incoherent. For the duration of the insanity, the target's wisdom, charisma, and intelligence are reduced by the difference between the spell's level and the target's level. The insanity will last d100 minutes.

Duality

Range:	Self
Formula:	words, gestures, ingredients
Ingredients:	Worm mucous, tree sap, limestone
Duration:	Level rounds
Casting Time:	6
Area of Effect:	Level yards
Saving Roll:	None
Schools:	Summoning

Duality creates a second version of the spellcaster with the same survival points as the caster had at the time of casting. The duality cannot cast spells, is not capable of independent action, and attacks and saves at a penalty of two (with a penalty of two on defense also). The caster, when controlling the duality, may not cast spells above third level and attacks, saves, and defends at a penalty of one. The duality may be

created with or without simple clothes; if created with clothes they will match the caster's, to the extent that they can and remain simple. The duality will also have any of the *physical* abilities of the caster, such as claws, poison, or flight.

The duality is created next to the caster. If the duality leaves the area of effect, the spell ends.

Twelfth Level

Contingency

Range:	Self
Formula:	words, gestures, ingredients
Ingredients:	eyeball, statue
Duration:	24 hours per level
Casting Time:	10 minutes + spell
Area of Effect:	Caster
Schools:	Metamagic

Contingency allows sorcerors to cast a spell on themselves, spells that will not take effect until a specific condition is met. The *Contingency* can recognize any condition that the caster could have recognized through natural or personal-spell-enhanced ability when casting the spell. Senses granted through magical items or through spells cast by others do not count.

The spell to be made contingent can be no greater than half the caster's level, minus 5.

The contingency is a list of conditions that must be met. The conditions can take up one word for every three levels of the caster. One of those can be used to specify that the contingency applies to a specific individual (such as the caster) or individual object.

Ghost Ship

Range:	touch
Formula:	words, gestures, ingredients
Ingredients:	apple blossoms
Duration:	Half level hours
Casting Time:	10 minutes
Area of Effect:	One vehicle level times fifty pounds or less.
Saving Roll:	None
Schools:	Transmutation

Ghost Ship turns any vehicle or transport into a spectral thing, dim and insubstantial. All attacks into and out of the *ghost ship* are at a penalty of level to attack and half level to damage. The *ghost ship* no longer moves normally, but rather in a slow, eerie, ghostly manner. It has a movement rating of level. When moving at normal "walking" speed, it, and

everyone and thing it carries, may move through solid objects.

The *ghost ship* may move vertically as well as horizontally, but only at half movement.

While the vehicle may contain living creatures, the vehicle itself may not be a living creature.

Promise

Range:	Touch
Formula:	words, gestures
Duration:	Until Discharged
Casting Time:	12
Area of Effect:	Creature touched
Saving Roll:	None
Schools:	Mental

Promise holds the target to a promise of some action. The target must make the promise willingly and under no magical, spiritual, or psychic compulsion. That is, the promise must be of their own choice (though that choice can be influenced by events outside of their control).

The promise must be a promise that can be fulfilled. Open-ended promises fail within level days. Promises that can only be fulfilled in the target's death fail immediately.

Once under the spell's effects, the target must do their best to fulfill the promise. If they deviate from their promise, delay its fulfillment, or twist its meaning, they will suffer greatly: every day that they do not work towards the promise's fulfillment, they gain an additional penalty of one to all rolls. These penalties are permanent and cumulative until the character begins to truly fulfill the promise, at which point the penalties disappear one per day.

Fourteenth Level

Target Contingency

Range:	Touch
Formula:	words, gestures, ingredients
Ingredients:	pixie dust, eyeball
Duration:	8 hours per level
Casting Time:	15 minutes + spell
Area of Effect:	1 target
Schools:	Metamagic

Target Contingency allows sorcerors to cast a spell on another creature. The spell will not take effect until a specific condition is met.

Otherwise, *Target Contingency* conforms to the *Contingency* description.

Sixteenth Level

Area Contingency

Range:	Touch
Formula:	words, gestures, ingredients
Ingredients:	Quicksilver, eyeball
Duration:	12 hours per level
Casting Time:	20 minutes + spell
Area of Effect:	Level times 3 yard radius
Saving Roll:	None
Schools:	Metamagic

This is similar to the sixth level spell *contingency*, but it can be placed upon the specific location the caster is at when the spell is cast.

The ingredient is an eye of a magic-using creature and an amount of quicksilver worth 100 base monetary units per half day that the Area Contingency will remain in effect. The eye is not destroyed on casting the spell. If the eye is removed or destroyed, the *area contingency* will cease to function.

Otherwise, the spell conforms to the *Contingency* description.

Permanent Enchantment

Range:	Touch
Formula:	words, gestures, ingredients
Ingredients:	Diamond or Special
Duration:	1 month per level
Casting Time:	10 minutes
Area of Effect:	One Spell
Saving Roll:	Learning
Schools:	Metamagic

Causes any spell to become nearly permanent. The affected spell must normally have a duration. The caster must touch either the target of the to-be-permanent spell, or that spell's caster. If the caster does not wish the spell to be made permanent, a Learning roll is allowed to avoid permanency.

The spell's ingredient is a diamond or other precious work worth at least 100 monetary units per level of the spell to be made permanent. If the diamond is destroyed, the permanency is dispelled. The diamond (or other precious item) need not remain near the permanent spell.

Casting a *permanent enchantment* spell reduces the caster's Endurance by 1, and the caster must make a Fortitude roll or fall unconscious for 1d20 hours.

Teleportal

Range:	Level yards
Formula:	words, gestures, ingredients
Ingredients:	Gem
Duration:	5 times Level minutes
Casting Time:	20 minutes
Area of Effect:	Special
Saving Roll:	None
Schools:	Summoning

Teleportal allows travel as the lower level *teleport* spell. The caster must be at least familiar with the area. The portal can be up to 4 inches wide, tall, or diameter, per level, and can be made to conform with the size of an existing opening or object if desired (e.g., a window, a door, or a mirror). No light issues from the portal—it is a grey area. Other than that, it acts as the *teleport* spell. It allows for travel both to the destination and from the destination. The portal exists on both ends. At 20th level and higher, the sorceror may choose to make the portal not exist on the destination end.

The spell's component is a gem worth, in base monetary units, the number of digits in the distance (in miles) between the portals, times 1,000. If the distance is from 0 to 9 miles, the gem must be worth 1,000 base monetary units. If from 10 to 99 miles, the gem must be worth 10,000 base monetary units, etc. If the gem is destroyed, so is the spell.

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