

# Arcane Fantasy 8.8

## MAGIC

2024-03-14

**A detailed list of Spells, Prayers and Disciplines**

**More than 400 magical incantations and the rules about using them**



Quickened spells, simul-spells that can be cast with another spell and rituals all gathered in a single tome.

Powers to the wizard, sorcerer, bard, warlock, priest, paladin, druid, ranger sorcerer and psionist.

Priests and their domains and turning powers.

Disciplines of many sciences describe the mental powers of Psionists.

## Arcane Fantasy Powers 8.8

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## POWER USE

Some classes have access to three types of powers called **spells**, **disciplines** or **prayers**. These can be used once per round according to initiative. Base power is your ability modifier + any feat modifiers – 4 if unproficient. If lower than 1 you may not use magic. If higher and you do not have initiate magic, see wild magic. Otherwise follow the rules of initiate magic.

When using magic, you must prepare and memorize your selection of powers from those you know, each day. The number of powers you can memorize each day is shown in the *power table* below. **Mental excellence** feat negates this requirement and allow you to cast powers without the need of memorization.

If having the **Adjust power** feat each power can be memorized (or cast) as a higher level to gain a better result or effect. If you select to do this, you make a note next to the power (detect magic as 1<sup>st</sup> level) that day. If using the **mental excellence** feat, you may select what level of you cast each power as you do it. Unless you state something, it is defaulted as its normal initial level.

A **Spell** is a formula used by wizards, bards, warlocks, and sorcerers. If a formula is found, (called a scroll) of either of these classes, it can be learned (in addition to those you learn from your level or feats) if it can be used according to the spell list of respective class. The spell list is the same for those classes, but the first power of a level must be one that a warlock (marked ~a), bard (~b) or sorcerer (~s) may choose.

Psionists do not carry around a spell book as a wizard but may still learn a **discipline** from a scroll with a successful willpower check to add to their repertoire of available spells. In addition, they all have mental excellence (generally, at least before level 3) and do not need to memorize powers.

**General:** If a scroll is learnt and added to your set of known spells it is spent, depleted, and gone. It is used to make the transfer complete. The exception is if you spend 100gp per level (50gp for a cantrip) in materials – then you may avoid spending the scroll.

**Prayers** are the domain of priests, clerics, druids, rangers and paladins.

A **ranger** starts with some powers as their Ranger domain specify and have prayers of the druid list.

**Paladins** work as rangers but select from the priest list and the paladin domain.

**Druids** are like priests but have a separate list of powers and their own domain.

**Psionist** learn a number of powers based on their PS. And they spend it by using points. They have 1d4 Psionic points per PS gained as they gain CP. This is something special. The Psionist need Psionist points to spend.

## Learning a Power

Each time you take some of the feats that grant magical power such as initiate magic and power use, they allow you to select a number of powers to learn. These are your base powers that you select from when memorizing your selection of powers.

When you gain a level having initiate magic feats you learn a power from your power list.

When you find a scroll, you may use it once or you may learn it. If you try to learn it and succeed, you add it to your repertoire of powers that can be used. You will have to make an ability check of your spellcasting ability with any proficiency modifiers to learn it vs DC 10 + Level of the power. If you make it, the final thing is to read the scroll and spend its magic for the transfer to complete.

If the scroll is of a different class than yours – but still a power that you have in your list your learning check is unfavourable.

If the scroll is of a different class than yours and it is not in your class list of powers, there is no chance to learn the power. A few feats break the rule such as **ritual** (learn two rituals regardless of class) and **school focus** (learn any power of the school focused on henceforth).

When you learn a power from gaining level you also have to check but then it is always of your class.

If you fail to learn a power, you may not try again until your power score increases.

## Casting Power

The **casting power** is the base power of your casting. In some cases, it is a factor in spell efficiency or strength. The base power is the sum of your feat modifiers and your ability modifier of your spellcasting class.

The casting power is what you use to calculate the strength of the power. Each time you use a power, cast a spell, trigger a discipline, invoke a prayer your casting power affects the outcome.

Should a casting power be as **low as 0** your power fails, and you fall **unconscious** for 2-12 rounds.

Should your casting power (or Psionical points) become **negative** you fall unconscious close to death, and you are unstable until you either recover or die permanently, according to the **death rule**.

The casting power affects things as duration or effect of powers. Example a shocking grasp do 1d8 + CP points of electrical damage on a touch attack. The CP is the Casting Power. **Note:** previously it was called PS.

## Memorization or Casting Power

The amount of power usable per day is based on your base PS most of the time. The Ultimate Casting feat add 2 to power score when consulting the **power table** above but not to the casting power. However, the **power focus** feat allows you to gain an extra die to your casting power and the **Arch Power** feats increases this die.

## READING A POWER STAT BLOCK

There are a few terms in the head of each power detailed below.

**L** – Level (as L0 is Level 0). Higher level means stronger power. A power can be cast at higher levels if having adjust magic feat. Even low-level powers can become mighty.

**R** – Range (the distance to the **start** of the spell or **centre** of a sphere. Usually **0** (personal), **touch**, **adjacent** (cone/narrow cone), **short** (5sq), **medium** (10sq) or **long** (20sq).

**D** – Duration (how long the magic lasts); usually **instant** (immediate within the round), **short** (one round per CP), **medium** (one turn per CP) or **long** (10 turns per CP). **Triggered** mean that it lies dormant (no longer than to the end of your next long rest) until used then the duration starts counting (such as bless and aid prayers). A Turn is one minute.

**A** – Area (who or what is affected) **Cube**, **Cone**, **Line**, **Narrow Cone**, **Sphere** or selected creatures.

**S** – Saves; Physical, Mental, or Reaction save **Negates** (avoids all effect), ½ (half damage) or **partial** (means some effects are avoided, see description).

The **DC** of your powers are 10 + ability mod.

Some powers require **concentration** to maintain. Only one power requiring concentration can be maintained at the same time. If you start another that use concentration your old concentration spell is ended. Your concentration can be broken if you take damage or is disturbed. See **concentration**.

Some powers have a label **NoMR**. This means that the thing that it moves or creates is non-magic and if it targets a creature with magic resistance, it will affect the creature without a magic resistance check.

A **reactive power** – if a power has the reactive tag, it can be cast with a free action (quickened) or partial action (full) in response of a condition specified in the description, even on someone else's initiative. Otherwise (if the condition is false) it is cast as normal.

A **reversible** power count as two different powers and when cast you may select to cast it as normal or as reversed. You must think on not using reversed powers that conflicts with your alignment. You cannot cast a reversed power if the reversed is missing from your spell list. Nor

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can you use the reverse if it is of a science and level that you are unable to use (see Psionics).

A **ritual** can be cast using ten minutes instead of having to memorize it or spend a slot casting it (or Psionical points). The ritual feat extends the properties further.

A power with the **mental** tag affects the mind of the target. If it has no mind (constructs or some undead) they can't be affected. Sometimes a certain level of intellect is required for the power to have effect. Mental shield and other protective powers work against powers with this tag. Mental powers with a mental tag of a Psionist are **noMR**.

Bards have a vocal prerequisite on all their powers.

Supreme saves vs Magic (powers without the NoMR tag, including innate magic and supernatural abilities that refer to powers) allow the save to negate the magical effect on you.

## Power Block

### Areas

When you aim your magic power, its target is specific. It can be you only, a creature or an area. These are the general area categories

**Personal** – Power affect only you.

**One target** – Power affects any one target within range.

**Line** – starting from a point within range and a set number of squares in a straight line in a cardinal direction.

**Cone** – a cone starts from you or from a point within range if specified, often adjacent. The cone goes the set number of squares and is twice as wide and high -1 sq. at the end as it is long. 1,3,5...sq in a cardinal direction but diagonally it is 1,2,3,4 sq. 40% longer.

**Narrow Cone** – a cone that is as long as stated and equally wide at the end. 1,2, 3... sq in a cardinal direction expanding either to the left or to the right of the centre line. Diagonally it is 1,2,2,3,3... 40% longer

**Sphere** - is often given as a diameter and spherical (3-dimensions) around the point of placement.

A one sq. sphere affects only one square. a three-square sphere has a footprint of 1,3,1 sq. four is a 2x2 cube, five is 1,3,5,3,1 sq., sometimes called a 5 sq. diamond. Six is a 2,4,6,4,2 and seven is 1,3,5,7,5,3,1 diamond.

**Box/Cube** – a box is a square and the point of origin is a point on any side.

The area of a spell does not penetrate solid objects such as walls or rocks. Smaller objects may give full or partial cover. If there are exceptions to this rule it is given in the spell description.

### Durations

Duration	Time until it ends	Increased category
<b>Instant</b>	within a round	
<b>Very Short</b>	CP/3 rounds	10r is short
<b>Short</b>	CP rounds	30r is medium
<b>Medium</b>	CP turns	30 minutes is long
<b>Long</b>	10CP turns	6 hours is very long
<b>Very Long</b>	30CP turns	18 hours are permanent
<b>Permanent</b>	Years – until magic has evaporated	

*Round is 6s, turn is 1 min.*

### Range

The range is the distance to the initial effect of a power. This can be **0** (personal), **adjacent** (next square), **short** (up to 5 squares), **medium** (up to 10sq.), **long** (up to 20sq.) and **very long** (up to 50sq.).

You must have a line of sight to the point within range, see line of sight.

## Verbal, Somatic and Line of Sight

As a rule, all spells need verbal component to cast. There are three exceptions to this. All powers that start with the letters **d, f** or **s** are **silent** and need no verbal component. Except for those classes that specifically state otherwise; the powers of the Psionist are all silent and the powers of the bard are all vocals, no exceptions. The magic effect of the Silence power prevents verbal powers.

All powers that start with the letters P, O, K, E and R are **somatic** – need **movement** of hand, to cast. The exception to this is that Psionists do not need somatics at all. Not having free use of the hands, like carrying a shield, weapon or being held or being paralysed prevents the use of powers that need a somatic component.

All powers that are targeted at a creature or location need a line of sight to that target. A line of sight is broken if obstacles prevent a line of sight to the target, including concealment such as darkness or fog. If attacking something invisible you have to rely on area spells and place the power where you think the creature is (using perception perhaps). If blinded things are even worse as you have to guess placement.

### Concentration

All uses of power require concentration to cast. Thus, in a situation of taking continuous damage a caster must make a concentration check to cast the power. Otherwise, powers with the **concentration tag** need to check when taking damage. Concentration is broken with a failed willpower check. Some powers marked concentration require concentration to be maintained. Only one concentration power can be maintained, casting a new power that are marked concentration, breaks the first power. Exception to this is the **split mind** feat that allows two powers.

The DC to check against is 10 or half damage if that is larger. The check has to be done primarily when taking damage but at other times too. Some conditions such as being nauseous, standing in a cloud of bees, being exposed to strong noise or having to make a reaction save also indicate that a concentration check has to be made, though the DC is 10 or more, as the GM decides.

### Deafness

Vocal powers run a risk of failing if **deaf** (you do not hear your own vocalization). Check concentration base DC 10 or the power is not cast.

## Wearing Armour and Power Use

You may not use an armour and cast a spell (wizards, bards, sorcerers, and warlocks). Nor can you hold a shield and cast somatic spells. The feat **combat casting** allows light and medium armours to be worn and still be able to cast spells. You may use your free action to shoulder your shield or to bring it forth again.

Disciplines and Prayers are not affected by use of armour.

When a shield is used you cannot cast spells with a somatic component that round. You can use a free action to put away the shield, but you need another (or partial/full action) to take it out again.

### Reversible

Some powers can be reversed. That means you memorize it and when you cast it you select to cast it the normal way or reversed way if it is in your spell list. The reversed way often works the opposite way (harming instead of healing) or having an opposite element (cold instead of fire). Some have a strange side effect as a reversed magic. The flexibility and uses of a power increase if it is reversible.

### Quick

This class of powers only requires a partial action to cast. You may combine it with a touch attack in a round or with a full round power to cast two powers in a round.

### Reactive

This class of powers only requires a free (if quickened) or partial action (if normal full action) to cast. If a condition specified in the power comes



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true you may cast it as a reaction, on someone else's round. Otherwise, you may cast it as normal.

### Ritual

When you have the ritual feat, powers with the ritual tag can be cast as a ritual. A ritual takes ten minutes but do not cost a use from today's available powers nor does it need to be memorized first. The ritual feat may enhance other properties of powers not having the ritual tag, see **Ritual**. A ritual cast using ten minutes is always cast in its original level.

### Simulpower

These powers are cast at the same time as another power. Both cost from the daily supply of powers. The other power has some properties changed at a CP cost equal to 1+level of *simulpower*. Thus, you may increase range, or duration, split a power in two or change its school, make a power harder to save against or penetrate magic resistance better. You may combine more than one *simulpower* if the *Power Score* remains above 0.

## POWERS

The powers are divided into three groups: spells, prayers and disciplines.

**Spells** requires study and a high **intellect** to learn and use. This is the domain of wizards, warlocks and bards. The exception is sorcerer that need a high presence.

**Prayers** are gained through prayer and devotion from your divine entity.



A high **presence** is a boon to learning and using prayers. Clerics, druids, rangers and paladins are their users.

**Disciplines** are the mental powers of Psionists and needs high **willpower** to learn and use disciplines. The source of disciplines originates from the inner strength and discipline of the mind.

The rules are as follows; someone who has a base power of **one** or more can cast a power. Unless you have initiate magic, you are **non-proficient** and has a -4 penalty on your base power. Thus, even if having an intellect 18 you will not be able to use power (+4 -4 = 0). If having or gaining an ability score of 20 in any mental ability you get **wild magic**, see below.

If having **initiate magic**, you learn a power each level, including the level you take initiate magic. If you have learnt a power, you can **memorize** it according to your base power score. Memorize is selecting the powers you may use that day. Psionist using disciplines are slightly different in learning a number or powers depending on their PS and they may use them with their Psionic points.

A character that can use powers has it from their initiate magic and power use feats or naturally a score of 20 or more in a mental ability.

The spells you know and can choose from must be chosen from the lists below from any level that you can use. How many are given in the initiate magic (2 +1/level gained), power use (2) and greater learning (4 +1/level gained) feats. Once you have chosen a spell it must be **learned**.

**Learning** a spell can be tried once, until you either find a new source describing it (scroll or spell book) or you gain a **higher power score**. A new source can be tried once and if you make the check, you learn it. Each source not already learned, can be tried again if gaining a higher power score.

A **learning check** is an ability check of your power-using ability vs DC 10 + level of the power. If it is made you learn that power.

Thus, the minimum number of powers known are those you gain from your feats. Then you can try to learn extra powers from scrolls and spell books, in addition to those from your feats.

**Example:** Aratus the wizard has the initiate magic (wizard) and power use (wizard) feats and an intellect of 16 (modifier +3) giving him a PS 4 giving a daily (4, 2, 1). Meaning he can use four cantrips, two 1<sup>st</sup> level spells and one 2<sup>nd</sup> level spell each day.

He starts his career by knowing 4 powers, spells from the wizard spell list. He chooses four of them and make a learning check for each. He needs to roll 1d20+3 equal to or higher than DC 10 for cantrips and 11 for first level spells, and 12 for second level spells.

He decides to learn two cantrips, one 1<sup>st</sup> level power and one 2<sup>nd</sup> level power.

He starts trying to learn the **Arrow** cantrip and rolls 4. Adding 3 from his intellect does not help reaching DC 10 and he fails. He is now unable to learn arrow until he gets PS 5 – next level or so. He tries to learn **Detect Magic** and rolls 15+3, a success. Then he chooses **Ray of Cold** and gets 10+3 also a success. He writes down; Cantrips: Detect Magic, Ray of Cold.

The he tries to learn the 1<sup>st</sup> level power **Armour** and get 8+3=11, exactly what was needed for a 1<sup>st</sup> level power. He writes down; 1<sup>st</sup> level: Armour.

Finally, he selects an area spell called **Burning Hands**, he rolls 12+3 that is enough as it is higher than DC 12. He writes down; 2<sup>nd</sup> level: Burning Hands.

Thus, this is what it looks like on his character sheet.

During his adventures Aratus finds a scroll of Chromatic Orb, a 1<sup>st</sup> level power. Instead of using it he tries to learn it. He rolls 10 + 3 and succeeds (he needed only 11). **Scribing** it to his spell book it becomes a spell he can memorize every day. Also having to memorize and select what spells to use at what level Aratus put small 0 after those spells he want to memorize, one 0 for each use.

It now looks something like this:

**Scribing:** Each power learned as a wizard or warlock or bard need to be scribed into a spell book. Having the spell book, you need a quill and ink. A spell takes one page + one page per level in your spell book and one hour per page in game time. During the transfer the scroll is destroyed in the final tests you have to make. The exception is if you pay 100 gold per level (50 gold for a cantrip) in materials – then you can keep the scroll.

**Wild Magic** – Wild magic is when a non-proficient reach +5 modifier in any mental ability. He then has a PS of 1 even with non-prof penalties. As a wild mage you may learn one power for each point of PS you have, according to the normal rule for learning magic except that he doesn't have them in a book, they are all in his mind.

He may learn magic of any class that relate to the ability score that give him a PS. It is most likely that the character eventually selects initiate magic as one of his feats to avoid the -4 non-prof penalty. Another option is to select greater learning to learn more powers.

#### Cantrips

Arrow (failed PS4)

Detect Magic

Ray of Cold

#### Level 1

Armour

#### Level 2

Burning Hands

Cantrips:	Mem
Arrow – failed (CP 4)	
Detect Magic	0
Ray of Cold	00
1 <sup>st</sup> Level:	
Armour	0
Chromatic Orb (extra)	0
2 <sup>nd</sup> Level:	
Burning Hands	0

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Learning a power is used with a non-prof penalty. Thus, having to roll DC 14+level of power with his 1d20 + ability modifier to learn a power. As usual you may not retry that power until having a higher PS (if you want to).

If having more than one mental ability of 20 or more you could have more than one set of powers. Each handled separately when it comes to casting, and what ability has learned what spell.

I.e., having 22 in intellect and 20 in presence a wild mage has PS 2 from his intellect and know two powers from the wizard list. He may use two cantrips and one 1<sup>st</sup> level spell each day. The presence give PS 1 and he know 1 priest or druid cantrip he can use twice a day.

### SCHOOLS

Each power belongs to a school. The schools are divided as follows;

**ABJURATION** – handles protective powers.

**ALTERATION** – transforms or change something.

**ILLUSION/PHANTASM** – creates illusions and phantasms, phantasms are illusions with substance. Both belong to the same school.

**INVOCATION** – Creates elemental energies; fire, wind (lightning), earth (acid) or water (cold).

**EVOCATION** – Handles outerplanar energy such as positive or negative energy and healing.

**NECROMANCY** – affect or create Undead or negative energy.

**ENCHANTMENT/CHARM** – Enchantment creates magic such as magic weapons, or magic fields. Charm influences the mind of others. Both belong to the same school.

**DIVINATION** – learn or detect things with powers of this school.

**CONJURATION/SUMMONING** – conjure material or summon creatures. Both belong to the same school. Thus, focusing on the school conjuration, you gain focus in all summoning powers as well, see the feat school focus.



### CASTING POWER

Your character has a power score that is the sum of his spellcasting ability modifier and any feat modifiers. Some magic items or powers can adjust this further. Some feats allow an extra die to be added to Casting Power when casting a power. Each power then gets a slightly random strength.

The Casting Power is always the same as your power score, unless you have a feat that modifies one but not the other (ultimate power, power focus and so on).

The maximum CP (casting power) is 20+level of power. The first exception is powers that give additional CP if cast at higher level. These have their max CP raised as much as their CP bonus. A second exception is powers that cause damage. Their damage maximum is what a maximum roll at CP 20 can yield. There is no cap on their CP per se. Example Summon Animal level 3 has max CP 23. Fireball 5d6+CP has a maximum damage of 5\*6+20=50 points regardless of CP.

Adjust power is a feat that allow you to cast a power as a higher level. The description of each power details what happens at higher levels.

The base PS determine the number of powers usable per day. See *Powers Usable per Day* table below.



### POWERS USABLE PER DAY PER LEVEL

CP	0 <sup>th</sup>	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>	6 <sup>th</sup>	7 <sup>th</sup>	8 <sup>th</sup>	9 <sup>th</sup>	10 <sup>th</sup>	11 <sup>th</sup>	12 <sup>th</sup>
1	2	-	-	-	-	-	-	-	-	-	-	-	-
2	3	1	-	-	-	-	-	-	-	-	-	-	-
3	3	2	-	-	-	-	-	-	-	-	-	-	-
4	4	2	1	-	-	-	-	-	-	-	-	-	-
5	4	3	2	-	-	-	-	-	-	-	-	-	-
6	5	3	2	1	-	-	-	-	-	-	-	-	-
7	5	3	3	2	-	-	-	-	-	-	-	-	-
8	6	4	3	2	1	-	-	-	-	-	-	-	-
9	6	4	3	3	2	-	-	-	-	-	-	-	-
10	7	4	4	3	2	1	-	-	-	-	-	-	-
11	7	5	4	3	3	2	-	-	-	-	-	-	-
12	8	5	4	4	3	2	1	-	-	-	-	-	-
13	8	5	5	4	3	3	2	-	-	-	-	-	-
14	9	5	5	4	4	3	2	1	-	-	-	-	-
15	9	5	5	5	4	3	3	2	-	-	-	-	-
16	10	5	5	5	4	4	3	2	1	-	-	-	-
17	10	5	5	5	5	4	3	3	2	-	-	-	-
18	10#	5	5	5	5	4	4	3	2	1	-	-	-
19	10#	5	5	5	5	5	4	3	3	2	-	-	-
20	10#	5#	5	5	5	5	4	4	3	2	1	-	-
21	10#	5#	5	5	5	5	5	4	3	3	2	-	-
22	10#	5#	5#	5	5	5	5	4	4	3	2	1	-
23	10#	5#	5#	5	5	5	5	5	4	3	3	2	-
24	10#	5#	5#	5#	5	5	5	5	4	4	3	2	1
25	10#	5#	5#	5#	5	5	5	5	5	4	3	3	2
26	10#	5#	5#	5#	5#	5	5	5	5	4	4	3	2+
27	10#	5#	5#	5#	5#	5	5	5	5	5	4	3	3+
28	10#	5#	5#	5#	5#	5#	5	5	5	5	4	4	3++

*Note about levels above 9. As you may have noticed there are no spells at these levels. However, you may use adjust power to use these slots with lower-level powers.*

*+ Reach to level 13, ++ to level 14 and so on.*

*# You select and have one damaging power of this level to become your signature power. This no longer requires memorisation nor uses a spell slot or to use. You may not adjust power a signature power above your max level of signature powers.*

### FIRST SELECTION

Warlocks must select his first power of each level from those marked ~a. Bards must select his first power of each level from those marked ~b. Sorcerers must select his first power of each level from those marked ~s. The rule applies to up to third level spells.

## Arcane Fantasy Powers 8.8



SPELLS							No.	1 <sup>st</sup> Level	School	Q	C	Mr	M
1	Alarm <sup>*rit</sup>	Abj.					1	Armour	Abj.		x		
2	Arrow ~a ~s air	Conj.	x		x		2	Charm Person <sup>*new</sup>	Charm		x		x
3	Audible Glamor ~b	Ill.		x			3	Chromatic Orb ~a ~s any	Conj.	x			
4	Awaken ~b	Alt.				x	4	Close Portal <sup>*rev open portal</sup>	Abj.				
5	Break <sup>*rev mend</sup>	Alt.	x				5	Colour Spray ~a	Ill.				
6	Cold Touch ~a ~s water	Inv.	x				6	Darkness ~s earth	Conj.				
7	Comprehend ~b ~s <sup>*rev gibberish</sup> <sup>*rit</sup>	Div.	x		x		7	Dense <sup>*rev feather fall</sup>	Alt.				
8	Control Fire ~s	Inv.		x			8	Endure ~a	Necr.	x			
9	Dancing Feet ~b	Char.		x		x	9	ESP ~a ~s	Div.				x
10	Dancing Lights ~b	Ill.		x			10	Expeditious Retreat	Alt.	x	x		
11	Death Touch	Necr.	x				11	Familiar	Charm				
12	Detect Invisible ~s <sup>*rit</sup>	Div.		x			12	Feather Fall <sup>*reactive</sup> <sup>*rev dense</sup>	Alt.				
13	Detect Magic ~a ~b ~s <sup>*rit</sup>	Div.					13	Floating Disc ~s air	Conj.				
14	Draught ~s <sup>*rev precipitation water</sup>	Inv.					14	Forget	Alt.				x
15	Drum Roll ~b	Ench.	x				15	Hellish Rebuke ~a	Evo.	x			
16	Eldritch Blast ~a	Evo.					16	Hex	Necr.	x	x		
17	Fire Bolt ~s fire	Inv.					17	Ice Knife ~s water	Inv.				
18	Fog ~s <sup>*rit water</sup>	Inv.			x		18	Illusionary Invocation <sup>*simul</sup>	Ill.		x		
19	Gibberish ~s <sup>*rev comprehend</sup>	Div.	x				19	Inspiration ~b	Char.	x	x		x
20	Grease ~s earth	Conj.					20	Jump	Alt.				
21	Gust ~s air	Conj.					21	Light ~s fire	Conj.				
22	Illusionary Summoning <sup>*simul</sup>	Ill.		x			22	Open Portal <sup>*rev close portal</sup>	Abj.				
23	Intoxicate ~s <sup>*rev sober water</sup>	Conj.					23	Push ~a ~s air	Conj.				
24	Mend <sup>*rev break</sup>	Alt.	x				24	Quick Step <sup>*new</sup>	Alt.	x	x		
25	Minor Force ~s air	Conj.					25	Shatter ~b	Evo.				
26	Mockery ~b	Char.	x			x	26	Shield <sup>*reactive</sup>	Abj.		x		
27	Nap ~a <sup>*rev awaken</sup>	Char.				x	27	Shocking Grasp ~a ~s air	Inv.	x			
28	Phantasmal Block <sup>*reactive</sup>	Pha.	x				28	Silent Image	Ill.		x		
29	Precipitation ~s <sup>*rev draught water</sup>	Inv.					29	Skywrite	Illusion		x		
30	Prestidigitation <sup>*rit</sup>	Alt.					30	Sleep ~b	Charm				x
31	Prolong <sup>*simul</sup>	Ench.					31	Spear ~a ~s earth air	Conj.			x	
32	Pyrotechnics ~b ~s fire	Conj.					32	Spider Climb	Alt.				
33	Ray of Frost ~a ~s water	Inv.					33	Summon Rat	Sum.			x	
34	Reach <sup>*simul</sup>	Ench.	x				34	Thunder Wave	Evo.				
35	Returning ~a	Ench.	x				35	True Strike ~a ~b	Ench.	x			
36	Senses ~b ~s	Div.		x			36	Water Walk <sup>*rit</sup>	Ench.				
37	Shape Water	Alt.											
38	Sober <sup>*rev intoxicate</sup>	Abj.											
39	Sound Arrow ~b	Evo.											
40	Spark ~a ~s air	Inv.											
41	Spectral Hat	Abj.		x									
42	Tinder ~a ~s fire	Inv.											
43	Ventriloquism ~b	Alt.											
44	Wizard Mark <sup>*rit</sup>	Ench.											

<sup>\*rit</sup> ritual, <sup>\*rev</sup> reversed followed by name of reversed, <sup>\*reactive</sup> is reactive, <sup>\*simul</sup> simulpower

~b bard must select one of these the first power of level 0-3

~a warlock must select one of these the first power of level 0-3

~s sorcerer must select one of these the first power of level 0-3

Q Quick, C needs concentration, MR is noMR and M is mental.

## Arcane Fantasy Powers 8.8



No.	2nd Level	School	Q	C	nMr	M
1	Alter Self	Alt.		x		
2	Altering Enchantment *simul	Alt.				
3	Arcane Lock	Ench.				
4	Blur	Ill.		x		
5	Burning Hands ~s fire	Inv.				
6	Dancing Weapon ~a	Ench.	x			
7	Disguise	Ill.		x		
8	Disjunction *rev injunction	Abj.		x	x	
9	Earthen Grasp	Evo.				
10	Enchantment ~a ~b	Ench.				
11	Enfeeblement rev enhancement	Necr.				
12	Enhancement rev enfeeblement	Ench.	x			
13	Flame Arrow ~s fire	Inv.				
14	Flame Blade ~s fire	Inv.	x			
15	Gaseous Form	Alt.		x		
16	Glossolalia ~b ~s	Div.				x
17	Heroism ~a	Ench.		x		
18	Hornet ~b	Ench.			x	
19	Injunction *rev disjunction	Abj.		x	x	
20	Invisibility	Alt.				
21	Luck *rev Misfortune	Alt.				
22	Magic Missile ~a ~b	Evo.				
23	Mirror Image	Ill.		x		
24	Misfortune *rev Luck	Alt.				
25	Misty Step ~s water	Conj.	x			
26	Phantasmal Force	Pha.		x		
27	Poison Needle ~s air water	Conj.				
28	Resize *simul	Ench				
29	Rope Trick	Alt.				
30	Scorching Ray ~s fire	Inv.				
31	Shadow Step ~b	Alt.				
32	Shooting Stars ~s fire	Inv.				
33	Spectral Hands	Phan.				
34	Summon Spider	Sum.		x		
35	Telepathy ~s	Div.		x		x
36	Water Breathing	Alt.				
37	Web ~s earth	Conj.				
38	Winthound	Alt.		x		

No.	3rd Level	School	Q	C	nMr	M
1	Acid Splash ~s water	Conj.				
2	Blast ~a	Evo.				
3	Blind *rev remove blindness	Necr.				
4	Blink	Ill.				
5	Catapult ~s earth	Conj.			x	
6	Concordant Drain	Necr.				
7	Contingency *simul	Ench.		x		
8	Despair ~b *rev prayer	Necr.				
9	Dispel Magic	Ench.			x	
10	Divining Evocation ~s *simul	Div.				
11	Earth Tremor ~s earth	Inv.			x	
12	Erupting Earth	Alt.			x	
13	Fear	Char.				x
14	Flame Jet ~s fire	Inv.				
15	Impose *simul	Ench.				
16	Improved Phantasmal Force	Pha.		x		x
17	Infuse Magic	Ench.			x	
18	Juggernaut ~s earth	Conj.		x	x	
19	Levitate ~s air	Alt.				
20	Lightning Bolt ~s air	Inv.				
21	Mass Attack ~a	Alt.			x	
22	Meld into Stone	Alt.				
23	Minute Meteors	Evo.				
24	Poison Cloud ~s air	Conj.				
25	Remove Blindness *rev blind	Alt.				
26	Scintillating Colours ~b	Ill.		x		x
27	Searing Light	Evo.				
28	Slime Form *rev solid form	Alt.		x		
29	Solid Form *rev slime form	Alt.		x		
30	Sound Burst ~b ~s earth	Conj.				
31	Suggestion	Charm				x
32	Summon Monster ~s	Sum.		x		
33	Ultravision ~s	Div.		x		
34	Vampiric Touch	Necr.	x			
35	Wall of Water ~s water	Conj.				
36	Weapon ~a ~s earth	Conj.				
37	Wizard Eye ~s	Div.		x		
38	Zephyr ~s air	Inv.		x		



## Arcane Fantasy Powers 8.8

No.	4 <sup>th</sup> Level	School	Q	C	NoMr	M
1	Acid Arrow	Conj.				
2	Animate Dead <sup>*rev disanimate dead</sup>	Necr.				
3	Charge	Alt.	x			
4	Cone of Cold	Inv.				
5	Confusion	Charm				x
7	Displacement	Ill.		x		
7	Elemental Shield	Abj.		x		
8	Enlarge <sup>*rev shrink</sup>	Alt.		x		
9	Fireball	Inv.				
10	Forceful Hand	Pha.		x		
11	Fumble	Charm		x		X
12	Globe	Abj.		x		
13	Haste	Alt.		x		
14	Inferno	Inv.				
15	Mirrored Phantasm	Pha.	x	x		
16	Missile Shield	Abj.		x		
17	Penetrate <sup>* simul</sup>	Ench	x			
18	Poison Breath	Conj.				
19	Polymorph	Alt.		x		
20	Rainbow <sup>*ritual</sup>	Abj.		x		
21	Reflection <sup>*ritual</sup>	Abj.		x		
22	Seeming	Ill.				x
23	Shout	Evo.				
24	Shrink <sup>*rev enlarge</sup>	Alt.		x		
25	Slow	Alt.				
26	Stone Shape	Alteration				
27	Storm Sphere	Invocation		x		
28	Tentacles	Conj.		x	x	
29	Thunder	Evo.				
30	Wall of Ice	Inv.				

No.	5 <sup>th</sup> Level	School	Q	C	NoMr	M
1	Bellow	Evo.				
2	Bold Intervention	Alt.		x		
3	Cloudkill	Conj.		x		
4	Control Undead	Necr.		x		
5	Critical Miss <sup>*rev vorpal weapon</sup>	Ench.	x			
6	Dimension Door	Alt.				
7	Elemental Resistance	Abj.		x		
8	Explosive Runes	Ench.				
9	Field of Fire	Inv.				
10	Fly	Alt.		x		
11	Gelatinous Cube	Conj.				
12	Greater Infusion <sup>*ritual</sup>	Ench.				
13	Hold Monster	Charm				
14	Improved Invisibility	Ill.		x		
15	Missile Storm	Evo.				
16	Phantasmal Killer	Charm				x
17	Righteous Might	Alt.		x		
18	Shadow Beast	Pha.				
19	Skeletal Form	Necr.		x		
20	Stone Skin	Abj.		x		
21	Suspended Animation <sup>*ritual</sup>	Evo.				
22	Telekinesis	Alt.		x		
23	Twin Spell <sup>*simul</sup>	Ench	x			
24	Vanish	Alt.	x			
25	Vorpal Weapon <sup>*rev critical miss</sup>	Ench.	x			
26	Wall of Fire	Conj.				
27	Xanta's Axe	Pha.		x		



## Arcane Fantasy Powers 8.8

No.	6 <sup>th</sup> Level	School	Q	C	NoMr	M
1	Acid Storm	Conj.				
2	Animate Object *ritual	Alt.		x		
3	Anti-Magic *ritual	Abj.		x		
4	Blade Barrier	Conj.				
5	Consumptive Field	Necr.		x		
6	Demonic Form	Alt.		x		
7	Eyebite	Necr.	x	x		
8	Feeblemind	Alt.				x
9	Find the Path *ritual	Div.		x		
10	Fire Shield	Abj.		x		
11	Geas	Charm				x
12	Ice Storm	Inv.				
13	Invisible Stalker	Sum.				
14	Maximize *simul	Ench.	x			
15	Passwall	Alt.		x		
16	Project Image	Ill.		x		
17	Repulsion	Charm				x
18	Shadow Death	Necr.		x		
19	Sink	Alt.				
20	Slay Living *rev raise dead	Necr.	x			
21	Spectral Army	Ill.		x		
22	True Sight	Div.		x		
23	Wall of Force	Evo.				
24	Warrior	Alt.		x		

No.	7 <sup>th</sup> Level	School	Q	C	NoMr	M
1	Astral Gate	Alt.				
2	Chain Lightning	Inv.				
3	Commune *ritual	Div.				
4	Doom Blades	Conj.			x	
5	Duo Dimension	Abj.		x		
6	Force Cage	Conj.				
7	Giant Form	Alt.		x		
8	Greater Calling	Sum.		x		
9	Insanity	Alt.				x
10	Mirage	Ill.		x		
11	Permanency *ritual *simul	Ench.				
12	Petrify *rev unpetrify	Alt.				
13	Plane Shift	Abj.				
14	Reverse Gravity	Alt.				
15	Screen *ritual	Ill.		x		
16	Simulacrum	Pha.				
17	Spell Turning	Abj.		x		
18	Teleport	Alt.				
19	Unpetrify *ritual *rev petrify	Alt.				
20	Wall of Stone *ritual	Conj.				
21	Whirlwind	Inv.				



No.	8 <sup>th</sup> Level	School	Q	C	NoMr	M
1	Abjure *rev conjure	Evo.				
2	Antipathy *rev sympathy	Charm				x
3	Ball Lightning	Inv.				
4	Clone *ritual	Alt.				
5	Conjure *rev abjure	Sum.				
6	Death Field *rev life field	Necr.		x		
7	Domination	Charm		x		x
8	Irresistible Dance	Charm				
9	Life Field *rev death field	Necr.		x		
10	Passwall	Alt.		x		
11	Prismatic Wall *ritual	Evo.				
12	Ray of Disintegration	Evo.				
13	Spectral Form	Alt.		x		
14	Summon Dragon	Sum.				
15	Symbol	Ench.				
16	Sympathy *rev antipathy	Charm				x
17	Teleport Other	Alt.				
18	Trap the Soul	Necr.				
19	Ygdra	Alt.		x		

No.	9 <sup>th</sup> Level	School	Q	C	NoMr	M
1	Alter Reality	Pha.				
2	Disintegration	Alt.				x
3	Dragon Breath	Alt.				
4	Earthquake	Inv.				
5	Golem	Ench.				
6	Implosion	Evo.		x		
7	Power Word Kill	Necr.				
8	Prismatic Sphere	Evo.				
9	Reintegration	Alt.		x		
10	Shape Change	Ench.				
11	Timestop	Alt.				
12	Wail of the Banshee	Necr.		x		
13	Weird	Ill.				
14	Wish	Alt.				

## PRAYERS

Prayers can be cast if having a **holy symbol**. They can be called forth even if wearing armour or shield. They require the caster to be able to **speak, move** (if vocal or somatic) and hold **concentration** if the power has the concentration tag.

A character with the power to use prayers has it from their initiate magic and power use feats or by having very high (+5 or more) in any ability modifier related to using powers, see **wild magic**.

The prayers you know and can choose from must be **learned** from the lists below from any level that you can use. You may learn a number of powers depending on your feats. How many are given in the initiate magic (2 +1/level), power use (2) and greater learning (4 +1/level) feats. You may use your simple weapon feat to trade one weapon group to learn two more prayers. And finally, your priest belongs to a domain that grant you the knowledge of some extra prayers that you know automatically, see Domain.

The daily selection of prayers needs to be **memorized** or prayed for at the start of each day. When cast it is removed from your selection. Having the feat **mental excellence** remove this need.

The feat **adjust power** allow you to increase the level of a prayer and make it stronger, but then it takes up a higher-level spell slot to be cast. Exactly how is detailed in each power.

There are two selections of prayers, one for **priests** and one for **druids**. **Paladins** have the same prayers as priests. **Rangers** has the same prayers as druids. Paladins and rangers and druids have their own domains, see below. They may not choose a priest domain.

### PRIESTLY DOMAINS

A character learning initiate magic (priest) must select a domain (except ranger, druid or paladin domains). This domain grants the character a set of powers they can use as prayers as they learn to use that level. They do not need to learn these but have them automatically.

The domain also affects how their turning work (if they have the feat turning).

Characters with Initiate Magic (paladin) get the domain paladin, Initiate Magic (Ranger) get the domain Ranger and Initiate Magic (Druid) get the domain Druid. They may not select freely.

## DEATH (CAN NOT BE GOOD)

- 0) *Harming Touch*
- 1) *Curse*
- 2) *Speak with Dead*
- 3) *Concordant Drain (wizard spell)*
- 4) *Animate Dead*
- 5) *Cloud Kill (wizard spell)*

Turn do 1d12+CP negative damage to all undead in the area. As most undead are immune or resistant to this damage the side effect is that any undead that would have been killed, if not counting their resistance or immunity, are under the turner's control, until it dies or someone else take control or they are set free.

## FIRE (MUST BE CHAOTIC)

- 0) *Control Fire*
- 1) *Burning Hands (wizard spell), Resist Cold & Fire*
- 2) *Flame Arrow (wizard spell)*
- 3) *Flame Jet (wizard spell)*
- 4) *Fire Ball (wizard spell)*
- 5) *Flame Strike, Wall of Fire*

Turn does 1d10 + CP points of fire damage to all enemies in the area being of opposing alignment. You do not want to be neutral.

## KNOWLEDGE (NEED INTELECT 12)

- 0) *Detect Magic*
- 1) *Augury*
- 2) *Foreknowledge*
- 3) *Ultravision*
- 4) *Dispel Evil*
- 5) *Mental Shield*

Turn does 2d6+CP points of disintegration damage to all undead in the area.

## LIFE (CAN NOT BE EVIL)

- 0) *Healing Touch*
- 1) *Cure Wounds*
- 2) *Distant Cure*
- 3) *Remove Disease*
- 4) *Mass Cure, Atone*
- 5) *Death Ward*

Turn do 1d12 + CP radiant damage to all undead and fiends in the area.

## MAGIC (NEED INTELLECT 12)

- 0) *Minor Enchantment, Detect Magic*
- 1) *Sleep, Light*
- 2) *Enchantment, Enhancement*
- 3) *Dispel Magic, Infuse Magic*
- 4) *Forceful Hand (wizard spell)*
- 5) *Greater Infusion (wizard spell)*

Turn does 1d8 + CP points of force damage to all enemies that are undead or they have power use including innate magic,

## NATURE (ANY NEUTRAL – LN, N, CN, NG, NE)

- 0) *Precipitation/draught*
- 1) *Animal Messenger*
- 2) *Charm Plant*
- 3) *Earth Tremor*
- 4) *Tree Door*
- 5) *Treant*

Turn does 1d10+CP points of disintegration damage to all undead and monstrosities in the area.

## THAUMATURG (ANY NEUTRAL – LN, N, CN, NG, NE)

- 0) *Eldritch Blast*
- 1) *Floating Disc*
- 2) *Dust Storm*
- 3) *Weapon*
- 4) *Guardian*
- 5) *Gelatinous Cube*

Turn do 1d10 + CP points of radiant damage to fiends and summoned creatures in the area.

## THUNDER (MUST BE CHAOTIC)

- 0) *Fog*
- 1) *Create Water*
- 2) *Holy Hammer, Resist Thunder & Lightning*
- 3) *Zephyr, Lightning Bolt (wizard spell)*
- 4) *Thunder (wizard spell)*
- 5) *Fly (wizard spell)*

Turn does 1d10 + CP lightning damage to all undead and elemental creatures.

## Arcane Fantasy Powers 8.8

### TRICKERY (CAN NOT BE LAWFUL)

- 0) *Darkvision, Imbue Poison*
- 1) *Darkness*
- 2) *Disguise (wizard spell), Shadow Step (wizard spell)*
- 3) *Levitate*
- 4) *Polymorph, Mirrored Phantasm*
- 5) *Improved Invisibility (wizard spell).*

Turn does 2d6 + presence modifier points of poison or acid damage to all undead or chaotic fey. As with negative damage by the death priest, if they have resistance or immunity to poison or acid, the priest may take control of those that would have been killed.

### WAR (CAN NOT BE CHAOTIC)

- 0) *Attune Weapon, Minor Enchantment*
- 1) *Bless*
- 2) *Karmic Justice, Heroism (wizard spell)*
- 3) *Prayer, Mass Attack*
- 4) *Disruption, Charge (wizard spell)*
- 5) *Righteous Might (wizard spell)*

Turn does 1d10 + CP sound damage to undead and giants.

### WATER (MUST BE LAWFUL)

- 0) *Shape Water*
- 1) *Create water/destroy water, water walk*
- 2) *Water Breathing*
- 3) *Tidal Wave, Wall of Water*
- 4) *Wall of Ice*
- 5) *Resilient Sphere*

Turn do 2d8 + CP points of cold damage to undead, fire creatures, fish and aquatic creatures hostile to the caster. Could be done to fish and aquatic creatures as subdual damage to take control instead of damage if their intellect is 6 or lower.

### PALADIN (MUST BE LAWFUL GOOD)

- 0) *Attune Weapon*
- 1) *Bless*
- 2) *Karmic Justice*
- 3) *Mass Attack*
- 4) *Charge*
- 5) *Righteous Might*

Turn does 1d10 + presence modifier points of radiant damage to undead and fiends in the area.

### DRUID (MUST BE ANY NEUTRAL)

- 0) *Speak with Animals*
- 1) *Faerie Fire, Speak with Plants*
- 2) *Alter Self*
- 3) *Giant Insect*
- 4) *Sticks to Snakes*
- 5) *Insect Plague*

Turn do 1d10 + CP points of radiant damage to undead and aberrations in the area. May do subdual damage to plants below intellect 6, to take control.

### RANGER (CAN NOT BE LAWFUL OR EVIL)

- 0) *Minor Enchantment, Arrow (wizard spell)*
- 1) *True Strike (wizard spell)*
- 2) *Hornet (wizard spell)*
- 3) *Dispel Magic*
- 4) *Missile Shield (wizard spell)*
- 5) *Vorpal Weapon (wizard spell)*

Turn do 1d8 + presence modifier points of radiant damage to undead and aberrations in the area.

### PRIEST & PALADIN PRAYERS

No	Level 0 Priest	School	Q	C	NoMr	M
1	Alarm <sup>*ritual</sup>	Abj.				
2	Attune <sup>*rev malattune</sup>	Ench.	x	x		
3	Awaken <sup>*rev nap</sup>	Alt.				x
4	Babel <sup>*ritual</sup>	Div.				x
5	Blade Ward	Abj.	x			
6	Chill <sup>*rev warmth</sup>	Abj.		x		
7	Courage <sup>*rev coward</sup>	Charm	x	x		
8	Create Bonfire					
9	Coward <sup>*rev courage</sup>	Charm	x	x		
10	Darkvision	Div.		x		
11	Detect Magic <sup>*ritual</sup>	Div.				
12	Harming Touch <sup>*rev healing touch</sup>	Necr.	x			
13	Healing Touch <sup>*rev harming touch</sup>	Evo.	x			
14	Holy Flame <sup>*rev unholy flame</sup>	Evo.				
15	Imbue Poison <sup>*rev resist poison</sup>	Alt.	x	x		
16	Intoxicate <sup>*rev sober</sup>	Abj.				
17	Malattune <sup>*rev attune</sup>	Ench.	x	x		
18	Minor Enchantment	Ench.				
19	Nap <sup>*rev awaken</sup>	Charm				
20	Resist Poison <sup>*rev imbue poison</sup>	Abj.	x	x		
21	Sober <sup>*rev intoxicate</sup>	Abj.				
22	Unholy Flame <sup>*rev holy flame</sup>	Necr.				
23	Warmth <sup>*rev chill</sup>	Abj.				

No	Level 1 Priest	School	Q	C	NoMr	M
1	Augury <sup>*ritual</sup>	Div.				
2	Autonomy <sup>*simul</sup>	Ench.	x			
3	Bless <sup>*rev curse</sup>	Ench.	x			
4	Command	Charm				x
5	Create Water <sup>*rev destroy water</sup>	Conj.			x	
6	Cure Wounds	Evo.	x			
7	Curse <sup>*rev bless</sup>	Ench.	x			
8	Darkness <sup>*rev light</sup>	Conj.				
9	Destroy Water <sup>*rev create water</sup>	Conj.			x	
10	Endure	Necr.	x			
11	Freeze	Inv.				
12	Hex	Necr.	x	x		
13	Inspiration	Charm	x	x		x
14	Light <sup>*rev darkness</sup>	Conj.				
15	Protection	Abj.		x		
16	Resist Cold & Fire	Abj.		x		
17	Rest <sup>*ritual</sup>	Alt.				
18	Sanctuary	Charm				
19	Stun	Evo.	x	x		x
20	True Strike	Ench.	x			
21	Wate Walk <sup>*rit</sup>	Ench.				



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No	Level 2 Priest	School	Q	C	NoMr	M
1	Aid	Necr.				
2	Consecrate <sup>*ritual</sup> <sup>*rev desecrate</sup>	Ench.				
3	Continual Light	Conj.				
4	Desecrate <sup>*ritual</sup> <sup>*rev consecrate</sup>	Ench.				
5	Distant Cure	Evo.				
6	Dust Storm	Conj.		x	x	
7	Enchantment <sup>*ritual</sup>	Ench.	x			
8	Flame Blade	Inv.	x			
9	Foreknowledge	Div.		x		
10	Heroism	Ench.		x		
11	Hold Person	Alt.				
12	Holy Hammer	Conj.				
13	Holy Sphere	Abj.		x		
14	Karmic Justice	Ench.				
15	Refresh	Alt.				
16	Resist Thunder & Lightning	Abj.				
17	Silence	Alt.				
18	Speak with Dead	Necr.				
20	Water Breathing <sup>*ritual</sup>	Alt.				

No	Level 3 Priest	School	Q	C	NoMr	M
1	Blind <sup>*rev Remove Blindness</sup>	Necr.				
3	Death Flames <sup>*rev Ethereal Flames</sup>	Necr.				
2	Dispel Magic <sup>*ritual</sup>	Ench.			x	
4	Divining Evocation <sup>*simul</sup>	Div.				
5	Ethereal Flames <sup>*rev Death Flames</sup>	Evo.				
6	Exorcism <sup>*rev Possess</sup>	Necr.				
7	Fear	Charm				x
8	Impose <sup>*simul</sup>	Ench.	x			
9	Inflict Disease <sup>*rev remove disease</sup>	Alt.				
10	Infuse Magic	Ench.			x	
11	Mass Attack	Alt.			x	
12	Paralyse	Alt.				
13	Possess <sup>*rev exorcism</sup>	Necr.				
14	Prayer <sup>*rev despair</sup>	Ench.				
15	Remove Blindness <sup>*rev blind</sup>	Alt.				
16	Remove Disease <sup>*rev inflict disease</sup>	Alt.				
17	Replicate	Pha.				
18	Revivify	Evo.				
19	Vampiric Touch	Necr.	x			
20	Wall of Water	Conj.				
20	Weapon <sup>*ritual</sup>	Conj.				

No	Level 4 Priest	School	Q	C	NoMr	M
1	Animate Dead <sup>*rev Disanimate Dead</sup>	Necr.				
2	Atone	Evo.				
3	Bestow Curse <sup>*rev Remove Curse</sup>	Necr.				
4	Blight	Evo.				
5	Charge	Alt.	x			

6	Disanimate Dead <sup>*rev Animate Dead</sup>	Evo.				
7	Dispel Ethos	Abj.				
8	Disruption	Ench.	x		x	
11	Flare	Evo.	x			
12	Guardian	Pha.		x		
13	Lesser Restoration <sup>*ritual</sup>	Evo.	x			
14	Mass Cure	Evo.	x			
15	Missile Shield	Abj.		x		
16	Remove Curse <sup>*rev Bestow Curse</sup>	Evo.	x			
17	Resist Acid	Abj.		x		

No	Level 5 Priest	School	Q	C	NoMr
1	Cause Critical Wounds <sup>*rev cure critical w.</sup>	Evo.	x		
2	Creation	Pha			
3	Critical Miss <sup>*rev vorpal weapon</sup>	Ench.	x		x
4	Cure Critical Wounds <sup>*rev cause critical w.</sup>	Evo.	x		
5	Death Ward	Necr.		x	
6	Elemental Resistance	Abj.		x	
7	Flame Strike	Evo.			
8	Hold Monster	Charm			
9	Mental Shield	Abj.		x	
10	Righteous Might	Alt.		x	
11	Summon Undead	Sum.			
12	Vorpal Weapon <sup>*rev critical miss</sup>	Ench.	x		x
13	Wall of Fire	Conj.			

No	Level 6 Priest	School	Q	C	NoMr	M
1	Air Walk	Inv.		x		
2	Blade Barrier	Conj.				
3	Control Weather	Inv.				
4	Deteriorate <sup>*rev regenerate</sup>	Necr.	x			
5	Harm <sup>*rev heal</sup>	Necr.	x			
6	Heal <sup>*rev harm</sup>	Evo.	x			
5	Raise Dead <sup>*rev slay living</sup>	Evo.	x			
7	Regenerate <sup>*rev deteriorate</sup>	Alt.	x			
8	Slay Living <sup>*rev raise dead</sup>	Necr.	x			
9	True Sight	Div.		x		
10	Word of Recall <sup>*ritual</sup>	Alt.				

No	Level 7 Priest	School	Q	C	NoMr	M
1	Aerial Servant	Sum.		x		
2	Astral Gate	Alt.				
3	Causality <sup>*rev chaos</sup>	Alt.			x	
4	Chaos <sup>*rev causality</sup>	Alt.			x	

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5	Commune <sup>*ritual</sup>	Div.				
6	Devastation <sup>*rev restoration</sup>	Necr.	x			
7	Restoration <sup>*rev devastation</sup>	Evo.	x			
8	Word	Conj.				

No	Level 8 Priest	School	Q	C	NoMr	M
1	Abjure <sup>*rev conjure</sup>	Evo.				
3	Clone <sup>*ritual</sup>	Alt.				
2	Conjure <sup>*rev abjure</sup>	Sum.				
4	Destruction <sup>*rev resurrection</sup>	Necr.	x			
5	Power Word Command	Charm				x
6	Premonition	Div.		x		
7	Resurrection <sup>*rev destruction</sup>	Evo.	x			
8	Symbol	Ench.				

No	Level 9 Priest	School	Q	C	NoMr	M
1	Doom	Necr.				
2	Intervention	Div.				
3	Miracle	Alt.				
4	Shape Change	Ench.				

### DRUID & RANGER PRAYERS

No	Level 0 Druid	School	Q	C	NoMr	M
1	Caltrops	Conj.		x	x	
2	Chill <sup>*rev warmth</sup>	Abj.		x		
3	Control Fire	Inv.		x		
4	Courage <sup>*rev coward</sup>	Charm	x			x
5	Coward <sup>*rev courage</sup>	Charm	x			x
6	Create Bonfire	Conj.		x		
7	Detect Magic <sup>*ritual</sup>	Div.				
8	Draught <sup>*rev precipitate</sup>	Inv.				
9	Fog <sup>*ritual</sup>	Inv.			x	
10	Frostbite	Evo.				
11	Grease	Vonj.				
12	Gust	Conj.				
13	Healing Touch <sup>*rev harming touch</sup>	Evo.	x			
14	Precipitation <sup>*rev draught</sup>	Inv.				
15	Resist Poison <sup>*rev imbue poison</sup>	Abj.	x	x		
16	Shape Water	Alt.				
17	Speak with Animals	Div.				
18	Warmth <sup>*rev chill</sup>	Abj.		x		

No	Level 1 Druid	School	Q	C	NoMr	M
1	Animal Messenger <sup>*ritual</sup>	Sum				
2	Barkskin	Abj.		x		
3	Create Water <sup>*rev destroy water</sup>	Conj.			x	
4	Cure Wounds <sup>*rev cause wounds</sup>	Evo.	x			
5	Destroy Water <sup>*rev create water</sup>	Conj.			x	
6	Entangle	Conj.		x		

7	Faerie Fire	Conj.				
8	Frostbite	Evo				
9	Light	Conj.				
10	Purify <sup>*rev putrify</sup>	Alt.				
11	Putrefy <sup>*rev purify</sup>	Alt.				
12	Sanctuary	Charm				
13	Shillelagh	Ench.			x	
14	Speak with Plants	Div.				x
15	Water Walk <sup>*rit</sup>	Ench.				

No	Level 2 Druid	School	Q	C	NoMr	M
1	Alter Self	Alt.		x		
2	Charm Plant	Charm		x		x
3	Distant Cure	Evo.				
4	Dust Storm	Conj.		x	x	
5	Flame Blade	Inv.	x			
6	Heat Metal	Alt.				
7	Magic Stone	Ench.				
8	Nourish	Conj.				
9	Resist Thunder & Lightning	Abj.				
10	Rot	Alt.				
11	Silence	Alt.				
12	Summon Animal	Sum.			x	
13	Wall of Sand	Conj.				
14	Water Breathing <sup>*ritual</sup>	Alt.				

No	Level 3 Druid	School	Q	C	NoMr
1	Animate Plant <sup>*ritual</sup>	Alt.		x	x
2	Diminutive Insect <sup>*rev giant insect</sup>	Alt.		x	
3	Dispel Magic <sup>*ritual</sup>	Ench.			x
4	Earth Lair	Alt.			
5	Earth Tremor				
6	Giant Insect <sup>*rev diminutive insect</sup>	Ench.		x	
7	Inflict Disease <sup>*rev remove disease</sup>	Alt.			
8	Remove Disease <sup>*rev inflict disease</sup>	Alt.			
9	Tidal Wave				x
10	Wall of Water				
11	Zephyr <sup>*reactive</sup>	Inv.		x	



No	Level 4 Druid	School	Q	C	NoMr
1	Elemental Shield <sup>*rev elemental force</sup>	Abj.		x	
2	Elemental Force <sup>*rev elemental shield</sup>	Abj.		x	
3	Mass Cure	Evo.	x		
4	Move Earth	Inv.			

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5	Part Water	Inv.			
6	Sticks to Snakes	Alt.			
7	Stone Shape	Alt.			
8	Tree Door	Alt.			
9	Venom	Conj.	x		
10	Wall of Thorns	Conj.		x	x

No	Level 5 Druid	School	Q	C	NoMr
1	Creation	Phan.			
2	Cloudkill	Conj.		x	
3	Elemental Resistance	Abj.		x	
4	Gelatinous Cube	Conj.			
5	Hold Monster	Charm			
6	Insect Plague	Sum.		x	x
7	Resilient Sphere	Abj.		x	
8	Treant <sup>*ritual</sup>	Sum			
9	Wall of Fire				

No	Level 6 Druid	School	Q	C	NoMr
1	Air Walk	Inv.		x	
2	Control Weather <sup>*ritual</sup>	Inv.		x	x
3	Find the Path <sup>*ritual</sup>	Div.		x	
4	Heal <sup>*rev harm</sup>	Evo.	x		
5	Regenerate <sup>*rev deteriorate</sup>	Alt.			
6	Sink	Alt.			
7	Sun Beam	Evo.			

No	Level 7 Druid	School	Q	C	NoMr
1	Cauldron <sup>*ritual</sup>	Ench.			
2	Creeping Doom	Sum.		x	x
3	Plane Shift	Abj.			
4	Polymorph any Object	Alt.			
5	Summon Elemental	Sum.		x	
6	Tremor	Inv.			x

No	Level 8 Druid	School	Q	C	NoMr
1	Abjure <sup>*rev conjure</sup>	Evo.			
2	Conjure <sup>*rev abjure</sup>	Sum.			
4	Elemental Shape <sup>*rev prime shape</sup>	Alt.			
5	Prime Shape <sup>*rev elemental shape</sup>	Alt.			
3	Summon Dragon	Sum.			
6	Tornado	Inv		x	x
7	Ygdra	Alt.		x	

No	Level 9 Druid	School	Q	C	NoMr
1	Disintegration <sup>*rev reintegration</sup>	Alt.			
2	Earthquake	Inv.			x
3	Intervention	Div.			
4	Reintegration <sup>*rev disintegration</sup>	Alt.			
5	Shape Change	Ench.			

## DISCIPLINES OF SCIENCES

There are six schools of thought, sciences – ways to manifest your mental powers. Generally, a Psionist have a few of these and the system is made to build your powers within those sciences, instead of selecting freely.

The sciences are; Telekinetic, Farsensor, Redactor, Metaboliser, Creator and Coercer

They each have five levels; **Minor** (level 0-1), **Major** (level 2-3), **Master** (level 4-5), **Grand Master** (level 6-7) and **Paramount** (level 8-9). You *must* know a minor discipline in a science before learning a major in that science. A major before you learn a master discipline and so on.

The power score determines the number of disciplines **you know**, see disciplines known below. You do not get them from initiate magic or power use (other than higher CP).

You can **use** a number of disciplines a day equal to the Psionic points you have. You have 1d4 for each CP you have, rolled once at character creation and each time gaining a new higher Power Score.

A discipline **cost** one point if it is minor, three points if major, five points if master level, seven points if grand masterly and nine points if paramount. They are regained from a long rest.

You **learn** a discipline by a willpower check DC 10, 12 if it is major, 14 if it is master class, 16 if grand masterly and DC 18 if paramount.

A minor discipline count as a cantrip, major is 2<sup>nd</sup> level, master is 4<sup>th</sup> level, grand master is 6<sup>th</sup> level and paramount are an 8<sup>th</sup> level power. Each category contains powers from their level and the one higher. Thus, Psionists gain access to the highest-level powers first of any caster – but are limited in the number of uses and their selection of powers.

If one of your *disciplines* can be reversed. You may not use the reversed power if it is in a *Science*, you are not eligible to (have no discipline in that school of next lower level) with the exception of minor powers.

A Psionist disciplines are non-magic in their nature and those with the **mental tag** are all **NoMR** in addition to those tagged **noMR**.

## DISCIPLINES KNOWN

CP	Min.	Maj.	Mast.	Grand	Param.
1	1	-	-	-	-
2	2	-	-	-	-
3	3	-	-	-	-
4	3	1	-	-	-
5	3	2	-	-	-
6	4	2	-	-	-
7	4	2	1	-	-
8	4	3	2	-	-
9	5	3	2	-	-
10	5	3	2	1	-
11	5	4	3	1	-
12	5	4	3	2	-
13	5	4	3	2	1
14	5	4	3	2	2
15	5	5	3	3	2
16	5	5	4	3	2+
17	5	5	4	3	3+
18	6	5	4	3	3+
19	6	5	4	4	3++
20	6	6	4	4	3++
21	6	6	5	4	3++
22	6	6	5	4	4+++
23	7	6	5	4	4+++
24	7	6	5	5	4+++
25	7	7	5	5	4++++

+ You may use a discipline, using adjust power, as one step higher than paramount (using 11 points).

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++ Two steps higher than paramount (using 13 points).

+++ Three steps higher than paramount (using 15 points).

++++ Four steps higher than paramount (using 17 points).

### MINOR DISCIPLINES

No.	Discipline	Science	School	Q	C	M
1	Awaken <sup>*rev Nap</sup>	Coercer	Alt.			x
2	Charm Person	Coercer	Charm			x
3	Command	Coercer	Charm			x
4	Fiery Fists	Coercer	Ill.			x
5	Mental Blow	Coercer	Charm			x
6	Nap <sup>*rev Awaken</sup>	Coercer	Alt.			x
7	Stun	Coercer	Evo.	x	x	x
8	Create Water <sup>*nomr</sup>	Creator	Conj.			
9	Darkness <sup>*rev light</sup>	Creator	Conj.			
10	Fog <sup>*nomr</sup>	Creator	Conj.			
11	Light	Creator	Conj.			
12	Precipitation	Creator	Inv.			
13	Spark	Creator	Inv.			
14	Tinder	Creator	Inv.			
15	Autonomy	Farsense	Div	x	x	x
16	Comprehend	Farsense	Div.			
17	Detect Invisible <sup>*ritual</sup>	Farsense	Div.		x	
18	ESP	Farsense	Div.			x
19	Gibberish <sup>*rev comprehend</sup>	Farsense	Div.	x		
20	Mind Sliver	Farsense	Cha.			
21	Telepathy	Farsense	Div.		x	x
22	Chill	Metabol.	Abj.		x	
23	Darkvision	Metabol.	Div.		x	
24	Endure	Metabol.	Nec.	x		
25	Imbue Poison <sup>*rev resist P.</sup>	Metabol.	Alt.	x	x	
26	Jump	Metabol.	Alt.			
27	Resist Poison <sup>*Rev Imbue P</sup>	Metabol.	Abj.	x	x	
28	Warmth	Metabol.	Abj.			
29	Babel <sup>*ritual</sup>	Redact.	Div.			
30	Blade Ward	Redact.	Abj.			
31	Courage <sup>*rev coward</sup>	Redact.	Charm	x	x	
32	Coward <sup>*rev courage</sup>	Redact.	Charm	x	x	
33	Expeditious Retreat	Redact.	Alt.	x	x	
34	Forget	Redact.	Alt.			x
35	Inspiration	Redact.	Charm	x	x	x
36	Sleep	Redact.	Charm			x
37	Control Fire	Telekin.	Inv.		x	
38	Excitation	Telekin.	Inv.			
39	Gust	Telekin.	Conj.			
40	Minor Force	Telekin.	Conj.		x	
41	Push	Telekin.	Conj.			
42	Shape Water	Telekin.	Alt.			

### MAJOR DISCIPLINES

No.	Discipline	Science	School	Q	C	M
1	Hold Person	Coercer	Alt.			
2	Id Insinuation	Coercer	Charm			x
3	Mind Storm	Coercer	Conj.			x
4	Alter Self	Creator	Alt.		x	
5	Enchantment	Creator	Ench.			

6	Heat Metal	Creator	Alt.			
7	Minute Meteors	Creator	Evo.			
8	Scintillating Colours	Creator	Ill.		x	
9	Zephyr <sup>*reactive</sup>	Creator	Inv.		x	
10	Foreknowledge	Farsense	Div.		x	
11	Glossolalia	Farsense	Div.			x
12	Invisibility <sup>*ritual</sup>	Farsense	Alt.			
13	Suggestion	Farsense	Charm			x
14	Summon Animal	Farsense	Sum.			
15	Summon Monster <sup>*ritual</sup>	Farsense	Sum.		x	
16	Body Adjustment	Metabolic	Abj.			
17	Enfeeblement <sup>*rev enhancement</sup>	Metabolic	Necr.			
18	Enhancement <sup>*rev enfeeblement</sup>	Metabolic	Ench.			
19	Gaseous Form	Metabolic	Alt.		x	
20	Meld into Stone <sup>*ritual</sup>	Metabolic	Alt			
21	Paralyse	Metabolic	Alt.			
22	Biofeedback	Redactor	Abj.		x	
23	Blind <sup>*rev remove blindness</sup>	Redactor	Necr.			
24	Fear	Redactor	Charm			x
25	Heroism	Redactor	Ench.		x	
26	Intellect Fortress	Redactor	Abj.			
27	Misty Step	Redactor	Conj.			
28	Psychic Crush	Redactor	Alt.			
29	Remove Blindness <sup>*rev Blind</sup>	Redactor	Alt.			
30	Earth Tremor	Telekinetic				
31	Dust Storm	Telekinetic	Conj.		x	
32	Levitate	Telekinetic	Alt.			
33	Shadow Step	Telekinetic	Alt.			
34	Spectral Hands	Telekinetic	Pha.		x	

### MASTER CLASS DISCIPLINES

No.	Discipline	Science	School	Q	C	M
1	Displacement	Coercer	Ill.		x	
2	Fumble	Coercer	Charm		x	x
3	Mind Blast	Coercer	Charm			x
4	Venom	Creator	Conj.	x		
5	Wall of Fire	Creator	Conj.			
6	Xanta's Axe	Creator	Pha.		x	
7	Confusion	Farsense	Charm			x
8	Mirrored Phantasm	Farsense	Pha.	x	x	
9	Psi Disruption	Farsense	Alt.			
10	Slow <sup>*rev Haste</sup>	Farsense	Alt.			
11	Adapt Body	Metabol.	Abj.			
12	Enlarge <sup>*rev Shrink</sup>	Metabol.	Alt.		x	
13	Haste <sup>*rev slow</sup>	Metabol.	Alt.		x	
14	Shrink <sup>*rev Enlarge</sup>	Metabol.	Alt.		x	
15	Stone Skin	Metabol.	Abj.		x	
16	Suspended Animation <sup>*ritual</sup>	Metabol.	Evo.			
17	Mental Shield	Redactor	Abj.		x	
18	Phantasmal Killer	Redactor	Charm			x
19	Shadow Beast	Redactor	Pha.			
20	Dimension Door	Telek.	Alt.			
21	Fly	Telek.	Alt.		x	
22	Move Earth	Telek.	Conj.			
23	Telekinesis	Telek.	Alt.			
24	Telekinetic Shield	Telek.	Abj.	x	x	



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### GRAND MASTER DISCIPLINES

No	Discipline	Science	School	Q	C	M
1	Feeblemind	Coercer	Alt.			x
2	Geas	Coercer	Charm			x
3	Mind Wreck	Coercer	Conj.			x
4	Force Cage	Creator	Conj.			
5	Project Image	Creator	Ill.			x
6	Wall of Stone <sup>*ritual</sup>	Creator	Conj.			
7	Astral Gate	Farsense	Alt.			
8	Commune <sup>*ritual</sup>	Farsense	Div.			
9	Find the Path <sup>*ritual</sup>	Farsense	Div.		x	
10	Plane Shift	Farsense	Inv.			
11	Shriek	Farsense	Alt.			x
12	Petrify <sup>*rev Unpetrify</sup>	Metabolic	Alt.			
13	Regenerate <sup>*rev Deteriorate</sup>	Metabolic	Evo.	x		
14	Repulsion	Metabolic	Charm			x
15	Unpetrify <sup>*rev petrify *ritual</sup>	Metabolic	Alt.			
16	Clarity <sup>*rev insanity NoMR</sup>	Redactor	Abj.			
17	Eyebite	Redactor	Necr.	x	x	
18	Insanity <sup>*rev clarity</sup>	Redactor	Alt.			x
19	Sink	Telekinetic	Alt.		x	
20	Teleport	Telekinetic	Alt.			
21	Wall of Force	Telekinetic	Evo.			



### RITUALS

Lev	Wiz	Pri	Dru	Psi	Power
0	x	x			Alarm
0		x		x	Babel
0	x			x	Comprehend ~b ~s
0	x			x	Detect Invisible ~s
0	x	x	x		Detect Magic ~a ~b ~s
0	x		x	x	Fog ~s
0	x				Prestidigitation
0	x				Wizard Mark
1			x		Animal Messenger
1		x			Augury
1	x				Close Portal
1	x				Familiar
1	x				Open Portal
1		x			Rest
1	x				Skywrite
1	x	x	x		Water Walk
2		x			Consecrate
2		x			Desecrate
2	x				Disguise
2	x	x		x	Enchantment ~a ~b
2	x			x	Enhancement
2	x			x	Invisibility
2	x	x	x		Water Breathing
2	x				Winthound
3			x		Animate Plant
3	x				Contingency
3	x	x	x		Dispel Magic
3	x		x	x	Meld into Stone
3	x			x	Summon Monster ~s
3	x	x			Weapon ~s
4		x			Lesser Restoration
4	x				Reflection
4	x				Tentacles
5	x				Explosive Runes
5	x				Greater Infusion
5	x			x	Suspended Animation
5			x		Treant
6	x				Animate Object
6	x				Anti-Magic

### PARAMOUNT DISCIPLINES

No	Discipline	Science	School	Q	C	M
1	Domination	Coercer	Charm		x	x
2	Irresistible Dance	Coercer	Charm			
3	Weird	Coercer	Ill.			
4	Clone	Creation	Alt.			
5	Prismatic Wall <sup>*ritual</sup>	Creation	Evo.			
6	Symbol	Creation	Ench.			
7	Orchestrate <sup>*simulspell</sup>	Farsense	Div.		x	
8	Premonition	Farsense	Div.		x	
9	Astral Projection	Metabolic	Alt.			
10	Destruction <sup>*Quick, *rev resurrection</sup>	Metabolic	Necr.	x		
11	Resurrection <sup>*Quick, *rev destruction</sup>	Metabolic	Evo.	x		
12	Shape Change	Metabolic	Ench.			x
13	Antipathy <sup>*rev sympathy</sup>	Redactor	Charm			x
14	Sympathy <sup>*rev antipathy</sup>	Redactor	Charm			
15	Trap the Soul	Redactor	Necr.			
16	Disintegration <sup>*rev reintegration</sup>	Telekinetic	Alt.			
17	Earthquake <sup>*noMR</sup>	Telekinetic	Inv.			
18	Passwall	Telekinetic	Alt.		x	
19	Reintegration <sup>*rev disintegration</sup>	Telekinetic	Alt.			

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6		x	x		Control Weather
6	x		x		Find the Path
6		x			Word of Recall
7			x		Cauldron
7		x			Causality
7	x	x		x	Commune
7	x				Permanency
7	x				Screen
7	x			x	Unpetrify
7	x			x	Wall of Stone
8	x	x			Clone
8	x				Prismatic Wall
9	x				Prismatic Sphere

4	Missile Shield	
4	Rainbow	
4	Reflection	
4	Resist Acid	
4	Telekinetic Shield	Telekinetic
5	Elemental Resistance	
5	Mental Shield	Redactor
5	Resilient Sphere	
5	Stone Skin	Metabolic
6	Anti-Magic	
6	Fire Shield	
7	Clarity	Redactor
7	Duo Dimension	
7	Plane Shift	Farsense
7	Spell Turning	

### GENERIC SPELL DAMAGE (AT CP 10)

	0 <sup>th</sup>	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>	6 <sup>th</sup>	7 <sup>th</sup>	8 <sup>th</sup>	9 <sup>th</sup>
<b>One target</b>	10	15	20	25	30	35	40	45	50	55
<b>Area</b>	7	12	16	20	24	38	32	36	40	44
<b>Large</b>	5	9	12	15	18	21	24	27	31	34
<b>Duration</b>	-2	-4	-6	-8	-10	-12	-14	-16	-18	-20
<b>No Save</b>	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
<b>Sum CR</b>	0.3	0.4	0.5	0.6	0.7	0.8	0.85	0.9	0.95	CP

*Lightning, thunder & acid -1; disintegration, negative or positive -2*

*Large is area > 3+4sq. per level*

*Sum CR = Summoning CR (factor of CP) generally not higher CR than level of Power, cantrips count as a ½ CR, CP may modify by CP/5*

## Abjurations

Level	Power	Science
0	Alarm	
0	Blade Ward	Redactor
0	Chill	Metabolic
0	Resist Poison	Metabolic
0	Sober	
0	Spectral Hat	
0	Warmth	Metabolic
1	Armour	
1	Barkskin	
1	Close Portal	
1	Open Portal	
1	Protection	
1	Resist Cold & Fire	
1	Shield	
2	Biofeedback	Redactor
2	Body Adjustment	Metabolic
2	Disjunction	
2	Holy Sphere	
2	Injunction rev	
2	Resist Thunder & Lightning	
3	Intellect Fortress	Redactor
4	Adapt Body	Metabolic
4	Dispel Ethos	
4	Elemental Force	
4	Elemental Shield	
4	Globe	

## Alteration

Lev	Power	Coercer
0	Awaken ~b	Coercer
0	Break	
0	Imbue Poison	Metabolic
0	Mend	
0	Prestidigitation	
0	Shape Water	Telekinetic
0	Ventriloquism ~b	Redactor
1	Dense	
1	Expeditious Retreat	Redactor
1	Feather Fall	
1	Forget	Redactor
1	Jump	Metabolic
1	Purify	
1	Putrefy	
1	Quick Step	
1	Rest	
1	Spider Climb	
2	Alter Self	Creator
2	Altering Enchantment	
2	Gaseous Form	Metabolic
2	Heat Metal	Creator
2	Hold Person	Coercer
2	Invisibility	Farsense
2	Luck rev	
2	Misfortune	
2	CPsychic Crush	Redactor
2	Refresh	
2	Rope Trick	
2	Rot	
2	Shadow Step ~b	Telekinetic
2	Silence	
2	Water Breathing	
2	Winthound	
3	Animate Plant	
3	Diminutive Insect	
3	Earth Lair	
3	Erupting Earth	
3	Inflict Disease	
3	Levitate	Telekinetic
3	Mass Attack	
3	Meld into Stone	Metabolic
3	Paralyse	Metabolic
3	Remove Blindness	Redactor
3	Remove Disease	
3	Slime Form rev	

## Arcane Fantasy Powers 8.8

3	Solid Form rev	
4	Charge	
4	Enlarge	Metabolic
4	Haste	Metabolic
4	Polymorph	
4	CPi Disruption	Farsense
4	Shrink	Metabolic
4	Slow	Farsense
4	Sticks to Snakes	
4	Stone Shape	
4	Tree Door	
5	Bold Intervention	
5	Dimension Door	Telekinetic
5	Fly	Telekinetic
5	Righteous Might	
5	Telekinesis	Telekinetic
5	Treant	
5	Vanish	
6	Animate Object	
6	Demonic Form	
6	Feeblemind	Coercer
6	Regenerate	Metabolic
6	Shriek	Farsense
6	Sink	Telekinetic
6	Warrior	
6	Word of Recall	
7	Astral Gate	Farsense
7	Causality	
7	Chaos	
7	Giant Form	
7	Insanity	Redactor
7	Petrify	Metabolic
7	Polymorph any Object	
7	Reverse Gravity	
7	Teleport	Telekinetic
7	Unpetrify	Metabolic
8	Clone	Creation
8	Elemental Shape	
8	Passwall	Telekinetic
8	Prime Shape	
8	Spectral Form	
8	Teleport Other	
8	Ygdra	
9	Astral Projection	Metabolic
9	Disintegration	Telekinetic
9	Dragon Breath	
9	Miracle	
9	Reintegration	Telekinetic
9	Timestop	
9	Wish	

## Conjuration Summoning

Level	Power	School	Science
0	Arrow ~a ~s	Conjuration	
0	Caltrops	Conjuration	
0	Create Bonfire	Conjuration	
0	Grease ~s	Conjuration	
0	Gust ~s	Conjuration	Telekinetic
0	Intoxicate ~s	Conjuration	
0	Minor Force ~s	Conjuration	Telekinetic
0	Pyrotechnics ~b ~s	Conjuration	
1	Animal Messenger	Summoning	
1	Chromatic Orb ~a ~s	Conjuration	

1	Create Water	Conjuration	Creator
1	Darkness ~s	Conjuration	Creator
1	Destroy Water	Conjuration	
1	Entangle	Conjuration	
1	Faerie Fire	Conjuration	
1	Floating Disc ~s	Conjuration	
1	Light ~s	Conjuration	Creator
1	Push ~a ~s	Conjuration	Telekinetic
1	Spear ~a ~s	Conjuration	
1	Summon Rat ~s	Summoning	
2	Continual Light	Conjuration	
2	Dust Storm	Conjuration	Telekinetic
2	Holy Hammer	Conjuration	
2	Misty Step ~s	Conjuration	Redactor
2	Nourish	Conjuration	
2	Poison Needle ~s	Conjuration	
2	Summon Animal	Summoning	Farsense
2	Summon Spider ~s	Summoning	
2	Wall of Sand ~s	Conjuration	
2	Web ~s	Conjuration	
3	Acid Splash ~s	Conjuration	
3	Catapult ~s	Conjuration	
3	Juggernaut ~s	Conjuration	
3	Mind Storm	Conjuration	Coercer
3	Poison Cloud ~s	Conjuration	
3	Sound Burst ~s	Conjuration	
3	Summon Monster ~s	Summoning	Farsense
3	Tidal Wave	Conjuration	Telekinetic
3	Wall of Water ~s	Conjuration	
3	Weapon ~s	Conjuration	
4	Acid Arrow	Conjuration	
4	Poison Breath	Conjuration	
4	Tentacles	Conjuration	
4	Venom	Conjuration	Creator
4	Wall of Ice	Conjuration	
4	Wall of Thorns	Conjuration	
5	Cloudkill	Conjuration	
5	Gelatinous Cube	Conjuration	
5	Insect Plague	Summoning	
5	Summon Undead	Summoning	
5	Wall of Fire	Conjuration	Creator
6	Acid Storm ~s	Conjuration	
6	Blade Barrier	Conjuration	
6	Invisible Stalker	Summoning	
7	Aerial Servant	Conjuration	
7	Creeping Doom	Summoning	
7	Doom Blades	Conjuration	
7	Force Cage	Conjuration	Creator
7	Greater Calling	Summoning	
7	Mind Wreck	Conjuration	Coercer
7	Summon Elemental	Summoning	
7	Wall of Stone	Conjuration	Creator
7	Word	Conjuration	
8	Conjure	Summoning	
8	Summon Dragon	Summoning	

## Divination

Level	Power	Science
0	Babel	Redactor
0	Comprehend ~b ~s	Farsense
0	Darkvision	Metabolic
0	Detect Invisible ~s	Farsense
0	Detect Magic ~a ~b ~s	

## Arcane Fantasy Powers 8.8

0	Gibberish ~s	Farsense
0	Senses ~b ~s	
0	Speak with Animals	
0	Telepathy	Farsense
1	Augury	
1	Autonomy	Farsense
1	ESP ~a ~s	Farsense
1	Speak with Plants	
2	Foreknowledge	Farsense
2	Glossolalia ~b ~s	Farsense
2	Telepathy ~s	
3	Divining Evocation	
3	Ultravision ~s	
3	Wizard Eye ~s	
6	Find the Path	
6	True Sight	
7	Commune	Farsense
8	Orchestrate	Farsense
8	Premonition	Farsense
9	Intervention	



## Enchantment/Charm

Level	Power	School	Science
0	Attune	Ench.	
0	Courage	Charm	Redactor
0	Coward	Charm	Redactor
0	Dancing Feet ~b	Charm	
0	Drum Roll ~b	Ench.	
0	Malattune	Ench.	
0	Mind Sliver	Charm	Farsense
0	Minor Enchantment	Ench.	
0	Mockery ~b	Charm	
0	Nap ~a	Charm	Coercer
0	Prolong	Ench.	
0	Reach	Ench.	
0	Returning ~a	Ench.	
0	Wizard Mark	Ench.	
1	Bless	Ench.	
1	Charm Person	Charm	Coercer
1	Command	Charm	Coercer
1	Curse	Ench.	
1	Familiar	Charm	
1	Inspiration ~b	Charm	Redactor
1	Mental Blow	Charm	Coercer
1	Sanctuary	Charm	
1	Shillelagh	Ench.	
1	Sleep ~b	Charm	Redactor
1	True Strike ~a ~b	Ench.	
1	Water Walk ~s *rit	Ench.	
2	Arcane Lock	Ench.	
2	Charm Plant	Charm	
2	Consecrate	Ench.	
2	Dancing Weapon ~a	Ench.	

2	Desecrate	Ench.	
2	Enchantment ~a ~b	Ench.	Creator
2	Enhancement	Ench.	Metabolic
2	Heroism ~a	Ench.	Redactor
2	Hornet ~b	Ench.	
2	Karmic Justice	Ench.	
2	Magic Stone	Ench.	
2	Resize	Ench.	
3	Contingency	Ench.	
3	Dispel Magic	Ench.	
3	Fear	Charm	Redactor
3	Giant Insect	Ench.	
3	Id Insinuation	Charm	Coercer
3	Impose	Ench.	
3	Infuse Magic	Ench.	
3	Prayer	Ench.	
3	Suggestion	Charm	Farsense
4	Confusion	Charm	Farsense
4	Disruption	Ench.	
4	Fumble	Charm	Coercer
4	Penetrate	Ench.	
5	Critical Miss rev	Ench.	
5	Explosive Runes	Ench.	
5	Greater Infusion	Ench.	
5	Hold Monster	Charm	
5	Mind Blast	Charm	Coercer
5	Phantasmal Killer	Charm	Redactor
5	Twin Spell	Ench.	
5	Vorpal Weapon rev	Ench.	
6	Geas	Charm	Coercer
6	Maximize	Ench.	
6	Repulsion	Charm	Metabolic
7	Cauldron	Ench.	
7	Permanency	Ench.	
8	Antipathy	Charm	Redactor
8	Domination	Charm	Coercer
8	Irresistible Dance	Charm	Coercer
8	Power Word Command	Charm	
8	Symbol	Ench.	Creation
8	Sympathy	Charm	Redactor
9	Golem	Ench.	
9	Shape Change	Ench.	Metabolic

## Evocation

Level	Power	Science
0	Eldritch Blast ~a	
0	Healing Touch	
0	Holy Flame	
0	Sound Arrow ~b	
1	Cure Wounds	
1	Frostbite	
1	Hellish Rebuke ~a	
1	Shatter ~b	
1	Stun	Coercer
1	Thunder Wave	Telekinetic
2	Distant Cure	
2	Earthen Grasp	
2	Magic Missile ~a ~b	
3	Blast	
3	Ethereal Flames	
3	Minute Meteors	Creator
3	Revivify	
3	Searing Light	



## Arcane Fantasy Powers 8.8

4	Atone	
4	Blight	
4	Disanimate Dead	
4	Flare	
4	Lesser Restoration	
4	Mass Cure	
4	Remove Curse	
4	Shout	
4	Thunder	
5	Bellow	
5	Cause Critical Wounds	
5	Cure Critical Wounds	
5	Flame Strike	
5	Missile Storm	
5	Suspended Animation	Metabolic
6	Heal	
6	Raise Dead	
6	Sun Beam	
6	Wall of Force	Telekinetic
7	Restoration	
8	Abjure	
8	Prismatic Wall	Creation
8	Ray of Disintegration	
8	Resurrection	Metabolic
9	Implosion	
9	Prismatic Sphere	

## Invocation

Lev	Power	Science
0	Cold Touch ~a ~s	
0	Control Fire ~s	Telekinetic
0	Draught ~s	
0	Fire Bolt ~s	
0	Fog ~s	Creator
0	Precipitation ~s	Creator
0	Ray of Frost ~a ~s	
0	Spark ~a ~s	Creator
0	Tinder ~a ~s	Creator
1	Excitation	Telekinetic
1	Freeze	
1	Ice Knife ~s	Creator
1	Shocking Grasp ~a ~s	
2	Burning Hands ~s	
2	Flame Arrow ~s	
2	Flame Blade ~s	
2	Scorching Ray ~s	
2	Shooting Stars ~s	
3	Earth Tremor ~s	Telekinetic
3	Flame Jet ~s	
3	Lightning Bolt ~s	
3	Zephyr ~s	Creator
4	Cone of Cold	
4	Fireball	
4	Inferno	
4	Move Earth	Telekinetic
4	Part Water	
4	Storm Sphere	
5	Field of Fire	
5	Maelstrom	
6	Air Walk	
6	Control Weather	
6	Ice Storm	
7	Chain Lightning	

7	Tremor	
7	Whirlwind	
8	Ball Lightning	
8	Tornado	
9	Earthquake	Telekinetic

## Illusion Phantasm

Lev	Power	School	Science
0	Audible Glamor ~b	Illusion	
0	Dancing Lights ~b	Illusion	
0	Fiery Fist	Illusion	Coercer
0	Illsuinary Summoning	Illusion	
0	Phantasmal Block	Phantasm	
1	Colour Spray ~a	Illusion	
1	Illusionary Invocation	Illusion	
1	Silent Image	Illusion	
1	Skywrite	Illusion	
2	Blur	Illusion	
2	Disguise	Illusion	
2	Mirror Image	Illusion	
2	Phantasmal Force	Phantasm	
2	Spectral Hands	Phantasm	Telekinetic
3	Blink	Illusion	
3	Improved Phantasmal Force	Phantasm	
3	Replicate	Phantasm	
3	Scintillating Colours	Illusion	Creator
4	Displacement	Illusion	Coercer
4	Forceful Hand	Phantasm	
4	Mirrored Phantasm	Phantasm	Farsense
4	Seeming	Illusion	
5	Creation	Phantasm	
5	Improved Invisibility	Illusion	
5	Shadow Beast	Phantasm	Redactor
5	Xanta's Axe	Phantasm	Creator
6	Project Image	Illusion	Creator
6	Spectral Army	Phantasm	
7	Mirage	Illusion	
7	Screen	Illusion	
7	Simulacrum	Phantasm	
9	Alter Reality	Phantasm	
9	Weird	Illusion	Coercer

## Necromantic

Lev	Power	
0	Death Touch	
0	Harming Touch	
0	Unholy Flame	
1	Endure ~a	Metabolic
1	Hex	
2	Aid	
2	Enfeeblement rev	Metabolic
2	Speak with Dead	
3	Blind	Redactor
3	Concordant Drain	
3	Death Flames	
3	Despair	
3	Exorcism	
3	Possess	
3	Vampiric Touch	
4	Animate Dead	
4	Bestow Curse	
5	Control Undead	
5	Death Ward	

## Arcane Fantasy Powers 8.8

5	Skeletal Form	
6	Consumptive Field	
6	Deteriorate	
6	Eyebite	Redactor
6	Harm	
6	Shadow Death	
6	Slay Living	
7	Devastation	
8	Death Field	
8	Destruction	Metabolic
8	Life Field	
8	Trap the Soul	Redactor
9	Doom	
9	Power Word Kill	
9	Wail of the Banshee	

## DESCRIPTION OF POWERS

Listed in alphabetical order regardless of class or level.

## A

### Abjure

*Rev Conjure*

*L8 Evocation R Medium D Instant A 4sq. cube S Rea. Neg.*

Outer planar creatures up to a total of 4d6 + CP levels, starting from the weakest within the area must make a magic resistance and a reaction save (if unwilling) or be relocated back to their home plane (without taking any damage except becoming flatfooted). The power will **work** on a character visiting an outer plane as well, to send them back to the prime plane where each were last or to one of the places any else was last if one never has been on the prime.

An Astral Gate or a Teleport created the following two rounds can create a passage back to the place from where you were abjured. Otherwise, you have to cross the astral again or return the same way you went to the place of abjuration the last time.

At higher levels another 1d6 levels and 1sq to the side of the cube are affected.

### Abjure Base

*Rev Conjure*

*L5 Evocation R Medium D Instant A 1sq. cube S Rea. Neg.*

Outer planar creatures up to a total of 1d6 + CP levels, starting from the weakest within the area must make a magic resistance and a reaction save (if unwilling) or be relocated back to their home plane (without taking any damage except becoming flatfooted). The power will **work** on a character visiting an outer plane as well, to send them back to the prime plane (where they were last).

An Astral Gate or a Teleport created the following two rounds can create a passage back to the place from where you were abjured. Otherwise, you have to cross the astral again or return the same way you went to the place of abjuration the last time.

At higher levels another 1d6 levels and 1sq to the side of the cube are affected.

### Acid Arrow

*L4 Conjunction, D Instant R Medium A one target S None*

Creates a green fluid arrow within range that hurls towards a target no more than 10sq from where the arrow started. The target takes 5d8+CP points of acid damage the first round and unless spending his action to wash the acid off using any neutral fluid, the target takes half that amount of acid damage at the end of its following round.

At higher level add 1d8 point of damage and 1sq. to range.

### Acid Arrow Base

*L0 Conjunction, D Instant R 6sq A one target S None*

Creates a green fluid arrow within range that hurls towards a target no more than 6sq from where the arrow started. The target takes 1d8+CP points of acid damage the first round and unless spending his action to wash the acid off using any neutral fluid, the target takes half that amount of acid damage at the end of its following round.

At higher level add 1d8 point of damage and 1sq. to range.

### Acid Splash

*L3 conjunction R Medium D Instant A 1,3,1 area S Rea ½*

The caster creates a splash of acid within range that covers a (1, 3, 1) area. Those in the area take 3d8+CP points of acid damage but are allowed a reaction save for half damage.

Each level higher damage increase by 1d8 and area goes to 5sq diamond at level 5, 7sq diamond at level 7 and 9sq diamond as level 9.

### Acid Splash Base

*L1 conjunction R Medium D Instant A 1,3,1 area S Rea ½*

The caster creates a splash of acid within range that covers a square. Those in the area take 1d8+CP points of acid damage but are allowed a reaction save for half damage.

Each level higher damage increase by 1d8 and area goes to 3sq diamond at level 3, 5sq diamond at level 5, 7sq diamond at level 7 and 9sq diamond as level 9.

### Acid Storm

*L6 conjunction R L D Instant A 5sq cube S Rea. ½*

The acid storm causes 6d8+CP points of acid damage within a 5 sq cube, with a reaction save for half damage.

At higher levels range increase by 1sq, the side of the affected cube increase by 1sq and 1d8 additional damage is made.

### Acid Storm Base

*L2 conjunction R L D Instant A 1sq cube S Rea. ½*

The acid storm causes 2d8+CP points of acid damage within a 1 sq cube, with a reaction save for half damage.

At higher levels range increase by 1sq, the side of the affected cube increases by 1sq and 1d8 additional damage is made.

### Adapt Body

*metabolic Conc.*

*L4 abjuration R 0 D medium, A personal S None*

This power adapts your body to any hostile environment, underwater, extremely hot, cold or even airless environments –

## Arcane Fantasy Powers 8.8

allowing you to survive as if you were a native. It does not grant any enhanced movement. You do not need to specify a certain environment your body just adapts to it.

Even instant features such as lava bursts, lightning strikes, fire balls, thunder and acid clouds that score damage on a round to round basis is reduced by 3CP% as long as it is of a type native to that environment.

Thus, being exposed to a fire ball while on the ice planes of Gehenna does not reduce damage, but a fire ball while in the lava planes of Abyss would.

At higher levels add 2 to CP and max CP and range becomes touch, area two creatures (max CP 27) at level 5; short, area 3 creatures (max CP 30) at level 6; medium, area 4 creatures (max CP 33) at level 7; long 5 creatures (max CP 36) at level 8 and very long and 6 creatures at level 9.

### Aerial Servant

*Conc.*

*L7 Conjunction, D Instant, R Short, A 2x2 free area, S None*

Conjures an **aerial servant** that may act the following round. The Aerial Servant has 7CP life points and follow the will of its summoner. At the end of a short duration, the areal servant returns to its plane of existence but if concentration is broken it will, until then, attack its summoner.

*At higher levels life points is 8CP, 9CP... at level 8 or 9.*

### Aid

*L2 Necromantic R short D Short once used, A one creature S None*

Grant a selected creature favourable saving throw and +2CP temporary life points. The effect lies dormant until used and they last a short duration thereafter. Casting *aid* on someone who the previous or this round fell unconscious, dying, then this power awakens them at one life point, without debilitation. The power then ends.

Each higher level another target can be affected.

### Air Walk

*Conc.*

*L6 Invocation R 0 D Long A 3sq diamond S Rea Neg. if unwilling*

A 3 sq. diamond centred on the caster is filled with a cloud at ground (feet) level. The caster and four more may walk along as the cloud fly with move CP (manoeuvrability class B). Height can be changed only 1sq per turn.

Each higher-level double duration, area by 2sq more around the caster and increase CP by 2 (level 7 may carry along 6 passengers for twice duration at CP+2 move).

*Any combat action from any one on the cloud, except the caster, requires a reaction save or fall to the ground. Anyone unwilling on the cloud may jump off freely.*

### Alarm

*Ritual*

*L0 Abjuration D 9h R 10+CP/2sq. S none*

When invoked a large stationary area around the caster is enchanted. If anything after the initial round enters the area, the caster is instantly alerted (and awakened if sleeping) to the changed condition. Nothing is known about what type of creature that entered but the caster will learn the number of them. The area will not penetrate walls or doors nor go through force fields or

work on creatures with *Undetect* or *greater shielding* spells. Having been alerted by this power any combat that arises gives a favourable initiative to those prepared.

### Alter Reality

*L9 Phantasm, D Long R Very Long A 2CP sq. cube S None*

This spell is similar to wish in many cases but it works on visual, olfactory, tactile and audible input in a large area. The area could include changes in terrain (swamp, forest, jungle, desert), materials – stone, wood, mist. It could have changes in gravity, it could reduce or enlarge the virtual appearance of the area 20% per CP – including facing larger tougher monsters (that have been altered to become larger).

Unwilling creatures are allowed a phy-save to withstand the alteration. The area affected could include natural dangers or traCP (DC same as spell, damage no more than 2CP). So, the stone room could be a volcanic chamber with lava doing 2CP points of damage each round. It could be an unnatural acidic swamp with giant-sized Aspis larvae of three times the normal size (CP 15) (increase life points by 3 and damage by a factor = square root of size change).

Note – powers from enlarged or shrunk creatures do not change in strength. Possible changes are to enlarge a room, create invisible walls, dress the cave in finery and gold – almost anything you want.

*Higher levels add 2 to CP and max CP.*

### Alter Self

*Conc.*

*L2 Alteration, D Medium R 0 A Personal S None*

Allow you to gain the form of a small to large animal (if medium caster) of no more than second level (same as the level of spells) +1 per 6 CP that you have seen (CP 6 = Level 3, CP 12=Level 4...). In the shape of the animal your equipment is held in a dimensional pocket, not affecting you or of any use to you.

You become that animal fully but retain your intellect (all metal faculties) and alignment. You will radiate dim alteration to any detect magic. If the animal is killed you turn back to your own form and any excess damage (below zero) is moved to you. If you end the spell before this you turn back without any damage.

Psionical powers can be used from the animal form and powers if the form has hands (somatic component) and voice able to articulate (for vocal powers).

*Each higher level another creature touched is altered to the same form. At 4<sup>th</sup> level range is short and caster does not need to alter form but a physical save is allowed if unwilling. At 5<sup>th</sup> and 6<sup>th</sup> level range increases to medium and long respectively.*

### Altering Enchantment

*Simulspell*

*L2 Alteration, D Na R Na A Na S Na*

You use this spell to turn an *Enchantment* power into an alteration power. The host alteration spell is cast as CP -3 but the enchantment created is based on alteration as if the host power is cast as one level higher.

*At higher level the CP penalty increases as are the host power.*

### Animal Messenger

*Ritual*

*L1 Summoning D Long R CP km S none*

## Arcane Fantasy Powers 8.8

When invoked a small creature appears (one common to the region; hawk, pigeon, rabbit, dog...). Caster may recite a message no longer than a minute long vocally and designate a target creature. The animal will then go unerringly to that creature and recite your message in your voice. There is (often) a small risk of the animal having problem reaching the target creature and the GM will calculate the risk as a percentage and check once. The risk is often a few percent that a hunter shoots the pigeon or a guard catches the dog.

*At higher level the message can be longer and another animal will appear allowing two messages to one or different targets.*

### Animate Dead *rev disanimate dead*

*L4 Evocation R Short D Permanent A remains S None*

Animates undead remains within range. A total of CP-2 levels can be animated. Once animated as undead, it remains so until killed.

Skeletal remains cost; skeletons level 2, greater skeletons level 4 or skeleton warriors level 6.

Decomposing bodies cost; zombies level 3, ghouls level 4, ghosts level 5, wights level 6 and revenants level 9.

Immaterial undead cost **twice as much** and can be made from any humanoid remains; shade level 4, shadow level 6, aillip level 8, wraith level 12 and spectre level 16.

At higher level, add 2 to CP and max CP.

*Note: Some undead cannot be "Animated", such as vampires, mummies, ghosts and liches. They are "born" from special purpose, curse, infection or circumstance.*

### Animate Object *Conc. Ritual*

*L6 Alteration R short D Medium A one or more objects S none*

Animate one or more object that can move and attack according to the will of the caster.

The number and size of the objects affected depend on CP according to the Animated Object table below. The CP determine the maximum size affected. Each smaller sized object doubles the number. Thus, at CP 13 one medium, two small or four tiny objects can be animated. Note: The objects actual size determines what can be animated. The movement is for objects with no legs, with two legs and finally with four or more legs or wheels.

*Keeping an object animated for 24h makes the animation permanent and it Keeps being animated without concentration.*

CP	Sz/Lv	LP	Att	Def	Dam	Mv*
1-5	T2	9	1	2	2x1d3	3/4/5
6-10	S4	16	3	3	2x1d6+1	4/5/6
11-15	M6	26	5	4	2x1d8+2	5/6/8
16-20	L8	40	7	5	2x1d12+4	5/7/9
21-25	H12	68	10	6	2x2d10+5	6/8/10
26+	C16	112	12	8	2x3d8+6	6/9/11

**Construct Immunities:** Immune to surprise attack extra damage, diseases, poison and mind affecting powers and mental damage.

**Immutable form:** Immune to polymorph and shape changing powers.

At higher level add 2 to CP and max CP.

### Animate Plant *Conc. NoMR ritual*

*L3 Alteration R Medium D Medium A One small plant S none*

This power animates a **small** tree or other "non-animated" plant to become a Level CP/2 creature with move 4, damage 1d8+CP or 19, initiative 0. It has 4+2CP life points.

Each higher level adds 1 to move and life points and damage increases as the possible plants grow larger;

*4<sup>th</sup> level medium plants can be affected: +4 LP, damage 1d10+CP*

*5<sup>th</sup> level large plants can be affected: +12 LP, damage 2d8+CP*

*6<sup>th</sup> level huge plants: +28 LP, damage 3d8+CP*

*7<sup>th</sup> level colossal plants: +60 LP, damage 4d8+CP*

*8<sup>th</sup> level colossal plants: +92 LP, damage 5d8+CP*

*9<sup>th</sup> level gargantuan plants: +124 LP and damage 6d8+CP*

### Anti-Magic *Conc. Ritual*

*L6 Abjuration R 0 D Medium A Personal S none or rea neg. at higher lev.*

Envelops caster in a bubble of anti-magic 3m across or 1m from its body if larger. No magic works (or can be cast) within. Permanent items start again if taken outside. Spells cast and magical effects dispels within both on the caster and those coming adjacent.

At higher levels, range is touch, and another creature can be affected.

### Antipathy *Rev Sympathy Mental*

*L8 Charm R 0 D Short A 5sq radius S Men-save partial*

Caster creates a sphere around him preventing those entering and failing a mental save from going closer to him within the field. Those failing the save by four or more must try to leave the area and continue to try until the sphere ends. Those making the save feel discomfort, has -2 skills, attack, damage and move, and requires concentration to use powers.

*Each higher-level double duration, adds 1sq to range and 1sq to radius of sphere.*

### Arcane Lock *\*PotA wiz Ritual*

*L2 Enchantment, D Very long, R short, A door window or lid, S None*

You affect one door, lid or window to become locked. DC 12+CP/2 and any attempt to break it has +CP/2 to its DC. One piece of platina is spent during the casting.

The caster, and any he designates, within range during casting may use the door, lid or window and open it as if unlocked. Once closed it is locked again to anyone else.

*Open Portal* suppresses an *Arcane Lock* for 10 minutes if the DC it affects is higher.

*At higher level another door, lid or window is affected and DC increases by one.*

### Armour *Conc.*

*L1 abjuration R 0, D Long, A Personal, Save None*



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Caster gain the protection of an armour defence 2+CP/6. It does not help if wearing armour already – then best defence applies.

*If cast at higher level add 3 to CP each level higher.*

### Arrow

*Quick NoMR*

*L0 conjuration R A, D instant, S ranged to hit or special.*

Creates one or more non-magic arrows that can be shot using a bow, magical or not (with normal modifiers to attack and damage) or flung by the spell the round they are created, with an attack = 2+CP/2 round up and 1d8 +CP/3 points of piercing damage and has a range of 15 sq.

*Each level higher creates another arrow.*

### Astral Gate

*Farsense*

*L7 Alteration R short D Short A 2sq radius S None*

Opens a **gate** from the prime or any top layers of an outer plane into the border astral. If you are on a lower layer of an outer plane you open a **conduit** to any other layer on that plane (layer and location is determined randomly (once per location) as each location on each layer have a natural tendency to another specific layer and location).

The gate looks like a 4m diameter shimmering black hole. If entered you end up in the border astral. You can see the astral gate in the border astral as a shimmering outline and return back if you want.

The gate can be used to summon an outer planar creature of less than CP levels. It appears at the end of a turn. If of similar alignment, it may agree to perform a task to get free. Otherwise, it may attack the caster or those around it, especially if chaotic evil.

A **conduit** cannot be used to summon outer-planar creatures but can be used to travel between layers even though it is by trial and error.

The Border astral let you travel to any outer plane. Movement in the astral is slightly different from normal. Look at the chapter on outer-planar travel.

*Higher levels Range, Duration and CP increase by 2.*

### Astral Projection

*metabolic*

*L9 alteration R 0 D permanent, A personal S none*

You leave your body in suspended animation and cross into the border ethereal or astral as a spiritual projection. Your body remains in suspended animation until your projection returns or is killed. Your projection may create a new body upon entering an outer plane (which takes a while from hours to a day) or take over a dead body (risk being exorcized and strictly speaking not a good or lawful thing to do).

Anyone willingly touched at the moment of casting also becomes astrally projected. As a projection you have no physical properties and move like a spectre or ghost (immaterial creature). You may still use your mental powers while in the border plane and you may be attacked with magical weapons or magic that affect that plane.

An astrally projected spirit is connected by an invisible chord back to its body. It can be seen using true seeing. If attacked it is defence 15 and has 50 LP. It is immune to non-magic weapons, mental damage, disintegration, sound and lightning, cold, fire,

poison and acid. It is resistant to magical weapons. If the chord is broken or your created/possessed taken body is killed you are instantly snapped back into your own body and the spell ends.

### Atone

*L4 Evocation R Medium D Instant A one target S None*

This power heals 4d6+CP points of necrotic damage (or normal damage if none is necrotic) **or** may revert an alignment change without consequence if the target shows true repentance and it is done within CP days.

If an evil outer planar or undead is targeted positive damage (4d6+CP) is inflicted without a save.

At higher levels, add one day and 1d6 to effect and 1sq to range.

### Attune

*Quick Conc. Rev. Malattune*

*L1 Enchantment R 0 D Short, A creature S None*

This magic attunes the weapon held by a creature to its wielder or natural weapons of that creature if no weapon is held. This makes it harder to score minimum damage. Any weapon damage rolled (before any modifiers) lower than CP/2 +1 round up will make CP/2 +1 round up points of weapon damage. If higher than the maximum of the die of the weapon it will score maximum damage automatically. The Attuned weapon will glow slightly light blue.

At higher levels 1<sup>st</sup>: range is touch, 2<sup>nd</sup>: range is short, area is two creatures. 3<sup>rd</sup>: range is medium and three creatures.

### Audible Glamor

*Conc.*

*L0 Illusion R M D Short Save Mental Negates.*

This power creates sounds of up to CP/2 level of creatures as coming from within 10sq of range. It could be the howling of wolfs, the sounds of militia, the shrieks of a giant eagle. The point of origin can even be unseen to the caster. Nothing will be apparently visible at that location, but the sounds may frighten other creatures or distract some for a while. They make a save to disbelieve the sound. If failing the save it is believed and the targets will act either to investigate, attack (sound is of something they may handle) or retreat (sound is higher level than they). If cast as a higher level you add two to the level of the sound you create

### Augury

*Ritual*

*L1 divination R 0 D Short, A Personal S None*

Priest will see the future regarding a specified course of action. It will appear as a vision, scattered facts, or sometimes even as riddles or strange pictures. Regardless, the augury should help the priest knowing the outcome of his planned action.

Each higher level could delve into the future deeper by changing the planned course of action or add details (based from facts gained so far).

### Autonomy

*Quick, simulspell mental farsense*

*L1 Divination, D L, R 0, A Personal, S None*

When this power is cast with a power that needs concentration, it will keep concentration for you, by itself. It can only be broken by making you unconscious, sleeping or dead. You are free to cast more powers requiring concentration – but you may only

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have one autonomy power running at the same time. By itself it grants 2+CP/5 to the concentration skill and a +1 bonus to mental saves.

At higher levels range is touch (area one creature), then short, medium, long at level 2-5. At 6<sup>th</sup> level you may have two autonomy powers running at the same time. Three at 8<sup>th</sup> level.

### Awaken

*Rev. Nap Mental*

*L0 Alteration D Instant R within 5sq. S None*

Awaken will instantly awaken CP creatures within range to full alertness. Even those affected by nap or sleep. It will not affect those paralyzed or charmed, nor bring back someone unconscious from deaths door.

## B

### Babel

*Ritual mental redactor*

*L0 Divination R Long D Medium A one target, S men-save*

Affected creature that fails a mental save (if unwilling) comprehends and may speak one language that the caster knows and selects.

Each level higher another creature can be targeted. At 3<sup>rd</sup> level the target(s) comprehend all languages of the caster. Thus, the caster (and three others) may speak all of their languages. At fourth level all within a 4sq cube can be affected to understand a selected number of the caster's languages. At 5<sup>th</sup> level All affected understands all of each other's languages.

### Ball Lightning

*L8 Invocation R Long D Instant A 7sq diamond sphere, S Rea ½*

Creates a small spark of lightning that flies from the caster to the destination square where it explodes doing 5d10+CP points of lightning damage to those in the area or half if they make a reaction save.

Each level higher adds 1d10 to damage and 2sq to the range.

### Barkskin

*Conc.*

*L1 abjuration R 0 D medium, A personal S None*

Caster skin grow stronger and give defence as an armour. Defence 2, 3 at CP 7, 4 at CP 13, 5 at CP 18 and 6 at CP 24 (as a 4<sup>th</sup> level power). It does not add to that of an armour or clothing, the best applies.

At higher levels, it adds a medium duration each level and range increase to touch, short, medium and long.

Example Magic Item. **Belt of Barkskin** is made from an ornamented twinned elder-wood. The enchanter is CP 16 and is using a ritual to get a long duration with magic infusion. The belt when worn grant a defence of 4 as an armour. Value  $16 \times 70 + 100 = 1220gp$ .

### Bellow

*L5 Evocation R Adjacent D Instant A 6sq long narrow cone, S Phy ½*

Caster bellows in a narrow cone. All in that area must make a physical save for half damage or take 4d8+CP points of sound

damage or half if a phy-save is made. If the save fails by four or more you become stunned until the end of your next turn, as well.

At higher level cone length increase by 1sq. and damage by 1d8.

### Bestow Curse

*Rev Remove Curse*

*L4 Necromantic R Short D Instant A one creature S None*

The target of this power becomes cursed. The caster determines the type of curse or its wording upon casting.

Bestow Curse has one of the following effects;

**Disability** - lower one ability CP/2 steps (not below half original value)

**Uncertainty** - Have CP/3 steps on 1d20 to do nothing (max 40%)

**Loss of concentration** - Have CP/2 steps on 1d20 to fail anything requiring concentration (such as spell use) – max 60%)

**Bad luck** - Have CP/2 steps on 1d20 that any skill, ability check, saving throw or attack are unfavourable. Max 60%.

Own curses are possible but should not exceed the above in power. A curse lasts 2d4 days at least unless removed by magic.

**Examples of variations;** never hear shouts for help, never see specific type of opponent, cannot run away from an encounter, cannot touch gold, may never steal.

If a curse is specifically, appropriate to the situation and not one of the four standard curses it may last longer; weeks, months or more.

*In literature some curses prevent scrying, or telepathy or even prolong life (cannot die) turning the recipient into an undead eventually. It can be made to make the target covet a specific item or it has to stay at a specific place or to help someone without personal gain three times or whatever.*

### Biofeedback

*redactor Conc.*

*L1 abjuration R 0 D medium, A personal S None*

This power hardens you skin and remove CP/5 points from any physical damage (not mental, poison, positive, negative or necrotic damage). Any physical save gains a +2 modifier, including checks to stabilize when dying.

Each higher-level increase CP including maximum by three and doubles duration but never longer than to the end of your next long rest.

### Blade Barrier

*L6 Conjunction R Medium D Short A 5x1x1 sq. S None or rea ½*

A wall of a twirling mass of sharp blades come into existence 1sq. wide per CP and 4m high. The size is smaller if area is limited by walls or other obstructions.

Creatures within can jump away with a reaction save for half damage upon creation. Creatures passing the wall or remain within it take 3d8+CP physical damage without save on your turn each round. Missiles through the barrier is destroyed 50% of the time. Things behind the barrier is have partial concealment.

Each higher level adds 1sq. to range and 1d8 to damage.

### Blade Ward

*\*PotA Quick Reactive Redactive*

*L0 Abjuration, R 0, D I round, A personal, S None*

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The caster draws a sigil of warding magical force in the air. It can be cast as a reaction using a **partial** action to being attacked by something making an attack that this power shield against. Until the end of your following round (end of same initiative the following round) you gain resistance to edged, piercing and blunt damage.

*At higher levels range change to short, medium, long and area to one creature, two creatures and so on. All creatures warded must be adjacent.*

### Blast

*L3 Evocation R Medium D Instant A 1,3,1 area S phy Rea ½*

The caster creates an explosion of magical force within range that covers a 3 square diamond (1,3,1) area. Those in the area take 4d6+CP points of force damage.

Each level higher damage increase by 1d6 and area goes to 5sq diamond at level 5, 7sq diamond at level 7 and 9sq diamond as level 9.

### Bless

*Quick Rev Curse*

*L1 Enchantment, R Touch, D Short when triggered, A One item, or creature. S None*

A bless grant +1 to saves regardless of target. The caster chose a target and select one (or more at higher level) of the following;

A weapon (or a creature using natural weapons) gets +1 to hit and damage and count as enchanted.

An armour or shield grant +1 to defence.

A helm or wizards hat increases its always miss score by 1.

A creature gain +CP temporary life points.

The enchantment lies dormant until it is used, then it last for a short duration. A set of 10 missiles count as one item. A body can be blessed to be attack and damage with all-natural attack but then no life points extra are gained.

At each higher level another target can be selected within short range. A reaction save is allowed to negate placement if unwilling.

### Blight

*L4 evocation R Medium+CP/2 D Inst. A 5sq. diamond S phy save 1/2*

This power comes in two versions, holy blight and unholy blight, a good caster may not cast the unholy version and an evil caster cannot cast the holy version. Neutrals may choose upon casting.

This power forms a cold cloying miasma of greasy darkness (unholy) or a sparkling multi-coloured cloud (holy) in a 5sq diamond. Those of opposing alignment (good from unholy, evil from holy) become **sickened** and take 1d8+2CP points of positive (holy) or negative (unholy) damage. Neutrals and unaligned take half and don't get sickened as if always making the save. A physical save halves the damage and avoids being sickened for the rest.

The sickened effect can be removed by lesser restoration, heal or such powers or it will wear off after 1d4 rounds.

*At higher levels the damage increase by 1d8 each level and at level 6 and 8 area increase to 7sq. and 9sq. diamond.*

### Blind

*Rev Remove Blindness*

*L3 necromancy, R Medium, D Medium, A one creature, S phy save neg.*

Target with eyes (or something similar) becomes blind if it fails a physical save. At higher level duration increases to long at level 3 then permanent at level 4. Each level higher another creature can be selected as long as all are within a 5sq cube.

### Blink

*L3 Illusion R Medium D Short A one creature S None*

Target creature start to blink in and out of reality. This makes it avoid any instant attack or damage 2d4+2CP % if the time (26-70), unless the power affects the ethereal or the creature is ethereal. A side effect is that the blinking creature may run to the other side of a door or other obstacle less than a square in width with the same chance. A failure cause CP+1d6 points of disintegration damage and return you in front of the obstacle.

*At higher levels another creature can be affected and range in increased by 1sq.*

### Blur

*Conc.*

*L2 Illusion, D Medium R 0 A Personal S None*

You become blurred and your shape indistinct. This grants you a +2 defence and reaction save modifier. A CP of 10 or more grant a +3 modifier.

*As a 3rd level spell, the range is short allowing a different target. At 4<sup>th</sup>, 5<sup>th</sup>, and 6<sup>th</sup> level another creature is affected.*

### Body Adjustment

*metabolic*

*L2 abjuration R 0 D medium, A personal S None*

This power allows you to heal yourself for 2d4+CP points of damage and removes fatigue. Then, while the power is in effect; any environmental damage (up to 2d4+CP points of heat or cold) is negated. Allowing you to endure arctic to desert conditions unharmed.

At higher level add 1d4 to healing and change range to touch, short, medium, long. Area to one target, two targets...

### Bold Intervention

*Conc.*

*L5 Alteration R Long D Very Short A 3sq. cube S Reaction save negates*

Targets a 3sq. area within long range. Creatures within must make a reaction save or they are placed in a dimensional space much like that of a rope trick, but without visible exits.

Once the duration ends or if the spell ends those within will return back where they were or closest free space if that space is occupied.

If those caught can plane shift, teleport or dispel magic they could break free of this planar trap.

At higher level add 1sq to range and 1sq to side of area.

### Break

*Quick reversible Mend*

*L0 Alteration R Short, D Instant, A one object, S item save*

This spell forces an item selected within range to make a save vs physical blunt damage non-magic to the DC of the item; See item saves. The Break give a +CP/2 penalty to the check. The spell

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will never break a magical item. A held or worn item has +4 to the save.

If keeping track of item structural points this power does 1d6+CP/2 points of damage without save. Good to know if used on constructs.

At higher level another +1 modifier to the break check and 1d6 extra damage is made.

### Burning Hands

*L2 Invocation, D instant R Adjacent A 1,3 sq. cone S Rea ½*

Burning hands score 3d6+CP points of damage or half if a reaction save is made.

At 3<sup>rd</sup>, 5<sup>th</sup> 7<sup>th</sup> and 9<sup>th</sup> level another 1d6 points of damage is dealt. At 4<sup>th</sup>, 6<sup>th</sup> and 8<sup>th</sup> level the cone size grows larger by 1sq.

## C

### Caltrops

*Conc. NoMR*

*L0 Conjuraton, R Medium, D Short, A 3x3 squares of ground. S None*

This cantrip conjures a multitude of caltrops in a 3x3 area on the ground. The area is treated as difficult terrain (half move) and moving through, even a part of it, causes 1d4+CP/2 points of damage. If unable to cross or get out of the area in one round you take damage again the next and following rounds.

Each higher level adds 1d4 to the damage and 1sq. to the side of the area.

### Catapult

*NoMR*

*L3 Conjuraton R Adjacent D Instant A CP long line S Special*

Creates a boulder in a free space in front of the caster. It is then flung up to CP squares away in a straight line. The first target along this line is attacked using 2+ CP/2 as attack score. If hit, it scores 3d6 + CP points of non-magic physical damage. If any creatures stand behind the first, up to total range, they must make a reaction save to avoid getting half the damage. Each level higher adds 1d6 to damage and one to range.

### Cauldron

*Ritual*

*L7 Enchantment, R touch, D Short, A cauldron, S None*

This power requires a cauldron and a fire. The cauldron must be filled with ingredients equal to half the value of the potions made. Once the cauldron power is complete the cauldron holds up to CP doses of the potion made. This takes at least 10 minutes and cannot be quick casted. The potions made this way have a CP -8 and are based on a level -7 power. They generally adhere to the description unless you need to be specific.

Potions that can be made this way include: Darkvision, healing touch, intoxicate, resist poison, sober, warmth and chill (30gp).

As a 8<sup>th</sup> level power the potions include: cure wounds, endure, inspiration and resist cold and fire (50gp)

As a 9<sup>th</sup> level power, the potions include: aid, alter self, comprehend, cure serious wounds, disguise, enfeeblement, enhancement, heroism, luck, refresh, resist thunder & lightning and winthound at 70gp. And the ointments' ability, growth, healing or true but then only half the number of doses (500gp).

### Causality

*NoMR Ritual rev Chaos*

*L7 Alteration R Long D Short, A CP/2 sq. cube, S None*

Creates a stationary field where chaos is limited and randomness reduced. Within the field luck, indomitable and divine intervention feats cannot be used. *Critical misses* and *-hits* does not exist and *favourable/unfavourable* are unknown. *Chaos* and *Causality* both negate each other.

At higher level duration doubles and area increase by 1sq to the side of the cube.

### Cause Critical Wounds

*Quick*

*L5 Evocation R Touch D Instant, A creature S Touch*

Heals a touched creature 5d6+CP points or harms an undead the same amount with positive energy.

At higher levels add 1d6 each level and at 7th level range is short (physical save negates if unwilling) and at 8<sup>th</sup> & 9<sup>th</sup> level area is increased by one creature each.

### Chain Lightning

*L7 Invocation R Long D Instant A one creature first S Rea ½*

The chain lightning starts a lightning bolt within range towards a creature. If it hits that creature, it splits and release three lightning bolts towards the three closest creatures within 7sq. If it doesn't hit the first creature (it being an illusion or somehow manages to avoid the bolt completely) it continues 7sq and if it hits something else it splits as above, otherwise the spell has no effect.

Each lightning bolt does 7d6+CP points of lightning damage or half if a reaction save is made.

Each higher level adds 1 to length of first and secondary bolts, add one secondary bolt and add 1d6 to damage.

### Chaos

*NoMR ritual rev Causality*

*L7 Alteration R Long D Short, A CP/2 sq. cube, S None*

Creates a stationary field where *Causality* is limited and randomness induced. Within the field any damage scored is randomly designated to any random target within the area. An area power counts each target hit as one damage scored. *Chaos* and *Causality* both negate each other.

At higher level duration doubles and area increase by 1sq to the side of the cube.

### Charge

*Quick*

*L4 Alteration, D Short R touch, A one target S None*

Allows target to make fearsome charge attacks. Once this power is in effect the targets charge attacks improve by adding CP/2 steps to its move and CP/2 points to their weapon damage (before any multipliers from charge) but you need one sq more distance than normal to build up this great speed. The target if hit is also **shaken** until the end of his next round.

The target otherwise must follow all the charging rules based on his feats, and weapons.

A creature unable to charge can still gain use of the extra move.

At higher levels another target can be affected.



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**Shaken** - the creature takes a -2 penalty on all saves, skills and ability checks.

### Charm Person

*Coercer Conc. mental*

*L1 Charm, D Short R Short A one target S Mental Neg*

The power of charm person affects humanoids of all sizes as long their level is less than 1d6+CP/2, and they fail a mental save. The target must understand you. It cannot be an outerplanar, elemental, celestial, fiend, animal, plant, beast, undead, dragon or aberration.

The casting is not obvious unless target has arcane lore and makes a DC 11 check to learn the power.

A charmed Person trust the caster as a friend. It does not mean the charmed will attack other friends – but will try to help to his best ability any reasonable commands and will not attack the charmer unless insane. Any destructive commands that would lead to death or risk of death (not scratches) allow a new save to break the charm.

At higher levels; each level higher affects 1d6 levels more; 2<sup>nd</sup> level the charmed person becomes slightly befuddled and can be ordered to attack a friend, but each attack allows a new save. At 3<sup>rd</sup> level attacking a friend does not allow a save. At 4<sup>th</sup> level and each level thereafter, another creature can be targeted as long as within range and total level is less than what is rolled above.

### Charm Plant

*Conc.*

*L2 Charm, D Short R Medium, A one target S Mental Neg*

The power of charm plant affects plants of all sizes as long their level is less than 2d6+CP/2, and they fail a mental save. The target must understand you. It obeys your commands including attacking other plants, but is allowed a new save if this feels wrong to it (having intellect 4+ and not unfriendly to the target), before the attack.

At higher level add one plant and 1d6 levels (total) of the charm.

### Chill

*Conc. Rev Warmth*

*L0 abjuration R touch, D Long A one creature, S none*

Target creature touched gains a resistance to fire of CP points. To an elemental creature of fire CP/2 d6 points of cold damage is done.

At each level another creature can be affected, at 3<sup>rd</sup> level range is short, 5<sup>th</sup> level range is medium and 7<sup>th</sup> level range is long. At 2<sup>nd</sup> and 4<sup>th</sup> level duration is doubled but not longer than until the end of your next long rest. At 6<sup>th</sup> level Immunity is granted.

### Chromatic Orb

*Quick*

*L1 Conjunction R personal, D 3 rounds, A small orb, Save None*

Creates a small orb of energy (cold, fire, lightning or acid) as chosen by the caster. The caster may throw the orb with a full action on a target within a range of 6sq. as long as the orb lasts. It lasts three rounds. Once thrown it will do 2d6 + CP points of damage (max 32) of that type of damage, but only half if you miss your ranged spell attack (using your ability modifier of your spell casting class). You may throw it the same round you create the chromatic as it is a partial action power only. Each level higher another orb is created when the previous orb is thrown, the range

and the duration increase by one. Only one orb can be thrown each round.

### Clarity

*redactor NoMR rev. Insanity mental*

*L7 abjuration R Long D Long A one thinking creature S None*

**Clarity** removes suggestions, confusion, insanity, feeblemind, id insinuation, fear, fumble, repulsion, garble and intellect drain from Shriek in target creature. It may affect other mental disabilities up to level of this spell at the GM discretion.

Each higher level adds 1 sq. to range and one target creature.

### Clone

*Ritual*

*L8 Alteration R short D Instant A One piece of creature, S Men Neg.*

This power will create a clone from a piece of skin, hair or other part of the creature to be cloned up to level CP. The clone created will become a copy of the creature when the material was taken, anything learnt after that will be unknown to the clone. It will grow to full size and come alive within the round, completely naked but having the mind of the original at the time the bodily sample was taken.

A clone and its originator will instantly be aware that the other self exists. They will be antagonistic toward each other if they ever meet. The clone could well be hostile to its creator – it will follow its nature if it is a beast or monster.

Each higher level allows a two-level higher creature to be cloned.

### Close Portal

*Reversible Open Portal Ritual*

*L1 Abjuration R Medium D Instant A one door S none*

This spell will close a door or other type of lid, window, shutter, portcullis or gate not physically blocked and **lock** it. The unlock DC is 10+Level of spell + CP/3. Each level higher you may affect another door.

### Cloudkill

*Conc.*

*L5 Conjunction R MD Short A 246642 cloud 2sq high S Phy. Neg.*

Creates a cloud of billowing yellow green poisonous gas that kill any living creature with less than CR 1 (no save) within the cloud.

A living creature with CR 1 to CP/3 is slain or take CP points of poison damage if it succeeds a physical save. It has to make another save each round on your turn while in the cloud.

A living creature with higher CR takes CP points of poison damage or half if a physical save is made, on your turn each round while in the cloud.

Holding one's breath does not help to avoid this poison but constructs and undead are immune. Outdoors the duration is halved or a quarter in windy conditions.

At higher-level range increase 1sq. CP increases by 2. Area increases to 2,4,6,8,8,6,4 at level 7 and 2,4,6,8,10,10,8,6,4,2 at level 9.

### Cold Touch

*Quick*

*L0 Invocation R0 A personal, D short, S touch to hit*

Once this power is cast, a charge of cold magic is loaded into the hands of the caster. It causes 1d8+CP/2 cold damage to anything touched by hand or weapon, but is then discharged. The charge



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can be in the hands for up to a minute as long as nothing "else" is touched.

Each 3 levels higher the spell does 1d8 points more (3,6,9). At level 1,4,7 you gain +CP/2 extra. At 2nd, 5th and 8th level two, three and four discharges of could touch is allowed before it goes. Thus, as a 4<sup>th</sup> level power it does 2d8+3/2CP cold damage in 2 discharges.

### Colour Spray

*L1 Illusion R adj., D Instant, A 3sq. cone L, 3, 5 sq., Save Men. Neg.*

A spray of colours erupts from the caster's hands/instrument, 3sq. long in a 90-degree arc. Creatures of lower CR than CP/4 (round up) will become stunned for three rounds. Creatures with a CR of CP/4 to CP/2 will become stunned for one round. They may reroll their mental save at the end of each of their rounds to break the stun.

At higher levels 3, 5, 7, 9 add 1sq. to cone length. At level 2, 4, 6, 8 add 1 to the number of rounds affected are stunned.

**Stunned** - can only take a free step and has -2 to defence and reaction saves.

### Command

*mental*

*L1 charm R Short D I round A One understanding creature, Save None*

The command is a powerful word spoken by the caster and the target creature, up to CP levels, must obey if it understands the word.

Typical words are; sit, flee, attack (pointing at target), and go (pointing at destination). Note that flee can be done as a reaction but other actions have to wait for the turn of the character or the next legendary action.

At level 2 duration is increased to two rounds, at 3<sup>rd</sup> level two targets, at 4<sup>th</sup> duration three rounds. At 5<sup>th</sup> three targets. Each level up also increases the range by 1sq.

### Commune

*Ritual*

*L7 Divination R 0 D Short A Personal S Special*

Allows caster to ask a question to his divine entity. Each question and answer take at least a turn. Easy and moderate questions are always known but hard, very hard or unknown have 5CP%, 3CP% or 1CP% chance to succeed.

Each higher level adds 2 to CP and duration. Should the divine entity be one of intelligence, wisdom or problem solving a modifier to the above percentages is allowed.

### Comprehend

*Quick Ritual rev Gibberish*

*L0 divination R 0, A Personal D Medium*

The caster may comprehend a spoken **human** language.

As a 1<sup>st</sup> level power, a **humanoid** language may be understood.

As a 2<sup>nd</sup> level **any spoken** language is comprehended.

At CP 5 (and comprehending that language) any human language may be spoken; at CP 8 a humanoid language may be spoken and at CP 11 any language can be spoken except those of animals or plants.

### Concordant Drain

*L3 Necromantic R Medium D Instant A 3 sq. diamond S Special*

Creates a vortex between the positive and negative planes of existence that opens up in a pillar of energy three sq. high in a 3sq diamond area. Those in the area take 5d4+CP points of damage, a mixture of positive and negative energy (half of each) or half if they make a physical save.

Creatures in the border ethereal and border astral are both affected by this power. Constructs are immune to this power.

Each level higher damage increases by 1d4 and area goes to 5sq diamond at level 5, 7sq diamond at level 7 and 9sq diamond as level 9. The height of the pillar grows by 1sq each level but is confined between floor and ceiling indoors.

### Concentration

*Simulspell Mental Psionist, wiz*

*L2 Divination, D Long, R 0, A Personal, S None*

When cast at the same time as another power of same or lower level requiring concentration, the CP is lowered by 3 but concentration is maintained by this power. This allows for additional (more than one) concentration power to be maintained.

Concentration checks are still required, but they have a +CP/2 modifier. This modifier applies to all concentration checks when this power is in effect. A failed concentration check breaks the concentration of all powers maintained.

Concentration can be cast as a standalone spell to get the modifier to concentration checks. It is then not susceptible to concentration checks itself.

### Cone of Cold

*L4 Invocation, D Instant R Adjacent A 4sq narrow cone S Rea. 1/2*

Creates a cone of cold, a narrow cone 4 sq. long (1, 2, 3, 4sq). Those caught in the area take 4D8+CP points of cold damage or half if a reaction save is made.

At higher levels the cone length increases by 1 & damage by 1d8.

### Confusion

*Mental Farsense*

*L4 Charm, D Instant R Very Short A 2sq. cube S Men Negates*

Those in the area, up to four thinking creatures, must make a save or become confused for a very short duration. While confused roll 1d6 to see action; 1-4 do nothing, 5 move randomly, 6 attacks closest.

Each higher level adds 1 sq. to range and 1sq to the side of the area and one creature.

### Conjure

*Rev Abjure*

*L8 summoning R Medium D Short A 5sq radius S Men-save partial*

**Conjure** will call forth an outer planar creature of CR < CP/2. If of opposing alignment doing life-threatening things the outer planar creature is allowed a new mental save to break free of the control. It is possible to conjure two creatures at half CP or three at a third CP, round down.

Creature	CP
Manes	3
Quasit	3

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<b>Hell Hound</b>	5
<b>Noctral</b> <sup>*good</sup>	7
<b>Rutterkin</b>	7
<b>Lantern Archon</b> <sup>*good</sup>	9
<b>Shadow Fiend</b>	11
<b>Hound Archon</b> <sup>*good</sup>	12
<b>Nabassu</b>	13
<b>Babau</b>	13
<b>Vrock</b>	15
<b>Deva</b> <sup>*good</sup>	16
<b>Guardian Demon</b> *	16
<b>Hezrou</b>	17
<b>Glabrezu</b>	19
<b>Planetar</b> <sup>*good</sup>	20
<b>Marilith</b>	21
<b>Nalfeshnee</b>	23
<b>Balor</b>	27
<b>Solar</b> <sup>*good</sup>	27
<b>Baphomet</b>	39

\* The guardian demon can be bound to complete a task – it has to remain 666 days or until it succeeds.

Each higher level gives +2 to CP and max CP.

### Consecrate *ritual rev Desecrate*

*L2 Enchantment R Long D Long, A 9sq cube S Rea avoid*

Creates an area where undead easier to turn, lower their attack, damage and saves, penalize animate dead with CP/5 points and lower their life points by their level.

If the consecrated area contains an altar or shrine or other permanent fixture dedicated to your deity or aligned higher power, the penalty above increases one step.

Desecrate and consecrate counters and dispel each other. Desecrate is evil and consecrate is a good aligned power.

As a ritual this power lasts 24 hours. If cast repeatedly each day, for a month in the same place with an altar or shrine that area becomes permanently consecrated.

Each higher-level increase area by 3sq to the side of the cube.

### Concert *Quick Farsense NEW*

*L2 Alteration R L, D M, A Psionical willing creatures, S None*

Up to 11 creatures, with Psionical powers, within a 5sq diamond area can meld minds to one. One of them, is designated concert leader. The casting CP of the concert leader increases by one per additional creature contributing. Only the concert leader may cast powers and concentrate. Max CP also increase by one per creature.

The concert leader cast powers as normal (with the additional casting power), the rest only passively spend 1 **psp** as a contribution to the concert leader, using a partial action each – unable to cast powers themselves. Should you reach 0 **psp** you automatically leave the concert.

At higher levels another 2 creatures may join the concert and the area increase to 7sq diamond at level 4, 9sq diamond at level 6.

### Consumptive Field *Conc.*

*L6 Necromancy R 0 D Short A Personal S None*

Envelops caster in a black flame. Anyone touching the caster or that the caster touches or hits with a melee weapon, take an extra 1d6+CP/2 points of negative damage. The damage becomes temporary life points if the target so drained was a living creature (not undead or construct). Only the best of many temporal life points applies.

Each level higher add one target, range becomes short, physical save avoids placement if unwilling and damage increase by 1d6.

### Contingency *Simulspell ritual Conc.*

*L3 Enchantment R touch D Instant A object or creature S None*

When casting contingency, you do so with a second spell of up the level of the contingency. You lower the CP of the other spell by 4 (1+level of contingency) and it is capped by the contingency CP. The other spell will be released on a specified conditional trigger. The trigger can include; life points, touch, damage, magic, creature type, class, distance or race as long as it can be specified in 10 seconds real time, such as; when hit by a dragon breath, if having less than 10 life points, if attacked by a human female coming within short range and so on.

If cast on an object the second spell will be released when the condition of the trigger is met. A person must spend a free action to release the magic unless it is personal. If not having a free action to spend, it can be release and round thereafter with a free action.

The contingency last up to 24 hours or until the end of your next long rest or when the second spell is released.

A released spell is counted as an innate ability and do not require concentration or vocal or somatic components.

More than one contingency magic can never release the magic in the same area (5sq cube) the same round. Only the first work and the others are lost.

At higher level: higher level powers can be stored. A single creature or object can only have one contingency enchantment at the same time.

### Continual Light

*L2 Conjuraton R Long D Permanent, A object/air/eyes S Rea avoid*

Creates a source of light shining with a radius of 6sq. (7sq. at CP 10, 8sq. at CP 15, 9sq. at CP 20). It can be placed stationary in the air or on a small object to be carried along. The last 3sq of the radius will be dim light.

If you target a creature's eyes it will blind the creature but a reaction save avoids placement and it will become stationary behind the creature.

At higher levels, each higher level creates another source or light and the prayer affects another creature as long as they are all within a 3sq cube.

### Control Fire *Conc.*

*L0 Invocation D Short R within 3sq. S reaction save negates.*

Ignite something such as a flask of oil, an arrow with a partial action or a fire on the ground that cause 1d6 + CP/2 points of fire damage within 3sq, if your target fails a reaction save.

You may with a free action move the fire 1sq. into a new area if it contain flammables or increase a normal fire such as a burning torch or camp fire to burn brightly (increase damage by CP/2) or

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dampen (reduce damage by CP/2). A brightened flame burns twice as fast. A dampened flame burns twice as long or is unlit if the dampening effect is greater than the average damage. Each additional level of the spell adds 1d6 points of damage.

### Control Undead

*Conc.*

*L5 Necromancy R Medium D Medium A 7sq diamond S Mental Neg.*

4d6 + CP levels of undead beings less than CP levels each must make a mental save (even if mindless) or be under the control of the caster.

*At higher levels add 1d6 levels and 1sq to range.*

### Control Weather

*Ritual noMR Conc.*

*L6 invocation, R 0, A 100CP sq. radius, D Medium, Save None*

The caster changes the weather outdoors to become more or less rainy and windy one step from *current* weather. At CP 18 and 24 moves two or three steps respectively, one step each round after casting.

1. Sunny, no wind (+1d4 degrees Celsius)
2. Some clouds, some wind (normal)
3. Overcast, windy (-1d4 degrees Celsius)
4. Raining, strong wind (-1d6 degrees Celsius)
5. Downpour, storm (-1d8 degrees Celsius) \*
6. Deluge, hurricane (-1d10 degrees Celsius) \*\*

Indoors this power has no or little effect as it needs a large volume to work. The deluge and downpour level last only a short duration and returns to **raining, strong wind** after that.

\* 1-2 in 1d6 to have a lightning strike in the area each round placed by the caster. Visibility is limited to 10sq. A lightning strike hit a random sq. from above (often a high target) and score 4d8+CP points of lightning damage or half if a reaction save is made. Items not held or secured may be swept away by the wind. Ground gets soggy and dirt turns to mud (rough terrain).

\*\* Visibility is limited to 5sq. Lightning strikes 1-3 in 1d6 each round. A reaction save must be made or be swept 3d6 sq. along the wind – large creatures have +4 to the save, larger are unaffected. Items are swept away and wooden weak buildings must check to not fall

At the end of this spell the weather turns back to normal one step per round. Multiple control weather adds or removes from each other.

*At higher levels area is doubled and at level 10 and CP 30 change is four steps.*

### Courage

*Quick Conc. rev Coward*

*L0 Charm, R Touch, D Medium, A one creature. S touch*

Courage imbues target creature with a strong conviction of being brave. It gains favourable saves vs fear and a +1-damage modifier to any physical attack it scores.

Each level higher adds one target, and at 2nd level, range is short.

### Coward

*Quick Conc. rev Courage*

*L0 Charm, R Touch, D Instant, A one creature. S touch/men. Neg.*

Affect touched target (having intelligence 3 or more) and makes them cowards if they fail a mental save.

A coward must make another mental save vs DC 8+CP/2 when exposed to anything threatening or dangerous or avoid doing it, facing it, attacking it and so on. But the coward only last until they have failed a check once, twice (at CP 10) or three times at CP 20 or after CP minutes.

*Each level higher adds one target, and at 1<sup>st</sup> level, range is short. Unwilling creatures then may make a mental save to avoid the effect.*

### Create Bonfire

*\*PotA Conc.*

*L0 Conjuraton, D S, R MA 1sq. S Rea/2*

You create a bonfire within range and sight filling the volume. A creature at that location take 1d6+CP points of fire damage or half if a reaction save is made. A creature ending its turn in one or moving through one also take above damage.

*At higher levels you may either create another bonfire adjacent to the previous or add 1d6 to the damage. Ex. At 2<sup>nd</sup> level you may create 3 bonfires at 1d6+CP or 2 at 2d6+CP or 1 at 3d6+CP.*

### Create Water

*NoMR Rev Destr. Water*

*L1 Conjuraton R Short D Instant, A object or creature S None*

Makes 2d4+CP litres of water in a container or on a target creature. On a fire elemental, the water score 2d4+CP points of damage. If not a fire elemental creature, they get wet.

Each higher level adds 1d4 litres/points of damage and one sq. to range.

### Creation

*L5 phantasm, D permanent, R short, A a free space, S none*

You pull stuff from shadow fell and mold it into some material that you have seen before. The value of the material cannot exceed CP gp and must be of less than CP kg. It can be a construct of various materials or a set of similar items no more than CP/2 of them and limit to the total value and weight limitations, but then the cost is higher (remove 1 from CP).

If organic remove 2 from CP. If living (max int 3) remove 3 from CP. Count value equal to xp if not specified. Thus, this power at CP 9 could create a slab of 7 / 0.75kg=9.3kg smoked ham (-2CP organic). But a large living spider (cost 7+3 CP living) needs CP 10.

*At higher level you may double the weight and value of creation.*

### Creeping Doom

*NoMR Conc.*

*L7 Summoning R Medium D short, A 2,4,4,2 sq area S None*

Create a swarm of 20CP insects in a 2,4,4,2 area one square high on ground. The area can move 1sq. per round according to the will of the caster. If leaving medium range 2CP insects die each round. Each creature that starts its turn in the area get one point of damage per insect in the area, for each square it occupies. After delivered the damage the insect dies.

No more than those insects in the area occupied by the enemy can cause damage. The insect density per square change depending on number of insects divided by 12 (the number of squares in the area). At CP 15 with 300 insects, 300/12 is 25p of damage to each square.

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The creeping doom can be attacked and damaged as normal insects – but single target attacks are not much use. If the swarm has less than CP insects left it disperse and are gone.

Each higher level adds 2 to CP and 2 to range.

### Critical Miss *Quick NoMR rev Vorpal Weapon*

*L5 Enchantment R short D short A one weapon S None*

**Critical Miss** will increase the risk of scoring a critical miss of a weapon seen within range to 1-2 in 1d20. At CP 9 it becomes 1-3, at CP 17 it becomes 1-4 and at CP 25 it becomes 1-5. Regardless of situations a weapon cannot have a critical miss of more than 1-6.

At higher levels another weapon can be affected.

### Cure Critical Wounds *Quick*

*L5 Evocation R Touch D Instant, A living creature S Touch*

Heals a touched creature 5d6+CP points or harms an undead the same amount.

At higher levels add 1d6 each level and at 7th level range is short (physical save negates if unwilling) and at 8<sup>th</sup> & 9<sup>th</sup> level area is increased by one creature each.

### Cure Wounds *Quick*

*L1 Evocation R Touch D Instant, A living creature S Touch*

Heals a touched creature 2d4+CP points or harms an undead the same amount.

At higher levels add 1d4 each level (up to 5d4) and at third level range is short (physical save negates if unwilling) and at 4<sup>th</sup> level area is increased by one creature each level.

### Curse *Quick rev. Bless*

*L1 Enchantment R Long D 1 round A One object or creature, Save Rea-Neg if unwilling*

The **Curse** penalizes an object by lowering its magical enchantment one step. A non-magic weapon becomes -1 to hit and damage, Shields and armours -1 to defence, helms have their always-a-miss lowered one step and creatures get -CP temporary Life Points. All has -1 to their saves.

An armour or shield lowers its magical modifiers one step. If not magic it turns to -1 and decrease the defence modifier by one.

A magical helmet loses one point of enchantment and a non-magic helm becomes lowers the always-a-miss score by one.

A creature loses CP temporary life points. If the total is 0 it becomes unconscious, lower it is dying.

All get -1 to saves. A weapon turned non-magic or -1 does not hit creatures hit by magic.

A reaction save is allowed to negate placement if unwilling.

At each higher level another target (object or creature) can be selected within range.

## D

### Dancing Feet

*Conc. Mental*

*L0 Charm R Short D Short S Mental Negates*

When this enchanting tune is played a humanoid selected within range must make a mental save or start to dance for a short duration. While dancing attacks, damage and defence are at -2 and concentration checks must be made to cast spells or use powers that require focus and it loses its free step. At CP 11 and 21 (as first level power) two or three creatures can be affected. At CP 28 and at 8<sup>th</sup> level four humanoids can be affected without a save.

### Dancing Lights

*Conc.*

*L0 Illusion Evocation R Short D Short S Ranged Touch*

Create a small light in the shape of a torch flame that gives of 6 sq. light or a shimmering figure (as that of a spectre or ghost) or that of a sparkling will o wisp. Each figure (torch, spectral shape, will o wisp) can be controlled with a bonus (free) action to make a ranged touch attack (att=int mod.) each round and if it hits discharge 1d4+CP points of (fire, negative or lightning) damage. The figure can be moved up to 7sq each round and concentration must be maintained. If it is hit (def=CP/2) the power ends. The appearance of unearthly figures such as ghosts and will o wisCP may discourage many creatures from advancing.

Each level higher adds 1d4 to the damage.

### Dancing Weapon

*Quick*

*L2 Enchantment, D 3 rounds R Short A one weapon S None*

Makes a weapon enchanted and it count as magical when hitting creatures with resistance to or immunity to non-magic weapons. Furthermore, the weapon can be released with a partial action to strike at a specified target by itself. The weapon attack with CP/2 and have a CP/2 modifier to damage. The dancing weapon can move up to 4sq per round but not out of range. After duration the weapon moves its move towards the caster before it droCP. It has to be a weapon, and no proficiency is needed. Crit is always 20.

This magic can be used with infuse magic to confer the dancing property of a weapon. Then the wielders attack and damage modifiers are used.

### Darkness

*L1 Conjuration, D Short R Medium A 5sq diamond S None*

Creates a sphere of darkness 5sq. wide. It negates and is itself negated by a light spell. This darkness is magical and does not allow infravision within, nor night vision – but blind-fighting is still normal and the spell darkvision penetrates darkness.

Darkness treats those within as fully **concealed** and **blinded**.

Each level higher the sphere diameter goes up by 2sq and the range increase by 1sq.

**Concealed** - If you stand in darkness, magical or normal or are unseen you gain +4 to your defence and reaction save and you may leave melee without attracting attacks of opportunity at all (unless opponent has blind fighting). You do not count as concealed if your opponent can see you (due to infravision or magic).



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**Blinded** The character cannot see. He takes a -2 penalty to defence, loses his agility bonus to defence (if any), moves at half speed, and takes a -4 penalty on Search checks and on most Strength- and Agility-based skill checks. All checks and activities that rely on vision (such as reading and spot checks) automatically fail. All opponents are considered to have total **concealment** to the blinded character.

### Darkvision *Conc.*

*L0 Divination, R 2, D Long, A Personal/creatures within range S None*

A darkvision allow those affected to see in darkness, even magical such, up to 6sq.

At higher levels another creature can be affected, one per level.

### Death Field *Conc. Rev. Life Field.*

*L8 Necromantic, R M, D 3 rnds, A 1sq wide x CP/2 sq long, S phy. ½*

Creates a negative field of sparkling dark energy. Those in the field when it is placed, ending their turn in the field or crossing it, must make a physical save or take 2d12+CP points of negative energy damage or half if they make the save.

Undead get healed the same amount in the field. Celestials take CP extra damage before any save.

The field once placed is stationary. Constructs are immune to this spell, unless otherwise stated.

Each higher-level, damage increase by 1d12 and duration increases by one round.

### Death Flames *rev Ethereal Flames*

*L3 Necrotic R long D Instant, A 3x2sqx1sq S physical for half*

Creates a field three wide two deep and 1sq high field with negative energy flames. These score 3d6+CP points of damage or half if a phy-save is made. Celestials take CP more damage.

At higher levels width increase by 1sq and damage by +1d6 p.

### Death Touch *Quick*

*L0 necromantic R0 A personal, D short, S touch to hit*

The casters hands or held weapons is enveloped in dark flames. If it hits a target, it scores CP/2 points of extra negative energy in addition to normal damage. It last until duration ends or the caster wills it to end.

Each higher level adds 1d4 negative damage. Thus, if cast as level 4 with 9 CP the spell does an extra 4d4+5 negative damage.

### Death Ward *Conc.*

*L5 necromantic R Touch D Medium A one creature S None*

This prayer grants a CP resistance to necrotic damage to a living creature. It may once remove a necrotic death attack as from a groaning spirit or bodak or death spell but is then dispelled.

Each higher level, duration is doubled, range increase to short, medium then long and area increase with another living creature.

### Demonic Form *Conc.*

*L6 alteration R short D Short A one creature S Phy Neg. if unwilling*

This will transform the recipient into a demonic form and bestow the following; +4 to mental saves, disease, poison, suffocation and magic resistance toward prime planar powers. It will give immunity to fire and CP points of resistance to cold, lightning and acid.

The exact form is up to the caster but no flying or change of attacks. Among other demons the one in demon form is unnoticeable from the rest, unless exposed by ignorance or magic.

At higher levels add one target creature.

### Dense *rev. Feather Fall*

*L1 Alteration R 2 sq. D short, A 3sq diamond (1,3,1), S Rea. Neg.*

Up to CP/2 creatures within the area, unwilling creatures get a reaction save to avoid placement of the spell, will become two times as heavy. Count the extra weight as load. This often slows or stoCP weaker creatures, prevents some feats such as running and equilibrium. Flying creatures have to land and falling creatures take double damage from the fall. Swimmers often sink to the bottom unless making a swimming check at -4. Any physical damage scored by a solid creature increase by 1d4.

At higher levels the range increase by 1sq. per level and the area goes to a 5sq diamond at level 3 and 7sq diamond at level 5.

### Desecrate *Ritual Rev Consecrate*

*L2 Enchantment R Long D Long, A 9sq cube S Rea avoid*

Creates an area where undead is harder to turn, increase their attack, damage and saves, improve animate dead with CP/5 points to the CP and increase their life points by their level.

If the desecrated area contains an altar or shrine or other permanent fixture dedicated to your deity or aligned higher power, the bonus above increases one step more.

Desecrate and consecrate counters and dispel each other. Desecrate is evil and consecrate is a good aligned power.

As a ritual this power lasts 24 hours. If cast continuously for a month in the same place with an altar or shrine that area remains permanently desecrated.

Each higher-level increase area by 3sq to the side of the cube.

### Despair *rev Prayer*

*L3 Necromantic R Medium D short, A 5-sq. diamond S Phy Neg.*

**Despair** lowers the protection and weakens creatures in the area at the time of the casting; An unluck -1 to saves, attack, damage, skills, move and defence affect them and it removes CP life point temporarily from their maximum life points. No one get lower than 1 life point or 2 move. Unwilling creatures are allowed to make a physical save. A successful one negates the effect.

Higher levels: Each level add 1 to their unluck modifier range and duration. A 7sq diamond at level 5, 9sq diamond at level 7. All opposing creatures within range at level 9.

### Destroy Water *NoMR Rev Create Water*

*L1 Conjuration R Short D Instant, A object or creature S None*

Destroys 2d6+CP litres of water in a container or on a target living creature. On a living being, the dehydration score 2d6+CP points of damage. Constructs, undead and elementals (except water) are immune.



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Each higher level adds 1d6 litres/points of damage and one sq. to range.

### Destruction

*Quick Rev Resurrection*

*L9 Necromantic R Touch D Instant, A One creature S None*

A Destruction can be used with a touch on a living creature not undead or construct. It then causes 8d10+CP points of negative energy damage. If killed this way it becomes an undead Revenant the next round, under the control of its slayer if the caster wants to, or the body is destroyed into a pile of ash.

A destroyed body could be restored using *Reintegration*.

Each higher level adds 1d10 to the damage.

### Detect Invisible

*Conc. Ritual*

*L0 divination R 0 A Personal, D Long, Save none*

The caster may see any invisible.

As a 1<sup>st</sup> level power, it may see into the border ethereal and border astral.

As a 2<sup>nd</sup> level it may see infravision within 10sq. (that is see in total darkness as long as target is warm).

### Detect Magic

*Ritual*

*L0 Divination, R 0, D Short, A Personal, Save None*

This power allows the caster to touch something and learn if it is magic. As a first level power the magic can be seen within 5sq range (as if from a dim light). At 2<sup>nd</sup> level the item will reveal all its powers if having CP enough for that Rarity, if it is touched, see below. You may touch one item each round.

To simplify this, you may use the following;

Rarity	Value	CP
<b>Common T1</b>	Up to 299	1
<b>Uncommon T1-T2</b>	300	3
<b>Rare T2</b>	1.000	6
<b>Very Rare T3</b>	3.000	10
<b>Legendary T4</b>	10.000	15
<b>Divine T5</b>	30.000	21
<b>Ultimate T6 (as lev 4)</b>	100.000	28

Each level higher adds 1 to CP and max CP.

### Deteriorate

*Rev Regenerate Quick*

*L6 Necromantic R touch D short, A living creature S None*

Deteriorate will cause 4D8+CP points of negative energy damage spread out across duration. It causes damage to fingers, toes and sight, which are lost if reaching zero life points and at negative life points stabilization checks always fails and you die within three rounds or when reaching minus your maximum life points.

Body is not fit to be raised from the dead and needs restoration or regenerate first.

At higher levels another 1d8 life points are restored

### Devastation

*Quick Rev Restoration*

*L7 Necromantic R Touch D Instant, A One creature S None*

The caste can deliver a touch of negative energy that inflict 6d8+CP points of negative energy to a touched creature not undead or construct without save. Undead have the opposite effect, they are fully healed as from a *restoration* from a touch.

Each higher level inflicts 1d8 extra damage.

### Dimension Door

*L5 Alteration R 0 D Instant A Personal S None*

Relocates caster to another location within 2 x CP sq. If unknown there is a 10% that the dimension door fails and you take 1d10 points of force damage. If target space is occupied the spell fails 100% of the time and you take 1d10 points of force damage. You may bring anything you may carry.

Each higher level you may bring along another touched creature.

### Diminutive Insect

*Rev. Giant Insect*

*L3 Alteration R Short D instant, A S Phy. Neg*

Target one or more giant insects of lower level than the spell, +1 at CP 8, 12 and 16 and 20. Each insect must make a physical save or become a normal-sized insect about an inch or less in size.

At higher level stronger insects can be affected; range increase by 1sq and duration becomes 2 x medium, 3 x medium...

### Disanimate Dead

*L4 Evocation R Short D Instant A undead within range S None*

Disanimates undead to become normal bodies, skeletons or spirits again. I.e killing the undead instantly.

A total of CP-2 levels can be disanimated. Immaterial undead cost twice as much; shade level 4, shadow level 6, aillip level 8, wraith level 12 and spectre level 16. No undead above 9<sup>th</sup> level can be affected.

Once an undead is disanimated it is possible (if the remains are there and it hasn't been dead for too long) to raise dead or resurrect them back to life.

At higher level, add 2 to CP and max CP and max level affected.

### Disguise

*Conc. Ritual*

*L2 Illusion, D Medium R Short A 3sq cube S None*

Those in the area will be clad in an illusion to look like any type of creature within one size category of what they normally are and up to CP/2 levels. The Disguise also determines how the clothing looks like. All creatures affected must belong to the same race – but do not need to look identical.

The party could be transformed into a group of ogres returning from a raid or a pack of dogs running into town without the guards stopping them.

The magic has no effect on real abilities except when the CP is high. (Thus, casting a power, or wielding a weapon while looking like a dog looks strange and allow a disbelief check). At CP 6 the illusion become more tangible and harder to detect, any disbelief or check to penetrate the disguise is unfavourable. At CP 10 the disguise will allow the new race's natural abilities to work (such as a dolphin's ability to breath underwater or a vulture's ability to fly). At CP 15 the language and special symbols/markings will identify the party correctly as what they want or create the correct mannerism needed to blend in unobtrusively. At CP 20 the

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normal attack routines of that creature can be used and at CP 25 (cast as a 5<sup>th</sup> level spell) the innate abilities of the creature can be used.

Each higher-level add 1sq. to the side of the area.

### Disintegration *Rev Reintegration*

*L9 Alteration R Long D Instant A 1,3,I sq. S Phy. ½*

Create a globe of disintegrating power in an area within range. Those within take 5d12+CP points of disintegration damage or half if a physical save is made. Killed by disintegration damage disintegrates your body into atoms.

*Each higher level adds 1sq to the diameter of the disintegrating sphere (3sq cube, 5sq diamond, 4sq cube...) and one sq. to the range and 1d12 to damage.*

### Disjunction *rev Injection noMR Conc.*

*L2 Abjuration, D Short R Medium A One Creature S None*

Improves target creature magic resistance 2+CP/5 steps.

At level 4, 6, and 8 another creature can be affected, all within a 4sq cube. At level 3 range is long, at level 5, 7 and 9 add 5 to CP.

Dissolution Reverse Raise L5 Conjunction R Short, D Instant, A one undead, S Will negates You banish one undead creature back to its resting place. If the target fails a willpower save, it is sent to its final resting place and cannot be raised again. Each level higher, one additional undead can be affected.

Divination Q Oracle L2 Divination R Personal, D Instant, A You, S NA This power allows you to ask one question and receive a cryptic answer from the universe. The answer may not always be clear or useful but can provide a useful clue or insight into a situation. At higher levels, you may ask more questions and receive more detailed answers.

### Dispel Ethos

*L4 Abjuration R Long D Short A 5sq. cube S None*

The caster creates a field where creatures of a specific alignment feel dread and have a penalty to attack, damage, saves, and power scores when using magic.

The alignment can be Evil, Good, Lawful or Chaotic and is selected upon casting.

The penalty is -2, -3 at CP 10, -4 at CP 15 and -5 at CP 20.

At higher levels add 2 to CP and increase area by 1sq to the side.

### Dispel Magic *NoMR Ritual*

*L3 Enchantment R Medium A 1,3,I area D Instant S Men Neg*

Magic in area is dispelled. Creatures must make a mental save for each enchantment running or it is dispelled. Magical fields not on a creature is dispelled if the level and CP both are equal to or lower than the dispel magic.

*At higher levels area increase to 3sq. cube, 4sq cube and so on and higher-level magic is dispelled.*

### Displacement *Conc. Coercer*

*L4 Illusion, D Medium R Short A One Creature S None*

Affected target becomes displaced as seen through a warped lens. Its defence and reaction saves are increased by +2, +3 at CP 8, +4 at CP 16 and +5 at CP 24. Furthermore, directed missile

powers that don't allow a save such as magic missile and acid arrow now allow a negating reaction save. Displacement has no effect on an invisible creature.

Each level higher another target can be affected.

### Disruption *Quick NoMR*

*L4 Enchantment R short D short A one weapon or creature S None*

This power enchants a weapon or ten missiles with a disruptive power. Each time an undead is hit it must make a physical save or die.

### Distant Cure

*L2 Evocation, R Short, D Instant, A living creature, S Phy. Negates*

Heals a creature within range 3d6+CP points or harms an undead the same amount if it fails a physical save.

*At higher levels add 1d6 each level (up to 6d6) and at 4<sup>th</sup> level or higher, area is increased by one creature each level.*

### Divining Evocation *Simulspell*

*L3 Divination, D Instant, R Na, A Na, S Na*

You use this spell to turn an *Evocation* power into a divination power. The host Evocation spell is cast as CP -4 but the divination created is based on evocation as if the host power is cast as one level higher.

### Domination *Conc. Mental*

*L8 charm, R Medium, D Medium, A One Creature, S Men Neg.*

The thinking target creature must make a mental save or be dominated by you. Domination is controlling all actions. The caster must maintain concentration or the spell ends. If dominating orders inevitably will lead to the creature's demise another mental save at +4 is allowed to get free.

Each higher level allows another target, range is increase 1sq and duration doubles.

### Doom

*L9 Necromantic R Adjacent D Instant A 9sq. Diamond S Phy. 1/2*

Creates a vortex between the positive and negative planes of existence that opens up in a pillar of energy 9sq. high in a 9sq. diamond area. Those in the area take 6d10+CP points of damage, a mixture of positive and negative energy (half of each) or half if they make a physical save.

Creatures in the border ethereal and border astral are both affected by this power. Constructs are immune to this power.

Each level higher damage increase by 1d10.

### Doom Blades *NoMR*

*L7 Conjunction, R S, D Inst., A CP/2-line S None*

Creates a spinning disc of blades moving from the starting point in any one direction along a line. Creatures along (adjacent to) or in the path can be attacked once each with attack CP/2 doing 6d10+CP points of non-magical edged damage. At the end of the line the spinning blades vanish. Creatures of medium stature or

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less on the path is pushed to the side (away from the doom blades) if they are hit but remain if missed.

At higher levels the length of the line increase by 1sq and damage by 1d10.

### Dragon Breath

*L9 Alteration R Adjacent D Instant, A Special S Rea 1/2*

Until the beginning of your next round, you are immune to the damage type of the breath. You can release a dragon breath according to one of the below.

Colour	Dmg	Description
White	Cold	Narrow Cone of Cold 10sq for 9d6+CP points of cold damage.
Black	Acid	Line of acid 15sq long for 10d6+CP points of acid damage.
Green	Poison	Cloud of poison 8d8+CP points of acid damage and become poisoned if save fails by four or more.
Blue	Lightning	Line of lightning 20sq long doing 9d8+CP points of lightning damage.
Red	Fire	Cone of fire 10sq long for 6d10+CP

Each level higher the breath increase damage by one die and length by 2 sq.

### Draught

*Reversible Precipitate*

*L0 invocation, R medium, D short, A: 3,5,5,5,3 sq., Save: Rea-save avoid placement*

This power removes moisture from the area and do 1d4 + CP fire damage to water elemental creatures or half that on slimes in the area each round and prevents rain from reaching within 3sq of the centre of the area. It can be placed on a creature failing a reaction save if unwilling and it then follows the creature, otherwise it stays where placed. Amphibious creatures in the area will get dry and likely experience the area as unpleasant.

Higher levels add 1d4 to damage

### Drum Roll

*Quick*

*L0 Enchantment R Medium D Instant S None*

The caster can start a soft chant or rhythmic noise that affects up to CP/2 allies within range. Each ally gain one favourable save, skill-check or attack roll that they must spend before the end of their next round.

*At higher levels add one favourable roll & another round of duration*

### Duo Dimension

*Conc.*

*L7 Abjuration R short D Short A one creature S Phy Neg. if unwilling*

The target creature will open up a link to the astral plane and begin to flick in an out of that plane at a high frequency (more than once per second). The effect is that instant magic has 50% chance of never affecting the duo-dimension target. Normal slower effects like fire and cold only cause 50% damage. Weapon strikes, which are relatively slow compared to the rate of flicker,

miss on a to hit lower than 6 + CP/2 in 1d20 unless it is a critical hit. The duo dimensional character can even run through a thin wall or similar obstruction 50% of the time (up to one square thick) – passing through while in the astral.

Duo dimension does not work in places where the astral plane does not connect – lower outer planes, plane of concordant opposition or specially protected places (such as blessed or hallowed places or within anti-magic fields) on the prime plane.

When this spell ends the affected is stunned for a single round while getting reoriented.

While this spell is in effect the duo-dimensional may also attack any astral creature and astral creatures have the same difficulties hitting the caster with spells or attacks. The caster may opt to stop the blinking while standing still and being astral – and thus be undetectable by all except the most powerful magic (such as true seeing) but still cast personal spells. The only exception is that spells not working in the astral cannot be cast (elemental spells or summoning of creatures from the prime).

Each higher level another creature can be affected.

### Dust Storm

*Conc. NoMR*

*L2 Conjunction R Medium D Very Short, A 1sq S Phy. Negates*

This prayer conjures forth a twisting tornado. The tornado can be maintained using concentration for a very short duration and moved 3sq each round on the casters action the second and following rounds. Those in it take 2d4 + CP points of physical damage and get blinded one round. If they make a reaction save the damage is halved and they avoid becoming blinded. Those in its path as it moves only have to save or be blinded.

*At higher level the area increases to 1,3,1 at level 3, a 5-diamond star at level 5 and so on. Another 1d4 damage is also added each level and it can be moved another square.*

## E

### Earth Lair

*L3 Alteration R Short D 10h A 2x2x2 sq S none (Rea Neg)*

Creates an extra dimensional pocket in the ground. If placed where creatures are standing, they may make a reaction save not to fall in. It looks like a pit and it may hold CP medium sized creatures. Half that number large and double that small creatures.

When inside, the caster can cover the pit, preventing any others from entering. Anyone inside can at any time climb out through the “ceiling”, that are insubstantial from within.

Works like a rope trick except it can be used to block an enemy for a round (or more if enemy is stupid).

Each level higher another four medium sized creatures can stay within and the side of the affected area increase by 1sq.

### Earth Tremor

*\*PotA NoMR Telek,*

*L3 Invocation, D instant, R 2sq A 1,3,1 sq S reaction negates*

You select a point within range. The ground tremors around it in a 1,3,1 area. Anyone standing on the ground except you, must make a reaction save or take 1d6+CP/2 points of blunt damage and become prone. Natural ground dirt, gravel, grass, forest, ice and hills become difficult terrain. Difficult terrain last until it

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rains or snows or it is put to order using move earth or manual labour 1sq per minute.

At higher levels you add 1d6 to your damage and 1 to range. At level 3, 5, 7 and 9 area increase to 5sq diamond, 7sq diamond, 9sq. diamond and 11sq. diamond.

**Prone** – a prone target is unable to attack or cast spells – must use a partial step to rise. Have -2 to defence and reaction save.

### Earthen Grasp *sorc wiz \*PotA*

L2 Evocation R S, D S A Stone or Rock S None

A large hand rises in an unoccupied square from the ground. It is made of compact dirt and sized within the square. It may attack anyone medium or smaller adjacent to it.

If attacked a reaction save must be made to avoid being grasped. A grasped victim is restrained and take 1d8+CP points of bludgeoning (earth) damage. A restrained victim can try to get free using a partial action to make either a strength or agility check vs the DC of the power.

Following rounds the caster can use a full action to either crush a grasped victim doing 1d8+CP points of damage or move the hand (dropping any restrained victim) to attack another creature within range.

At higher odd levels the power scores another 1d8 points of damage and grows in size at level 4 large, 6 huge, 8 colossal (being able to grasp large, huge or colossal creatures or smaller).

### Earthquake *NoMR*

L9 Invocation R Long D 2 rounds A 9x9sq. area S partial

Creates a small earthquake in the area that last two rounds. The first round it scores 3D10+CP points of physical non-magic blunt damage to all earth-bound creatures and all must make a reaction save or fall **prone** this round.

The second round: The damage also makes structural damage and walls or constructs of building may topple (33%) and crevices open outdoors (33%) and indoors parts of the ceiling collapse (33%). Check for each that applies.

Toppling walls and collaCPing ceilings score another 3d10 points of non-magical blunt damage. Half damage if a reaction-save is made. A crevice can be 2d4sq deep. Those that fail a reaction save fall in and unless they fly or use feather fall takes falling damage 1d6 per sq. fallen.

Each higher-level increase area by 2sq. to the side and first round damage by 1d10.

**Prone** – a prone target is unable to attack or cast spells – must use a partial step to rise. Have -2 to defence and reaction save.

### Eldritch Blast

L0 Evocation R Medium A one target D Instant S Ranged spell to hit.

This power creates two lines of eldritch power that cause 1d10 points of force damage each on a ranged spell to hit with 1+CP/2 to hit.

At higher levels another eldritch spark is created and may target the same or another creature within 4sq. of the original target.

### Elemental Force *rev elemental shield Conc.*

L4 abjuration D short R medium A 5sq. diameter sphere S Special

This power covers a 5 sq. diameter globe (3, 5, 5, 5, 3 sq) with either fire and wind **or** water and earth as selected upon casting.

The **fire & wind** cause 1d6+2CP fire damage.

The **water & earth** create an area full of raining mud, the area is treated as difficult terrain and visibility is limited to 2sq. The damage from these elements is 1d6 + CP points of water and earth damage (half each).

The damage applies to all that ends their round in the area. Those that start their turn in it or move through it are allowed a reaction save for half damage if they end up outside the area.

At higher levels add 1d6 to damage. At level 6 area becomes a 7sq. diameter sphere (3,5,7,7,5,3) and at level 8 area becomes a 9sq. diameter sphere (3,5,7,9,9,7,5,3)

### Elemental Resistance *Conc.*

L5 abjuration, R Touch, D Medium A special, S None

One touched creature or a point in space dampens elements within a 5sq diamond. Either a 3 CP resistance to one element, 2CP resistance to two elements or CP resistance to four elements as determined upon casting. Earth includes acid, air includes lightning, water includes cold and fire is fire.

Each level higher duration is doubled, range increase to short, medium then long and area increase with another living creature.

### Elemental Shape

L8 alteration R short D medium A personal/creature, Save None

The elemental shape will transform the caster or another willing creature into one of four possible shapes as determined by the caster; fire, water, earth or wind.

The movement, normal and special attacks as well as resistances of that elemental type are gained.

At CP 18 a greater elemental shape is taken and at CP 24 the Elder elemental shape comes into effect.

The reverse **Prime Shape**, enables an elemental, an outer-planar or insubstantial creature to take a prime planar form, such as an elk, an owl or a Human (animals, monstrosities, humanoids) of no more than CP levels (never more than the elemental transformed).

### Elemental Shield *rev elemental force Conc.*

L4 abjuration D medium R short A selected targets S Phy. Neg.

This power allows three targets to be selected that become resistant to fire, earth (acid), water (cold (and gives water breathing)) and air (lightning). Not only damage from those kinds of elementals but also from powers using that element, such as fireball, lightning bolt, acid storm. He cannot drown or suffocate.

At higher levels add one target and make range medium

### Enchantment *Quick Ritual*

L2 Enchantment R Touch, A one item/I0 missiles, D Long S None



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The touched item; weapon, shield, armour, helm, cloak, robe (or ten missiles) will gain a +CP/6-1 enchantment for the duration of the spell. A +0 weapon is magical and hit creatures resistant to non-magical weapons but without attack and damage modifiers. As a ritual with triggered duration you have to spend ten gold pieces to enchant an item.

En item enchanted with this power has a "value" of (100gp, 500, 2000, 5000, 10000gp at +0, +1, +2, +3 and +4) and then add base value times 5, 10, 20, 30, 40 depending on plusses. The value is used with greater infusion to see if it breaks or when calculating if it withstands enchantments. The value is only real if the enchantment is permanent.

*One level higher (3<sup>rd</sup> level) the duration will be triggered when used. At level 4 and each higher level add 3 to CP and max CP. The best of multiple enchantments take effect.*

### Endure

*Quick Metabolic*

*LI Necromantic R touch, D until a long rest, A one creature not a construct or undead, Save None.*

This power will either grant a touched creature CP temporary life points and *exhausted* creature becomes fatigued and *fatigued* get well.

Or if cast on an unconscious character or someone who has died within this or the previous round, that character will awaken having one life point without being debilitated.

*Each higher level the number of temporary life points increase by half CP. At 3<sup>rd</sup>, 5<sup>th</sup>, 7<sup>th</sup> and 9<sup>th</sup> level another creature can be touched during the casting and the temporary life points are distributed between all targets.*

### Enfeeblement

*Rev Enhancement*

*L3 Necromantic R Short A creature, D Short, Save Phy Neg unwilling.*

The targeted creature will get a -2 modifier to one ability, the caster selects which **physical** ability (strength, agility or health). At CP 10 and 20 (and 30 if cast as a 10<sup>th</sup> level power) you may place another -2 modifier. Having more than one modifier you may place all at one ability or divide them among the target's physical abilities.

If getting zero in an ability a creature becomes unconscious (for the duration). If the ability gets lower it dies. Creatures without specified abilities have a score of 10+level in any physical ability and each two steps strength lower attack and damage by one, agility lower defence and reaction save by one and health lowers life points by the creature's level.

If casting this power at higher level each additional level adds another -2 modifier and the number of targets increase by one, allowing all modifiers to be divided among the physical abilities of all targets. A modifier cannot be divided less than -2.

### Enhancement

*Rev Enfeeblement*

*L2 enchantment R Short A creature, D Short, Save Phy Neg unwilling*

The targeted creature will gain a +2 modifier to one ability, the caster selects which ability (strength, agility, health, intellect, willpower or presence). At CP 10 and 20 (and 30 if cast as a 10<sup>th</sup> level power) you gain another +2 modifier. Having more than one modifier you may place all at one ability or divide them among the target's physical abilities.

If casting this power at higher level each additional level adds another +2 modifier and the number of targets increase by one, allowing all modifiers to be divided among the physical abilities of all targets. A modifier is always +2, never +1.

### Enlarge

*Conc. Rev Shrink*

*L4 alteration, D Short R Touch A One creature S Phy. Neg. if unwilling*

Affected creature failing the save grows larger 5CP% this grants another 2CP body life points (affects maximum) and increase weapon damage by 1d6 points. It also enables a greater lifting capacity. Weight is proportional to (1+5CP %) ^3 if needed.

At higher levels add 2 to CP and make range short, medium long at level 5, 7, 9, and allow one additional target at 6 and 8.

### Entangle

*Conc.*

*LI conjuration R long D short, A 2x2sq S Rea Neg and str-check*

Roots vines and vegetation grows from any natural surface (not stone, glass, lava) in an area and creatures in it must make a reaction save every square they move within and the first round upon placement or become held stuck. When stuck an opposed strength check (vs DC) free you from the grip of the vegetation.

Area attacks normally affecting plants such as fire, acid or lightning disable/wilt/destroy the entangling roots and vines within.

Large creatures have +4 to the save and larger creatures are unaffected. Each higher level adds 1sq to the side of the area.

### Erupting Earth

*\*PotA NoMR*

*L3 Alteration, D instant, R L A 3x3x3 S Rea/2*

A fountain of churned stone erupts at a seen location within range. Those on it and adjacent to it, to a height of 3 sq. take 2d12+CP points of blunt non-magical damage or half if they make the save. The ground of the area becomes difficult terrain until cleared away using move earth or one minute per square by hand.

*At higher levels add 1d12 to damage at level 5,7,9 and +1 to the side of the cube affected at level 4,6,8.*

### ESP

*Mental*

*L1 Divination R Long D Short A one creature S mental negates*

The ESP (Extra Sensory Perception) power enable the caster to read surface thoughts of a thinking creature with **intellect 3+**. The casting is subtle and not obvious except to other spell casters that may make a spell craft (arcane lore) check to identify the casting.

Once cast the target creature must make a mental save. This save is made without the target being aware of it. If it fails the caster will read all surface thoughts of the target, whatever it thinks of, often revealing things hidden, secret, lies told and so forth as long as you know the language of the creature. It is possible for the caster of this spell to talk about things of interest and thus make the target think of them (and thus revealing more than intended).

In combat the creature whose thoughts are read is at a **disadvantage** - both attack and effects requiring a reaction save have to roll twice and select the least favourable, against the caster reading its mind. You do not have to know the language to get this effect.



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Each level higher duration is doubled and one more creature can be targeted.

### Ethereal Flames *rev Death Flames*

*L3 Evocation R long D Instant, A 3x2sqx1sq S physical for half*

Creates a field three wide two deep and 1sq high field with positive energy flames. These score 3d6+CP points of damage or half if a phy-save is made. Undead and fiends take CP more damage.

*At higher levels width increase by 1sq and damage by +1d6 p.*

### Excitation *telekinetic*

*L1 invocation R Medium D Medium, A One Point S Rea Neg.*

Excitation creates a small sphere from which light emits in a 5sq radius, 6sq at CP 6, 7 sq. at CP 10 and 8sq at CP 14. The point source of light can be controlled within medium range at move 10. If directed at a creature it inflicts 2d6+CP points of fire damage if it fails a reaction save. The excitation ends if it causes damage. A dousing of water/wine, using create water or precipitation also ends this spell.

At higher level another 1d6 is added and 1sq added to range.

### Exorcism *Rev Possess*

*L3 Necromantic R short D Instant A one target S none*

This dweomer drives an evil spirit (possessor) from a body or removes a charm, suggestion or domination. It also dispels a Haunt and cause 4d8+CP points of positive damage to an *undead* or *fiend*.

*At higher level range increase by 1sq, target increase by one creature or cause an extra 1d8 damage.*

### Expeditious Retreat *Quick Conc. Metabolic*

*L1 Alteration, R 0 D Short, A Personal, S None*

This power enables you to move CP/2 squares when cast or at the end of each of your following rounds, using a free action.

If taking damage, the move can be invoked once instantly (out of initiative as a reaction if you have one) but the power then ends.

*At higher level the expeditious retreat affects another creature at range short, medium, long. But all affected must be within a single line of sight. At 4<sup>th</sup> level or higher the effect increases by +2 CP.*

### Explosive Runes *Ritual Conc*

*L5 Enchantment R Touch D Permanent until triggered A one object S Special (Rea ½)*

The power is cast on an object that can be opened or interacted with such as a door or a chest. If opened or moved, once enchanted, it triggers a second spell cast on the item (directly after casting explosive runes). The area when triggered is centred on the opener.

The second spell must have a level less than explosive runes and a CP less than or equal to it. If no second spell is cast a fireball is default doing 5d6+CP points of fire damage to those within 3sq. or half if they make a reaction save. The item itself is not affected.

Detect magic will give of enchantment. Ultravision will see magic, true seeing will expose it as a trap.

Each higher level allows a higher-level power to be used and 1 more CP to be used.

### Eyebite *Quick Conc*

*L6 necromantic R 0 D Short A Personal S physical negate*

This power imbues a death gaze in the eyes of the caster. Once per round on the casters turn, he can use his action to send waves of evil power at a target within short range. If the target can see and not immune or resistant to negative energy it can be affected. If the target fails a physical save and is lower than CR 1 it becomes **dying** at 0 life points else it is **sickened**. It is also **frightened** if it failed the save by four or more steps.

See conditions for **Sickened** and **Frightened**. Sickened last until a short or long rest, Frightened can be removed with a successful save made at the end of each round.

*At higher level the CR level that become dying increases by 1*

## F

### Faerie Fire

*L1 conjuration R adjacent D short, A 5 sq cone S None*

Creatures in the area (not necessarily seen) are outlined in a faerie fire. It negates invisibility and darkness penalties and those outlined is hit with a +1 to hit (and has a 3sq dim light they can see in).

Only some in the area can be outlined. The *faerie fire* can outline up to 2d6+CP meters and creatures affecting those closest first, that can be fully outlined, until the faerie fire is used up.

Diminutive takes a ½ meter, tiny 1m, small 2m, medium 4m, large 6m, huge 8m, colossal 12m and gargantuan 16m. Unless a creature can be fully wrapped it is not wrapped at all, the remaining effect may affect a smaller creature behind it in area.

Each higher level adds 1d6 meters of outline and 1sq to the length of the cone.

### Familiar *Ritual*

*L1 charm R adj., D Permanent, A a spirit, Save None*

This power summons a spirit and moulds it into the form of a small animal. The spirit will always be the same. If the animal is killed the spirit will survive awaiting you to make it a familiar again.

While you have a familiar you and it share a common pool of life points – each time you take damage and are less than 6sq. from each other, it is divided between you. It will take one less point from odd numbers. The bond also allows you to gain a few skill points or other effects according to the *grant* column.

The Familiar can take any of the following forms. Roll twice and select one the first time casting *Familiar*. If the spirit is attuned to a certain form, it will become that form the next time.

1d12	Creature	Grant
1	Cat, Wild	+2 spot

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2	Giant Bat	Night vision but -2 on saves vs sound-based attacks
3	Huge Rat	+2 hunting
4	Giant Ferret	+2 search
5	Hunting Dog	+2 tracking
6	Huge Toad	+2 jumping and water breathing
7	Large Spider	Not hindered by web, +2 on saves vs. poison
8	Giant Weasel	+2 search
9	Spitting Cobra	+2 on saves vs poison
10	Huge Lizard	+2 on saves vs disease
11	Wolverine	5 points resistance to cold
12	Monkey	+2 climbing and brachiation

Its life points are as stated in the creature description except that if the CP is higher, it gains that amount of life points.

*At higher levels add one level to the familiar; gain +1 to attack, defence and damage and +3 or more life points (more if having a positive health modifier).*

*Ex: A Wolverine Level 6 (cast as level 5) would become;*

**Lev 6, LP 8+20, Att 1+5, Def 1+5, Dam bite 1d4+1+5**

### Fear

*Mental*

*L3 charm R Adjacent A narrow cone 1,2,3,4 sq., D Instant, S Men Neg.*

Those in the area, up to 3d6 total levels of creatures, each with less than CP levels, must make a mental save or flee for a very short duration. At the end of each of their turns the get another save to break the fear.

*At higher levels add 1 to the length of the cone and 1d6 levels affected and add 1 to level affected.*

### Feather Fall

*Reactive rev. Dense*

*L1 Alteration R 2 sq. D Short, A 3sq diamond (1,3,1), S Rea. Neg.*

Up to CP creatures within the area, unwilling creatures get a reaction save to avoid placement of the spell, will become feather light and drop at a speed of no more than 2 sq. per round. They do not take any damage from the fall. While under the influence of feather fall you have -4 to attack and damage with physical attacks. Under water the feather fall becomes a feather float, adding CP to swimming skill but prevents diving (unless burdened with same weight as affected creature).

*At higher levels the range increase by 1sq. per level and the area goes to a 5sq diamond at level 3 and 7sq diamond at level 5.*

### Feeblemind

*Mental Coercer*

*L6 Alteration R long D long A one creature int 3+ S Men. Neg.*

Feeblemind will cause the target brain, within intellect 3 or more, to become that of a moronic child – without use of powers. This spell targets those that can use magical powers, not those with innate magical abilities. If the target fails a mental save, it will lose **all power use** and have limited understanding of who he is, where he is and who his friends are. Only heal, restoration, wish or miracle will remove this effect before duration ends.

*Each level higher another creature can be targeted.*

### Field of Fire

*L5 Invocation R Adjacent D Instant A CP/2 wide, 1sq high. S Rea. ½*

This power creates a wall of fire perpendicular to the direction of the caster, moving away up to CP/2 squares as a wave of fire. All creatures passed must make a reaction save for half damage. The damage is 6d6+CP points of fire damage.

*Each level higher adds 1d6 to the damage.*

### Fiery Fist

*Quick Coercer*

*L0 Illusion R 0 D Short A personal, S None*

This power makes the fists start to flame and glow red, giving of a dim light 3sq. without hurting the caster. Anything with intellect 2 to 21 except constructs and undead will take 1d6 points of fire damage if struck by the fists, unless the effect is disbelieved (it is an illusion of fire) or the target has immunity or resistance to fire).

Regardless the fists are treated as magical. Once the fist has hit CP times the flames end.

*Each two levels higher add 1d6 to the damage.*

### Find the Path

*Ritual Conc*

*L6 Divination R Touch D Medium A one target S none*

The recipient of this spell can find the shortest, most direct physical route to a specified destination, be it the way into or out of a locale. The locale can be outdoors, underground, or even inside a *maze* spell. *Find the path* works with respect to locations, not objects or creatures at a locale.

The location must be on the same plane as you are at the time of casting and it must be known to you, at least that it exists and details enough to make it unique.

The spell enables the subject to sense the correct direction that will eventually lead it to its destination, indicating at appropriate times the exact path to follow. The spell ends when the destination is reached or the duration expires, whichever comes first.

*Find the path* can be used to remove the subject and its companions from the effect of a *maze* spell in a single round. This divination is keyed to the recipient, not its companions, and its effect does not predict or allow for the actions of creatures (including Guards).

At **level 7**: Find the Path indicates at appropriate times the exact physical actions to take. For example, the spell enables the subject to sense trip wires or the proper word to bypass a glyph of warding or how to open a secret door. At **level 8**: the power indicates at appropriate times the presence of creatures, so that no surprise is possible, and preparations can be made. The type of creature is not known. At **level 9**: Even a known object or creature can be the destination of find the path.

### Fire Bolt

*\*PotA*

*L0 invocation, D instant, R L, A one target S attack to hit*

You create a mote of fire and send it at a target within range. Make an attack roll using CP/2 as an attack modifier. If it hits you score 1d10 + CP/2 points of fire damage.

*At higher levels you add ½ CP at level 1 and at level 2,4,6... you add 1d10 extra. At level 5 you may send two motes and at level 9 you may send three motes. At third level you may double the range, at 7th level you may attack even unseen creatures or creatures around corners but then with an unfavourable attack.*

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### Fire Shield

*Conc*

*L6 Abjuration R 0 D Medium A Personal S none*

Envelops caster in a red, blue or white shimmering force field as selected upon casting. The red one is fiery hot; the blue crackling lightning and the white is icy cold.

Anyone hitting a fire shield with a weapon from an adjacent square or use natural weapons, take CP points of damage of that type when hitting you.

While protected by the fire shield you have resistance to CP points of that damage type (fire, lightning or cold).

*At higher levels, range is touch, area two creatures. Two levels higher range is short, target three creatures and reaction save avoids placement if unwilling. Three levels higher the range is medium, area four creatures, reaction save avoids placement and duration doubles.*

### Fireball

*L4 Invocation R Long D Instant A 5sq diamond sphere, S Rea ½*

Creates a small spark of fire that flies from the caster to the destination square where it explodes doing 5d6+CP points of fire damage to those in the area or half if they make a reaction save.

Each higher level, adds 1d6 to the damage, 1 to range and area increases to 7sq diamond at level 6 and 9sq diamond at level 8. At level 7 you may use concentration to hold it close to your hand as a small ball of fire and throw it using a free action before the end of your next short rest.

### Flame Arrow

*L2 Invocation, D Instant R Short A one target S Rea ½*

A flame arrow targets a single creature and is shot from the caster. It scores 3d8+CP points of damage and you add 1d8 each level higher and 1sq. to range.

### Flame Blade

*Quick\*PotA*

*L2 invocation, D medium, R 0, A personal S to hit*

You create a sword of fire using a partial action. If you let go of the sword it vanishes (as when casting a somatic power) but it can be recreated in your grasp using a free action. You attack with the sword during a full action using 2+CP/2 attack scoring 3d6 fire damage.

A weapon master or slashing master may attack twice, during the full round with a flame blade. If having better attack score when using a sword, you may use that with a +1 per level of the spell, see below.

*Each higher level you add +1 to the attack score and score 1d6 more damage each two levels higher.*

### Flame Jet

*L3 invocation R Adj. A narrow cone 1,2,3,4 sq., D Instant, S Rea ½*

Those in the area take 4d6+CP points of fire damage or half if they make a reaction save.

*Each higher level adds 1d6 to the damage and 1 sq. to the length and end width of the cone.*

### Flame Strike

*L5 Evocation R Medium D, Instant, A 5sq diamond pillar S Rea ½*

A 5sq. wide, 10m high pillar of positive energy, truncated indoors, appears at the location within range and line of sight. It scores 4d10+CP damage, +CP extra if targets are undead or lower planar creatures. A successful reaction-save halves the damage.

Each higher level adds 1sq to range, 1d10 to damage and 1sq to height. Each two levels add 2sq to width (7sq diamond at level 7, 9sq diamond at level 9).

### Flare

*Quick*

*L4 Evocation, R 0, D Instant, A CP/2 sq radius, S None*

This power creates a flare of bright light centred on the caster. All creatures not prepared (most allies within range can be warned) within CP/2sq. becomes blinded for a short duration but may make a physical save at the end of each of their rounds to regain their sight.

### Floating Disc

*L1 Conjunction R Short D Medium, A one free sq. S none.*

The caster creates a semi-translucent circular floating magical disc 160cm wide, at a height of about 1m, which floats and follows him around within range. It maintains momentum, altitude (eventually drops a sq. per round), and if caster jumps on it can float across a pit or crevice up to 5sq wide. It can hold up to 100 + 10 x CP kg. If forced away beyond range it will end.

Each level higher adds 2dm width and 100 kg.

### Fly

*Conc*

*L5 Alteration R 0 D Medium A Personal S None*

This power enables the recipient to fly at a move of CP, with manoeuvrability class A (any direction).

*At higher levels range goes to touch, short, medium, long and number of recipients increase by one each level. Duration doubles.*

### Fog

*Ritual NoMR*

*L0 Conjunction. R: medium, D: 2 x short, A: 1sq + CP/2 sq. radius, 4m high, S: None*

This power makes a thick fog seep from the ground or is created in the air and cover a roughly circular area.

The fog grants no concealment in adjacent squares, **partial concealment** two squares away and **full concealment** further away.

In a very dry environment (desert), the radius is halved and if no water exists this power does not work. Underwater the power conjures earth; it is then called **Mud Cloud** and has the same properties as fog.

At higher levels, each level adds 1 to the radius and another short to duration and range is always twice radius minimum.

***Partial Concealment** grants a +1 to reaction saves and +1 defence. In melee, you gain a reaction save vs DC 11+opponent's presence modifier to avoid an attack of opportunity if fleeing or retreating.*

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**Full Concealment** you gain +4 to your defence and reaction save and you may leave melee without attracting attacks of opportunity. Attacking from full concealment give advantage as invisibility.

### Force Cage *creator*

*L7 Conjurat R Long D Medium A two versions S None*

May envelope a target creature in one of two types of cages of pure force. The first is barred 2sq. cube, with 10cm between bars. The second is 1sq. cube with solid walls of force. As long as the target creature can be contained without problem within the cage, there is no save. If it is slightly too large a reaction save is allowed to avoid being caught. If much too large the cage is created next to the target creature (random placement), leaving it (mostly) unhindered.

*At higher levels, add 1sq. to the side of the cubes and double duration.*

### Forceful Hand *Conc.*

*L4 Phantasm R Medium D Short A free space, S Rea ½*

Creates a large phantasmal hand floating in space controlled by the concentrating caster. It can be used to lift and move medium creatures or objects up to about 20kg per CP, 2 squares up or 4sq otherwise.

In combat it attacks with Attack = CP and score 2d6+CP damage and on a crit 18 it grips the target (if medium or smaller) and score damage automatically until target breaks free (or may just move it around).

*At higher levels, add 1d6 to damage and +1 to range. At level 6 and 8 double the weight and allow large creature (lev 6) or huge creatures (lev 8) to be lifted.*

### Foreknowledge *Conc.*

*L2 Divination, R 0, D Short, A Personal, S None*

This prayer allow caster to know things in advance, slightly making things go his way. His reaction save becomes favourable. And he or anyone he directs using a free action within 5sq. may add +2 to defence or attack. He must choose which as he can only help one person and either attack or defence. At higher levels he may do more than one aspect. Perhaps both attack at +2 himself and help another get defence +2.

*At higher levels, he may choose another aspect each level.*

### Forget *Mental*

*L1 Alteration D Permanent R Long A one thinking creature S Men Neg.*

Target thinking creature must make a mental save and if it fails it forgets the CP last minutes permanently including this round, being befuddled, unable to act/react and be aware. Allowing, the wizard to make a retreat unbeknownst to the forgetful.

*At higher level it affects 2, 3, 4 creatures at level 3, 5, 7 and at level 2, 4, 6, 8 it also wipes cantrips, 1<sup>st</sup> level powers, 2<sup>nd</sup> level powers and 3<sup>rd</sup> level powers from the target's memory (if it had such). These can be regained as normal after a long rest. Innate magic is unaffected.*

### Freeze

*L1 Invocation, R Long, D Instant, A 3sq diamond, S Phy ½*

Caster freeze all in a 3 sq. diamond for 3d4 + CP/2 points of cold damage or half if they made the save. Those failing the physical save by four or more lose both partial and free action, until the end of their next round.

*At higher level; At 4<sup>th</sup>, 6<sup>th</sup>, 8<sup>th</sup> increase area to 5sq, 7sq and 9sq diamond. At 3<sup>rd</sup>, 5<sup>th</sup> and 7<sup>th</sup> level add ½ CP to damage. And at 2<sup>nd</sup> and 9<sup>th</sup> level add 2d4 to damage (thus doing 7d4+2CP pod).*

### Frenzy *mental conc. farsense*

*L2 Charm, R Long, D Short A one creature, S Men. Neg.*

Targeted creature lowers its defence CP/2 steps but not below 0. It gains an attack and damage modifier with weapons (natural or not) wielded equal to the points lost from defence. If unwilling, target creature is allowed a mental save. A successful save negates the power.

*Each higher level allows another creature to be targeted.*

### Frostbite

*L1 Evocation, D Inst., R Medium, A Creature, S Phy Neg.*

Target creature must make a physical save or take 1d6+CP points of cold damage, but regardless of save it attacks unfavourably until the end of its next round.

*Each higher level adds 1d6 to frost damage.*

### Fumble *Mental conc. coercer*

*L4 Charm R Medium D Short A one target, S Men Partial*

Charms a creature to become very clumsy. It will increase its critically miss chance by 1, 2 at CP 6, 3 at CP 12, 4 at CP 18 and 5 at CP 24, regardless of any save.

Any time it moves more than a free step it must make a mental save or drop prone until it rises again.

*Each level higher range is increased by 1sq and another target can be selected, but all targets must be in a 5sq diamond.*

**Prone** – a prone target is unable to attack or cast spells – must use a partial step to rise. Have -2 to defence and reaction save.

## G

### Gaseous Form *conc.*

*L2 Alteration, D Medium R Touch A Personal S None*

Turns touched into gaseous form. It is allowed a physical save to not transform. Otherwise target becomes gaseous – with equipment and all. As gaseous you float as a cloud of air, you are practically invisible, stealth +10. You can slip through cracks and narrow openings. Your move is 2+CP/3 but wind speed must be taken into account. You cannot score physical damage, nor can't cast vocal or somatic spells while immaterial and you be damaged by physical non-magical weapons and *noMR* powers. You can be affected by spells and magical weapons.

*At higher levels you gain short range at level 3 and may affect another at level 4, 6, 8 etc.*

### Geas *mental*

*L6 Charm R Short D Permanent A target creature S none*



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Creates a compulsion in the target creature to carry out some service or to refrain from some action or course of activity as desired by you. The target must understand you. A geas that would result in certain death will be negated, but not until that situation arrives.

The *Geas* must be followed until it is completed. If the instructions cannot be followed, but not of the targets doing, the geas will end.

If the target avoids or tries to resist the geas he must make a physical save or be sickened (-2 to attack, damage, power score, saves, skills and ability checks), if he persists, he continues to be sick and takes 3d8 points of mental damage at the end of that day and each day thereafter the damage increase by 1d8. The sickness and damage stop once the geas command is followed again (but damage taken is not restored).

A remove curse of higher CP than the *Geas* will end it as will wish, restoration or miracle.

*Each higher level another target can be selected.*

### Gelatinous Cube

*Conc.*

*L5 Conjurat R Long D Permanent A one free sq. S None*

The power creates a simulacrum of a gelatinous cube. The cube has 3CP life points but otherwise adhere to the creature description. The cube will act independently but according to the will of the caster. It will regain one life point per kg organic material it dissolves. The dissolving process usually takes a long rest.

If the caster ever becomes unconscious or dies or the caster wills it, the cube is set free. Adding another gelatinous cube to the world. It will after a while get the life points of a normal cube. If a cube is set free it will not follow the will of the caster...

*At higher levels add 2 to the CP and max CP.*

### Giant Form

*conc.*

*L7 alteration R short D Short A one creature S Phy Neg. if unwilling*

Affected creature and its equipment, failing the save if unwilling, grows larger 15CP%. A medium creature often ends up as colossal.

The size grants another 4CP body life points (affects maximum) and increase weapon damage by 3d6 points. It also enables a greater lifting capacity. Weight is proportional to  $(1 + 0,15 \times CP)^3$  if needed.

*At higher levels add one target creature.*

### Giant Insect

*conc. Rev. Diminutive Insect*

*L3 Enchantment R Short D Medium, A free sq. S None*

Creates a giant insect of equal or lower level than the spell, +1 at CP 8, 12, 16... It obeys and follows the caster until it dies or the spell ends. If a level lower insect is selected you get two (one extra) if two levels lower you get three.

If concentration is broken the insect is set free, remaining giant-sized indefinitely, otherwise at the end of the spell they return to normal size.

List of possible insects;

Level	Insect
1	Huge Ant, tiny insect

1	Huge Bee, tiny insect
2	Huge Centipede, small insect
2	Giant Oil Beetle, medium insect
2	Giant Cave Locust, small insect
3	Giant Ant, small insect
3	Giant Stink Beetle, medium insect
3	Giant Bee, small insect
3	Giant Fly, medium insect
4	Giant Hunting Spider, medium insect*
4	Giant Tiger Beetle, large insect
4	Giant Flea, medium insect
5	Giant Mantis, large insect
5	Giant Scorpion, large insect
6	Giant Stag Beetle, large insect
6	Monstrous Bee, medium insect
7	Monstrous Hunting Spider, large insect*
8	Giant Rhinoceros Beetle, huge insect
9	Giant Black Widow Spider, huge insect*
10	Monstrous Pedipalp, huge insect
10	Monstrous Scorpion, huge insect
11	Monstrous Dragonfly, large insect
12	Giant Wolf Spider, huge insect*
16	Epic Pedipalp, colossal insect
17	Epic Spider, huge insect*

\* Spiders are not actually insects, they are arachnids, but are included.

Each higher level a higher-level insect can be created; range increase by 1sq and duration becomes 2 x medium, 3 x medium...

### Gibberish

*Quick rev. Comprehend*

*L0 divination R long, A one speaking creature D short S Men. Neg.*

The caster may target one speaking creature within range. If that creature fails a mental save, he will be unable to speak coherently – everything he says are **gibberish**. This prevents communication and prevents use of any power requiring verbalisation.

*Each higher level another creature within range can be targeted.*

### Globe

*conc.*

*L4 Abjuration, R 0, D Short, A Personal, S None*

Creates a shimmering field around caster that protects against low level magic. It protects you from magic of level 3 or lower, one lower than the level of globe as a base.

*At higher levels the level of magic it protects against is increased by one each level.*

You can increase range to touch by lowering the protection one level. You can increase the duration to medium or long by lowering the protection one or two levels.

Anti-magic of a level higher than what the Globe protects against will dispel the globe, otherwise it is the other way around.

Magic from innate abilities count DC-10 as level.

Magic from items if DC is unknown have level=CP/2

### Glossolalia

*Mental*

*L2 Divination, D Instant, R Adjacent, A cone 1,3,5sq. S Int. Neg.*

Caster utters gibberish phrases that seriously disturbs intelligent creatures. If the save fails creatures in this area is **stunned** three rounds having intellect 20+, **dazed** two rounds having intellect



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10-19 or **shaken** one round having intellect 3-9. In addition. If they make their save, they still must make concentration checks for any ongoing powers. Creatures with lower intellect are unaffected.

*The length of the cone increases by 1sq per level if cast as higher level.*

**Stunned** - can only take a free step and has -2 to defence and reaction saves.

**Dazed**: can take no action but has no penalty to defence

**Shaken**: have -2 on attack, damage, ability checks, skill checks and saves.

### Golem

*L9 Enchantment, R Short, D Permanent, A Material, S None*

Caster animates a prepared statue or sculpted figure to make it into a golem. Preparing a statue often takes some time, 1 day per level of the golem, and money 500gp per level of the golem.

During the casting, he states the rules that governs its behaviour, once stated they cannot be changed. The level of the golem must be less than CP-3-number of stars.

Golem	CP needed
Wood Golem* L6	10
Flesh Golem* L7	11
Clay Golem** L8	13
Bone Golem** L9	14
Stone Golem* L10	14
Iron Golem** L12	17
Crystal Golem** L14	19
Silver Golem*** L16	22
Platina Golem*** L18	24
Adamantium Golem*** L20	26

Each higher level adds 2 to CP and max CP.

### Grease

*L0 Conjunction or 1 druid R Short + CP/2 sq. D Short, A: a 2x2 area or one creature, S Special*

An **area** or **one creature** is covered is a thin layer of slime. Those moving inside the area using more than a free step must make a reaction save or fall **prone**. A greased slope or stair will in addition carry those in it down. Creatures become “**greased**” if falling prone in the area, see prone below.

A creature targeted failing a reaction save becomes **greased** and have twice the normal critical miss chance, a grab/grip is at -4 and move is halved (moving faster and they need to make a reaction save not to fall down).

*At each level higher, the grease covers one extra square in each direction or an extra creature within range.*

**Prone** – a prone target is unable to attack or cast spells – must use a partial step to rise. Have -2 to defence and reaction save. Count creature as greased as well.

### Greater Calling

*conc.*

*L7 Summoning R short D Long A free space S None*

Calls forth one aberration or beast with an intellect less than 7. You may select from the following list up to your CP (based on Level \*1.5). If you manage to roll Chance % or less that creature

will appear, otherwise you may try another creature in the list up to your CP.

Creature	CP	Chance
Stirge	4	100
Owl bear	5	50
Caecilian Worm	5	33
Carrion Crawler	6	50
Rust Monster	7	33
Displacer Beast	7	33
Ankheg	8	33
Will o Wisp	8	50
Basilisk	9	33
Cockatrice	9	33
Manticore	10	33
Chimera	12	33
Catoblepas	14	50
Chuul	14	33
Monstrous Ankheg	15	50
Behir	16	33
Cockatrice, Stone	17	33
Bulette	18	33
Basilisk, old	18	33
Behir	20	33
Catoblepas, Old	21	33
Remorhaz, Lesser	23	33
Epic Ankheg (as an 8 <sup>th</sup> level power)	28	33
Remorhaz (as a 10 <sup>th</sup> level power)	30	33

The creature will follow your commands. When the duration ends or if the creature dies, it disappears. The creature appears the round of the summoning but is flatfooted until the next round starts.

Each higher level the chance to get a specific creature increases by 10%.

### Greater Infusion

*Ritual*

*L5 Enchantment R touch D Permanent A one free sq. S None, Casting Time one minute.*

A target item touched gain +2 to any saves and will detect as magical (dim enchantment) and have the property to be enchanted further by up to four additional spells (CP 1-9 one, CP 10-17 two, CP 18-24 three and 25+ four) permanently. They must be cast directly after infuse magic.

Magical powers and effects up to CP/4 level and up to CP power of the infuse magic can enchant the item. The spell to enchant the item with must be one that can enchant/affect an item normally.

The item to cast these spells on must have a value of at least 70 gold per CP (total, including greater infusion) to withstand the power of the magic or crumble and wither by the forces placed upon it. This spell enables making powerful magical weapons, armours, shields and so on.

The first spell cast on a weapon, shield or armour “must” be **enchantment** to gain the basic enchantment. The “must” indicate that it is possible not to, but then at **-4 to the CP**. This is often the case when making legendary items such as a ring of levitation.

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Each extra power cast upon the item (in addition to infuse magic) bring a **-4 penalty** to all Power Scores of all enchantments and the minimum CP of all Power Scores applies to all powers, including infuse magic.

Creating legendary items will conform to the description of legendary items except perhaps DC and duration. The exact powers needed is up to the GM. Example. Ring of water walking – infuse magic + water walk (CP -4) Duration CP minutes each day turn on/off at will. Duration of the added powers will determine how often the item can use its magic.

- Short duration or shorter - once per day at will for a short duration.
- Medium duration (3-29 minutes) CP minutes each day.
- Long duration or longer - continuous effect.

Getting a zero or negative CP indicate a failure with no ill effect – other than that no magic is created.

*Example: Making a longsword magical: The caster cast greater infusion on a high-quality long sword (worth 600 gp) and gets CP 12. He then cast enchant weapon and get CP 11, The total CP is 11 (the worst of the two). The sword crumbles as it should have been worth at least 11 x 70=770gp to withstand such magic. Learning his lesson, the wizard then buys a longsword worth at least 770gp and tries again. This time with the same numbers – enchantment at CP 11 give a +1 weapon. Happy the wizard has created a permanent +1 enchanted longsword.*

### Guardian

Concentration

L4 Illusion, D Short, R Medium, A 2x1x1sq, S None

You create a stationary large avatar of your god in a 2x1sq, 1sq high free space within range. Anyone going across it must make a strength check vs. your DC to make it through, and the ground it occupies is treated as rough terrain. Anyone in melee with it, leaving it, attracts an attack of opportunity but only once per round, attack CP/2, Damage 3d8+CP magical edged blunt or piercing damage depending on weapon used (if your divine entity uses a ranged weapon your guardian does as well). Once per round at the beginning of your turn it may attack once at any adjacent creature. If the guardian is disbelieved it may not score damage nor does it attract attacks of opportunity. The guardian does not move.

At higher level add +1 to attack and 1d8 to damage.

### Gust

Air \*PotA Telekinetic

L0 Conjunction, R 6+level sq, D Instant, A Special, S Special

This power creates a wind effect. Select one effect;

One medium or smaller creature within range must make a physical save or be **pushed** 1sq. away from you and become **prone**.

One item up to CP/2 kg that is neither held nor carried, is pushed 2 sq. away from you. The pushed item may cause 1d6+CP/2 points of non-magic damage (blunt/edged or piercing depending on shape). Unless magical.

You create a harmless wind effect in a square that blow out a candle or torch, rustles the leaves, slams the shutters or makes the dust swirl.

Each higher level the push adds 1sq and 1d6 to the push distance and damage. At level 4,6,9; large, huge and colossal creatures are affected. At level 2, all creatures in a 2 sq. cube are affected.

**Prone** – a prone target is unable to attack or cast spells – must use a partial step to rise. Have -2 to defence and reaction save.

## H

### Harm

Quick rev Heal

L6 Necromantic R Touch D Instant, A creature S Phy Neg. if ranged

Harms a touched creature 6d10+CP points or heals an undead the same amount.

Each level higher adds 1d10 to effect and another target and make range short with physical save to negate effect if unwilling.

### Harming Touch

Quick rev Healing Touch

L0 Necromantic R Touch D Instant, A living creature S Touch

Harms a touched creature 1d4+CP points of negative damage or heals an undead the same amount.

At higher levels add 1d4 each level (up to 5d4) and at third level range is short (ranged spell attack needed to hit) and at 4<sup>th</sup> level and each level thereafter area is increased by one additional creature.

### Haste

conc.

L4 Alteration R Touch D Short A One creature, S None

Creature affected become faster and has a raised metabolic rate. Each creature gains one extra physical attack per round. Those using two or more weapons get to use each weapon twice (one extra time each). Those with slashing get 3 attacks per round or 4 attacks per round with greater slashing (i.e. one extra attack).

Those hasted gain +4 to move, +5 at CP 10, +6 at CP 15 and +2 to defence and reaction saves. Casting a spell, prayer or discipline still takes normal time (once per round). However, the spell caster gains the move, defence, attacks and save modifiers. At the end of the duration the hasted creature age one year.

At higher levels 5, 6, 7, 8, 9 another creature can be affected and at level 5 range is short and at level 6 range is long.

### Heal

Quick rev Harm

L6 Evocation R Touch D Instant, A creature S Phy Neg. if ranged

Heals a touched creature 6d10+CP points or harms an undead the same amount.

Each level higher adds 1d10 to effect and another target and make range short with physical save to negate effect if unwilling.

### Healing Touch

Quick rev Harming Touch

L0 Evocation R Touch D Instant, A living creature S Touch

Heals a touched creature 1d4+CP points or harms an undead the same amount with positive damage.

At higher levels add 1d4 each level (up to 5d4) and at third level range is short (physical save negates if unwilling) and at 4<sup>th</sup> level and each level thereafter area is increased by one additional creature.

## Arcane Fantasy Powers 8.8

### Heat Metal

\*PotA conc. Brd. Dru.

L2 Alteration, D short, R Medium A metal item, S phy-save special.

You affect one armour or weapon (or manufactured item of metal) within range, to grow glowing hot. Creatures in touch with the item take 1d8+CP points of fire damage. A Phy-save must be made. If it fails you have to drop the item or try to remove it. If the object is not dropped the creature has disadvantage on attack rolls and ability checks until the start of your next turn.

At higher levels another 1d8 points of fire damage is scored.

### Hellish Rebuke

Quick\*PotA warf. Reactive

L1 evocation, D instant, R M, A one target S Rea/2

You cast this spell as a reaction to being damaged by a creature within range and may cast it as a reaction if having a partial action.

You point your finger at that creature and it is enveloped in hellish flames doing 1d10 + CP Points of fire damage or half if a reaction save is made.

Each higher level you add 1d10 to the damage done.

### Heroism

conc. Redactor

L2 Enchantment, D short R short A one creature S None

Target of this spell attack favourably, add CP/2 damage for one physical attack each round (one you select after you hit) of same type as weapon and take half damage from any non-magic blunt, edged or piercing effect.

Each higher level, add another target.

### Hex

\*PotA Quick Conc.

L1 Necromantic, D M, R L, A one creature S None

You place a curse on a creature that you can see within range. Until the spell ends, **you** deal an additional 1d6 negative energy damage to the target whenever **you** hit it with an attack (spell attack or weapon attack). Also, choose one ability once you cast the spell. The target has unfavourable ability checks (not saves) made with the chosen ability.

If the target dies you may use a partial action to move the hex to another creature seen within range. If no more creatures are seen the hex lies dormant until concentration breaks.

If concentration breaks, the hex ends on all affected targets.

At higher levels duration goes to long at 3<sup>rd</sup> level and very long at 5<sup>th</sup> level. At 7<sup>th</sup> and 9<sup>th</sup> level another creature is affected.

At even levels the necrotic damage scored increase by 1d6 as long as the number of dice are less than CP/3

### Hold Monster

L5 Charm R Short D Short A Special S Phy-Neg.

This prayer holds 6d6 levels of creatures (not constructs, undead or immaterial creatures) of up to CP levels. Those affected (those selected as long as their level adds up to less than the total) must make a physical save or have all muscles freeze creating a **paralysation** for a short duration. Mentally they are unaffected. They are allowed a new save at the end of each of their turns to break the hold.

At higher level: add 1d6 to the number of levels affected and one sq. to range.

### Hold Person

coercer

L2 Alteration R Short D Instant, A Special S Phy-negate

This prayer holds 3d4 levels of humanoids and giants, each of up to CP levels. Those affected must make a physical save or have all muscles freeze creating a physical hold for a short duration. Mentally you are unaffected.

Held creatures are allowed a new physical save at the end of each of their turns to break the effect.

Progression: add 1d4 to the number of levels affected.

### Holy Flame

Reversible Unholy flame

L0 Evocation R Medium D Instant, A single target, S Rea 1/2

Creates a small burst of positive energy doing 1d6 + CP/2 points of damage or half if a reaction save is made at any location within range. Undead and fiends take CP extra damage.

At higher levels add CP instead of CP/2 and add 1d6 to damage. At level 5 target area is 2sq cube, at level 6 3sq. cube and so on.

### Holy Hammer (or Unholy)

L2 Conjuraton, R Short, D Short, A Special, S Attack

This prayer creates a manifestation of a hammer (or other weapon if the mythoi specifies a weapon) floating in the air. It may attack a creature with attack 2+CP/2 and damage 2d4 + CP crit 19 and it hits as a magical blunt swung weapon (if a hammer). The hammer is controlled at will without losing any actions except when cast. It is possible to have multiple holy hammers working. The hammer may attack the round it is created.

At higher levels each level adds 1d4 and 1sq to range.

### Holy Sphere

Conc.

L2 Abjuration R 0 D Short, A 3sq diam. sphere S Special

Creates a spectral force field around the caster and all squares around him allowing up to 9 medium sized to be within. Within this sphere all negative energy or necrotic damage dampens by CP points. And magic resistance to magic from fiends and undead outside this sphere is increased by CP/5 points within it.

Undead of lower or equal level than the level of this power cannot even enter the area of the sphere unless they make a physical-save. They may try each round and if they make it, it stays breached for them.

Each higher level, the sphere grows slightly larger, allowing two more creatures within the sphere each level and duration doubles.

### Hornet

noMR

L2 Enchantment, D Instant once used R touch A missile or hurled weapon S None

Enchants a set of CP/2 normal arrows, bullets or bolts. When used or at the end of the next long rest the enchantment ends. When shot or flung each of these projectiles split in two and each may hit the same target and do the same damage, roll separately.

## Arcane Fantasy Powers 8.8

A hornet enchanted missile is treated as magical for purpose of hitting creatures with resistance or immunity to non-magic weapons.

At higher levels: at 3<sup>rd</sup> level a single hurled weapon can be targeted. But triggering the hornet effect only if hurled (not used in melee). Each level higher than 2 add one missile or hurled weapon to the area.

### Ice Knife

*\*PotA Creator*

*L1 Invocation, R M, D instant, A one target, S attack to hit*

The caster creates a shard of ice projected at a target within range. Make a spell attack at CP to hit. If it hits, the target takes 1d10 points of piercing damage. Then it explodes doing 1d6+CP points of cold damage to all within 1sq. of the initial target (regardless of it is hit or not) including the initial target if they fail a reaction save.

At higher levels the cold damage increases by 1d6.

At higher levels range change to short, medium, long and area to one creature, two creatures and so on. All creatures warded must be adjacent.

### Ice Storm

*L6 Invocation R L D Instant A 4sq cube S none*

The ice storm causes 4d8+CP points of cold damage within without save.

At higher levels range increase by 1sq, the side of the affected cube increase by 1sq and 1d8 additional damage is made.

### Id Insinuation

*coercer mental*

*L3 charm R Medium D Instant A One Target S Men-Neg*

Creature with intellect 4 or greater, failing a mental save, lose its memory. Without memory, no spells can be cast, no prayers summoned and no bard songs sung and no disciplines used.

Furthermore, the target must act as if having no memory, don't know his friends from foes, don't know his way back and so on.

This effect wears off after a short duration. Using this on a brute creature (having intellect 4+ but no power use) has little effect only -2 to attack and damage. Innate powers are not lost.

Each higher level adds 1sq to range and add one target as long as all are within a 5sq cube.

### Illusionary Invocation

*Conc. Simulspell*

*L1 Illusion, D Na R Na A Na S Na*

You use this spell to turn an *Invocation* power into an illusion. The host alteration spell is cast as CP -2 but the invocation created is illusionary and as if the host power is cast as one level higher. As illusions the invocation can be disbelieved with a mental save or a mental save +4 if being told they are illusions. A save is only granted if one is stating disbelief – as from something wrong with the invocation.

### Illusionary Summoning

*Conc. Simulspell*

*L0 Illusion, D Na R Na A Na S Na*

You use this spell to turn a *summoning* power into an illusion. The host summoning spell is cast as CP -1 but the creatures summoned are illusionary as if the host power is cast as one level higher. As illusions the creatures can be disbelieved with a mental save or a mental save +4 if being told they are illusions. A save is only granted if one is stating disbelief – as from something the illusionary creatures do. Such as rats breathing under water or a water elemental crossing a campfire without dousing it.

### Imbue Poison

*Quick Conc. Rev. Resist Poison*

*L0 Alteration R touch, D Medium A one creature, S phy-neg/partial*

Imbue poison is an evil act in most cases. The poison causes 1d6+CP points of poison damage or half damage if a physical save is made. If the save fails by four or more, you are also **poisoned** until you have a short rest, see condition. The power last while you keep concentration until one (touch) attack hits.

At level 1, 3, 5 range is short area 2 creatures; range is medium area three creatures or range is long and area four creatures. At level 2, 4, 6, 7, 8, 9... damage increase by 1d6.

Condition **Poisoned**: movement is halved, and attacks and reaction saves are unfavourable. Skill checks based on agility, health or strength are likewise unfavourable.

### Implosion

*L9 Evocation R Medium D Instant A 5sq diamond S Special*

At a place within range the caster creates a 5sq. diamond implosion doing 5d10+CP force damage. Those within must make two saves. The first is a reaction save for half damage and the second reaction save if the first fails or if falling unconscious, not to be sucked into the border astral plane (unless being there already). Getting out from the astral is possible but takes at least a round even if familiar with it, it requires a mental save DC 15 each round to find your way out if not a planar traveller.

Each higher-level increase range by 2sq, area to 7, 9, 11 sq. diamond and damage by 1d10.

### Impose

*Quick Simulspell*

*L3 Enchantment R as spell D as spell A one spell, S as spell*

This simulpower will increase your DC by 3 (4 at CP 18) when cast with another power at -4 to CP. CP cannot become higher than the Impose power. The other power must be the same or lower level as the *Impose*.

At higher levels increase modifier to DC by 1 and lower CP by 1.

### Improved Invisibility

*conc.*

*L5 Illusion R Short. D Concentration up to 10 minutes A one creature or item S None*

This power makes the target invisible even if it attacks. For the effect of invisibility, see invisibility.

At higher level duration doubles and range increase 1sq and area increase by one target creature.



## Arcane Fantasy Powers 8.8

### Improved Phantasmal Force *conc.*

*L3 phantasm R Long A 20+3CP dm cube, D conc. up to 1h, S Men. Neg if disbelieving*

The improved Phantasmal Force includes thermal and audio components. So that an illusion of a small wall of fire, fireball, wall of sound, and so on can be recreated without a mental save (a successful spell craft check will allow a mental save). The illusionary spell must have a physical appearance.

Most illusionary spell effect have the same save as the original though but cause (12+2CP) points of damage at most. Usually, the same damage as that spell with the CP of this spell

Instant spells can be cast one time with one improved phantasmal force.

The *Phantasmal Force* can create a phantasmal creature. Phantasmal creatures have attack and defence 2+CP/3 and 3 CP life points, doing 2d6 + CP/2 damage at crit 20.

Those stating disbelief (regardless of phantasmal creature, spell or other illusion) does get a mental save and as with most other illusions telling others it is an illusion allows others to make a mental save at +4 to disregard the phantasm.

*At higher levels CP and max CP increase by 3.*

### Inferno

*L4 Invocation R Long D Instant A one target, S Ranged attack*

Creates a small spark of fire that flies from the caster to the destination target. You must make a ranged spell touch attack with an attack score of CP/2. If you hit it score 2d6+3CP points of fire damage, enveloping the target in flames. If the target is a flammable object, it is always ignited. A miss scores no damage.

*At higher levels you score 2d6 extra damage.*

### Inferno Base

*L3 Invocation R Long D Instant A one target, S Ranged attack*

Creates a small spark of fire that flies from the caster to the destination target. You must make a ranged spell touch attack with an attack score of CP/2. If you hit it score 3CP points of fire damage, enveloping the target in flames. If the target is a flammable object, it is always ignited. A miss scores no damage.

*At higher levels you score 2d6 extra damage.*

### Inflict Disease *Rev. Remove Disease*

*L3 Alteration R Medium D Instant A one sq. cube S Phy Neg*

Those in the area must make a physical save or become infected with **Filth Fever** starting the following round, thus no incubation period. The DC to remove this disease is 10+CP/2 of inflict disease.

*At higher level volume increase by 1sq to the side of the cube and range increase by 1sq and a set of different diseases can be selected, see table below and rules for description of diseases.*

LEVEL	DISEASE
4 <sup>TH</sup>	Mind Fire
5 <sup>TH</sup>	The Shakes
6 <sup>TH</sup>	Slimy Doom or Devil Chills
7 <sup>TH</sup>	Red Ache, Blinding Sickness or Cackle Fever

8 <sup>TH</sup>	Demon Fever
9 <sup>TH</sup>	Mummy Rot

**Filth fever** - becomes sickened until two consecutive saves are made.

**Sickened** - cause -2 on attacks, damage, saves skills and abilities. Powers need concentration to use.

### Insect Plague

*Conc. NoMR*

*L5 Summoning R Long D Short A 7sq diamond, Isq. high S None*

A cloud of biting and stinging insects appears at the location selected. It can be moved 2sq, the following rounds. Those within take 2d8+CP points of non-magic piercing damage and concentration checks are required.

Creatures of less than 10+CP life points must make a mental save to remain in the area otherwise they must use all available means to get away.

Area damage will diminish the insect plague (25sq.) proportional to the area affected.

Each two levels higher add 2sq to width, range and 1d8 damage.

### Infuse Magic

*NoMR*

*L3 enchantment R touch A single object, D short, S None*

This power enchants a vial of fluid or a wand and enable magic to be stored in it, powers cast at them while the duration lasts.

The CP of the items becomes CP-4 of the infuse magic. The 4 is level of infuse magic +1. Thus, if cast at higher level the CP penalty is greater.

Only one vial or one wand can be the target.

The level of the power to enchant with must be lower level than infuse magic and the level of the power cast must also be lower than the modified CP/3

The cost of the vial and fluid need to be at least worth a certain amount or it may not hold the magic. The cost of one such vial and fluid is listed in the table below. Most alchemy labs and some churches may hold these items.

Once the vial is infused the result is a potion. Possible powers are those having area personal, range equal to 0 or school alteration with range touch. (Charms and abjuration affecting one creature also works).

### Cost of Vial & Fluid for one potion

Level/CP	1-5	6-10	11-15	16-20	21-25
0	10	20	40	80	150
1	20	40	80	150	300
2	30	60	100	200	400
3	40	80	150	300	500
4	60	100	200	400	600
5	80	150	300	500	700
6	100	200	400	600	800
7 at CP19	150	300	500	700	900
8 at CP22	200	400	600	800	1000
9 at CP25	250	500	700	900	1100

## Arcane Fantasy Powers 8.8

**Wands** are made of specific materials to withstand the forces and must be worth at least  $100 + 30 * \text{level}^2 * (1 + \text{maximum CP}/10)$  of any single spell cast at it) *gp*. The wand gains one charge per power cast at it.

They must all be the same spell. The CP of the spells in the wand all become the same as the lowest CP power cast into it and the lowest level if adjust magic is used. And the power must lower or equal to the level of infuse magic.

As usual, the Infuse Magic lower the power's CP cast by four. Only ranged instant powers can be cast at the wand. The DC of the powers in the wand is  $8 + \text{CP}/2$ , not that of the caster.

### Cost of Wand

Level/CP	4	8	12	16	20	24
0	140	150	170	180	190	200
1	270	320	360	410	460	510
2	480	590	690	800	910	1020
3	770	960	1160	1350	1540	1730
4	1150	1450	1750	2050	2350	2650
5	1610	2040	2480	2910	3340	3770
6	2160	2750	3330	3920	4510	5100
7	2790	3560	4320	5090	5860	6630
8	3500	4470	5450	6420	7390	8360
9	4300	5500	6700	7900	9100	10300

- Both CP and level can be higher

The normal value of an enchanted object is twice the price of the material needed. A wand loses 5% value per charge less than 10.

### Injunction *rev Disjunction noMR conc.*

*L2 Abjuration, D Short R Medium A One Creature S None*

Lowers the targets magic resistance  $2 + \text{CP}/5$  steps.

At level 4, 6, and 8 another creature can be affected, all within a 4sq cube. At level 3 range is long, at level 5, 7 and 9 add 5 to CP.

### Insanity *Mental*

*L7 alteration, R short, D Short, A one creature, S None*

Affected creature (with intellect 4 or more) becomes confused for a short duration, at the end of the duration a mental save must be made or it gets one insanity, roll 1d6 below.

Insanity as a wizard spell is not reversible.

#### Insanity

1. **Megalomania – You are the best**
2. **Paranoia – Everyone is out to get you**
3. **Schizophrenia – you are not sure who you are**
4. **Depression – there is not much to live for**
5. **Cognitive Disorder – what you see, hear, smell, sense is not what it is.**
6. **Phobia – enhanced fear/disgust for what scared you most recently.**

Each higher level another target can be selected.

### Inspiration *conc. Mental Quick*

*L1 Charm, R Short, A one target, D Short, Save None*

This power requires vocal components. It allows a target to gain +1 to ability checks, skill checks and attacks. Bards do this by playing a tune or singing and can maintain this power for a medium duration.

A failed concentration check ends the spell unless being a bard. Bards only lose a round of inspiration if maintaining their music.

At CP 10, 15 and 20 modifier become +2, +3 and favourable.

At higher level the power affects another target each level.

### Intellect Fortress *Conc. mental redactor*

*L3 abjuration, D L, R S, A one creature with int 3+, S None*

This discipline gives one creature within range and an intellect of 3 or more, CP resistance to mental damage and favourable mental saves. You save first, then apply resistance, if applicable.

At higher levels the power may affect another creature as long as they all are within a 5sq cone.

### Intervention

*L9 Divination R Special D Instant A Special S None*

Caster prays for assistance in a time of need and the avatar of his god intervenes by doing one of the following;

- Dimension door up to 7 targets within medium range
- Heal up to five targets within short range.
- Revivifies up to five creatures within short range.
- Raise Dead on three creatures within short range
- Puts up a Prismatic Sphere around caster.

At higher level: select two, three or four of the above.

### Intoxicate *Reversible Sober*

*L0 Conjuraton R Short D Medium, A: one creature, S Phy Neg*

The selected creature, becomes poisoned and more intoxicated. From none to light (CP up to 5), moderate (CP 6-12), heavy intoxication CP 13-18, and Stupor CP 19+.

**Light intoxication** gives -2 to reaction saves and -1 to hit and CP of any casting.

**Medium Intoxication** give -4 to reaction saves, -2 to hit and CP and have trouble speaking coherently (20% spell failure).

**Heavy intoxication** gives -6 to reactions saves and grant -3 on attack and CP, 40% spell failure.

**Stupor** – fall unconscious for 2-24 turns, helpless as if sleeping.

Adding levels of intoxications are possible; having been lightly intoxicated gaining medium intoxication result in heavy intoxication.

This power is a favourite among student wizards.

### Invisibility *Ritual*

*L2 Alteration, D Permanent R 0 A Personal S None*

You become invisible until you attack.

## Arcane Fantasy Powers 8.8

**Invisible** – as invisible you cannot be targeted by line of sight. Unless your opponent's notice you, you can attack with surprise. Attacks against you are unfavourable if they attack in your general location. If they don't, they automatically miss.

At level 4, 6, 8 another creature can become invisible. At level 3 range is short and area one target. At level 5 Duration can be selected as short but then attacking does not end it. At level seven an illusionary copy of those turning invisible remains performing normal actions as each invisible creature determines mentally using their free actions. A target can be something less than 20CP kg that is freestanding if not living (such as a lid, weapon, armour, statue or chest)

### Invisible Stalker

*L6 Summoning R Short D Medium A 1 free sq. S none*

This spell instantly summons a flatfooted invisible stalker. It is free to act the following round. It will follow the spoken commands of its summoner as long as not suicidal.

Each higher level adds one level to the invisible stalker and doubles duration.

**Invisible Stalker\*** - Lev 7, Sz L (200kg), Ini 2, LP 46, Def 6 inv., Dam fists 1d8+3/1d8+3 cr 18, Mv 8 fly 12C, XP 310, CR 4, Special: Magic Resistance 8, Invisible at all times. Stealth +10, Jump +10. Immune to air-based attacks and lightning. May carry 100kg flying.

**Invisible at all times** - as invisible you cannot be targeted by line of sight. Unless your opponent's notice you, you can attack with surprise. Attacks against you are unfavourable if they attack in your general location. If they don't, they automatically miss. Reactions saves are favourable.

### Irresistible Dance

*L8 charm R Long D Instant A 7sq diamond S None*

Those in the area at the moment of casting will caper and prance, tap and swing as if dancing a wild dance. The dancing lasts for a **short** duration. While doing this, any action is at -4 to hit, damage, reaction saves and concentration checks at DC 15 must be made to use magic.

Each higher level adds 1 to range and doubles duration.

## J

### Juggernaut

*NoMR Conc.*

*L3 Conjuration R Adjacent upon creation then long A One free sq. D Short S Rea ½*

Creates/conjures a non-magical ball of metal and stone. The stone may move CP/2 squares in a straight line each round (as long as no permanent obstacle blocks it). Those in its path must make a reaction save or take 2d6 + CP points of piercing damage.

It is controlled to change direction with a full action each round. If not, the Juggernaut will continue in the same direction until more than 20sq away. If outside range or end of duration the ball is dispelled.

The range and damage are halved under water. If moved over a cliff or pit the juggernaut will drop and be unable to return by its own. It cannot ascend more than a 30-degree incline.

More than 10 x CP points of damage will destroy it (it has defence 5 and saves phy 7, rea 5; immune to mental, poison, positive,

negative and necrotic damage; it has immutable form, it cannot be held, slowed, stunned, become **prone** or affected by any mental fear or charm).

The Juggernaut could be made to smash doors and the like with physical damage according to the rules for item saves.

At higher levels the Juggernaut does another 1d6 damage.

### Jump

*L1 Alteration R0 A Personal D Short*

Allow caster to Jump 4sq. once per round in addition to any other move (as a free action). Leaving melee with a jump do not trigger an attack of opportunity. Jumping into melee give a +1-altitude modifier and allow charging (with the correct weapon). Jumping Up halves the jumping distance. Falling damage is reduced by jump distance. At CP 10, 15 and 20 you add one square to your jump distance.

Each higher level adds one target and range becomes short.

## K

### Karmic Justice

*L2 Enchantment R 0 D Short A Personal S None*

When infused by this power each attack that cause damage to you give one point of Karmic Justice (one charge). As a free action any accumulated points can be released and each score 1d6 points of force damage to all adjacent creatures and push them back if medium sized or smaller if they fail an opposed strength check vs DC 10 + number of charges, no more than 1+CP/2 charges can be accumulated before released.

Each higher level allows another target, range is then short.

## L

### Lesser Restoration

*Quick Ritual*

*L4 Evocation R Touch D Instant, A One creature S None*

Restores some bad effects; Removes disease, poison, bleeding, lowered abilities (as from debilitation), sleep, hold, charm, stun, confusion, fatigue, exhaustion (back to fatigue) and paralysis. It also heals 4d8+CP life points.

Undead instead take the effect of 4d8+CP points of positive damage on a touch.

Each level higher another 1d8 life points are restored/caused

### Levitate

*L3 alteration R0 A Personal D Short, S None Rea Neg. if unwilling*

Caster may levitate himself and all he can carry up 1sq per round or twice that down. No movement side-ways applies but wind, pushes or dragging yourself along are all possible ways to move. At higher levels the range goes to touch, short, medium or long, area add one creature per level and capacity doubles. The caster still controls all levitating – not them. An unwilling creature may make a reaction save to break free from *levitate* with a partial action.

## Arcane Fantasy Powers 8.8

### Life Field

*conc. Rev. Death Field*

*L8 necromancy R M, D 3 rounds A 1sq wide x CP/2 sq long, S phy. ½*

Creates a positive field of sparkling light energy. Those in the field must make a physical save or take 2d12+CP points of positive energy damage or half if they make the save.

Celestials get healed the same amount in the field. Undead take CP extra damage.

The field once placed is stationary. Constructs are immune to this spell.

Each higher-level damage increase by 1d12 and duration increase one round.

### Light

*L1 Conjuration, R Med D Med A one item or target eyes, S Rea Neg.*

This power creates a shining source of light stronger than that of a torch (5sq + CP/5 sq. radius light). If placed on the eyes of a creature (reaction save allowed) it is blinded. If the save is made the light hangs in the air immobile behind the target.

*At second level the duration is long, at third level two lights and targets come from a single casting and at 4<sup>th</sup> level duration is permanent. At 5<sup>th</sup> level and each level there after add one target.*

### Lightning Bolt

*L3 invocation R Short D Instant A 1 wide 4 long, S Rea ½*

Creates a lightning bolt doing 4d6+CP points of lightning damage to those in the area or half if they make a reaction save.

If cast as a higher-level power, it increases its range and area length by 1 and add 1d6 to the damage.

### Luck

*rev Misfortune*

*L2 Alteration, D Short, R Long, A One Target, S None*

The target gains CP/3 favourable ability checks, attack rolls or saves. A use must be made determined **before** the roll and you have a short duration to spend them.

At higher levels: at 3<sup>rd</sup> level the die rolls can become favourable **after** the roll of the die but before the outcome is known. At 4<sup>th</sup> level and each level thereafter, another target can be selected.

## M

### Maelstrom

*\*PotA Conc. wiz*

*L5 invocation, D S, R L, A 246642 Im, S phy neg.*

You create a cylindrical maelstrom of water 1m deep in the area, with a 2,4,6,6,4,2 base 1m high at a point within sight, on land or in water. Until the spell ends, that area is difficult terrain, and any creature that starts its turn within must make a phy-save or take 5d6+CP points of blunt damage and be pulled 1sq toward the centre.

*At the end of the spell the water will dissipate and disappear.*

*Each higher level adds 1d6 to damage and becomes 2,4,6,8,8,6,4 at level 7 and 2,4,6,8,10,10,8,6,4,2 at level 9.*

### Magic Missile

*L2 Evocation, D Instant R Long A One Target S None*

Score 2d8+CP points of force damage to a selected creature.

*Each level higher adds 1d8 to the damage.*

### Magic Stone

*\*PotA*

*L2 Enchantment, D M, R Touch A 1-3 bullets S None*

You enchant one to three bullets to become enchanted. You or someone else may throw or sling them at an opponent using your 2+CP/2 as an attack modifier (not theirs to hit) but take into account off-hand and situational modifiers, and when they hit, they score 1d6+CP points of magical blunt damage. Hit or miss the enchantment ends when used. A sling master does get another 1d6 and better crit. using an enchanted bullet.

*At higher levels another bullet can be affected.*

### Malattune

*Quick Conc. Rev Attune*

*L1 Enchantment R Touch D Short, A creature S None*

This magic malattunes the weapon held by a creature or its natural weapons if it has no weapon. A touch to hit is needed. The weapon or its natural weapons will glow slightly dark red and it will lower the damage of that weapon by CP/2 step to a minimum of one point of weapon damage.

At higher level (1<sup>st</sup>) range is short (ranged attack at CP attack score is needed to hit). At 2<sup>nd</sup> level the range is medium and two targets can be affected. At third level range is long and three targets are possible...

### Mass Attack

*NoMR*

*L3 Alteration R Short D Instant once triggered A one target, S None*

This power bestows the target with an enchantment that allows his next attack to apply to up to CP/2 extra opponents within 3 sq. with shadowy copies of his own weapon. The extra attacks disregard magic resistance and there is no save. But each weapon must make a to-hit to score damage. These attacks get the same damage modifiers as the original weapon including rear and magic modifiers or surprise attack modifiers. Only one weapon per extra opponent.

*At higher levels another target can be enchanted with mass attack.*

### Mass Cure

*L4 Evocation, R Short, D Instant, A 2 creatures, S Phy. Negates*

Heals one or two creatures within range 4d8+CP points or harms one or two undead the same amount. At higher levels add 1d8 each level (up to 9d8) and area is increased by one creature each level.

### Maximize

*Quick Simulspell*

*L6 Enchantment R as spell, D as spell, A one spell, S as spell*

This simulpower will double the CP of another power, but at -7 to CP. The other power can be any up to level CP/4 and up to the level of *Maximize*, whichever higher.

Note that max damage is still what a CP 20 power rolling max on all dice are.



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**Example** fireball maximized by a CP 18 caster score 5d6+2x18-7. Rolls above 20 maxes the fireball (21+29=50).

*At higher levels higher powers can be maximized.*

### Meld into Stone *dru sorc warf \*PotA Ritual*

**L3** Alteration *R touch, D Very Long A Stone or Rock S None*

You step into a stone object or surface large enough to fully contain your body and any you bring, melding yourself and all the equipment you carry with the stone for the duration. Using your movement, you step into the stone at a point you can touch. Nothing of your presence remains visible or otherwise detectable by non-magical senses.

While merged with the stone, you can't see what occurs outside it, and any Perception and listen checks you make to hear Sounds outside it are made with disadvantage. You remain aware of the Passage of time and can cast Spells on yourself while merged in the stone. You can use your Movement to leave the stone where you entered it, which ends the spell. You otherwise can't move.

Minor physical damage to the stone doesn't harm you, but its partial destruction or a change in its shape (to the extent that you no longer fit within it) expels you and deals 6d6 bludgeoning damage to you. The stone's complete destruction (or Transmutation into a different substance) expels you and deals 50 bludgeoning damage to you. If expelled, you fall prone in an unoccupied space closest to where you first entered.

At higher levels another touched creature can be brought within the stone.

### Mend *Quick, reversible Break*

**L0** Alteration *R Short, D Instant, A one object, S value limit*

Restores something broken to one whole piece again. Permanent magical items can never be mended or broken. Other items can be mended if **20** x CP gp is higher than or equal to the value, otherwise it stays broken. I.e. restores a cut painting, a broken vase, a ripped robe or a broken sword. All pieces are required.

*At higher levels value is doubled each level. Upon casting you may select to mend or break.*

### Mental Blow *coercer mental*

**L1** charm *R Adjacent D instant, A L, 3 sq. cone S Men Neg.*

Instantly affects all thinking creatures in the area that fails a mental save with a **stun** effect until the end of their following round and score CP points of mental damage if they failed the save.

Each level higher adds 1d6 to the mental damage.

**Stun** unable to do anything except a free step. Def -2.

### Mental Shield *conc. Redactor*

**L5** Abjuration *R Short, D Medium A one creature S None*

This power makes the caster immune to mental attacks from mental powers and disciplines up to the level of the *Mental Shield*. This includes innate mental abilities of up to DC 10+the level of *Mental Shield*. That is DC 15 unless you cast mental shield as a higher level.

The mental shield also grants a CP resistance to mental damage to those powers that penetrate the *mental shield*.

Each higher level another target can be selected and the mental shield protects against one level higher mental powers.

### Mind Blast *coercer mental*

**L5** charm *R adjacent D instant, A 5sq narrow cone S Men ½*

The caster projects a cone doing mental 6d6+CP mental damage or half if a mental save is made.

Each higher level adds one sq. to length of cone and 1d6 damage.

### Mind Sliver *mental farsensor*

**L0** charm, *D Ir, R M, A one creature, S Men. Neg.*

You thrust a spike of mental power into the mind of a creature you can see within range. The creature take 1d6+CP points of mental damage and have a 1d4 penalty on mental saves to the end of your next round, if they fail a mental save. Creatures without a mind, such as constructs, are immune to this power.

*At higher level add 1d6 to the damage and 1 to the penalty.*

### Mind Storm *coercer mental*

**L3** conjuration *R Medium D Instant, A 3sq cube S Men ½*

Thinking creatures (Intellect >3) within this area take 3d6+CP points of mental damage if they fail a mental save, half otherwise.

*Each level higher increase range by 1sq. adds 1d6 to damage and increases side of cube by 1sq.*

### Mind Wreck *coercer mental*

**L7** conjuration, *R Medium + 4 sq, D instant A 7sq cube S Men 1/2*

Thinking creatures within this area take 7d6+CP points of mental damage if they fail a mental save, half otherwise.

Each level higher range increases by 1sq. adds 1d6 to damage and increase side of cube by 1sq.

### Minor Enchantment

**L0** Enchantment, *R touch, D short, A single object, S none*

The enchantment lies dormant up to a day until it is used, then it makes that item magical for a short duration. A set of 10 missiles count as one item. A magical item has +4 to saves and may hit creatures with resistance or immunity to non-magic weapons.

At higher levels another object can be affected up to level 3. At CP 11 magic becomes +1, at CP 21 as level 1 it makes a +2 enchantment and at CP 31 as level 11 it makes a +3 enchantment.

### Minor Force *conc. telekinetic*

**L0** Conjuration *R Short, D Short, A one object or creature, S rea. save to slip free each round*

The caster may move an object or creature up to a kg per CP with a telekinetic force. This includes diminutive and tiny creatures and small Creatures at CP 12. It can be moved 1sq. per spellcasting ability mod. per round within range. Actions include opening an unlocked door, levitating the guard's keys to you,

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keeping the giant rat away (rea save allowed) or lift the gem from the trapped pedestal.

Each size higher increase affected weight by a factor 3 and range by 1sq. and area increase by another item. This is summarized as below.

Cast as	Affects
Minor (CP kg)	Diminutive & Tiny. Small at CP 12
Major (3CP kg)	Medium at CP 14 or two small or smaller
Mastery (10CP kg)	Large at CP 16 or two medium, or three tiny and diminutive
Grand Mastery (30 CP kg)	Huge at CP 18, or two large or three medium or four small or smaller.
Paramount Grand Master (100 CP kg)	Colossal at CP 20, two huge, three large, four medium or five small or smaller.

dragon may breathe but may not react to the presence of any adventurers. The tip of the wizard's tower may rotate and so on.

Anyone that can see the mirage will act as if it is true initially. Those stating that it must be an illusion are allowed a mental save to see through the illusion. Once that is made no regard to the illusion is needed, you may step through walls, walk inside the dragon and so on.

In addition, the mirage may be used to create a dangerous environment such as a lava field or a lightning cloud. This environment may cause up to CP points of damage (of that type) each round a creature is within. If the mirage is created on top of a creature, they are allowed a mental save to disbelieve it.

Note that the best uses of mirage are often to create the illusion of something that the unsuspecting victims would find as completely normal such as a wall inside a castle (preventing them to find the inner treasury) or a huge pit blocking the entrance (CP damage from a fall – if they fall). Bad examples of a mirage include small moveable parts (as gold or other treasures) that when taken out of the area will disappear - thus allowing a mental-save to disbelieve.

Each higher level the duration doubles. At 9<sup>th</sup> level there are no longer a need to concentrate to keep the mirage going.

### Minute Meteors

*\*PotA conc. Quick*

*L3 Evocation, DM, RL A Personal S Rea/2*

You create six minute (small) flaming meteors close to your person. You may with a partial action direct one to a target within range. Each meteor score 1d6 + CP points of damage or half if a reaction save is made to that target and all adjacent ones.

At higher levels you create another minute meteor.

### Miracle

*L9 Alteration, R Any, D Any, A Any, S Sometimes*

Whatever is needed to reach a specified outcome can be created.

However, sometimes a more direct or previously unknown effect take place to reach that specified outcome.

Usually, the Miracle can do what CP/2 level of prayers can create, none greater than level 9 or 7 triggered.

Triggered is when you want the miracle to appear based on a condition. Such as, - "next time I'm hit by a fireball I want to have a *Globe* protecting me".

The goal must be specified as well, within a round. Such as, "heal and protect me from fire so that I can survive his breath" or "We want to reach the top of the cliff", that could make party fly or teleport them there.

Miracle work much like wish but as a prayer instead of a spell.

Using Miracle to make something to not exist creates an *Implosion* of same CP centred on the caster.

Each higher level allows +1 higher level powers to be used creating the Miracle.

### Mirage

*conc.*

*L7 Illusion R Very Long D Long A 2CP sq. radius sphere S Men Neg. if disbelieving*

This power will create a mirage of immense proportions, such as an oasis, a wizard's tower, a sleeping dragon or any other as long as the mirage is held within the area and that it is stationary. It may include moving elements but these must be simple automata and not interact in any way to any changed condition. I.e., the

### Mirror Image

*conc.*

*L2 Illusion, D Medium. R 0 A Personal S None*

Creates a mirror image in an adjacent square that looks and acts like you. At CP 6, 12 and 18 another image is created. The one that is really you must be determined randomly each time targeted. The images are dispelled if they are damaged.

At third level range is touch, at level 4, 6, 8 another creature can be affected. At level 7 each image has CP life points before they are dispelled. At level 9 the images remain even if hit.

### Mirrored Phantasm

*Quick, conc. Farsense*

*L4 Phantasm R short D Short A One target, S None*

Creates a phantasmal copy of a creature within range of up to CR CP/2. It need not be friendly of the caster. Players count their level-2 (minimum 1) as CR. The equipment of the phantasm will be copies of the original, but without magic. The phantasm is controlled by the caster using his free action.

As with most illusions and phantasms this one can be disbelieved with a mental save and if so, it will not affect that creature at all. If others are told it is an illusion, they are allowed favourable mental saves as well.

At higher levels another target can be mirrored creating another copy or make another copy of the same creature.

### Misfortune

*rev Luck*

*L2 Alteration, D Short, R Long A One Target S None*

The target must make a physical save or his next CP/2 ability checks, attack rolls and saves becomes unfavourable. The misfortune ends after a short duration even if not having made a single die roll.

Each level higher allows another target within range

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### Missile Shield

*conc.*

*L4 Abjuration R Touch D Short A Two creatures, S None*

Creatures gains a swirling shimmering shield. It will add CP/2 to defence vs missiles.

Each higher level it adds one creature as target and increase range by 2.

### Missile Storm

*L5 Evocation R Long D Instant A 1-3 targets, S None*

This power creates a volley of two magic missiles. Each missile score 2d8 + CP points of force damage on a target within range.

Each second higher level (7, 9...) add another magic missile.

### Misty Step

*\*PotA Quick Redactive*

*L2 Conjuraton, D Instant R 0 A personal S None*

Briefly surrounded by silvery mist you teleport to a seen destination within CP squares, that is not hindering your form to pass. Thus, not through a keyhole or through a window.

*Each level higher allows another target creature within short range to be affected. They may (and must) select their destination from their location and what they see using a free action as a reaction.*

### Mockery

*Mental Quick*

*L0 Charm, R Medium, D Short, A one creature, S mental negates*

The caster mocks a hearing and understanding creature of level less than CP and if it fails a mental save it has disadvantage attacking anyone other than the mocker.

*Each higher level another creature can be included in the spell.*

### Move Earth

*L4 conjuration R Long D Medium A 100kg mass per CP S None*

This power allows the caster to move earth or sand of up to 100kg per CP each round (1sq cube sand is about 10 tons gravel and rocks that size are 20 tons). Large or smaller creatures must make reaction save to move away from or through the square affected. A targeted earth or fire elemental take CP points of damage each round. Often used to dig through caved in areas, exposed buried entrances, or create fortification.

*At higher level, duration and weight affected is doubled and another CP damage is scored. Huge creatures are affected at CP 20 or at level 4, colossal at level 6 and gargantuan at level 8.*

## N

### Nap

*Mental reversible Awaken*

*L0 alteration R Medium A creature, D Short, Save Mental Negates*

A humanoid creature within range, that fails a mental save, having lower level than or equal to CP/2 will fall to sleep for the duration of this power, but awakens if disturbed and possibly continue to sleep if left alone.

*At higher levels another creature can be affected and one higher level affected.*

### Nourish

*L2 Conjuraton R Short D Instant, A Special S None*

This power instantly nourishes selected creatures within range as if they had eaten their full. It may feed 3d8 + CP size units of food. A diminutive or tiny is 1 unit, small is 2, medium requires 4, large 8, huge 16, colossal 32 and gargantuan 64 units to be fed. At higher levels, add 1 sq. to range and 1d8 food units. This power has no limit to what type of creature that is affected; plants, animals, dragons... as long as it is a creature that needs food (not constructs or undead).

*Note: it is quite possible that a pack of fed wolves give up their hunt.*

## O

### Open Portal

*Reversible Close Portal*

*L1 Abjuration R Medium D Instant A one door S none*

The **Open Portal** will unlock and open a door, lid or portcullis if it's locked of a DC 10+Level of spell + CP/3 or lower automatically.

*Each higher level another door, lid, window can be affected.*

### Orchestrate

*Farsense*

*L8 Divination, R L, D M, A Psionical willing creatures, S None*

Up to CP/2 creatures within the area can contribute CP to the Orchestrate leader. They may contribute 1CP each. An orchestrator of a cluster can contribute 1CP plus those he melds with can.

The Orchestrator can meld mind with two willing subject each round, but by joining with sub orchestrators that in turn have melded a few allow the process to be speedier.

The Orchestrator may then use powers in this science and add these extra CP to his. Or CP from a sub cluster to add to a specified science.

If any of those joining the mind meld reach negative psp they fall **unconscious** and must make a mental save DC 10 + negative psp or be mind-burned. A mind burned require 2-5 days of rest to recover use of powers again. Use of restoration or clarity makes them well again. It is possible to willingly leave the mind meld to prevent running out of CPP but devoted followers seldom do.

**Maximum CP** regardless is 4+4 x level of orchestrate=36. This is the new max CP limit. Damaging powers have their max at CP=4 x level of orchestrate at maximum damage.

At higher level creatures of CP5 or more contribute 2 points. CP 10 contribute 3 points as a level 10 power and so on.

## P

### Paralyse

*L3 alteration, R medium, D very short, A special, S Phy Neg.*

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Paralysation 4d4 levels of humanoids, giants, animals, insects or aquatics, each of up to CP levels and all must be within a 4sq. cube. Those affected must make a physical save or be **paralyzed** for a very short duration. Paralyzed creatures may still use their mind.

*At higher levels another 1d4 levels are affected.*

### Part Water

*L4 Invocation R Long D Medium A CP sq long, deep and 1sq wide S None*

Lower water in the area and causes 4d6+CP force damage to water elementals in the area, re-save for half.

*Each higher level adds 1d6 to damage, double the volume select what dimension, and doubles duration.*

### Passwall

*conc.*

*L6 alteration R touch D Short A 2sq. cube of wall, S none*

The caster cast this power and touches a section of a wall. Any creature may then walk through this section of normal wall as if it were air, as long as it is not clad in gorgon blood, led or is blessed or consecrated/desecrated.

It is possible to change a section of floor, however, this spell does not bestow flight, which quite possibly could be handy when dropping from the ceiling of the level below (if such exist). Nor will it be possible to go up again (by normal means) if you find that the way down is a dead end.

If the spell ends while inside a wall (or down inside the floor) a reaction save can be done to escape back from where you came taking PSD6 of disintegration damage. Otherwise, you are trapped within, see below.

The spell can be used in an offensive manner by creating pits, or pushing a physical medium or smaller target inside a wall and then breaking the power. If that happens a reaction save is allowed to get out taking PSD6 of disintegration damage. Or being trapped within the wall – killed within a few rounds, unless the creature dwell within walls normally or can survive and get free by special abilities.

*Each higher-level duration doubles.*

### Penetrate

*Quick, Simulspell*

*L4 Enchantment R as spell D as spell, A one power S as spell*

This simulpower will increase targets supreme save score, the number you need to avoid magic, by 4, or 5 at CP 15. When cast with another power at -5 to CP. CP cannot become higher than the *Penetrate* power.

*At higher levels increase supreme save score by one more and lower CP by 1 more*

### Permanency

*Ritual simulspell*

*L7 Enchantment R 0 D instant A one power S Special*

*Permanency* is used to prolong another power indefinitely. It lowers the CP of the other spell by eight and it has the same CP as the other spell. All but instant spells have the duration enhanced and they do no longer require concentration.

The maximum level of the other spell is a cantrip up to CP 4, Level 1 at CP 5-8, Level 2 at CP 9-12 and so on.

Very short and short spells that can be activated 1/day per level lower than what can be affected. Medium can be used turn by turn, with an extra 2 turns per level lower than the maximum one. Very long, long or extended duration becomes one week or permanent **if having a level to spare**.

Example: A wizard CP 15+1d8 have learned permanency. He wants a permanent armour so he simulcast them. He rolls 15+7 = 22 and deduct 8 for permanency. A CP 14 armour have long duration and 15 reach level 3 so there is a level to spare. The armour is permanent and at CP 14 it grants a defence 5 protection.

As always, the best of many equal powers applies. A dispel magic will not affect a permanent spell and an anti-magic will disable it temporarily.

At higher level add 1 to CP and Max CP dispel magic need to be higher level than the permanency to affect the permanent magic.

Note: that the permanency is included in the group of magical tokens and amulets and as such is limited to three on a single character at the same time. A fourth one will replace one of the others as selected. At tier 5, 6 and 7 four five and six simultaneous magical items of this type may be combined.

### Petrify

*Rev Unpetrify*

*L7 Alteration R Long D Permanent A One target S Phy Neg*

Target creature within range must make a physical save or become **paralysed**. At the end of your next round the paralysed target must make another phy-save or turn to stone. If the second save is made target remains paralysed for a short duration and then return back to normal. Elementals, constructs and immaterial creatures are unaffected.

Each level higher, add one target.

**Paralysed** - While paralysed you may not move or act, not even blink. Defence is lowered by 4. Remove Shield and Agility modifiers instead if more than four. Mental action without use of verbal or somatic components can be used as well as at will innate abilities. (your mind works but your body is paralyzed).

### Phantasmal Block

*Reactive Quick*

*L0 Phantasm, D instant, R 0, A Personal, S None*

This power is reactive and can be cast with a partial action in response of getting attacked by a weapon as described below. I.e on someone else's initiative.

You gain 3+CP/3 defence vs the next attack (or this attack as a reaction).

*At higher level area includes an adjacent target within (reactive trigger extends to those within range). And another attack within the round.*

### Phantasmal Force

*conc.*

*L2 phantasm R Long A 20+2CP dm cube, D conc. up to 1h, S Int. Neg. if disbelieving*

As Silent Image with sound and with a phantasmal component. Doing 1d8 + CP (with Att CP/3, Def CP/3, Life 2CP as a creature). No automatic disbelief if creating an illusion without thermal or olfactory components. The phantasmal contains sound, visual and some sensory factors.

Instant spells can be cast one time with one phantasmal force.



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Max damage done by a phantasmal force in a round is 8+CP.

Those stating disbelief does get a mental save and as with most other illusions telling others it is an illusion allows others to make a mental save at +4 to disregard the Phantasm. A successful spell craft check will allow disbelief.

At higher levels CP and max CP increase by 3.

### Phantasmal Killer

*Mental Redactor*

*L5 charm R Medium D Short A one creature S Men-Neg.*

A mental save that fails indicates the target falls **unconscious** and takes 2d6+CP points of mental damage. It repeats each round until duration ends or the save is made. While unconscious the target believes it fights the most horrible of beasts alone (no one else helps).

At higher levels, 1d6 extra damage is inflicted **or** one additional target is possible at range +1 sq.

### Plane Shift

*Farsense*

*L7 Invocation R 0 D Short A Personal S none or rea neg. at higher lev.*

Opens a portal to the ethereal plane if you are on an inner plane, prime plane or astral plane (upper layer). You may use the portal to travel through it or you may use it to spend a turn and summon an inner planar creature (elemental) of less than CP levels. The elemental may be told to perform a non-lethal task for its freedom. If it feels stronger than the summoner, it may turn on him or escape.

List of elementals include: earth, air, fire and water elementals and their elder versions. Djinn, efreet, invisible stalkers and aerial servants. Grues at lower level.

### Poison Breath

*L4 Conjunction R Adjacent D Instant A 4sq long cone, S Phy ½*

The caster breathes out a cone of poisonous gas. It scores 4d8 + CP points of poison damage or half if a physical save is made. Underwater the length of the cone is halved.

At higher levels add 1sq length and 1d8 to damage.

### Poison Cloud

*L3 Conjunction R long D 1 or 2 rounds A 3 sq cube, S Phy ½*

Creates a toxic cloud of billowing green gas that fills a 3sq cube. Any creatures within must make a physical save. If the save failed the creature becomes poisoned, see conditions.

Outdoors the gas dissipates within the round. Indoors the gas lingers into the next round. Creatures still in it must make another save, but this time favourably.

Unsurprised targets stating they hold their breath have favourable saves. Creatures that don't breathe are unaffected by this spell.

Each higher-level increase area by 1sq to the side of the cube.

**Poisoned** – A poisoned character have disadvantage on attacks, reaction saves, skill checks based on strength, health and agility and has half move. A poisoned character must make a concentration check to be able to cast a spell. The condition is removed once the poison is out of the system and a long or short rest is had, unless otherwise stated.

### Poison Needle

*L2 conjuration R 0 D Instant A one target S phy Phy Neg*

The caster creates a large poisonous needle in front of him. He propels it at a creature within 5sq. with a ranged spell attack with attack score 1+CP/2. If it hits it score 3d6+CP points of piercing damage. The target must then make a physical save or take the same amount of poison damage.

At higher level: increase range by 1sq and damage by 1d6 and at 3<sup>rd</sup>, 5<sup>th</sup>, 7<sup>th</sup> and 9<sup>th</sup> level you are allowed to split damage by 2, 3, 4 or 5 to create the same number of poison needles.

### Polymorph

*conc.*

*L4 Alteration R Long D Long A one creature, S Phy Neg*

Selected target failing their save is transformed into a small to large animal or insect or something with only one special or less (max one star \* after name) if they fail a physical save. It should also have an intelligence of four or lower. You decide the creature and you must have seen it and it must have a level less than the CP of this spell.

It has all game statistics as that creature except the mental ones. If it has hands, it can cast powers that needs somatic and if it got speech, it may use powers with vocal requirements.

All equipment worn or held is placed in an extradimensional hold. Once the power ends the polymorphed returns to its normal form at the life points it had when been polymorphed.

Each higher level, another creature can be targeted.

### Polymorph any Object

*L7 Alteration, R Long, D Long, A One object or creature, S None*

Any object or creature can be turned into a new form may it be object of less than CP cubic meters or creature of less than CP levels. It may not change dead to living. You must have seen the object or creature you turn something into.

If you change something from one kingdom (animal, plant, mineral) to another duration becomes medium. If making something weaker; the duration is halved.

**Polymorph any Object** cannot create magic nor do valuable materials stand scrutiny as real. However, turning a stone into a wall, a stick into a log or a mouse into a Manticore are all possible.

Each higher level adds 2 to CP and doubles duration.

### Possess

*Rev Exorcism*

*L3 Necromantic, R short, D Short, A one target, S mental neg.*

Affects a single target creature within range of less than 4d8 + CP life points and allows you to take control of its body if it fails a mental save. If you can possess twice the amount of life points than what it has, its save is unfavourable. Your body goes "magically" within the possessed but it does not gain any of your magic from magical items.

Target must have an intellect of 3 or more or it cannot be possessed. While possessing your equipment is stored in an interdimensional pocket. And appear on you if possession ends.

This is an evil act, usually deployed by demons. You have to leave the body if 1) it is killed, 2) duration ends or 3) you are exorcized or driven out, see below. While possessing your natural

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immunities or innate powers, if any, are carried over into the body you possess. Innate powers are yours only. Immunities and resistances are from your host. While possessing the possessed take damage not you, except for mental damage and damage from exorcize that affects only you.

Each time you expose the body for a life threatening or something greatly damaging, the possessed gets a save to break free – pushing you out.

*Each higher-level affects 1d8 extra life points and doubles the duration.*

### Power Word Command *Mental*

*L8 charm, R Medium, D 3 rounds, A understanding creatures, Save None*

The power word command is a powerful word spoken by the caster, the target creatures must obey if they understand the word, can hear it, has 8CP or fewer life points and are within range. It must affect all current life points of a creature or it has no effect. It is sound based so silence or deafness negates the power.

Typical words are; sit, flee, attack (pointing at target), and go (pointing at destination), see power command.

*Each higher level affects another CP life points.*

### Power Word Kill

*L9 Necromantic R Long D Instant A One Target S Special*

Caster targets a living creature (not a construct) of less than 5CP life points. Unless resistant to negative energy it **dies**. If resistant to negative energy it instead becomes **dying** at -1 life points. Creatures with more current life points or immune to negative energy is unaffected by this spell.

*Each higher level affects another CP life points.*

### Prayer *rev Despair*

*L3 enchantment R Medium D short, A 5sq, diamond S Phy Neg.*

They prayer is a powerful dweomer that protects and enhance those in the area at the time of the casting. Once in effect it last for a short duration. Those affected get +1 luck bonuses on saves and +1 to attack, damage, skills, movement and defence and they gain CP temporary life points. Unwilling creatures may make a physical save to negate this effect. Few does.

*Higher levels add 1 to range, duration and modifier to the luck bonus; two levels higher make the area a 7sq diamond, four level higher a nine sq. diamond. At 9<sup>th</sup> level all allied creatures within range get this modifier.*

### Precipitation *Reversible Draught*

*L0 invocation, R medium, D short, A: 3,5,5,5,3 sq., Save: Rea-save avoid placement*

A soft drizzling rain starts to fall in the area, even indoors. The rain is enough to quench flames where CP >= average damage so torches at CP 4, Greek fire at CP 7 (2d6) and so on. Fire creatures take 1d4 + CP/2 points of damage in the area each round. Those in the rain remove CP/2 from any fire damage as well. The rain brings enough water to last CP x2 days to drink for a normal sized creature if collected with normal equipment (shields, water skins and so on). The area can be placed on a creature that fails a reaction save and then follows it, otherwise it stays where placed.

*Higher levels add 1d4 to elemental damage and water amount.*

### Premonition *conc.*

*L8 divination R Medium D Medium A Personal Save None*

Allows the caster to have CP uses where he can make things favourable for himself or any ally he selects or unfavourable for any opponent. The kind of things he may make favourable or unfavourable are attacks, reaction saving throws and agility checks.

He may opt to spend three of these each round on any creature within medium range.

The premonition **also** prevents any situation leading to death by spending three uses, by changing the situation leading to death.

Example: the save did not fail. The disintegration chamber did not activate. You did not jump into the endless pit.

Each higher level you get another 3 uses.

### Prestidigitation *Ritual*

*L0 alteration, R 2sq, D Long, A: Special, Save: None*

This spell is a minor magical trick that novice spell-casters use for practice. You create one of the following magical effects within range:

- You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odour.
- You instantaneously light or snuff out a candle, a torch, or a small campfire.
- You instantaneously clean or soil an object no larger than 1 cubic foot.
- You chill, warm, or flavour up to 1 cubic foot of non-living material for 1 hour.
- You make a colour, a small mark, or a symbol appear on an object or a surface for 1 hour.
- You create a non-magical trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn.

If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

### Prime Shape

See Elemental Shape

### Prismatic Sphere *Ritual*

*L9 Evocation, R 0, D Long, A 3sq diam. sphere, S None*

Creates a sphere of sparkling multi-coloured energy 3sq in diameter. It can be created as a half-sphere dome indoors on ground. It may contain the caster and 8 others medium sized on adjacent squares. It consists of 5 colours and each colour has an effect on any creature that enters, in the order below (1 is furthest away on the outer rim, 5 is closest to caster). Each colour can be removed by certain magic or energies cast on the wall, see the following table. Unlike rainbow the colours remains until negated or duration ends.

## Arcane Fantasy Powers 8.8

No.	Colour	Negated By	Inflict
1	Red	Fire or control fire	2d6+CP fire damage.
2	Orange	Disintegration damage or shield	Works like a wall of force.
3	Green	Injunction, dispel magic or anti-magic.	Dispel magic up to level of prismatic sphere. Hinders even shadow step, dimension door & teleport.
4	Blue	Lightning damage	2d6 + CP lightning damage
5	Purple	Any force-damage.	2d6 + CP disintegration damage Reach into border ethereal and border astral.

Each higher level adds 1d6 to any damage and 1sq. diam.

### Prismatic Wall *Ritual*

*L8 Evocation, R Medium, D Long, A 1sq wide x CP/2 sq long, 2sq high, S None*

Creates a wall of sparkling multi-coloured energy. It consists of 5 colours and each colour has an effect on any creature that enters, in the order below (1 is furthest away, 5 is closest to caster). Each colour can be removed by certain magic or energies cast on the wall, see the following table. Unlike rainbow the colours remains until negated or duration ends.

No.	Colour	Negated By	Inflict
1	Red	Fire or control fire	2d6+CP fire damage.
2	Orange	Disintegration damage or shield	Works like a wall of force.
3	Green	Injunction, dispel magic or anti-magic.	Dispel magic up to level of prismatic wall. Hinders even shadow step, dimension door & teleport.
4	Blue	Lightning damage	2d6 + CP lightning damage
5	Purple	Any force-damage.	2d6 + CP disintegration damage Reach into border ethereal and border astral.

Each higher level adds 1d6 to any damage.

### Project Image *conc.*

*L6 Illusion R Medium D Short A One free sq. S Men. Neg if disbelieved.*

This spell creates a phantasmal image of you that smells, looks and sounds like you, at a free square within sight and range.

The caster can move his awareness to the image and then control it as his body. His normal body will stand in suspended animation during this time. He may move his awareness to or from the image as a partial action. The caster may cast non-personal powers of the illusion and phantasms school from the image while his awareness is there. All powers used must be less than level CP/3.

If the image is touched or hit – it is revealed to be insubstantial. If disbelieved the spells cast from it does not affect you. Telling

someone that it is an illusion they gain favourable saves trying to disbelieve it. It can be dispelled as any other spell.

If you use any relocation powers, such as teleport, dimension door or enter an outer or inner planar pocket such as earth lair or rope trick, or enter the ethereal or astral with the image or your real body, this spell is instantly broken.

*Each higher level, one higher level of magic can be cast through the image.*

### Prolong *Simulspell*

*L0 Enchantment, R 0, D Instant, A personal, S: None*

This power is cast at the same time as another power and that power is reduced by 1 to the power score. But if CP remains positive it will enhance duration of the other non-instant power by a factor of 2.

*If cast as a higher-level power the CP is reduced by one more for each higher level and the duration factor is increased to 3, 4, ... for each higher level. Duration cannot exceed the end of your next long rest. Instant powers are not affected.*

### Protection *Conc.*

*L1 abjuration, R 0, D medium, A Personal, S None*

This power comes in five version; Protection from **Evil**, **Good**, **Lawful** or **Chaotic**. You chose one upon casting but you can't protect against the same alignment you are. **True neutral** casters get the added defence and saves vs. summoned or conjured creatures only.

The caster gains a +2 modifier to defence and saves vs evil, good, lawful or chaotic creatures or effects from those creatures. At CP 12 the modifier becomes +3 and at 24 (as a 4<sup>th</sup> level power) it is +4.

You are always protected from summoned or conjured creatures regardless of their alignment.

*At higher levels range becomes touch, short, medium, long, and area increase by one creature each level. (Ex. three targets at short range as 3<sup>rd</sup> level)*

### Psi Disruption *Farsense*

*L4 alteration R 0 D Short, A 3sq radius 3,5,7,7,7,5,3 S None*

The use of this discipline will lower the CP of all disciplines within the area by the CP of the *Psi Disruption*, including powers with the *Mental* tag if not disciplines. If the CP is lowered to 0 or lower those powers will end or never come into existence (but Psionic power points (or spells/prayers) are lost from that day's reservoir if cast).

The area is stationary and will be seen as a soft red haze permeating the area.

At higher levels add 3 to CP, max CP and 1sq to radius

### CPychic Crush *redactor mental*

*L2 alteration R Adjacent D Instant A narrow cone 3sq. long S None*

Cause 3d6 + CP points of mental damage in a narrow cone 1,2,3 sq. A mental save halves the damage.

Improves 1d6 and 1sq length each level higher.

## Arcane Fantasy Powers 8.8

### Purify

*Rev Purify*

*L1 alteration R Medium D instant, A 3sq cube S phy neg.*

Purify removes poisons or diseases in all materials within the area. Creatures with poison or disease attacks may save to avoid having their poisons/diseases negated until a short or long rest is had.

Slimes and molds take 2d6+CP points of disintegration damage or half if they make a physical save. Edibles become non-toxic and safe to consume but not necessarily very nutrient.

*At higher level area increase by 1sq to the side and range increase by 1sq. Damage increases by 1d6 if needed.*

### Push

*L1 Conjuraton, R medium D inst. A one item or creature, S Rea. Neg.*

Pushes a target item or creature of 100+10CP kg or less in any direction 1d4 + CP/5 squares. Creatures are allowed a strength save not to be pushed. A push does the same damage as the number of squares pushed if the caster so wishes (a forceful push). A target pushed from melee does not invoke an opportunity attack.

Each higher level can either add 1d4 to the squares and damage and 100 kg of creature or affect another adjacent target at the same time but at a lower effect.

Ex: at **third** level a push of **two** 200+kg creatures can be made for 2d4 +CP/5 sq. and damage.

### Putrefy

*Rev Purify*

*L1 alteration R Medium D instant, A 3sq cube S phy ½*

The reversed purify, **putrefy** (rarely cast as it goes against the nature of druids and rangers) makes things stinking and rotten in the area. Food becomes inedible, water turns into an unwholesome soup.

Living creatures within the area must make a phy-save or become **sickened** until a short or long rest or magic such as purify or restoration is used.

*Each higher level adds 1 to range and each two levels higher add 1sq to side of cube of area.*

***Sickened** give -2 to attack, damage and move. Mental save DC 10 or forfeit any strenuous action that round.*

### Pyrotechnics

*L0 Conjuraton R Medium, D Instant, A 3 sq. cube, S: Rea-save negates*

This spell brings forth a display of small flaming explosions much like fireworks that appear and explode in the area. They do only 1d4 + ability modifier points of fire damage to the creatures in the area (failing a reaction save) but those that fail the save more than 4 steps are blinded for a round as well (if they have eyes).

Each two level higher add another 1d4. Each extra level change area by +1sq to the side of the cube.

## Q

### Quick Step

*Quick Conc.*

*L1 Alt. R 0, D Medium, A personal + adjacent, S phy if unwilling*

This sound-based (does not work in silence) spell makes caster and all adjacent to him quicker. Their move and initiative improve by CP/5. (+1 at CP 1, +2 at CP 6, +3 at CP 11...).

At the end of the duration all affected must make a phy-save DC 10 or become fatigued. If being fatigued they become exhausted. If exhausted they die.

*Each level higher doubles duration and increase area to all within 2sq, 3sq...*

## R

### Rainbow

*conc. Ritual*

*L4 Abjuration R 0 D Very Long A 2sq radius sphere, S None*

The rainbow power creates a **stationary** sphere consisting of three coloured shells enveloping a 2,4,4,2 inner area, each shell is about 1m thick outside this inner area. It will not penetrate the ground, walls, ceilings or other solid obstructions. If the caster is flying a complete sphere is created.

The semi translucent wall of the sphere is made out of three coloured lights. The inner shell is **red** and score 1d6+CP/2 points of fire damage. The middle shell is **green** and cause 1d6+CP/2 points of poison damage and the outer shell of **blue** light inflicts 1d6 + CP/2 points of electrical damage. Once a shell has released its energy it is dispelled.

The electrical wall can be negated with any electrical discharge or the precipitation spell, the poisonous wall can be negated by any poison power or by zephyr. The fire wall can be negated by any fire power or pyrotechnics.

Walking through all shells you take one damage of each sort without save. If creating the rainbow sphere so that the shells are among creatures, they may move to either side of the shell unharmed.

The caster may leave the sphere unharmed but anything not worn (living or dying carried or dragged) take damage and may dispel the shells.

*At higher levels add 1d6 to the damage of each shell.*

### Raise Dead

*Quick rev. Slay Living*

*L7 Evocation R Touch D Instant, A One dead creature, S None*

Returns a corCPe back to life if cast within CP days of its death. Any damage to the corCPe (poison, pole through the heart, missing parts) still have effect and may kill the target again.

Regeneration or Restoration may be necessary to complete the raise dead.

A raise dead can be used with a touch on an undead. It then causes 6d8+CP points of positive energy damage. If killed this way it becomes a normal corCPe (that possibly can be raised or resurrected).

Each higher level adds 2 to CP or 1d8 to the damage.



## Ray of Disintegration

*L8 Evocation R Medium, D Instant, A 6sq long line, S Phy half*

This power creates a ray of disintegration that affects all in a 6sq. long line. The start point must have line of sight. It does 10d8 + CP points of disintegration damage or half if a physical save is made. If brought to zero or less life points your body is disintegrated.

Each higher level add 1d8 to damage and 1sq. to length.

## Ray of Frost

*L0 Invocation. R: adjacent, D: Instant, A: one target, S: Rea half*

This power creates a thin stream of frost that targets a single creature within 6sq doing 1d10 + CP/2 points of cold damage. It needs a line of sight and a clear path to the target.

As a first level power it does 2d6+CP points of damage and each higher level add 1d6.

## Reach

*Simulspell Quick*

*L0 Enchantment R 0 D Instant A Personal S: none*

Enchants another power cast at the same time with greater range. The other power has -1 to CP due to the simultaneous spell casting.

- Range 0 (personal) becomes touch (one target).
- Range touch becomes short, with a ranged spell attack to hit.
- Range short becomes medium.
- Range medium becomes long.
- Range long or longer doubles.

Each level higher this power moves the range up another step according to the rules above but the penalty to CP increases by one per level.

## Reflection

*Conc. Ritual*

*L4 Abjuration R 0 D Medium A Personal, S None*

Skin or surface of caster gains a metallic sheen Light, single target ranged invocation (ray of frost, spark, tinder, flame arrow and so on) and supernatural abilities of the same type and gaze weapons are reflected back at the originator 5CP% (up to 95%) of the time and do not harm the reflective caster.

At higher levels range change to touch, then short, medium, long. Area increases by one creature each level.

## Refresh

*L2 alteration R Medium D instant, A 3sq cube, S None.*

Caster selects up to CP/2 creatures within range that get the effect of a short rest instantly; restores 1d6 + health mod life points, some conditions may end and some uses of some feats are replenished. The short rest counts toward the daily maximum.

Each higher level, an extra 1d6 life points is regained from the short rest.

## Regenerate

*Rev Deteriorate Quick*

*L6 Evocation R touch D short, A living creature S None*

Restores 5D8+CP points of damage to touched creature spread out across duration.

*Regenerate* regrows eyes, ears nose and cut off fingers and limbs. Sight, hearing and olfactory sense is restored if becoming fully healed.

Death is not restored but while regenerating you always succeed in being stabilized if **dying** and you won't be **disabled** when awake again.

At higher levels another 1d8 life points are restored

## Reintegration

*Rev Disintegration*

*L9 Alteration R Long D Instant A 1,3,1 sq. S Phy. ½*

The reintegration turns a single part of someone/something back whole again as long as having something to work with. It does not confer life, but resurrection can be used to return body to life. Reintegrating someone totally lost (as disintegrated or eaten) can be done if some personal belonging remains or some item that has been used by the target exist.

No creature can be reintegrated if they are higher level than the CP of this power.

At higher level add 1 to CP and max CP.

## Remove Blindness

*Rev Blind*

*L3 Alteration R Medium D Instant A one sq. cube S None*

This power removes blindness from all targets in area, by rebuilding and restoring all eyes or visual sensory equipment.

At higher level volume increase by 1sq to the side of the cube and range increase 1sq

## Remove Curse

*Quick Rev Bestow Curse*

*L4 Evocation R Touch D Instant A one creature S None*

Removes a curse up to DC 10+CP from the touched target. If the DC is unknown assume 15.

Each higher level adds 2 to CP and one to DC.

## Remove Disease

*Rev Inflict Disease*

*L3 Alteration R Medium D Instant A one sq. cube S Phy ½*

This power removes diseases of up to DC 10+CP/2 in an area. Slimes, molds and jellies take 4d6+CP points of disintegration damage or half if they make a physical save.

At higher level volume increase by 1sq to the side of the cube and range increase 1sq and 1d6 points of damage.

## Replicate

*L3 Phantasm, R Short, D Very Long, A within a sq. cube, S none*

This power creates CP copies of low value organic material of less than 3kg and 3gp each (diminutive or tiny). It can't replicate living creatures. It can make many loaves of bread from one, or a dead fish into many. As a phantasm it still holds nutritional value.

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If the replicate is replenished or maintained for 24h the replicas become permanent.

Each level higher doubles the max weight and value of the item. At 5<sup>th</sup> level intellect 1 creatures up to small can be replicated. At 7<sup>th</sup> level intellect 2 creatures up to medium can be replicated and at 9<sup>th</sup> level intellect 3 creatures up to large can be replicated.

### Repulsion *Mental*

*L6 Charm R 0 D Short A Personal S mental negate*

This power blocks any thinking creature to move in the direction of the caster if it fails a mental save and comes within 2+CP/2 squares. At best it may circle the caster. This is not a physical block, only a mental block. Even if the save is made a strong sense of discomfort give those advancing a -2 penalty on to hit, damage and CP of any powers used while in the area. If the repulsion traCP a creature, having failed a save, and that creature is damaged by subsequent attacks, a new save is allowed at the end if its round.

At higher levels duration is doubled and the discomfort penalty increase to -3, -4 or -5.

### Resilient Sphere *Conc.*

*L5 Evocation R 0 D long A personal S None*

Caster creates a bubble around him and all six adjacent squares (four around and one above and one below). The sphere Keeps gases, vacuum and water outside without the buoyancy often related to a bubble of air. This allows safe passage underwater without the need to swim and allows word to be spoken (and spells to be cast). It even protects from lava or other liquids such as acids. The heat of lava will eventually build up and cause damage (1d6 per round after a minute, 2d6 the third minute and so on until the heat of the surrounding take full effect).

Creatures can enter the bubble unhindered. Spells such as fireball, cone of cold, acid arrow, lightning bolt, burning hands and ice storm that are propelled as a gas or fluid are lowered CP points within the bubble. Gaseous spells such as cloud kill and poison cloud are kept outside and cause no damage.

Each higher level adds 2 to the CP and increase duration to double and the volume kept within to; 5sq diamond, 3, 5, 5, 5, 3 sq, 7sq diamond and so on.

### Resize *Simulspell*

*L2 Enchantment R Very Long D Instant A Special S Special*

The resize turns the host-power larger. A line increase in length by 2sq. A narrow cone or cone is 2 sq. longer. A cube or diamond has its side or diameter increased by 2sq. A single target or personal power is unaffected. All dimensions are increased. Thus, a 5sq diamond turn into a 7sq diamond. A 3sq. cube becomes a 5sq cube. The CP of the casting is lowered by 3 (level +1).

At higher level the effect increases by 1sq each level.

### Resist Acid *conc.*

*L4 Abjuration R 0 D Medium A one creature S None*

Makes caster resistant CP points to Acid.

Each level higher, increase area by one creature and range to touch, short, medium and long. Duration is doubled.

### Resist Cold & Fire *Conc.*

*L1 Abjuration R touch D Medium, A one creature S None*

This power enveloCP the target creature in a dim shadowy orange light. For the duration it has CP points of cold and fire resistance.

Each higher level another creature can be affected.

### Resist Poison *quick conc. rev. Imbue Poison metab.*

*L0 Abjuration R touch, D Medium A one creature, S phy-neg/partial*

A creature with resist poison gets favourable saves vs poison. If cast at an already poisoned creature it removes the poisoned condition and prevents any further effect of the poison, but is then ended.

At higher levels area increases by one creature.

### Resist Thunder & Lightning *Conc.*

*L2 Abjuration, R Short, D Short, A Special S Attack*

This prayer lies dormant up to long duration once cast until the target is exposed to damaging sound, lightning or electrical damage. Duration then starts, much like bless. It grants CP points of electricity and sound resistance.

Each level higher allows another creature to be affected.

### Rest *Ritual*

*L1 Alteration R 0 D Instant, A personal + adjacent, S None*

Caster and CP/2 adjacent creatures selected get the benefit of a short rest when this power is cast. Counts against the daily maximum.

At higher level range increase 1sq.

### Restoration *Quick Rev. Devastation*

*L7 Evocation R Touch D Instant, A One creature S None*

Restores all bad effects except death. I.e., removes curses, disease, poison, bleeding, lowered abilities (debilitation), sleep, hold, charm, stun, confusion, fatigue, exhaustion, paralysation and lycanthropy. It also heals 6d8+CP life points.

Undead instead take the effect of a Devastation doing 6d8+CP points of positive damage on a touch.

Each level higher another 1d8 life points are restored.

### Resurrection *Quick Rev Destruction*

*L9 Evocation R Touch D Instant, A One creature S None*

Returns a corCPe back to life if cast within CP weeks of its death. Any damage to the corCPe (poison, pole through the heart, missing parts) still have effect and may kill the target again but 6d10+CP points of damage is restored. Regeneration/restoration may be necessary before resurrection. Once brought back you are not debilitated.

A Resurrection on a touched undead causes 6d10+CP points of negative energy damage. A killed undead may be returned to life if resurrection is cast again and the time it has been undead is no longer than the time limit.

Each higher level adds 2 to CP or allows two targets within reach.

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### Returning

*Quick*

*L0 Enchantment R touch D Short A set of objects S: none*

Enchants a set of CP missiles or CP/3 hurled weapons with a returning enchantment. The affected objects are treated as magic and they return once they hit and can be reused. The magic lies dormant until used or to the end of your next long rest.

### Reverse Gravity

*L7 Alteration R L D Medium A 4sq cube S none*

Creates a 4sq. cube where gravity is reversed. Flying creatures may make a reaction save just to fly out. Feather fall stop the fall. Others either fall to the ceiling for some falling damage (1d6 per 2m fallen up to (height of cube) d6:s, then less and less if the ceiling is higher). If the ceiling is higher, one trapped in antigravity will tumble up and down repeatedly for 4 rounds and during this time the disorientation will prevent power user without concentration checks, physical attacks are unfavourable unless being able to fly and movement is almost 0.

Each higher-level double duration and add 1sq. to the side of the reversed gravity cube and one round to those tumbling.

### Revivify

*L3 Evocation R Touch D Instant A one dying S none*

Touched **unconscious**, **dying** or recently **dead** creature is brought back. It cannot have been dead for more than CP rounds. When brought back from being **dead** they are **fatigued**, but regardless all has CP life point.

Each higher level another creature touched can be revived.

*A **fatigued** character can neither run nor charge or take a dash or tumble action. A fatigued takes a -2 penalty to Strength and Agility scores. A short or long rest in a shelter with food and water removes fatigue. While fatigued doing something to cause fatigue makes you **exhausted**.*

### Righteous Might

*conc.*

*L5 alteration R short D Short A one creature S Phy Neg. if unwilling*

Affected creature failing a physical save if unwilling, grows larger 10CP% and becomes resistant to non-magic weapons. A medium creature often ends up as huge.

The size grants another 3CP body life points (affects maximum and current life points but works as temporary lp) and increase weapon damage by 2d4 points if it was small or smaller, 2d6 points if it was medium and 2d8 points if it was large. It also enables a greater lifting capacity. Weight is proportional to  $(1 + 0,1 \times \text{CP})^3$  if needed.

At higher levels add one target creature.

### Rope Trick

*L2 Alteration, D 9h R Adjacent A One Pocket S None*

Creates a rope hanging down from an invisible extra dimensional pocket about 2m up. Those climbing (DC 8) the rope may enter the pocket and disappear. The pocket has enough space to hold five medium sized humanoids. Each level higher adds room for one creature. The pocket is ethereal and it can be dispelled with dispel magic and seen with true seeing. If dispelled those within are thrown out in the normal world. Plane shift could be used to travel inside a seen pocket.

### Rot

*L2 Alteration R Medium D Instant, A 2sq cube S Phy ½*

Billowing vapours appear inside a 2sq. cube. All living things take 3d4+CP points of damage except plants that take an extra CP points of rotting damage. A physical-save halves the damage. Non-living plant objects, not held or worn in the area take 3d4+CP points of disintegration damage.

At higher level the side of the cube increase by 1sq. and you add 1d4 to damage.

## S

### Sanctuary

*L1 Charm R 0 D short, A Personal S Men Neg.*

Hostile creatures targeting the priest protected by sanctuary must make a mental save or select another target. If no other target exist this prayer have no effect. This prayer can only deflect their attention up to CP times and it ends if used offensively or the one protected attack something.

At higher levels, allow another touched to be included. At 3<sup>rd</sup> level range is adjacent and increase by 1sq. per level. At 4<sup>th</sup> level affecting one (three fewer) **righteous sanctuary** does not end if attacking

### Scintillating Colours

*conc. Mental*

*L3 Illusion R Medium D short, A 3sq cube, S Men neg.*

Caster creates an area with unearthly beautiful lights. Creatures of lower level than CP/2 inside the area or entering this area will become dazed if they fail a mental save, but may save again each of their round to end the effect.

Seeing creatures of lower level than CP/2 outside this area but within 5sq of it, must make a mental save or use their move to get towards the lights, into the area if possible. When they enter, they must make a save or become dazed.

Once a mental save is made the scintillating colours have no further effect and the daze ends.

Fiends, undead, constructs, blind creatures such as slimes and (most) plants are immune to this spell.

At higher level: Add 1 to the level of creatures affected.

***Daze** – prevents you from attacking or cast powers, but defend normally.*

### Scorching Ray

*\*PotA*

*L2 invocation, D instant, R M A 1sq. S to hit*

You create three rays of fire and fling them at one or more targets within range and in a 180-degree arc. Each ray must make a ranged spell attack at CP/2 and score 2d6 fire damage on a hit.

*Each higher level another ray is created and flung and range increases by one sq.*

### Screen

*conc. Ritual*

*L7 Illusion R Medium D Long A 1+1/2 CP diam. sphere S Special*

A powerful protection from scrying and direct observation is set up as stated upon casting. The volume affected is  $1+1/2\text{CP sq.}$

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diameter sphere and the illusion created must be stated in general terms and anyone looking at the volume will see the illusion. Sight and sound are created by this illusion and attempts to scry or view this area will reveal the illusion, not what is actually occurring within. The screen will block any divination power of less level.

Direct observation may allow a save if there is cause to disbelieve what is seen. But as long as beings within take care to stay out of the way no save is allowed.

At higher level duration is doubled. At 9<sup>th</sup> level the caster no longer needs to concentration to keep the scree going.

### Searing Light

*L3 Evocation R Adjacent D Instant A narrow cone 4sq long, S Rea ½*

Create a narrow cone of intense burning light. Those in it take 3d6 + CP points of positive damage or half if a save is made. Nocturnal creatures and those with night vision are blinded one round if they fail the save (and survives). Undead are especially vulnerable to this power and take another CP points of damage.

Each level up increases 1d6 and the length of the cone by 1 sq.

### Seeming

*\*PotA Mental*

*L4 Illusion, D Very Long R short A CP creatures within range S Men. Neg.*

You change the appearance of CP creatures within range. You may change racial traits, equipment, height by 3dm (max 30%) and weight by 45kg (max 60%). The illusion will follow the character and appear normal but will not hold up to touch. The illusionary sword will not be felt, the gnome will have a human outline in if padded down and so on. A creature unwilling can negate the placement of the illusion with a mental save.

You may shape the party to look as a drow elves returning to the underdark or a procession of priests.

At higher level you may change height +10% and weight +20%. But never below 10% of original height and weight.

### Senses

*Conc.*

*L0 Divination R Medium D Long A one target, S None*

This power enable hearing for selected creature within range through their other senses. Making silence ineffective and removes deafness for the duration of this magic. AT CP 7 sight is also restored through other senses disabling blindness or darkness. At CP 11 or higher none of the senses can be disabled as long as one remains. Perception checks are favourable unless affected by deafness or blindness at the same time.

At higher level another creature can be targeted.

### Shadow Beast

*L5 Phantasm R Medium D Short A one free sq. S Special*

A phantasmal creature (animal; insect, reptile, aquatic or beast with one special (\*) or none) is conjured, one that the caster has seen and of a level lower or equal to the CP of this spell. It is a phantasm with a part of reality in it. It may act instantly once created.

Stating disbelief allow a mental save to disregard some of its effects, but as it is partially real, it causes half damage and you have +4 to saves vs. its special abilities.

At higher level you can add 2 to the max level of the shadow beast.

### Shadow Death

*Conc.*

*L6 necromantic R 0 D instant A CP/2 radius S None (point cost)*

The Shadow Death look like dozens of shadows moving around in the area around you and work by killing all low-level creatures in the area, lowest level first, closest to caster second. No more than 2d6 + 3 CP points of creatures can be affected and a creature must be fully affected (see point cost below) for the spell to have any effect.

CR	Point cost	CR	Point cost	CR	Point cost
0	1	2	20	7	45
¼	2	3	25	8	50
½	4	4	30	9	55
¾	8	5	35	10	60
1	15	6	40	11	65

Creatures of higher CR than the level of this spell cannot be affected. Undead, elementals, shape changers and outer-planar creatures are unaffected by this spell. Player character level equals CR.

Note this spell does not separate friend from foe, but the caster is unaffected.

At higher levels add 2d6 points to number affected.

### Shadow Step

*L2 Alteration, D short, R personal, A personal, S None*

Allows caster/target creature to make a shadow step, once each round, with a partial action as long as in dim light or darkness.

Each shadow step reach CP/2 squares to a seen location that you could walk or fly to. A shadow step does not trigger attacks of opportunity nor does it make you flatfooted.

Each creature can only bring with it as much as it can carry.

This power is not reactive and must be used according to initiative.

At higher levels: at third level range becomes short and area two creatures. Each level higher allows another target creature.

### Shape Change

*L9 Enchantment, R Short, D Long, A one creature, S Phy neg. if unwilling*

Targets a creature and change it into another creature of CP levels or lower, where each special (star) counts as an additional two levels. If of a different size, unable to wear or use the equipment carried (if any), the equipment is kept in a dimensional pocket while in the new form, not affection it. When the Shape change is broken (it dies, caster opt to, duration ends or magic is dispelled) you return to your previous form with all equipment and the life points you had upon changing is returned.



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You cannot turn yourself or anything else into a creature you have never seen, nor into specific individuals such as Baphomet, John the Sailor or Tika Waylan.

Each level above adds one target, as long as all is within a 4sq cube.

### Shape Water

*\*PotA Telekinetic*

*L0 Alteration, D Instant/I hour R SA Isq S None*

You choose a sq. area within range of water and can manipulate it as follows;

- You change the flow or move the water 1 sq. as you like. This does not cause any damage.
- You shape the water into simple shapes, spheres, cubes, pillars, sprouts. These last one hour.
- You change the waters opacity or colour for one hour.
- You freeze a block of the water. A creature must make a reaction save not to get stuck. If stuck it can make a strength check at the end of each of its rounds using a partial action to break the ice and get free. Instant until freed or melts within the hour.

You may not have more than two lasting effects going the same time no matter the number of shape water cast.

*At higher levels you affect another square of water or move it one square more.*

### Shatter

*L1 Evocation, R Medium,, D Instant, A one construct, S Phy 1/2*

Targets a glass, crystal, ceramic object and shatters it with an audible sound effect. Allows creatures to be targeted as well. Constructs take 2d6 + CP points of sound damage or half if a physical save is made. Other creatures take half that or a quarter if the make a physical save.

*Each level above adds 1d6, add +1 to range. At level 3, 5, 7, 9 add one target, as long as all is within a 4sq cube.*

### Shield

*Conc. Reactive*

*L1 Abjuration R 0 D Medium A Touch S Phy 1/2*

This power creates a small circular disc of force that protects the caster or creature touched, and grants +2 to defence as from wielding a shield and negates any single target invocation/evocations spell once but is then dispelled.

This power can be cast reactive if targeted by a single target invocation/evocation spell.

It will not add to the defence of a shield; the best defence modifier applies.

At level 3, 5, 7, 9 another creature can be affected. At level 2, 4, 6 the defence increase by 1. At level 8 the shield has long duration.

### Shillelagh

*NoMR*

*L1 Enchantment, R touch, D Medium, A one wooden weapon, S None*

This power makes a wooden weapon held (bo-stick or quarterstaff) score 1d6 points more damage, and works as magical. When used it has a minimum attack of CP/2.

*Each two levels higher add 1d6 to damage and 2 to CP.*

### Shocking Grasp

*Quick*

*L1 Invocation R 0 D Short/once A Personal S Touch*

This spell creates a charge in the hands of the caster that can be delivered by a touch or to hit through a weapon. The damage is 1d8+CP electrical damage.

At level 2, 4, 6, 8 another charge can be released (but only once per round), At level 3, 5, 7, 9 another 1d8 points of damage is released each charge.

### Shooting Stars

*L2 Invocation, D instant R MA single targets S Attack*

You create three sparkling balls of fire adjacent to you, which you propel against any targets within range and line of sight. If you hit with a ranged spell attack (attack 1+ CP/2) you score 1d6+CP/3 points of fire damage.

*Each higher level, increase range by 1 and another star is created.*

### Shout

*L4 Evocation R Adjacent D Instant A 4sq long cone, S Phy 1/2*

Caster shouts in a cone. All in that area take 4d6 +CP points of sound damage and become **deaf**. If a physical save is made, they take half damage and avoid the deafness.

Crystalline, ceramic or glass creatures or objects takes CP extra damage. Deafness last for a short duration.

*At higher level cone length grows by 1sq per level and damage by 1d6.*

**Deafened** -4 penalty on initiative, automatically fails spot checks based on sound, and has a 20% chance of spell failure when casting spells with verbal components. Prevents blind fighting.

**Stunned** - can only take a free step and has -2 to defence and reaction saves.

**Prone** – a prone target is unable to attack or cast spells – must use his action (full) to rise. Is attacked favourably and makes reaction saves unfavourably until not prone.

### Shriek

*farsense mental*

*L6 alteration R 0 D instant, A 5sq diamond S Men 1/2*

This power releases a horrid mental shriek that disrupts the brains of all your enemies in the area around you doing either CP/2 points of temporary intellect damage lowering their intellect or half if a mental save succeeds.

Lost points are regained from a long rest or one point from a short.

Or the caster may opt for brute force and do 6d8+CP points of mental damage or half if the mental save is made.

*Each higher level adds 1sq to range of area and 1d8 to damage or 2 to CP.*

### Shrink

*Rev Enlarge conc.*

*L4 alteration, D Short R Touch A One Creature S Phy. Neg.*

The reversed enlarge is called shrink. It decreases the size of a creature by 5CP% (never below 10%) and remove CP life points (from maximum as well) and lower damage done by CP/2 points (not below 1 point).

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Constructs are immune to shrink due to their immutable form.

*At higher levels add 2 to CP and make range short, medium, long and duration medium, long or very long at level 5, 7, 9, and allow one additional target at 6 and 8.*

### Silence

*L2 Alteration, R Long, D Short, A 5sq diamond S Rea neg placement*

Silence creates a stationary sphere of silence. No sound is transferred within it. It blocks all vocal communication and all powers that require vocals. (All bard castings, spells and prayers that start with d, f, or s). It even blocks mental powers that rely on or create sound.

*At higher levels the area can be increased to a 7sq diamond, 9sq diamond and so on. Range increase 1 sq.*

### Silent Image

*Conc.*

*L1 Illusion, R Long, D Conc. + Short, A cube 20+CP dm, S Int Neg.*

This power creates a silent illusion of something, while the caster concentrates. It must be contained within a cube with a side of 20+CP dm.

Typical illusions include sections of wall, a pit in the floor, a barbed fence, an astral gate or other spell effect such as a wall of fire. Those who see this illusion is allowed a mental save if it appears wrong or is disbelieved.

This spell does not have olfactory, audible or heat properties. Any creature or moving parts automatically allow a save and often favourable. Generally, a silent image does no more than 1d4+CP/2 point of damage.

At higher levels the area of the power increase by 1m to each side.

*Note: If someone learns that the effect is an illusion and communicates this, others are allowed a mental save at +4 to disbelieve it.*

### Simulacrum

*src, wiz*

*L7 phantasm, D permanent, R short, A free space, S none*

You shape ice, snow, a hair or nail or scale from the target and a powdered ruby into a simulacrum of an animal or humanoid within range during casting, which takes 8 hours. The creature created act on your turn and act according to its decisions but it is friendly to you and obeys your spoken commands.

Once created it appears (looks like) like the original creature.

It has half the original life points (up to max 7CP) and no equipment, but all other statistics are the same. It lacks the ability to learn and do not gain experience, nor regain spell points or regain abilities from taking short or long rests.

If damaged it takes, can be repaired in a workshop spending 50gp per life point restored, in expensive ruby dust. Otherwise, if brought to 0 life points it dies and dissipate into snow and melts.

If another simulacrum is created by you the first one instantly turns to snow and melt, if still in action.

*At higher levels monstrosities can be the target of a simulacrum at level 8, and dragons at level 9. Max life 8CP and 9CP respectively. At 10<sup>th</sup> level it can learn, gain levels and so on as normal. At level 11 it does not turn to snow and melt when killed and at 12<sup>th</sup> level it can rest and regain all abilities as normal.*

### Sink

*Telekinetic*

*L6 Alteration R Medium D Instant A 2sq cube S None (Special)*

This power targets a few creatures within a 2sq. cube. If they fail a phy-save (if unwilling) they start to sink down into the floor, unless they can fly or otherwise move out (outside their turn – which is hard – requires feat free action or some legendary action or perhaps some contingency magic) or if someone helps them out with a rope or a hand. When they are completely within the floor they will stop sinking and the floor will harden again at the start of the casters next round.

Those trapped in the floor will die within a few rounds from suffocation, unless they have means to survive enclosed in rock (or whatever the floor is made of) or dimension door, teleport, shadow step, passwall and so on, out of it, if they can cast these powers without vocals and somatics.

If the creature is larger than the floor thickness, they will not get trapped but dropped to the floor below instead. If the creature's facing is larger than the affected area it will not sink at all.

*At higher levels the area affected increase by 1sq to each side.*

### Skeletal Form

*conc.*

*L5 necromancy R touch D medium, A one creature S Phy. Neg.*

This power turns your body into that of a skeleton. All your equipment remains in place unless you decide them to be in an extradimensional pocket when casting this power. In that case they do not help, but you look like a normal skeleton.

In *skeletal form* you get resistance to non-magic weapons and get CP points resistance to magical piercing and negative damage. You become immune to suffocation, poison and disease and get +4 to mental saves.

Each higher level another touched target can be affected

### Skywrite

*\*Pot A Conc. Ritual wiz*

*L1 illusion, D L, R 200sq, A part of the sky, S None*

You create up to CP words in the sky in the form of clouds, spanning perhaps 50m. They remain there as long as you concentrate and up to duration. The words dissipate after that. They can be seen and read 5 times further away than their height, as long as not blocked by mountains or bad weather.

*At higher levels add 100m range.*

### Slay Living

*Quick rev. Raise Dead*

*L7 Necromantic R Touch D Instant, A One living creature S None*

A slay living can be used with a touch on a living creature not undead. It then causes 6d8+CP points of negative energy damage. If killed this way it becomes an undead Wight the next round, under the control of its slayer.

Each higher level adds 1d8 to the damage.

### Sleep

*Mental*

*L1 Charm, D Instant, R Long, A Humanoids S, Mental Negates*

2d6+CP/2 levels of humans or humanoids of level less than or equal to CP+1 must make a mental save or fall asleep, once asleep the power does not keep them sleeping, but unless disturbed they won't awake for 2d4 rounds.

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At higher levels another 1d6 levels are affected and level of the creature affected increases by 1.

### Slime Form

*conc. rev. Solid Form*

*L3 alteration R 0 D Long A one creature, S Phy negate if unwilling*

This spell lets the caster turn a creature or himself into slime form. In slime form you become a blob of slime that can move along at half move. You may slip through cracks, under doors or through water or even up along walls.

In slime form you may not wield weapons or use equipment (all equipment on you exist in an extradimensional pocket) nor use magic with either somatic or verbal components. But you may attack with a pseudopod doing 1d8+CP points of acid damage, threat that as a natural blunt swung weapon. One attack per round. Your agility is lowered by four, minimum 1.

You have resistance to non-magic weapons and blunt magical weapons and CP points of acid resistance. You do not have to breathe and may avoid becoming poisoned from gases, stench and the like. You gain +2 to stealth in slime form and +4 under water. You cannot become prone or stunned.

At higher level another creature can be affected.

### Slow

*Farsense*

*L4 Alteration R medium D short A 3sq. cube, S Men Negates*

Those in the area, failing the mental save, becomes slowed for a short duration. Slow give half move and either a full action or a partial action in a round, not both. Target still have one free action. In addition, those affected get -2 to defence and reaction saves.

At higher levels, add 1 sq. to the sides of the area.

### Sober

*Reversible Intoxicate*

*L0 Abjuration R Short D Medium, A: one creature, S Phy Neg*

This power will prevent intoxication and grant a favourable save to poison for the duration or lower present intoxication (CP 1-5 Light, CP 6-12 Moderate, 13-18 Heavy intoxication and 19+ stupor). See power **Intoxicate**.

At higher levels: Each level higher affect another target. As 1<sup>st</sup> level makes target resistant to poison damage. As 2<sup>nd</sup> level makes target immune to poison damage.

### Solid Form

*conc. rev. Slime Form*

*L3 alteration R Long D Instant A 5sq diamond, S Phy 1/2*

The reversed slime form: **solid form** will cause disintegration damage equal to 4d6+2CP points of damage to slimes and jellies or half if they make a physical save. Other creatures except constructs and undead take half that.

At higher level add 2d6 to damage.

### Sound Arrow

*L0 Evocation R M, D Instant A one cube square S: phy/2*

Caster creates a high-pitched noise moving in a straight line from the caster to a square within medium range. It can be seen as a dark line moving at great speed, hence its name. When obstructed or reaching the target the sound arrow detonates doing 1d4 + CP points of sound damage to all creatures in that location, or half if

they make a physical save. Deaf creatures will make the save. Silence negates this magic.

Each level higher damage is increased by 1d4. At level 2, 4, 6 Area of the detonation is a 2sq cube, 3sq. cube and 4sq. cube.

### Sound Burst

*L3 Conjunction R Medium D Instant A 3sq diamond, S Rea 1/2*

Sound burst create a thunderous detonation of sound in a point within range. It will cause sound damage equal to 4d6 + CP or half if a reaction save is made to those in a 3sq. diamond (1,3,1 sq.). Those having hearing and failing the save by more than 4 is also **deafened** until they make another physical save at the end of each of their rounds.

At higher level add 1d6 to damage and at 5<sup>th</sup>, 7<sup>th</sup>, 9<sup>th</sup> level area becomes 5sq. diamond, 7sq. diamond and 9 sq. diamond.

**Deafened** -4 penalty on initiative, automatically fails spot checks based on sound, and has a 20% chance of spell failure when casting spells with verbal components. Prevents blind fighting.

### Spark

*L0 Invocation D Instant R Short A one target S Reaction Negates*

Creates a flash of lightning doing 1d8 + CP/2 points of lightning damage to a creature hit with a ranged spell attack with attack score equal to 2+CP/2. Metal armoured or metallic targets are hit favourably.

At higher levels you add one spark each 2<sup>nd</sup> level and 1sq to the range for each level. Multiple targets are possible if high enough level and all targets are within a cone area.

### Speak with Animals

*L0 divination, R 0, D Medium, A personal, S none*

Enable caster to have a two-way communication with any animal at their level of intellect. Each higher level allows another humanoid or giant to gain this effect by the touch of the caster.

### Speak with Dead

*L2 Necromancy, R Short, D Short, A one humanoid corCPe S None*

The caster gains the power to communicate with a fresh corCPe (or its spirit in the realm of death), no older than CP turns from time of death. A question takes a round and the answer as well – often truthfully as dead don't care. The caster still needs to understand some language of the corCPe.

Each higher-level increase duration 2 rounds and doubles the allowed time since death.

### Speak with Plants

*Mental*

*L1 divination R 0, D Short A personal, S none*

Enable caster to have a two-way communication with any plant at their level of intellect. Each higher level allows another humanoid or giant to gain this effect by the touch of the caster. Even a lowly flower may relate things as the number and size of inhabitants, lights, direction of bad soil or death and so on.

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### Spear

*NoMR*

*L1 Conjunction D Instant R Adjacent A Personal S None*

Creates a spear and flings it up to 9sq. – if the caster wants to, with attack CP/2 and Damage 1d10+CP. At CP 10 it hits creatures only hit by magic weapons. At the end of the round the spear vanishes.

*At level 3, 5, 7... another spear is created and flung. They may have different targets.*

### Spectral Army

*Conc.*

*L6 Illusion R S D Short A 4 free squares S None (Special)*

This power creates 4 illusionary warriors (of same race as caster) with an Attack and Defence equal to the CP/2. Each of them does 1d8+CP points of damage and has 2CP life points. The caster may control these at will but may opt to break the spell at any time. The illusionary troops take damage and fall to the ground if defeated, as any other creature would do. If a creature with intellect 3 or higher tries to disbelieve a mental save is required. If made that creature is then immune to all illusionary warriors and others gain +4 to their save if this information is communicated. The illusion will carry on as before if the caster does other things but changing their actions require concentration. Creatures with intellect 2 or lower cannot disbelieve this illusion.

At higher levels another warrior appears and duration doubles.

### Spectral Form

*Conc.*

*L8 Alteration R 0 D Medium A Personal S None*

Makes the caster turn into an immaterial being. It becomes immune to non-magic weapons and resistant to magical weapons CP points. It becomes immune to poison and disease and does not need to breath. Its own weapons score no physical damage but hit with a touch. It can pass through walls floors and ceiling as if it was difficult terrain unless it is secured by led, gorgon blood, bless or is consecrated/desecrated. Finally, they get a +4 to their Magic Resistance.

At higher level another willing target can be affected within short range.

### Spectral Hands

*telekinetic conc.*

*L2 phantasm R short D Short, A personal S None*

Creates two spectral hands at a short (5sq.) distance that can be controlled by and mimics those of the target of this spell. The hand may lift as much as the one enchanted with spectral hands; or the hands may punch as his hands normally would. A monk with this discipline would be able to punch with his hand attacks from a distance but not use ki.

The spectral hands could fetch the keys from the sleeping jailor, pull the lever behind the portcullis or be used to fight from afar gripping the weapon of the affected.

At higher levels area is one creature and range increase by 1sq.

### Spectral Hat

*Conc.*

*L0 Abjuration R 0, D Medium A Caster, S: None*

Creates a Wizard Hat. Any attack roll vs the wearer, less than 2+CP/4 is always a miss, without affecting the range of critical misses. Maximum “always miss score” is 5 as a cantrip, 6 as a

level 1-2, 7 as level 3-4, 8 as a level 5-6 spell, 9 at 7-8, and 10 at level 9-10.

The spectral hat can take the shape as a helm as selected upon casting.

*At higher levels add 2 to CP. At level 2 change range to touch (area one creature), and at level 4 change range to short (area two creatures). At level 6, 8, 10 you may affect another creature.*

*This pow. does not stack with the modifiers of a helm. The best applies.*

### Creating a Spectral Wizards Hat

*Casting this power with enchant an item at CP 14, Effective CP 10 at a 700gp wizard hat. Creates a Wizard hat +1 that has an always miss on 1-5. A medium duration makes this an item that can be activated or deactivated once per minute for up to 10 times per day.*

*Value is 500+base value x 10*

### Spell Turning

*conc.*

*L7 Abjuration R 0 D Medium A Personal S None*

Makes a spell aimed at the caster turn back to the originator with a 33% chance. At CP 16 it becomes 50%, At CP 22 66% and at CP 28 (as an 8<sup>th</sup> level power) it becomes 83%.

If the caster has magic resistance it applies after the spell turning – if it failed.

An area spell will have only the part affecting the spell turner returned as a single target spell towards the originator. Beneficial spells, and touch spells will also have a risk being returned.

*Each higher level, change range to short area one target or you add 2CP to the effect.*

### Spider Climb

*L1 Alteration D Short R Short A one target S None*

Selected creature within range gains the power to climb walls and ceilings as a spider. While climbing at least two limbs are needed to keep stuck to the surface. If hit and damaged, a favourable climbing check DC 10 must be made or you fall down.

Each higher level gives another possible target (2 at level 2, 3 at level 3 and so on).

### Sticks to Snakes

*L4 Alteration R Medium D Medium A a few sticks S None*

Turns a few sticks or logs into snakes of up to CP cost.

*The CP cost is level \* 2 + 1.*

<i>Snake</i>	<i>CP needed</i>
<i>Spitting Cobra, Coral Snake (water)</i>	<i>3CP</i>
<i>Pit Viper</i>	<i>5CP</i>
<i>Rock Python</i>	<i>7CP</i>
<i>Giant Snake</i>	<i>9CP</i>
<i>Giant Spitting Cobra</i>	<i>11CP</i>
<i>Monstrous Snake</i>	<i>17CP</i>

### Creating a Staff of the Python

Using a staff worth at least 70CP gp (1120gp at CP 16) and casting this power upon it with enchantment and greater infusion having at least CP 16 (effective CP 8), your staff may become a rock python with a



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command word or back to a staff with another command word. The snake shape can be maintained a total of 8 minutes a day. As long as in snake form it can be healed or take damage as a normal animal. In staff form it is a +1 weapon. With enchantment it is worth base value x 10 + 500gp.

### Stone Shape

*\*PotA warf. Druid wiz cleric*

*L4 alteration, D instant, R touch, A section of stone\* S none*

You touch a stone object\* of Medium size or smaller or a section of stone no more than CP/2 feet in any dimension and form it into any shape that suits your purpose. So, for example, you could shape a large rock into a weapon, idol, or coffer, or make a small passage through a wall, as long as the wall is less than CP/2 feet thick. You could also shape a stone door or its frame to seal the door shut. The object you create can have up to two hinges and a latch, but finer mechanical detail isn't possible.

At higher level add 2 to CP and max CP.

### Stone Skin

*Conc.*

*L5 abjuration R Medium D medium, A one creature S None*

Target creature's skin grows stronger and give resistance to magic weapons. Non magic weapons have a CP reduction instead. That means each damage will be lowered by CP points down to a minimum of 1.

Each higher level another touched target can be affected.

### Storm Sphere

*\*PotA Conc. wiz src*

*L4 Invocation, D S, R L, A 2,4,6,6,4,2 sphere, S None*

A sphere of whirling air springs into existence on a point you choose within range. The sphere remains for the duration or until concentration breaks. Each creature in the sphere when it is created or ends it turn there must make a physical save or take 2d6+CP/2 points of blunt damage. The space within it is difficult terrain. Once per round, including the first one you may create a lightning bolt from its centre, by using a free action, that reach 9sq. Make a range attack using attack equal to 2+CP/2 (touch attack if target is metal or wearing metal armour) and score 3d6+CP lightning damage on a hit.

Creatures in or adjacent to the sphere have unfavourable perception and listen checks.

At higher levels the damage increases by 1d6 for each of its effects.

### Stun

*Quick Conc. Mental*

*L1 evocation, R 0, D one charge up to short, A personal, S Phy-neg*

Puts a stun charge in casters hand that can be delivered with any attack, even ranged or through holy hammer. Those hit by a stun attack is **stunned** until the end of his next round if they fail a physical save.

**Stunned** - can only take a free step and has -2 to defence and reaction saves.

Each higher level grants another charge and increase max duration by another short duration.

## Suggestion

*Mental*

*L3 Charm R Short D Long A one creature. S Mental Negates*

The caster will implant a suggestion into a creatures' mind within short range. The target creature must have an intellect of 4 or higher and must understand the caster. Those that fail a mental save will believe that suggestion. Suggestions should not be obviously plain lying or suicidal as they will fail by default. Suggestions based on truth or fitting the situation could give -2 to the saves.

Once a suggestion is believed it will remain imprinted. Each time the suggestion result in an action that is self-destructive or very dangerous a new save is allowed. Once a save is made (after the Imprint) the creature has become aware of the suggestion and will actively resist following its lure from here on.

The casting of suggestion requires vocalization and if the target identifies the spell using spell craft his save is favourable.

Examples: "your friends are doppelgangers" – attacks or restrains or avoids them, "your weapon is cursed" – drops weapon, "the pool will heal anyone immersed" – likely to jump in if wounded, "Tell us more about the shrine of Timucuan" – tells them more about Timucuan. Think of, - "These are not the droids you're looking for"

Each higher level another creature can be targeted with the same suggestion.

## Summon Animal

*NoMR*

*L2 Summoning, R Short, D Medium, A one animal, S None*

Summons an animal that appears instantly but flatfooted until the next round. The animal is of lower level than the spell + 1 per 6 CP. An aquatic animal does not come if summoned on land nor does an air breather appear in water. Reptiles, snakes and slugs may appear in both.

Level	Animal
1	Huge Rat, Coral Snake (water), Wolverine or Giant Crow
2	Giant Rat, Giant Badger, Wolf or Riding Horse
3	White Wolf, War Horse or Dolphin (water)
4	Leopard, Hyena, Work Horse or Giant Slug (water)
5	Panther or Monstrous Rat or Giant Eel (water)
6	Lion, Polar Bear, Giant Crab (water)
7	Giant Horse, Tiger or Giant Crocodile (water)
8	Rhinoceros or Monstrous Sea Snake (water)
9	Tiger Sabretooth, White Shark (water)
10	Elephant or Giant Octopus (water)
11	Huge Prehistoric Bear or monstrous crab (water)
12	Baluchiterium or Sarcosuccus
13	Monstrous Bear
14	Ground Sloth (Megatherium)
15	Epic Snake or Mastodon
16	Epic Ape or Monstrous Octopus (water)

At higher level increase the level of animal summoned. Remember that max CP is 20+level.

## Summon Dragon

*L8 summoning R Short D Medium A Free Area S None*

The caster may summon a dragon of less than CR CP/2.

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It appears instantly in a flash of light. It must obey the caster unless instructions are suicidal (then a mental save frees it and duration ends, see below).

At the end of the duration the dragon disappears but is allowed a reaction save if it wants to stay to attack the miscreant summoning it.

At higher level one higher CR dragon can be summoned.

### Summon Elemental *Conc.*

*L7 Summoning R Short D Long, A free square S None*

An elemental creature or two using half CP are summoned flatfooted from a source of the same element. They may act the following round.

Elemental	CP
Magmin	5
Azer	7
Salamander	9
Invisible Stalker	10
Elemental, Fire	13
Elemental, Water**	13
Djinn	14
Elemental, Earth	15
Xorn	16
Salamander, Noble	20
Elemental, Water, Greater***	21
Elemental, Greater Fire***	22
Galeb Duhr	24
Elemental, Earth, Greater	25
Elemental, Water, Sacrosanct***	30
Elemental, Noble Fire***	32
Galeb Duhr, Old Stone	33
Elemental, Earth, Elder	34

- CP = Level x 1.4 + #special

Elementals of opposed alignment are unwilling to help freely. Suicidal instructions are disregarded. Elementals does not appear in areas harmful to them, such as fire elementals under water.

At higher levels add 1sq. to range and add 2 to CP.

### Summon Monster *Ritual conc.*

*L3 summoning R Short D Long A 1 wide 4 long, S Rea None*

Summon a follower that appears instantly but flatfooted until next round. It will stay until killed or duration ends. It follows simple instruction of the caster. The creature summoned are level CP/2.

It is possible to summon two similar monsters but then you only have half CP (level = CP/2)

Level	Creature
1	Huge Rat, Giant Screw, Giant Bat or Spitting Cobra
2	Giant Rat, Rock Baboon or Wolf
3	Carnivorous Ape or Rock Python
4	Monstrous Bat, Hyena or Giant Spider
5	Owl Bear or Giant Otter
6	Margoyles, Hyaenodon or Polar Bear
7	Monstrous War Dog or Giant Horse
8	Rhinoceros or Manticore (as 4 <sup>th</sup> level spell)
9	Giant Black Widow, Sabre-toothed Tiger (as 4 <sup>th</sup> level spell)

10	Stone Giant or Elephant (as 5 <sup>th</sup> level spell)
11	Monstrous Ankheg, Monstrous Dragonfly (6 <sup>th</sup> level spell)
12	Epic Lizard, Roc or Bulette (7 <sup>th</sup> level spell)
13	Epic Ant, Frost/Fire Giant or Behir (7 <sup>th</sup> level spell)
14	Old Catoblepas, Old Black Dragon or Dark Naga (8 <sup>th</sup> level spell)
15	Epic Snake, greater Earth Elemental (9 <sup>th</sup> level spell)

At higher levels add 3 to CP and Max CP.

### Summon Rat *Conc.*

*L1 Summoning D conc. + short R 2sq A personal S None*

Summons a rat that follow your commands. It appears flatfooted and may act on your initiative the next round. You may summon rats according to the costs in the table below. However only one type of rat per summoning. If concentration is broken the rat remains a short duration before disappearing.

At least one huge rat is summoned.

At higher level add 4 to CP and max CP.

Rat	CP
Huge Rat	2
Giant Rat	4
Monstrous Rat	8
Epic Rat	16

### Summon Spider *Conc.*

*L2 Summoning D conc. + short R 2sq A personal S None*

Summons a spider that follow your commands. It appears flatfooted and may act on your initiative the next round. You may summon spiders according to the costs in the table below, not no more than two types or two spiders (four if a spider queen)

Spider	CP
Large Spider	1
Crab Spider	2
Huge Spider	4
Giant Hunting Spider	6
Giant Pedipalp	8
Monstrous Hunting Spider	10
Giant Black Widow	12
Monstrous Pedipalp	14
Giant Wolf Spider	16
Pedipalp, Epic	20
Spider, Epic	22

At higher level add 3 to CP and max CP.

### Summon Undead

*L5 summoning R Short D Long A 2 wide 4 long, S None*

Summon an undead that appears instantly but flatfooted until next round. It will stay until killed or duration ends. It follows simple instruction of the caster. The creature summoned depends on CR as a rule but some with intellect are harder, marked with a \* ending up on a CR one step higher.

## Arcane Fantasy Powers 8.8

If you want to summon more than one undead you remove 5 from your CP for each extra. Thus, at CP 20 you may summon one giant zombie, two revenants, three skeleton warriors or four greater zombies.

CP	Undead
1-5	Greater Skeleton or Greater Zombie
6-9	Banshee or Ghast
10-12	Skeleton Warrior or Zombie Warrior
13-14	Mummy, Spectre or Wraith
15-16	Revenant, Jojo Zombie, Huecuva*
17-18	Vampire Spawn*, Apparition*, Crypt Thing*
19-20	Giant Zombie
21-22	Skeleton Lord, Wraith Lord, Wight Lord 8
23-24	Vampire*
25-28	Zombie Lord, Royal Mummy, Ghost
29-30	Elder Vampire
31-32	Crimson Death
33-34	Lich
35-36	Demilich

### Sun Beam

*L6 Evocation R Long D Instant, A 5sq diamond pillar of light S Rea ½*

Score 6D8+CP points of positive damage to those within the 5 sq. diamond, 12m high pillar of light or half if they make a reaction save. Fiends and undead take another CP points of damage.

Each higher level adds 1d8 to damage and increase range by 1, each two levels higher make area 7 or 9 sq. diamond respectively.

### Suspended Animation *Ritual*

*L5 Evocation R touch D CP weeks A one creature S phy-neg if unwilling*

This power put you or creature to sleep instantly. The sleep lasts until your conditions stated are met or duration ends. During this time no time goes by and you/it don't age. This prevents disease or poison from taking further effect nor do you need sustenance, water or air to breathe.

Conditions are as stated and can be anything such as kissed by a frog or prince, touched by a warrior or human. Hit by a weapon, seen by a demon or stung by a bee or derivatives hereof that must be possible.

At higher levels the range is short, medium, long, area is two, three, four targets and the duration doubles for each level increased.

### Symbol

*L8 Enchantment R Medium D Long A 5sq radius S Men-save partial*

Enchants an area creating an invisible symbol, enchanted with a power. Once it is touched it will appear and its effect is released. It can be placed on most any surface including hanging in the air. The symbol is roughly 1m across. It may be seen by ultravision or true seeing, and it may be detected using detect magic, ultravision and true sight.

One of the following effects may be chosen;

**Sun Beam** 8d6+CP positive damage in a 5sq diamond around toucher, rea-save for half, +CP damage to undead)

**Flesh to Stone** 2 x phy save negates, first paralyse one round.

**Suspended Animation** until condition is met - phy save negates.

**Shocking Grasp** 4d8+CP no save

**Pain** Becoming unable to concentrate until the end of your following round breaking ongoing concentration and take 3D10 + CP mental damage with a mental save for half damage.

**Hopelessness** a mental save has to be used to perform any full action. Unless it complies to the casters will.

No more than one symbol may occupy one square.

At higher levels you may add different powers, determined by the GM.

### Sympathy

*Rev Antipathy Mental*

*L8 Charm R Medium D Short A 5sq radius S Men-save partial*

Caster creates a sphere with a centre at up to medium distance, once anyone enter the sphere, they will have to make a mental save. If it fails you may not go further from its centre. If the save is failed by four or more and the centre of the sphere contains something of value, the lust of owning and take it will make them combat any other who has the same inclination. If the save is made and they leave the sphere they feel discomfort and has -2 skills, attack, damage, move, and requires concentration to use powers.

Each higher-level double duration, adds 1sq to range and 1sq to radius of sphere.

## T

### Telekinesis

*Conc.*

*L5 Alteration R medium, D short, A one object or creature, S rea. save to slip free each round*

The caster may move an object or creature up to 30kg per CP with a telekinetic force. It can be moved 1sq. per ability modifier of your spellcasting ability per round within range. Actions include but are not limited to; opening an unlocked door, levitating the guard's keys, keeping the rust monster away (rea save allowed) or lift the gem from the trapped pedestal.

\*Flying is possible with telekinesis if it can lift your weight, but the flyer is unstable – being unfavourable in most actions while flying. At higher level you may fly with several creatures.

A master telekinetic (or better) specializing in this power makes it a minor instead of a major power!

At each higher level the weight affected is doubled. Therefore, an eight-level Telekinesis may affect 240 \* CP kg. Another object/creature can be affected for each level raised.

### Telekinetic Shield

*Quick Conc.*

*L4 abjuration, D S, R M, A CP/3 creatures within 5sq, S None*

You create a shield of telekinetic force around you and a number of others within short range, up to a total of CP/3 creatures. Those protected gain partial cover until the power is broken or they move out of range.

At higher level at 6<sup>th</sup> level those protected gain full cover.

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### Telepathy

Conc. Mental

L2 or 0 Divination, D Medium R Very Long (50sq) A Personal S None

This is a minor power (level 0) for Psionists.

Enable two-way communications with another thinking known creature (or two at CP 10) within **very long** range (*directed*). Those in a directed call should be known or seen.

Variants of the telepathy are one-way **broadcast** to all within **short** range or **send** in a cone in **medium** range towards a seen but not known target. Those in a broadcast are unable to respond. Those targeted of a send may opt not to establish communication, thus remaining unknown.

A user knowing telepathy may use it with another seen user of telepathy without casting the spell.

Telepathy does not confer translation; thus, communication is most meaningful with creatures having a common language.

A Psionist without telepathy are sometimes seen as inferior, making this a common discipline for most Psionists.

Each higher level the range is increased by a factor 10. 500.000sq. is world-wide. 5.000.000sq is Interplanar.

### Teleport

L7 Alteration R 0 D Instant A Personal S Partial – translocation check

Caster and 20CP kg of creatures or objects held or carried, transports instantly to another known location. Creatures touched or held are allowed a reaction save if unwilling. Items stuck or fastened to a location has a very high weight, counting the total. Translocation Check: Make a mental save vs. DC below.

Condition	Translocation check DC
As home	DC 8
Very well-known	DC 10
Been there a few times	DC 12
Seen once	DC 15

Transl. Check	Outcome
Made it	Reached destination unharmed
Failed by 1-3	Ended up low; 50% take 1d10 points of disintegration damage and reroll transportation check, high 50% fall 2-8m to ground.
Failed by 4+	Teleportation failed and you remain where you are and take 4d6 points of disintegration damage.

Killed by disintegration damage equals disintegrated.

Each higher-level double load and add 1 to translocation check.

### Teleport Other

L8 Alteration R Short D Instant A 4sq cube S Rea. Neg.

30CP kg of creatures within a 4sq (that can include the caster) cube can be teleported to another known location. Unwilling targets get a reaction save to Negate (and a magic resistance check). Caster must make a relocation check to see what happens to those affected, see teleport.

At higher level double load and area by 1sq to the side.

### Tentacles

Conc. NoMR

L4 Conjunction R Short D Short A one free sq. S None

A 5m tentacle sprouts from the floor or wall. It has a reach of 2sq. and defence and attack are CP. It scores 4d4+CP points of damage and on a crit 19 it grips a target and scores continuous non-magic blunt damage until you break free vs DC of this spell. It acts like an ally and may do attacks of opportunity as long as no one is gripped. If it is damaged it stands CP points before disappearing.

At higher level add 1sq to range and add another tentacle within 4sq of the previous or add 1d4 to damage.

### Thunder

L4 Evocation R M, D Inst. A 3sq radius sphere (2,4,6,6,4,2) S Phy ½

Shockwaves of thunderous noise strike the area. Creatures in the area take (1+CP/2) d4 sound damage or half if a phy-save is made. If they save fails, they also become **stunned** until the end of their next round.

Each higher level adds 1d4 to the damage and 1sq. to range. At level 6 half damage is lightning if you want to, and area increases to 4sq. radius (2,4,6,8,8,6,4,2). At level 8 area is 5sq. radius.

**Stun** unable to do anything except a free step. Def-2, drop items held.

**Flat Footed** – a condition before you act on your first initiative. Attacks against you are favourable and your reaction save is unfavourable – unless you have the free action feat or legendary actions you cannot do anything.

### Thunder Wave

\*PotA Telekinetic

L1 Evocation, R 0, D 1 round, A 3sq cube, S Phy/2

A wave of thunderous force sweeps out from you. Each creature in the area takes 1d8 + CP sound damage and is pushed 2sq away unless a physical save is made for half damage and no push.

The thunder wave is audible out to 40 sq.

At higher level the damage increase by 1d8.

### Tidal Wave

\*PotA NoMR

L3 Conjunction, D instant, R MA 3x1x1 S Rea/2 \*

You conjure a wave of water 3sq. wide 1sq high and 1sq. deep, that splashes down in the area. Each creature in the area must make a reaction save for half damage and avoids being knocked down\*. Full damage is 3d8+CP blunt damage and become prone. Unprotected fires in the area and 3sq adjacent is extinguished. Fire elemental creatures makes an unfavourable save\*.

If cast on open water the tidal wave will propagate 3sq, thus affecting a 3x3 area. Small vessels (smaller in length than the width of the wave) must make a check not to be upturned if they survive the damage. The check is a navigation check vs DC 10 or a plain 50% check if not controlled.

At higher levels the wave is wider by 1sq. and propagates in water another sq. and you add 1d8 to the damage at level 5, 7 and 9.

### Timestop

L9 Alteration R Medium D Very Short A 5sq diamond S None



## Arcane Fantasy Powers 8.8

Caster freeze time in a 5sq bubble. Those within are totally unaffected by anything during this spell but may not act in any way. Any powers or durations on them are halted.

Each higher level add range by 1sq. area to 7, 9, 11 sq diamond and duration doubles.

### Tinder

*L0 Invocation R Short D Instant A one creature S: Rea Neg*

Creates a small flame within short-range doing 2d4 + CP/3 points of fire damage or none if a reaction save is made. Can be used to ignite a fire in a piece of wood, coal or the like.

At 1<sup>st</sup> level do 3d4 + CP/2. At 2<sup>nd</sup> level do 4d4 + CP points of damage. Add 1d4 at each higher level.

### Tornado

*Conc. NoMR*

*L8 Invocation, R Long, D Very Short, A 7sq diamond, S Rea ½*

This prayer conjures forth a twisting tornado 5sq. high or capped at the ceiling. It is 7sq wide at its base and top. The tornado can be maintained using concentration for a very short duration and moved 5sq each round on the casters action the second and following rounds. Those in it take 6d8 + CP points of non-magical blunt damage and get blinded one round. If they make a reaction save the damage is halved and they avoid becoming blinded. If the save fails by four and you are medium or smaller you are swept up and dropped down within 2d4 sq. Those in its path as it moves must also save.

At higher level adds 1d8 damage and it can be moved another square.

### Trap the Soul

*redactor.*

*L8 Necromancy R Long D Instant A Creature S Mental Negates*

**Direct way;** caster selects a target and target must save or its soul and body is trapped in a prepared gemstone. No higher than CP levels.

**Indirect way;** Caster prepares a gemstone with this power and if it is willingly taken or accepted as a gift the receiver's soul (and body) is trapped in the gemstone without a save, MR or limitation in level.

The gemstone is worth at least 1000gp. Looking closely one can see the trapped creature within a trap the soul gem. Breaking the gem release the trapped creature. From within nothing but wish, miracle, alter reality or astral spell can get you out. The entrapment is permanent.

At higher level affect two levels more the direct way.

### Treant

*Ritual*

*L5, Alteration, D permanent, R Short, A tree, S None*

The target tree of this spell will come to life as an **animated tree**, or at CP 15 as a **treant**. It will be friendly to you initially and have 8 CP life points. It will each day gain or lose one life point until it matches the description in the creature compendium.

If you are killed the Tree/Treant are set free. If it is killed and raised it is set free. If you do not need it any longer it is set free. Once free it no longer follows your instructions. You may not create a new tree/treant until your previous is set free or killed.

At higher levels CP and max CP increase by 2. At level 8 and PS 16, it is an elder treant that is created.

### Tree Door

*L4 Alteration R short D short A tree S none*

Interconnects a tree close by with another know tree within CP kilometres. The caster, and those he selects, at the time of casting, may enter a tree and exit the other during their move until duration ends.

At higher levels, add 2 to CP and double duration.

### Tremor

*NoMR*

*L7 Invocation R Long D 1 round, A CP/2 sq. diameter circle S Special*

Causes a local tremor of high strength to rip through the area. Caves, tunnels, and caverns have their roofs collapse d, cliffs crumble into landslides, marshes drain of water, trees may be uprooted and structures sustain 3d12+CP points of damage, possibly causing them to collapse into rubble.

Crevices or cracks open in the ground making the area difficult terrain even after the tremor.

Sturdy structures of stone that can take the amount of damage does not tumble, collapse and crack, and unless containing pillars, large statues or other things that can fall no damage is done.

Land based casters must 1) make a reaction save to stay standing, otherwise they fall **prone**, 2) check for concentration if trying to use or maintain powers.

Generally collapsing trees, ceilings, dumping into cracks and such cause 3d12+CP non-magical physical blunt damage to all within the area.

Each higher level adds 2 to CP and range.

### True Sight

*Conc.*

*L6 Divination R 0 D Short, A Personal, S none*

This mighty power allows the caster to see (within 6sq.) any hidden or secret doors, he might discern magic emanations from magic item or magic fields as if they were softly glowing as long as nothing hinders the light. He may see in darkness, even magical such if lower level than this power. He may see illusions for what they are. He may also see the existence of extradimensional pockets such as rope trick, or creatures in the border astral or ethereal.

At higher levels the power can be granted by touch to a second creature (7<sup>th</sup>), short range and three targets (8<sup>th</sup>) and medium range to four targets (9<sup>th</sup>). Each higher level also doubles duration.

### True Strike

*Quick*

*L1 Enchantment D Dormant +1 round R touch. A touched S None*

The touched target of this spell will have a CP combat modifier to hit once activated. The spell lies dormant until the end of your next long rest. Once activated all to hits have a +CP modifier for one round. Including spell attacks making to hits.

Higher level of the spell allows one extra target per level and one round extra duration.

## Arcane Fantasy Powers 8.8

### Twin Spell

*Quick Simulspell*

*L5 enchantment R as spell D as spell A one power S as spell*

Caster cast this simulspell with another power and that other power releases two spell – generating a twin. The host power must be of level up to CP/5 (up to level 5 as a 5<sup>th</sup> level power) and it and its twin must both have line of sight and be no further apart than 5sq. Both spells have -6 to CP and no higher CP than the *Twin Spell*.

Note: You cannot twin a twin spell!

At higher level a higher-level power can be affected but the penalty to CP increases by 1 each level.

## U

### Ultravision

*Conc.*

*L3 divination R 0 D Medium A Personal S None*

The caster may see infravision and ultravision through normal and magical darkness, emanations of heat are seen as are fields of magic or illusions.

Each higher level at short range another target is added.

### Unholy Flame

*Reversible Holy Flame*

*L0 Necromantic R Medium D Instant, A single target, S Rea ½*

Creates a small burst of negative energy doing 1d6 + CP/2 points of damage or half if a reaction save is made at any location within range. Celestial creatures take CP extra damage. Caster should be evil to use this reversed necrotic power.

At higher levels add CP instead of CP/2 and add 1d6 to damage. At level five, target area is 2sq cube, increasing by 1sq each level higher.

### Unpetrify

*Ritual Rev Petrify*

*L7 Alteration R Long D Permanent A One Target S Phy Neg*

The reversed spell turns a creature back alive and normal from being petrified, paralysed, or held.

Elementals, constructs and immaterial creatures are unaffected.

Each level higher, add one target.

## V

### Vampiric Touch

*\*PotA Quick*

*L3 Necrotic, D instant, R Personal A one creature S None*

Your hands become shadowy and on a hit with them or through a weapon, you score 3d6+CP points of negative damage to the target and if the target was living (not undead or golems or those immune to negative damage) you heal half that as life points. Then the power ends. The power remains in your hands up to a minute.

At higher levels you add 1d6 to your damage.

### Vanish

*Quick*

*L5 Alteration R Long D Instant A one item S Rea-Neg*

Caster teleports a seen item to anywhere on his person (backpack, belt, hand and so on). If the item is held or worn by someone a reaction save negates the relocation.

At higher level the location teleported to can be anywhere known to the caster (his home or lair).

At higher level another item within a 2sq. cube can be relocated. The cube increase 1sq to the side per level after that.

### Venom

*Quick Creator*

*L4 conjuration R Medium D Short A one item S Phy-1/2*

Caster envenoms an item. The venom lasts 3 uses within a short duration. Anything wounded by the item take 3d6+CP points of poison damage and become poisoned, see condition. A physical-save halves the poison damage and avoids the poisoned effect.

At higher level another item can be enchanted and 1d6 extra damage is inflicted.

### Ventriloquism

*Simulspell*

*L0 Alteration, R Medium, D Short, A one target, S None*

This spell lets the caster move the origin of his voice to another location within range. The location can be repositioned with a free action once each turn.

At CP 2 verbal spells can have their point of origin moved to the location of the Ventriloquism at -1 to their CP and never more than the CP of the Ventriloquism. *Ex. Mockery could come from one of the opponents instead of from the caster.*

At higher levels range increase by 1sq. and duration doubles.

### Vorpal Weapon

*rev Critical Miss Quick NoMR*

*L5 Enchantment R short D short A one weapon S None*

A weapon or creature is effectively enchanted to increase its critical hit a few steps. One step better at CP 1-10, two steps better at CP 11-20, three steps better at CP 21+.

Vorpal Weapon does not add to an already vorpally enchanted weapon, but the best Vorpal enchantment will take effect. Critical hit works down to crit on 13, never below.

If cast at a higher level add 2 to CP and max CP.

*If cast as a ritual the power will lie dormant until used or increase duration to long.*

## W

### Wail of the Banshee

*L8 Necromancy R adjacent D Instant A CP long Cone S None*

Caster creates a sound based necrotic damage effect in a cone CP sq. long. The damage is 10d6+CP necrotic or half if a physical save is made. Necrotic damage cannot be cured by magic except by restoration or atone. Each five points of it grant a -1 to attack, saves and CP, see Necrotic damage. Each higher level adds 1d6 to damage.

## Arcane Fantasy Powers 8.8

### Wall of Fire

*Creator*

*L5 Conjunction R Medium D Short A 6x1x1 sq. S None or rea ½*

Creates a wall of fire doing 3d6 + CP points of fire damage to anyone going through it without a save. On the other hand, a reaction save is allowed for half if placed on a creature upon creation. Anyone standing within not moving away take full damage each round.

At higher levels the wall length and height are increased 1sq, and duration is doubled and the damage increased by 1d6 each second level.

### Wall of Force

*L6 Evocation R Long D Short A 6sq wall, 4m high S none*

Creates a translucent wall of force. The wall is impenetrable, unbreakable and unmovable. It will even block spells with a physical part such as magic missiles, lightning bolts and fire balls, unless they start on the other side of the wall. At higher-level wall size increase by 2m to the side, 1m to the height and from level 8 may form a circular wall around the caster and at level 9 form a dome above/around the caster. A wall of force cannot be placed so that it runs across a creature.

Each higher-level double duration and increase area 1sq width and a ½ sq height.

### Wall of Ice

*L4 Conjunction R Medium D Medium A 4x1x1 sq. S None or rea ½*

Creates a wall of ice doing 2d8+CP points of cold damage on creatures it is placed upon. A reaction save is allowed for half damage and moves you to either side of the wall. A section of wall can be broken doing CP points of fire damage or twice that of physical or force damage. Going through a hole in the wall still causes 2d8 points of cold damage unless the wall is destroyed.

At higher levels the wall length and height are increased 1sq and the damage increased by 1d8 and duration is doubled.

### Wall of Sand

*\*PotA Conc. dru src*

*L2 conjuration, D M, R M, A CP/2x2x2, S None*

You conjure up a stationary wall of swirling sand at a point within range. It is CP/2 sq. wide, 2 sq high and 2 sq wide. The wall blocks line of sight through it. Creatures are blinded within it and movement through it cost 3sq. to cross one square.

At higher levels the width and height increase by 1sq.

### Wall of Stone

*Ritual*

*L7 conjuration R Medium D Medium A CP/2 long, 2sq high 1/2sq wide S Rea. Neg.*

Creates a wall of stone within range confined within the space of the environment. It has defence 3 and is resistant to non-magical physical weapons and magical swung edged and thrusting weapons. It is immune to mental, negative, positive and necrotic damage. It has 10 + 2 CP structural points per square.

If placed on top of a creature it must make a reaction save or take CP/3 d10 points of crushing damage. Weight=CP tons.

The wall can be used to create a bridge or cover a pit.

Each higher level, add 4m to length, 2m to height and double duration.

### Wall of Thorns

*NoMR Conc.*

*L4 Conjunction R long D medium A CP x 1 x 1 sq S Rea ½ upon placement*

This power erects a wall of thorns CP squares long. If placed upon creatures a reaction-save halves the damage and pushes them out.

The damage is physical 2d6+CP points of piercing damage. The wall can be bent 45 degrees each square forming a semi-circle at start and a full circle at level 8 (or an S or any other shape).

Going through the wall takes a full round and inflict full damage. Cutting a section of the wall with edged weapons is possible doing at least a total of 2CP damage against defence 2 to clear a sq. Similarly, doing area damage may reduce part the wall if doing more damage.

Each higher level adds 1 to CP, length and height and doubles duration.

### Wall of Water

*\*PotA druid, priest, sorcerer*

*L3 Conjunction, D short, R SA 4x1x1 S None*

You conjure a straight wall of water 4sq. wide, 1sq high and 1 inch deep. Approximately 400 litres of water. The wall is translucent to sight. The wall could be created to form a circle around four squares.

The wall give resistance to fire powers passing through it. It gives unfavourable ranged attacks through it and it counts as rough terrain to pass it (counting a whole square as two).

A lightning going through the wall will diminish by CP points and those in the water must make a reaction save or take CP lightning damage or half.

A cold power will turn the water to ice when it passes the water, making the water solid having defence 5 and CP life points per sq. (immune to mental, poison, cold, acid, positive and negative damage, vulnerable to fire). The water will not reduce the cold damage.

Gas or insects will not penetrate the wall but may sip/move over the top edge if having that area. Allowing favourable saves or CP resistance to those within.

At higher level the range increase by 1sq. The length of the wall increases by 1sq (circular contains 5sq, 6sq. and so on. As a 6<sup>th</sup> level power, the wall could form a half dome containing 2 less squares. But preventing gas and insects.

### Warmth

*Conc. Rev chill*

*L0 abjuration R touch, D Long A one creature, S none*

Target creature touched gains a resistance to cold of CP points. To an elemental creature of water CP/2 d6 points of fire damage is done.

At each level another creature can be affected, at 3<sup>rd</sup> level range is short, 5<sup>th</sup> level range is medium and 7<sup>th</sup> level range is long. At 2<sup>nd</sup> and 4<sup>th</sup> level duration is doubled but not longer than until the end of your next long rest. At 6<sup>th</sup> level Immunity is granted.

## Arcane Fantasy Powers 8.8

### Warrior

*Conc.*

*L6 Alteration R 0 D Short A personal S none*

Alters the caster as to become at least as strong as intelligent or wise (select the best) and gain 5 CP points of (temporary) life points. A weapon appears (as the spell **weapon**) and the caster gain a spectral shield and armour (work as a spell **armour** and **shield**). The caster may end the spell at will and return to normal. The spell does not add to the worn armour or shield. All three spells appear with the same CP as the Warrior.

At higher level you get 6CP, 7CP, 8CP... life points and duration double each level.

### Water Breathing

*Ritual*

*L2 Alteration, D Long R Short A two creatures S None*

Those affected by this spell can breathe both underwater and in air.

*Each level higher another two creatures can be affected and duration increase by one hour.*

### Water Walk

*Ritual*

*L1 Enchantment, D Long, R touch, A one creature, S None*

Those affected by this spell can walk upon water as if it was solid ground. Stormy weather and high waves are rough terrain,

*Each level higher, another creature can be affected and duration increase by one hour.*

### Weapon

*Ritual*

*L3 Conjunction, D Medium R 0 A Personal S None*

Creates a magical weapon of your choice, in your hand. At the end of the spell, it vanishes. At CP 7, 14 and 21 it is +1, +2 and +3. Each higher-level duration doubles.

### Web

*L2 conjuration R Medium D Short A 1x1x4 sq., S Special*

Create a large block of spider webs. Those in it at the moment of creation may make a reaction save if having a free square next to them they can move to using a free action as a reaction, otherwise there is no save.

Those trying to pass it must make a strength check vs DC of spell to traverse a single square. Those within are partially *concealed*.

Note a torch or other fire may burn a web in a round, those within take 2d6 points of fire damage in the process, but is then freed.

At higher levels add 2 to the length and 1 to the height **or** width of the web.

### Weird

*L9 Illusion R Long D Instant A Special S Special*

You affect 6d6+CP levels of creatures, within range, having intellect 3 or more. All are allowed a mental save. If made this spell has no effect except that they see shadows move around. If they fail the save, they see the creature of their worst nightmare form in front of them and attack. The attack requires a physical save. If that save fails, they **die** otherwise they take CP/3 d6

points of mental damage and they are **stunned** for 1 round and **weakened** until a short or long rest is had.

True seeing or other detection methods in work grant a +4 modifier to the mental save as this illusion is a figment of the target minds fears.

***Weakness** – all ability checks based on strength and attacks based on strength are unfavourable and you max lift is halved. A weakened condition is removed from a short or long rest unless otherwise stated.*

### Whirlwind

*\*PotA Conc. wiz*

*L7 invocation, D S, R L, A 2442, x4 high, S Special*

You create a cylindrical whirlwind with a 2,4,4,2 base 4sq high at a point within range. You can use your full action to move the whirlwind CP/3 squares the following rounds. Those that start their turns in the whirlwind or is in its area when it is created, must make a reaction save or take 8d6+CP points of bludgeoning damage. Making the save score only half damage. Failing the save large or smaller creatures must make a phy-save or become restrained and fly 1sq up in the whirlwind. A restrained creature can make a strength or agility check vs. the spell DC and using a partial action to get free. Getting free will hurl them 2d6 squares in a random direction, but without extra damage. A creature lifted above the whirlwind is likewise hurled free.

*At higher levels the damage increases by 1d6 and the height by 1sq. At ninth level the area become 2,4,6,6,4,2*

### Winthound

*Conc. Ritual*

*L2 Alteration, D Long R 0 A Personal S None*

Gain CP modifier to overland movement (but only +1 to combat move).

*Each higher level another touched creature can be affected.*

### Wish

*L9 Alteration R Infinite D Long or Permanent A Anything S None*

Caster may wish anything but age one year each time *except* for wishes that emulate another spell cast as 9<sup>th</sup> level.

Specific high-level items or unique items can only be wished for if knowing a strategy for getting them, and the wish then fulfils some steps in that strategy. Likewise, a poorly worded wish is bound to have bad side effects. Wishing to get close to the top of the mountain could equally well bring the top of the mountain to you (on top of) as you to the mountain. Wishing not to be thirsty could bring you deep inside a lake instead of a glass of water to you.

*Higher level wishes doubles duration and allow higher emulated spells.*

### Wizard Eye

*Conc*

*L3 Divination, D medium R 0 A Personal S None*

The caster moves an invisible imaginary eye around at a move of CP sq. per round. He may see from that location but not from his normal eyes while this spell is running. They eye may pass any crack or crevice and move both up and down with the same speed. It is often totally unnoticed except for users of ultravision or true sight. Each higher level adds 2 to CP.



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### Wizard Mark

Ritual

*L0 Enchantment, R Medium, D Permanent, A one target, S touch to hit*

This spell lets the caster make an invisible symbol of no more than 3 + CP words at a place he touches. Immaterial creatures and creatures of the ethereal plane take **mental** damage from the symbol, one point per word, if it is placed on it with a touch to hit, after which the symbol is dispelled and the power ends. The symbol is visible by; detect magic, ultravision, and true sight, and detect invisible. If touched the wording of the symbol becomes known.

*At higher levels another two words can be contained by the symbol.*

### Word

*L7 conjuration R 0 D Instant, A 6sq radius S None/Men Neg*

This power can be cast in different ways depending on your alignment. If you are **Good** you can select Holy Word – affecting non-good creatures. If you are **Lawful** you can select Word of Law affecting non-lawful creatures. If you are **Evil** you may select Unholy Word – affecting non-evil characters and if you are **Chaotic** you can speak the Word of Chaos – affecting non-chaotic creatures. If you are true Neutral you can use this spell as a Word of Banishment having the secondary effect only.

Any creatures of the alignment as specified above (non-good, non-evil, non-chaotic or non-evil) suffers the following ill effects.

CR	Primary Effect
Up to CR=CP	Dazed
Up to CR 7	Blinded, dazed
Up to CR 4	Paralyzed, blinded, dazed
CR less than 1	Killed, paralyzed, blinded, dazed

The effects are cumulative and concurrent. No saving throw is allowed against these effects.

**Deafened** - The creature is deafened for 1d4 rounds.

**Blinded** - The creature is blinded for 2d4 rounds.

**Paralyzed** - The creature is paralyzed and helpless for 1d10 minutes. Another mental save is allowed at the end of each of their rounds.

**Killed** - Living creatures die. Undead creatures are destroyed.

Furthermore, if you are on your home plane when you cast this spell, non-good, non-evil, non-lawful **or** non-chaotic fiends, celestials and fey creatures within the area are instantly banished back to their home planes if they fail their save by four steps or roll a 1. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the word or not.

*Creatures whose level exceed your CP are unaffected by holy word.*

*Each higher level adds 2 to CP and 1sq to radius.*

### Word of Recall

Ritual

*L6 Alteration R 0 D Instant, A Personal S Rea Neg if unwilling*

This power let you return instantly, as by teleport, back to the last primed location. A primed location is somewhere you are safe

and decide to prime your Word of Recall (no actual casting is necessary). Anyone touching you at the moment of casting are brought along. At higher level, the power works between planes.

*Each higher level also lets you have one additional primed location to select from when casting.*

## X

### Xanta's Axe

Conc creator

*L5 Phantasm, D Long, R Long A a free 1sq. area, S None*

You may place up to CP/6 invisible Axes within range in free squares one axe per square. If anyone enters that square it appears and attacks with attack 3+CP/2 doing 2d8 + CP/2 points of damage once and that axe is then gone. If no one enters the area the spell lies dormant for up to long duration.

*At higher level you may create another axe.*

## Y

### Ygdra

Conc

*L8 Alteration, D Long, R S, A Small fungus in a 3x3 patch, S None*

CP/5 Targets (small fungus) within range and area, are animated and they become Ygdra for a long duration. If the power is kept up during 24h the animation is permanent and no concentration is required.

*At higher level another Ygdra is created. Duration is doubled.*

## Z

### Zephyr

Conc Reactive Telekinetic

*L3 Invocation, D medium R 0 A 3sq diam. sphere S None*

This power is reactive and can be cast with a free action in response of getting targeted by any missile, projectile or power as described below. I.e on someone else's initiative.

Target is surrounded by a turbulent wind encompassing a 3sq diameter sphere centred on the caster. All normal or magical arrows, bolts and bullets will deflect instead of entering this area. Hurling weapons attack those within unfavourably. Tiny creatures must make a physical save to enter the area within the Zephyr.

Magical powers in the form of an arrow or other projectile up to CP/2 levels (arrow, cold arrow, flame arrow, acid arrow, magic missile, poison needle and so on) will be dispelled if it enters the sphere. **Poison cloud** and **rot** or other gaseous spells will stay clear and not enter the area. Area powers such as burning hands and wall and ball spells of fire, acid or cold will have their damage diminished by the power score of this spell.

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#### New Classes

##### Sorcerer

This is a presence-based wizard without a spell book. First power of level 0-3 must be conjuration, divination or summoning (or if belonging to an element an invocation of that element is ok).

Get only one power from initiate magic.

At third level must have learnt mental excellence or lose one point Power Score (when casting) until learnt.

##### Wind/Earth/Water/Fire Monk

This is a willpower-based wizard without a spell book. First power of level 0-3 must be conjuration, divination or invocation (air/earth/water/fire).

Get only one power from initiate magic and CP at -1 (not 0).

At third level must have learnt mental excellence or lose one point Power Score (when casting) until learnt.