



THE LEXICON

OF LORE

Arcane Spellbook for *Legendary Quest*®

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Introduction

The entirety of this book is reference material for the game of *Legendary Quest*[™]. It assumes that you already own a copy of *The Grimoire of Game Rules*[™]. The Grimoire contains all of the basic instructions governing character generation, combat, and spell casting. As such, the fundamental spell casting rules are not duplicated in this volume, as it would add an unnecessary expense to the book that *Legendary Quest*[™] players would have to bear. In addition, it is highly recommended that the game referee, or Overlord, possess a copy of *The Tome of Terrors*[™]. While not absolutely vital to play the game, the Tome provides the Overlord with detailed descriptions of a wide variety of monsters and obstacles for players to overcome. As such, it is an invaluable resource.

This book, *The Lexicon of Lore*[™], represents the culmination of fifteen years of research and play testing the various forms of magic found in folklore and fantasy fiction. The magic systems and mythologies presented are as complete as the authors could make them. As new spells could always be devised and written from the nearly infinite variety of magic found in folklore, no magic system could ever give a one hundred percent overview of all supernatural beliefs in history. Nevertheless, the systems presented here delve pretty deeply into the major branches of arcana. They are presented in a logical, easily playable manner that, we believe, reflects the sacrifices and rewards a spell caster accepts as imagined by modern fantasy writers.

Magic, as described in folklore and mythology, is far from the one-size-fits-all perspective taken by most fantasy role-playing games. Rather, it comes in a plethora of forms that are endowed by their respective cultural origins with identifying characteristics. Each magic system has its own unique personality that separates it from other forms, but they are all somehow related to each other in subtle ways. Any ardent student of folklore will likely recognize these patterns as his research on the topic progresses. The disparate “flavors” of magic fit together in a manner resembling more of a patchwork quilt than elegant lace. Consequently, any attempt to provide a cogent, scientific theory that succinctly describes these systems as a whole is doomed to failure. Even so, the authors have endeavored to provide *Legendary Quest* players with a magic system that is as rich and diverse as described in these ancient tales.

The most obvious and ubiquitous schism dividing the various magical forms is that separating priestly magic from arcana. That is, at a fundamental level, magic can be broken down into two categories: that **performed by the gods of mythology**, and that **summoned by students of arcana**. To exploit this fact, *Legendary*

Quest[™] uses two very distinct spell-casting systems instead of relying on just one. Priests use one system while the other is devoted to mages. Each system mirrors the other wherever similarities seem appropriate. More importantly, though, are their differences, which help build the personalities of any spell casters using them.

While some of the magic in *Legendary Quest* comes directly from fables of powerful magi and wizards, much of it is derived from the abilities of fantastical creatures as described in folklore. The mage spell **Dragon's Breath: Flame** is a perfect example of this. We took this symbiotic approach in order to embellish the game's magic system whenever we added a new beast to the ranks of LQ monsters. (The experience has taught us that killing a two-headed roc with one philosopher's stone is harder than it sounds.) To maintain a sharp demarcation between priests and mages, we distinguished between monsters found in myth and those found in folklore. (Our definition of a myth is any story that was widely believed and promoted as religious dogma. Folklore, on the other hand, deals with fairy tales and locally held beliefs.) This book, *The Lexicon of Lore*[™], presents the magic of mages. *The Manual of Mythology*[™] contains LQ's priestly magic.

Beyond the gross chasm separating religion from arcana, *Legendary Quest* provides many more subtle variations on the two basic themes. After all, no ancient traveler would mistake a Nordic Berserker for an Egyptian high priest. Similarly, no description of Merlin would include flying carpets, magic lamps, and jeweled turbans. *Legendary Quest* strives to provide comparable flavor to your own spell casters.

We sincerely hope that you get as much pleasure out of using this book as we had in writing it.

Arcane Lore

You might think that explaining such an amorphous, abstract, and all encompassing subject as magic would be tough. You'd be right. However, we must provide some sort of logical framework in which our magic system works, if only to give an Overlord some basis on which to judge events.

Over the course of years, the Arcane Lore magic system evolved and grew. We always kept in mind the desire to mirror actual folklore as closely as possible. As new research into myths and legends uncovered archaic tidbits of folklore, these were slowly incorporated into the game. Most did not easily fit into the system as it originally appeared. As more and more pieces were blended into the patchwork, though, the task grew easier as we recognized and exploited patterns.

One of the biggest problems in describing magic arises from its many branches, which provide their own perspectives and twists. One universal theme, however, is the arrogance of the members in each field. Each branch has practitioners espousing to be on the verge of discovering the last hidden truth, one that will unlock the secrets of the universe. (All Douglas Adams fans know the answer is 42, but these poor fellows lacked Mr. Adams's dissertations on the subject.) So which perspective should we take?

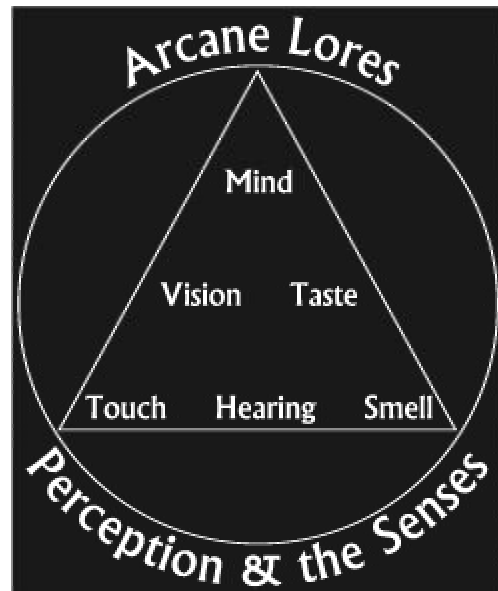
The American Heritage Dictionary defines Thaumatology, or Thaumaturgy, as "the study of the workings of miracles." Since we've included the field of Thaumaturgy in the game, this seems as good a place as any to start. Besides, thaumaturgists seem to have had the fewest axes to grind. Alchemists turned lead into gold to amuse their friends. Necromancers learned to talk in deep voices when the local ghosts were out vacationing in the Bahamas. Illusionists pulled rabbits out of bassinets to pay for warm meals and soft beds. Thaumaturgists, on the other hand, stayed home and studied. They may have been less colorful than their peers, but they were certainly more focused.

With this in mind, let's look at what Thaumaturgists studied. Thaumaturgists divided all the workings of magic into four categories: **Triangle, Tetrangle, Pentacle, and Star**. For those of you unfamiliar with all of these terms, Tetrangle means "Four Angled" and usually refers to a square. Pentacle means "Five Angled" and usually refers to a star-like shape as found on the American Flag. Star is a term referring to a "Six Angled" shape usually comprised of two triangles laid on top of one another. When each of these shapes is drawn, it is usually inscribed within a circle to show its perfect symmetry.

Each of these categories represents a set of related Arcane Lores, described in categories based on our research in the other branches of magic.

Triangle

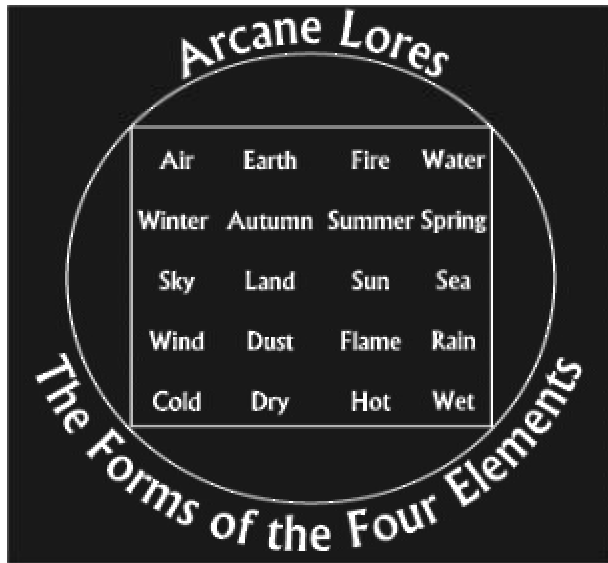
The Triangle contains the Arcane Lores pertaining to perception and the senses: Vision, Smell, Hearing, Touch, Taste, and Mind. As such, these lores are studied by Clairvoyants, Telepaths, Hypnotists, and Illusionists. Of these fields, only Illusionry can truly be claimed to be an Arcane Art. The others are more suited to a slightly more modern setting of **Legendary Quest** but would not feel too out of place if we decide to fully describe these classes in the future.



Tetrangle

The Tetrangle, with its four points, encompasses the Arcane Lores pertaining to the four elements. Aristotle referred to these four elements as Air, Earth, Fire, and Water and discussed each element's natural behavior. He explained that rocks fall towards the ground because the ground is a rock's natural habitat. Smoke rises for the same reason. His explanation of the universe had some logical underpinnings, but also incorporated many aspects of the elements' "desires." The Tetrangle embodies the four elements in all their various forms.

Alchemists viewed the elements of the universe with a fairly dispassionate eye. They studied the aspects of Hot, Wet, Cold, and Dry. Rather than give any concern for the elements' "wishes" and "behaviors," they studied only the cold, hard results obtained by mixing a portion of one type of element with various proportions of the other three. They also heated various rocks to extreme temperatures to see what residues and metals would result. The Alchemists could almost be considered the first chemists of the world, although their methods would certainly fall far short of current scientific practice. Conjurers took the opposite viewpoint and concerned themselves mainly with the spiritual aspects of the pure isolated elements.



Ancient folklore explains the various somewhat unpredictable behaviors of the four elements as characteristics of various groups of elemental spirits. Essentially, the types of elemental spirits that are controlled by one "Tetrangle" spell-casting class distinguish it from the others. Witches and warlocks communicate with faery spirits such as dryads and sylphs. Wizards invoke elemental dragon spirits, such as the "Lung" in Chinese mythology and Heraldic Dragons of Arthurian legend. Magi summon Arabian spirits such as djinn, naga, and afrit. Alchemists deal with the lowest elemental forms, which are always present in an ambient, semi-sentient state in any element. Conjurers control "pure" spirits such as fire and water elementals. In essence, the Tetrangle represents all aspects of the four elements.

Pentacle

The Pentacle refers to the Arcane Lores dealing with life and death: The ancient Grecian philosopher Hypocrates asserted that all aspects of health could be explained by studying the four fluids, or "humours" of the body: Yellow Bile, Black Bile, Blood, and Phlegm. **Legendary Quest** condensed these four lores down into the lores of Bile, Blood, and Phlegm (mainly because black bile is really nothing more than yellow bile contaminated with blood). To the body liquids are added the more solid forms of Flesh and Bone to complete the make-up of the physical form of man. All of these components served the spirit, for which the body serves as a vessel. As spell casters quickly learned, it is far easier to throw the body humors out of balance than it is to nudge them into balance. Thus, the evil branch of Sorcery magic was born which studies the suffering of mankind (and how it can best be applied). Similarly, the branches of Necromancy and Demonology focus on how the spiritual aspects of life and

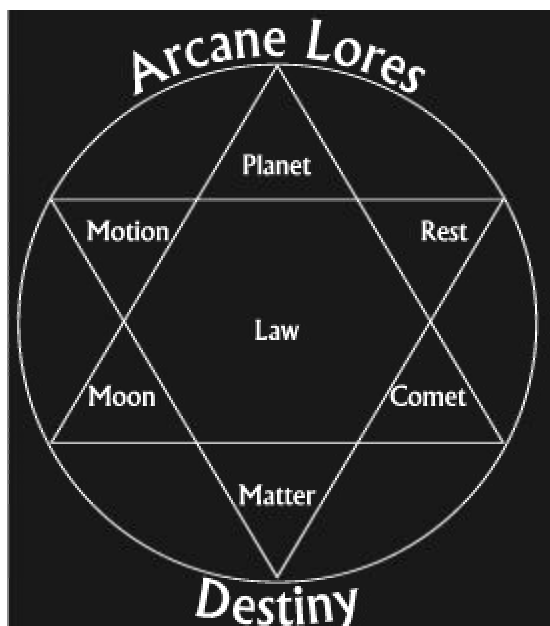
death can be summoned and controlled. Not all applications of the lores of the Pentacle are diabolical, however. Creationism derives much of its power of altering form and species from the five-pointed figure.



Star

Finally, the Star describes the Areas of Arcana dealing with destiny: As any Astrologer will tell you, the destiny of man is written in the laws of motion of the heavenly bodies. Although few spell casters study the lores of destiny to the exclusion of all others, many derive important aspects from this domain. A Demonologist or Enchanter would be impotent without the binding power of Law. A Black Witch lacking the omens of doom brought by the Comet would be powerless to summon plagues and blight. A Mystic could never transport himself and his companions without the lores of Matter and Motion and could not freeze the passage of time without the study of Rest.

The following section gives a more detailed description of where each Area of Arcane Lore delves. As the lores themselves do not give any direct abilities to a character, reading this section is optional. It is only provided for those players that want to gain greater knowledge into the workings of magic in this game. Note that **all Areas of Arcane Lore have a Base of 8.**



Arcane Lore Descriptions

Air

Base: 8

Air is one of the four Aristotelian elements dealing with "levitous," the inclination for objects to rise from the earth. In Chinese mythology it is associated with black dragon spirits, which live in celestial palaces. The element of air is often associated with the flying wyvern (the symbol of the great wizard Merlin).

Studied by: Aeromancers & Wizards

Autumn

Base: 8

Autumn is the season of glorious colors and the time of year when leaves return to the earth. As such, the lore of this season is most closely associated with the other earthy lores. Of all these earth lores, Autumn is the most nature oriented. Students of Autumn learn how to communicate with the various earth-dwelling faery spirits such as knockers, gommies, oreads, and genomes and the pixie faeries associated with mushrooms and toadstools. As a faery lore, it is also closely associated with the other faery lores of Spring, Summer, and Winter.

Studied by: Witches

Bile

Base: 8

Bile represents two of the four Grecian "humors" or liquids of the body. Specifically, it deals with the yellow and black biles. The other two humors, Blood and

Phlegm, are dealt with in their own lores. Since bile is the humor, which gives us heartburn, it is often utilized in effecting some rather painful acid-based spells that even the most potent antacid pills have a hard time dealing with. The lore of Bile is associated with Lemures and Manes. The knowledge imparted to Sorcerers by this lore is also used to cast spells affecting the workings of the internal organs.

Studied by: Sorcerers

Blood

Base: 8

Blood is one of the four Grecian body "humors," or liquids. Other than the obvious aspects of this lore in dealing with the health of the physical body, the lore of Blood deals with the requirements of creating pacts and sacrifices to evil spirits. The lore of blood is often associated with imps and other minor diabolical spirits, as well as vampires, which are obviously somewhat less-than-minor supernatural spirits. In many magical rites, blood taken from a wound is considered a living part of the wounded creature and is therefore bound to that creature forever.

Studied by: Evil Sorcerers and Demonologists.

Bone

Base: 8

The lore of Bone deals with the skeletal structures of creatures. It is believed that the bone structure of various animals is that creature's main distinguishing characteristic. As such, it is one of the most important areas studied by Creationists in learning how to transform a being from one form into another. In addition, their study of the lore of Earth reveals to them the real origins of the ancient fossils found in many rock quarries. These old bones are the last remains of long dead dragons. Many sages foolishly ascribe these astounding relics to more mundane creatures that somehow vanished ages past. Since the skeleton is the longest lasting remains or any living creature, Necromancers study this lore as second only to Spirit in importance. Other than the obvious association with common skeletal undead, the lore of Bone is linked to other spirits such as Galley Beggars and Old Bloody Bones.

Studied by: Creationists and Necromancers

Cold

Base: 8

Cold is the study of the extremely unhot. Although Alchemists are substantially unaware of their influence over elemental spirits, they actually do influence the ambient elemental spirits found in common substances.

Cold is most closely associated with the Aristotelian element of Air and is usually represented by Alchemists as mercury. The reason for this unusual choice is that mercury, when vaporized, leaves gold as its residue. (The Alchemists' ultimate dream metal.) Of course, this residue is left only after the mercury has been allowed to absorb the gold out of gold-ore. In addition, the mercury itself creates a highly poisonous gas, but why nit-pick? As soon as the Alchemists just work out one or two more tiny problems, they will surely overcome these restrictions.

The lore of Cold is associated with the other aerial lores as well as the super-frigid Salamander.

Studied by: Aeromancers and Alchemists

Comet

Base: 8

Comets are large bright heavenly objects that trail long wispy spectacular tails. Not to be confused with meteors or shooting stars, a comet may remain in the firmament for a matter of days or even weeks before it fades from view. Although some appear with predictable regularity, others illuminate the heavens without warning. Even those comets that do appear in regular intervals are rarely predicted, since the frequency of their appearances is measured in decades. Even though a comet produces a glorious and novel sight, it strikes terror in the hearts of witnesses whenever it is seen in the heavens. The comet is viewed as an omen of doom and destruction and is always accompanied by gloomy prophecies that often prove to be self-fulfilling. Not surprisingly, the lore of Comet is linked to the evil Banshee.

Studied by: Black Witches.

Dry

Base: 8

The lore of Dry is used in Alchemy in total opposition to the lore of Wet. It is most closely associated with the lores of Dust and Earth and is usually represented by the Ouroboros, a serpentine dragon biting its own tail. Alchemists usually represent dry aspects of their formulas with salt. This is probably because meat packed with salt dries readily. In addition, salt actually dissolves in water, demonstrating the fact that any dry substance can become wet simply by mixing it with something wet. (Not that this fact really proves anything conclusively. Modern science has shown that hot chocolate always has lumps of powder floating on top that simply will NOT dissolve regardless of how hard you stir.)

Studied by: Alchemists and Geomancers

Dust

Base: 8

Dust is an area of lore closely associated with the Aristotelian element of Earth. With this lore, spellcasters are able to summon and control the Arabian dust devil spirits, known as Ahl-al-trab, which often appear in the desert as harmless knee-high tornadoes. Arabian Magicry and Geomancy both rely on the earthy aspects of this lore to provide much of their power. Dust is also recognized as the final state of fleshy remains after decomposition. As such, Necromancers take a particular interest in the lore, mainly to prevent their own bodies from falling to that inevitable state for as long as possible.

Studied by: Geomancers, Magi, Necromancers

Earth

Base: 8

This lore provides knowledge on minerals, rock, and soil. In addition, it hints at mysterious heavenly aspects of Earth (although even the wisest of scholars do not fully grasp the connection this lore has with the lore of Planets). A few of the more learned sages recognize that it has some relationship to the lores of Sun, Moon, Star, Planet, and Comet.

The lore of Earth is associated with the other "dragon" lores of Air, Fire, and Water. It is represented in Chinese mythology by white and yellow dragon spirits and is often depicted in the form of a mighty wingless wyrm. Aristotle himself explained much of the behavior of various objects by the amount of "gravitous," or the attraction to the ground, they contain.

Studied by: Creationists, Geomancers, High Witches, Wizards

Fire

Base: 8

Fire lore deals with the ethereal and dynamic behavior of the most spectacular Aristotelian element. Chinese mythology associates fire with red dragon spirits and is often represented with the fire-breathing tatzleworm.

Studied by: Aquamancers, Pyromancers, Wizards

Flame

Base: 8

Flame lore is the body of knowledge describing the behavior and control of the Arabian spirits known as afrist. For those of you who have read the description of Effreeti in *The Monsters of the Mediterranean*, get that power-hungry grin off your face. Yes, Effreeti are technically afrist spirits and the most learned students of Flame lore can control the weaker Effreeti after a fashion. However,

the Effreeti are the mightiest form that the afrit spirits take. The overwhelming majority of afrit are no larger and contain no more power than an everyday candle flame. In fact, they are often referred to as Fire Sprites and are commonly mistaken for Will-o-Wisps, much to the afrits' annoyance. Nevertheless, if you gather enough of them together, afrit can be used for some awesome effects.

Studied by: Aquamancers, Magi, Pyromancers

Flesh

Base: 8

Flesh is the lore of the physical makeup of the body and mainly deals with its musculature. Students of this arena dissect hundreds of various creatures and are expected to know the muscular characteristics of each. This broad background gives them great advantage when transforming the form of their own bodies into that of another creature. The lore of Flesh also encompasses the study of the vital organs of the body (such as the kidneys, liver, spleen, intestines, etc) and delves into the magical properties of Changelings and Doppelgangers.

Studied by: Creationists & Sorcerers

Hearing

Base: 8

Hearing is one of the six senses encompassed by the Thaumaturgic Triangle as described above. Illusionists study this lore to learn how to trick others into hearing sounds and voices that don't exist and to mask actual sounds that do. It is closely linked to the Greek sirens and the German Lorelei.

Studied by: Illusionists

Hot

Base: 8

The lore of Hot is the study of the ambient elementals most closely associated with Fire. Alchemists represent this aspect of the element with sulfur, supposedly because sulfur burns. The lore is depicted in artwork in the form of the Phoenix, a flaming bird that rises from its own ashes. Its secrets are used by Alchemists to make their furnaces hot enough to create their magical elixirs.

Remember the first time you poked your finger at your mother's stove? At that time, you learned your first lesson in Hot. Powerful Alchemists and Pyromancers reminisce with one another about similar matters. They will occasionally ask with a smile, "Remember the first time you summoned a phoenix into the same room with you?" Like the stove lesson, this mistake is made but once.

Studied by: Alchemists, Aquamancers, Pyromancers

Land

Base: 8

The study of Land delves deeply into the geology of the earth and the psyche of its most important occupant: the pure earth elemental. In general, these "true" elemental spirits differ from their cousin earth spirits in that they possess almost no actual ego of their own. It is believed they are exclusively concerned with the welfare of their earthy domain and consider themselves its chief guardians. Because they lack any sense of self-motivation except in earthly affairs, true earth elementals are fairly easy to summon and control. They will obey the orders of any summoner without question as long as they perceive some slight benefit to their earthy stead. At the slightest hint that their actions may actually harm the aims of Earth, the elemental will berserk, often attacking the summoner.

Studied by: Conjurers & Geomancers

Law

Base: 8

The lore of Law deals with the natural order imposed by and practiced by the various spirits inhabiting the universe. Students of Law learn how to negotiate with angels, devas, demons, devils, and their ilk. In addition, once an agreement is made, the practitioners of this lore study how to use the natural codes governing these spirits to bind them into carrying out the agreed upon actions. Law lore also delves into the meaning of nature's various aspects. For example, a pupil of this lore studies the motion of heavenly bodies and the various theories proposed as to why the spirits move them about in the sky in such a variety of patterns.

Studied by: Demonologists and Enchanters

Matter

Base: 8

Matter deals with the four Aristotelian elements taken as a whole while ignoring all their spiritual aspects. That is, it is the study of all lore that pertains to any element or combination of elements on an equal fashion. It is the exact opposite of the lore of Spirit. Rather than study what makes a creature tick when alive, Matter studies the composition of the empty shell after the spirit has left. Because it deliberately avoids studying each element's unique characteristics, the lore actually fits into the Thaumaturgic Star rather than the Thaumaturgic Tetrangle. It is most closely associated with the lores of Motion and Rest.

Studied by: Enchanters, Magi, Mystics

Mind

Base: 8

The lore of Mind studies the thought processes that occur when a person says such things as, "I'm hungry," "Kill that troll," and "Where did I leave the batteries to my light saber?" It delves into the mechanisms that make a person sane and what makes him insane. It studies the more mystical aspects of mind dealing with telepathy, prophecy, and telekinesis. Mind gives clues to its pupils about appropriate responses to the phrase, "Pull my finger." It answers questions about why the speakers of such phrases invariably find themselves to be hilarious while the listeners just want to pull the proffered fingers completely off.

Studied by: Black Witches, Illusionists, Necromancers, Sorcerers

Moon

Base: 8

The Moon is considered an analogue to silver and represents the night. The lore of Moon delves into the moon's green cheesy attributes and teaches its students whether there really is a man up there. The main body of knowledge that this lore's students are interested in, however, deals with the creatures that live by the light of the Moon. Much can be learned from the werewolves, vampires, phantoms, bats, and specters of the world. That is, they study the night-ish and nightmarish aspects of the lore.

Studied by: Black Witches

Motion

Base: 8

The lore of Motion describes in detail the changing aspects of matter and nature. It tries to explain the differences between waterfalls and standing water, between wind and still air, and between an avalanche and a pile of rocks. Motion lore deals specifically with the behavior of heavenly bodies and their paths through the sky. Motion lore opposes Rest Lore (the two lores are usually studied together).

Studied by: Mystics

Pentacle

Base: 8

Pentacle is the Thaumaturgic Lore, described in detail above, which deals with life and death. It is closely associated with the darker spellcasting arts such as Sorcery, Necromancy, and Demonology.

Studied by: Thaumaturgists and Demonologists

Phlegm

Base: 8

Phlegm is one of the four Grecian humors that were held to control the health of the body by ancient Greek philosophers. The other three humors include blood, yellow bile, and black bile, which are combined into the lore of Bile, and Blood. Phlegm is the arcane lore dealing with breathing and bronchial illnesses such as pneumonia and is often associated with diabolical spirits known as larvae.

Studied by: Sorcerers

Planet

Base: 8

The lore of Planets studies human destiny as written in the heavens. The term "planet" is a derivative of the Latin term "planeta," which means "wanderer," and is sometimes depicted in artwork as the elusive Unicorn. The term is given the planets since they seem to aimlessly wander across the sky. Due to this, the planets represent the wandering fortunes of man. It is said that the unique position of the planets in relation to the various constellations at the time of a person's birth foreshadows the individual's life. Sages expert in both the lores of Planet and the lores of Earth note some connection between them, but are unable to explain the relation satisfactorily.

Studied by: White Witches

Rain

Base: 8

The lore of Rain studies the Arabian and Indian rain spirits known as naga. Naga actually take many forms. Sometimes they appear with serpent bodies and human heads. Other times, they appear with human bodies with serpent heads. Still other Naga may have winged human torsos with the legs replaced with serpent tails. Whatever the form, naga always have human and serpent aspects. The nagas' main responsibilities involve the rain they control. It is the naga that allow the rains to fall to feed the crops. These same beings occasionally withhold rain or cause floods as punishment to insolent mortals.

The lore of Rain is closely associated with the other aquatic lores such as Water, Sea, Wet, and Spring. It is also associated with the other Arabian elemental lores of Dust, Flame, and Wind.

Studied by: Aquamancers and Magi

Rest

Base: 8

Rest is the lore that studies the passage of time. It studies such phenomena as why time flows so slowly

when your Rest lore professor is lecturing about all the myriad things that don't move. (tick tock tick . tock .. tick ... tock t.i.c.k t.o.o.c..k t . i . c . k) The lore of Rest opposes the lore of Motion which delves into the mysteries surrounding why the passage of time screams by when taking a test on the very same subject (tick tock tic toc tictoc tictoktictokticticticttttt). Rest lore would be a highly difficult subject to study even if the lecturers had anything interesting to say, since the clocks themselves are also affected by the phenomena. Thus, a clock that has slowly ticked away through a lecture that obviously lasted for 3 hours will show that only a single hour has passed. (You know a lecture is boring when even the clocks fall asleep.) The subject was confused even further in modern times when Albert Einstein showed in his Special Theory of Relativity that the phenomena must be extended to include boring relatives as well.

It is believed by most arcane experts that the lore of Rest is more powerful than the lore of Motion since all objects in motion eventually come to rest. Rest lore is used by Mystics to slow or stop time flow in limited areas.

Studied by: Mystics

Sea

Base: 8

Sea lore is the study of the world's largest bodies of water. To most spell casters, the most interesting aspects of the sea involve its most powerful occupants. These are the water elemental spirits.

Like all true elementals, the water elemental is believed to possess almost no ego at all. They are certainly not motivated by self-interest. Rather, water elementals seem to be concerned entirely with the welfare and advancement of the element of water. Since they possess no real self-motivation, water elementals are particularly easy to summon and control as long as the interests of their watery domain are met. If the elemental ever perceives that its orders are actually harmful to the watery realm, it will berserk and will often attack its summoner.

Sea lore is closely associated with the other watery lores of Water, Rain, Spring, and Wet. It is also grouped with the other "pure" elemental lores of Land, Sky, and Sun.

Studied by: Aquamancers and Conjurers

Sky

Base: 8

The lore of Sky, as its name suggests, deals with the motions of heavenly bodies and the occupants of the aerial domain. The most important of these, from a spell

caster's perspective, is the air elemental. These powerful and simple spirits possess no self-interest. Their actions seem to be motivated purely by what they perceive to be of greatest benefit to the element of air overall. Since they lack much in the way of ego, air elementals are particularly easy to conjure and command, as long as their orders do not denigrate the element of air in any way. If ordered to perform any such actions, an air elemental will berserk.

Studied by: Aeromancers and Conjurers

Smell

Base: 8

That which we call a rose, by any other name, would smell as sweet.

~William Shakespeare in *Romeo and Juliet*

Unless, of course, an Illusionist gets hold of the rose first. Smell is one of the six senses encompassed by the Thaumaturgist's Triangle as described above. As such, the lore surrounding the sense is used by Illusionists to make the vile smell sweet and the lovely putrid. It is linked to the poorly understood spirits known as Perfume Ghosts.

Studied by: Illusionists

Spirit

Base: 8

The lore of Spirit is the focal point of the Thaumaturgic Pentacle as described above. The lore covers the non-elemental spirits including undead, demons, devils, angels, devas, etc. In addition, Spirit lore teaches its pupils many of the unique aspects of the Astral and Ethereal planes where these spirits normally reside. As Spirit is the lore of the ethereal, it directly opposes the lore of Matter.

Studied by: Mystics, White Witches, Necromancers, and Demonologists

Spring

Base: 8

Spring is the season of renewal and rebirth. It also brings a lot of rain. Consequently, Spring is closely associated with the Aristotelian element of Water. Of all the Aquatic lores, Spring emphasizes nature to the greatest degree. Students of this lore learn how to communicate with the various faery water nymphs found in rivers, lakes, springs, and oceans. For fresh water, nixies and urisks are generally summoned. For more oceanic salt-water favors, the virginal Nereids are called upon. (These faery nymphs are often pictured "riding the waves" on large oyster shells. You could say they were the world's first surfers.) As a seasonal faery lore,

Spring is also closely associated with the other faery lores of Winter, Summer, and Autumn.

Studied by: Aquamancers, Magi and Witches

Star

Base: 8

The lore of Star has already been described in detail above as the Thaumaturgic symbol of destiny and encompasses all the lores associated with fate. Just one word of advice, if a Thaumaturgist comes up to you and says, "Baby, I'm gonna make you a star!" duck.

Studied by: White Witches and Thaumaturgists

Summer

Base: 8

Summer is the hottest season. As such, it is closely associated with the lore of Hot and the Aristotelian element of Fire. Summer, however, emphasizes aspects of natural growth to a far, far greater extent than the other fiery lores. The relationship Summer has to the other lores of flame is tenuous indeed. Nevertheless, the relationship exists. Pupils of this seasonal lore learn how to communicate with various faery spirits involved in growth. Thus, they learn of the woodland dryad faeries that live in wooded forests and live within the trees themselves. The napaeae living within the glens and groves are also revealed. This lore's pupils call upon one or more of these spirits when casting spells requiring aspects of Summer. Summer lore therefore has a clear association with the other faery lores of Spring, Autumn, and Winter.

Studied by: Witches

Sun

Base: 8

Sun is the lore surrounding the heavenly ball of fire and its most important occupant: the fire elemental. Fire elementals are believed to possess little or no personal will. Instead, their actions are exclusively concentrated on advancing the element of fire. (They are the ultimate pyromaniacs.) Because they have no self-motivation, fire elementals are easily summoned and controlled to perform actions for the summoner. A fire elemental will slavishly obey any orders given it unless it perceives the slightest injury to the realm of Fire. If such an injury is observed, the elemental will fly into a terrible rage, often attacking its summoner. The radiant Sun represents and is represented by the precious metal of gold. The Sun is also used to represent the day and sunshine for obvious reasons.

Studied by: Conjurers and Pyromancers

Taste

Base: 8

Taste is one of the six senses encompassed by the Thaumaturgist's Triangle as described above. Taste is the sense that chocolate delights and lemon bites; that peppermint cools and saccharine fools; that caster oil grates and brussel sprout hates. The greatest master in history to study this lore was Pavlov, who, despite his heralded expertise, had a tacky habit of torturing dogs with bells. Taste lore is linked to the Rakshasa, Buttery Spirit, and Manticore and is studied by Illusionists.

Studied by: Illusionists

Touch

Base: 8

Touch is one of the six senses included in the Thaumaturgic Triangle as described above. It has been voted "Most Popular" by the Illusionist's Guild for 127 years running. Illusionists use this lore to . . . well, what they do behind closed doors is really none of our business. It derives much of its power from the tempting but deadly Succubus.

Studied by: Illusionists

Tetrangle

Base: 8

The lore of the Tetrangle is one of the four major areas of Thaumaturgy. It embodies the study of the four Aristotelian elements of Air, Earth, Fire, and Water. Rather than give specific information about the elements contained under the "Tetrangle" umbrella, it gives a general overview of all aspects of the elements. To gain specific knowledge of any particular element, a specific lore must be gained (i.e. Air, Flame, Land, etc.)

Studied by: Thaumaturgists, Wizards, Magi, Enchanters, and Conjurers

Triangle

Base: 8

The lore of Triangle is one of the four major Thaumaturgic lores encompassing the six senses as described above. To obtain in-depth information about a particular sense, a specific lore dealing with that sense must be gained (i.e. Vision, Touch, Mind, etc.).

Studied by: Thaumaturgists and Illusionists.

Vision

Base: 8

Vision is the lore dealing with the sense of light and color. It is contained within the umbrella of the

Thaumaturgic Triangle as described above and is often used when dealing with extrasensory abilities (scrying, premonitions, dreaming, etc.)

Studied by: Illusionists

Water

Base: 8

Water lore embodies knowledge of one of the four Aristotelian elements (the wet one). It is closely associated with the other aquatic lores of Sea, Rain, Wet, and Spring. Chinese mythology represents the element of water (and the season of Spring) with the blue and green dragon spirits. Thus, the lore of Water is also closely associated with the other “dragon” lores of Air, Earth, and Fire. Water-dwelling guivres and sea serpents often represent this area of arcana.

Studied by: Aquamancers and Wizards

Wet

Base: 8

Wet lore studies the ambient elemental spirits associated with the Aristotelian element of water. Alchemists often refer to these ambient elementals as “vapour” or “azoth,” presumably because steam is wet despite its gaseous state and its hot nature. In artwork, the many-headed Hydra represents the lore of Wet. Alchemists and Aquamancers (also known as Hydramancers) utilize the lore of Wet in their many abilities.

Studied by: Alchemists & Aquamancers

Wind

Base: 8

Wind lore explains many of the mysteries surrounding the Arabian jinn. Beware buying that magic lamp offered by that wizened old snake charmer sitting on the local street corner, though: the great majority of these spirits are not nearly so powerful as the Djinni described in *The Tome of Traps, Terrors, and Treasures*. Most jinn barely have the power to conjure up even a slight breeze. If enough of the little buggers are invoked, however, they can be used for some impressive stuff.

Studied by: Magi and Aeromancers.

Winter

Base: 8

Winter is the lore surrounding the coldest season. It conveys the knowledge of how to communicate with the frost faeries (e.g. barbegazi and ice hags) and aerial faeries (e.g. sylphs). As an aerial lore, it is closely associated with the lores of Wind, Cold, Air, and Sky. In addition, it is usually grouped in with the other seasonal lores of Spring, Summer, and Autumn.

Studied by: Aeromancers & Witches.

Arcane Spells by Class

Aeromancer

<u>Aeromancer Spell</u>	<u>New Scroll Cost (sp.)</u>	<u>Component Cost (sp.)</u>	<u>Lores Needed to Learn Spell</u>
Aerial Bridge	5,500	*20	Wind: 7
Aerial Bubble	10,000	*100	Air: 8 Sky: 8 Wind: 8
Aerial Staircasae	1,600	*20	Wind: 4
Bolt of Force	11,000	50	Air: 9
Bound	500	0	Air: 1
Breakfall	200	0	Winter: 1
Conjure Air Elemental	12,000	100	Sky: 8
Conjure Djinn	44,000	variable	Sky: 11 Wind: 11
Cool of Night	2,500	0	Winter: 6
Cyclonic Passage	9,000	0	Air: 11 Sky: 11 Wind: 11
Dancing Blade	200	variable	Wind: 1
Dragon Flight	5,500	5	Air: 9
Dragon's Breath: Frost	35,000	10	Air: 12
Elemental Weapon of Air	4,000	*1,000	Air: 8 Cold: 8 Sky: 8 Wind: 8
Faithful Servant	500	*20	Winter: 5
Flying Carpet	3,500	*750	Wind: 7
Freezing Touch	200	0	Cold: 1
Frostbite	400	0	Air: 1
Gale	1,200	0	Wind: 6
Glowing Aura	300	0	Air: 1
Invisibility	23,000	*5,000	Air: 12
Levitation	1,800	0	Wind: 5
Miria	1,600	0	Wind: 4
Mirror, Mirror	10,000	*variable	Air: 10 Sky: 10 Wind: 10
Poof!	4,400	5	Wind: 8
Protection From Cold	13,000	5	Cold: 7 Wind: 7
Protection From Missiles	20,000	0	Air: 11 Wind: 11
Shroud	11,000	0	Wind: 8
Silence	6,000	1	Air: 8 Wind: 8
Sound Barrier	3,500	*25	Wind: 7
Vapors of Healing	7,500	5	Wind: 5
Ventriloquism	1,000	0	Wind: 5
Whispering Wind	400	0	Winter: 4
Witch Wind	8,000	variable	Winter: 8
Words of Opening	2,400	0	Wind: 6

Alchemist

<u>Alchemist Spell</u>	<u>New Scroll Cost (sp.)</u>	<u>Component Cost (sp.)</u>	<u>Lores Needed to Learn Spell</u>
Anathor	10,000	SB	Cold: 5 Dry: 5 Hot: 5 Spirit: 5
Banish	19,000	0	Spirit: 10
Conjure Spirit	36,000	400	Spirit: 9
Ectoplasmic Drain	9,000	0	Spirit: 9
Essence of Sulfur (Fire Grenade)	15,000	1,700	Hot: 6
Foam Grenade	3,000	250	Wet: 6
Freezing Touch	200	0	Cold: 1
Glue Grenade	15,000	1,800	Dry: 8 Wet: 10
Healing Potion	15,000	1,200	Hot: 6 Wet: 6
Homoculus	50,000	0	Cold: 10 Dry: 10 Hot: 10 Wet: 10
Itching Powder	10,500	560	Dry: 7
Neutralize Poison Potion	2,500	200	Wet: 3
Petrification Potion	20,000	2,800	Dry: 8
Pill Form	30,000	900	Dry: 10 Wet: 10
Protection From Acid Balm	34,500	3,100	Cold: 9 Wet: 9
Protection From Heat Balm	27,000	2,100	Hot: 9
Sacrifice	9,000	100	Spirit: 9
Shrapnel Grenade	7,500	800	Dry: 4
Smoke Grenade	3,000	250	Hot: 3
Sneezing Powder	30,000	2,100	Dry: 7
Summon Spirit	14,000	0	Spirit: 5
Vaporous Form Potion	66,000	1,400	Cold: 10 Dry: 10

Aquamancer

<u>Aquamancer Spell</u>	<u>New Scroll Cost (sp.)</u>	<u>Component Cost (sp.)</u>	<u>Lores Needed to Learn Spell</u>
Aqua Air	200	1	Sea: 1 Water: 1
Azure Serpent	16,000	*150	Rain: 8 Water: 8
Ball Lightning	13,000	*500	Rain: 8 Water: 8
Blue Flame	400	0	Water: 1
Conjure Water Elemental	12,000	100	Sea: 8
Convoke Lightning	7,000	1	Spring: 7
Destined Image	3,000	5	Spring: 5
Elemental Weapon of Water	4,000	*1,000	Rain: 8 Sea: 8 Water: 8 Wet: 8
Foam Grenade	3,000	250	Wet: 6
Kelpie Steed	5,000	0	Spring: 9
Lightning Bolt	12,000	2	Water: 8
Linked Lightning	34,000	variable	Water: 12
Liquid Shift	100	0	Spring: 1
Neutralize Poison Potion	2,500	200	Wet: 3
Nixie's Breath	700	1	Spring: 6
Protection From Electricity	14,000	30	Rain: 8 Water: 8

<u>Aquamancer Spell</u>	<u>New Scroll Cost (sp.)</u>	<u>Component Cost (sp.)</u>	<u>Lores Needed to Learn Spell</u>
Protection From Flame	14,000	1	Hot: 8 Fire: 8 Flame: 8
Rain Call	9,000	0	Rain: 9
Revealing Pool	6,000	50	Spring: 6
Snake Charm	200	20	Rain: 1
Snake Oil	300	*50	Rain: 1 Wet: 1
Snowball	700	*200	Winter: 3 Spring: 3
Snow Drift	300	5	Winter: 4 Spring: 4
Static Haze	10,500	0	Water: 8
Veiling Mist	1,000	10	Spring: 4
Water Blast	800	0	Water: 5
Water Strider	300	5	Spring: 3
Water Wings	100	0	Spring: 1
Watery Form	11,000	0	Rain: 11

Black Witch

<u>Black Witch Spell</u>	<u>New Scroll Cost (sp.)</u>	<u>Component Cost (sp.)</u>	<u>Lores Needed to Learn Spell</u>
Black Forest	priceless	0	Autumn: 15 Comet: 14 Mind: 14 Moon: 14
Blight	7,000	0	Autumn: 7 Comet: 7 Moon: 7
Blind	8,000	1	Mind: 7
Charm	8,500	0	Mind: 9
Charm Undead	400	0	Mind: 1
Darkness	9,000	0	Moon: 6
Death's Pot Breeze	10,000	*40	Comet: 10 Mind: 9 Moon: 8
Elf Shot	8,000	*5	Autumn: 10
Evil Eye	4,000	0	Comet: 5 Mind: 5 Moon: 5
Faery Pinch	150	*20	Autumn: 1
Fear	12,000	0	Mind: 8
Hex	5,000	5	Comet: 5
Ineffable Awe	15,000	1	Mind: 8
Lifelett	11,000	1	Comet: 11 Mind: 10
Lunacy	9,000	20	Mind: 9 Moon: 9
Mental Drain	2,000	0	Mind: 7
Mesmerize	13,000	*1,000	Mind: 4
Murmurings	12,000	0	Mind: 7
Nightshade	2,000	5	Autumn: 6 Moon: 6
Pallid Eye	3,000	15	Moon: 4
Paralysis	22,000	0	Mind: 12
Philtre of Love	8,000	200	Mind: 8 Moon: 8
Philtre of Slumber	24,000	2,000	Mind: 12 Moon: 12
Pixie Led	4,500	0	Autumn: 9
Pox	12,000	0	Comet: 10
Shadow Form	36,000	0	Moon: 9
Silent Sentry	2,000	*30	Autumn: 4
Slender Elf Cap	600	1	Autumn: 6 Mind: 6
Slumber	2,000	0	Mind: 6
Summon Pixie	150	1	Autumn: 1

Black Witch Spell	New Scroll Cost (sp.)	Component Cost (sp.)	Lores Needed to Learn Spell
Temporary Insanity	4,000	0	Mind: 4
Toadstool Clump	150	1	Autumn: 1
Wail of the Banshee	30,000	30	Comet: 13 Mind: 12
Wereform	4,000	0	Mind: 5 Moon: 5
The Witching Hour	12,000	0	Moon: 12
Wormwood	800	0	Autumn: 4
Yellow Fairy Club	400	1	Autumn: 4 Mind: 4

Conjurer

Conjurer Spell	New Scroll Cost (sp.)	Component Cost (sp.)	Lores Needed to Learn Spell
Annihilation	20,000 silver pieces	200 silver pieces	Land: 12 Sea: 12 Sky: 12 Sun: 12
Burn!	200 silver pieces	1 silver piece	Sun: 1
Charge	16,000 silver pieces	Variable	Tetrangle: 8
Conjure Air Elemental	12,000 silver pieces	100 silver pieces	Sky: 8
Conjure Earth Elemental	12,000 silver pieces	100 silver pieces	Land: 8
Conjure Fire Elemental	12,000 silver pieces	100 silver pieces	Sun: 8
Conjure Water Elemental	12,000 silver pieces	100 silver pieces	Sea: 8
Deduce	3,000 silver pieces	50 silver pieces	Tetrangle: 6
Elemental Command	8,000 silver pieces	0 silver pieces	Land: 5 Sea: 5 Sky: 5 Sun: 5
Elemental Jar	16,000 silver pieces	250 silver pieces	Land: 8 Sea: 8 Sky: 8 Sun: 8
Eternal Torch	2,000 silver pieces	25 silver pieces	Sun: 5
Glyph	5,000 silver pieces	100 silver pieces	Tetrangle: 3
Signet	14,000 silver pieces	50 silver pieces	Tetrangle: 5
Tetragram	8,000 silver pieces	100 silver pieces	Tetrangle: 4

Creationist

<u>Creationist Spell</u>	<u>New Scroll Cost (sp.)</u>	<u>Component Cost (sp.)</u>	<u>Lores Needed to Learn Spell</u>
Armour	300	variable	Earth: 1
Bone Brittle	17,000	50	Bone: 11
Burrow	400	5	Earth: 4
Cramping Touch	500	0	Flesh: 1
Diminish	500	0	Bone: 1 Flesh: 1
Dragon Might	2,600	25	Earth: 5
Gargoyle	39,000	3,000	Earth: 9 Flesh: 8
Gargoyle Form	14,000	0	Earth: 7 Flesh: 7
Golem	16,000	variable	Earth: 5 Flesh: 3
Metamorphosis	33,000	*variable	Bone: 11 Earth: 5 Flesh: 11
Polymorph	20,000	0	Bone: 8 Earth: 3 Flesh: 8
Rigor Mortis	38,000	0	Bone: 11
Shape Change	40,000	0	Bone: 12 Earth: 8 Flesh: 13
Speak, Knock, and Enter	1,000	0	Earth: 8
Symbiosis	18,000	5,000	Bone: 7 Flesh: 7
Vibro Shield	19,000	*500	Earth: 11
Visage	4,800	500	Flesh: 6

Demonologist

<u>Demonologist Spell</u>	<u>New Scroll Cost (sp.)</u>	<u>Component Cost (sp.)</u>	<u>Lores Needed to Learn Spell</u>
Anemic Hemophilia	8,500	1	Blood: 9
Banish	19,000	0	Spirit: 10
Bloodlust	200	5	Blood: 1
Conjure Spirit	36,000	400	Spirit: 9
Crimson Death	18,000	5	Blood: 9
Ectoplasmic Drain	9,000	0	Spirit: 9
Imp in a Bottle	4,000	*100	Law: 3 Spirit: 3
Ogre Strength	3,400	25	Blood: 5
Pact	52,000	250	Blood: 6 Law: 7 Spirit: 7
Pentagram	8,000	100	Pentacle: 4
Spirit Gem	30,000	variable	Law: 9 Spirit: 11
Summon Imp	400	10	Blood: 1
Summon Spirit	14,000	0	Spirit: 5
Vertigo	650	0	Blood: 1
Voice of Command	15,000	0	Law: 10 Spirit: 9

Enchanter

<u>Enchanter Spell</u>	<u>New Scroll Cost (sp.)</u>	<u>Component Cost (sp.)</u>	<u>Lores Needed to Learn Spell</u>
Charge	16,000	variable	Tetrangle: 8
Charm of Ceaseless Concealment	43,500	1,000	Law: 7 Matter: 7 Tetrangle: 9
Charm of Endless Durability	27,000	1,250	Law: 10 Tetrangle: 10
Charm of Eternal Sharpness	11,500	variable	Law: 8 Matter: 11
Charm of Making	66,000	50,000	Law: 13 Matter: 13 Tetrangle: 13
Charm of Steadfast Balance	16,000	variable	Law: 6 Matter: 6 Tetrangle: 6
Deduce	3,000	50	Tetrangle: 6
Disenchantment	7,000	0	Law: 10 Tetrangle: 8
Enchantment	52,000	variable	Law: 9 Matter: 9 Tetrangle: 9
Enlarge	6,000	0	Matter: 3
Glyph	5,000	100	Tetrangle: 3
Range Deduce	15,000	75	Law: 8 Tetrangle: 8
Rechargeability	43,500	1,250	Law: 10 Matter: 9 Tetrangle: 10
Regenerative Charge	68,000	variable	Law: 11 Matter: 11 Tetrangle: 12
Shrink	10,000	0	Matter: 5
Tetragram	8,000	100	Tetrangle: 4

Geomancer

<u>Geomancer Spell</u>	<u>New Scroll Cost (sp.)</u>	<u>Component Cost (sp.)</u>	<u>Lores Needed to Learn Spell</u>
Agate Stone	250	variable	Earth: 1 Land: 1
Amethyst Stone	450	variable	Earth: 4 Land: 4
Amber Stone	500	*1,000	Dry: 8 Dust: 8 Earth: 8 Land: 8
Armour	300	variable	Earth: 1
Bloodstone	500	*100	Dust: 3 Earth: 3 Land: 3
Burrow	400	5	Earth: 4
Carbuncle Stone	350	variable	Earth: 2 Land: 2
Conjure Earth Elemental	12,000	100	Land: 8
Dragon Might	2,600	25	Earth: 5
Earth Bubble	13,000	100	Earth: 9 Land: 9
Elemental Weapon of Earth	4,000	*1,000	Dry: 8 Dust: 8 Earth: 8 Land: 8
Geomantia	18,000	0	Dust: 9 Earth: 9 Land: 9
Itching Powder	10,500	560	Dust: 7
Pass	2,800	0	Dust: 5 Earth: 5 Land: 5
Peridot Stone	4,000	*1000	Earth: 7 Land: 7
Petrification Potion	20,000	2,800	Dry: 8
Sculpt	7,000	1	Earth: 10 Land: 10
Shrapnel Grenade	7,500	800	Dry: 4
Sneezing Powder	30,000	2,100	Dry: 7
Speak, Knock, and Enter	1,000	0	Earth: 8
Turquoise Stone	350	variable	Earth: 3 Land: 3
Vibro Shield	19,000	*500	Earth: 11

High Witch

<u>High Witch Spell</u>	<u>New Scroll Cost (sp.)</u>	<u>Component Cost (sp.)</u>	<u>Lores Needed to Learn Spell</u>
Armour	300	variable	Earth: 1
Burn!	200	1	Sun: 1
Burrow	400	5	Earth: 4
Conjure Fire Elemental	12,000	450	Sun: 8
Darkness	9,000	0	Moon: 6
Dragon Might	2,600	25	Earth: 5
Eternal Torch	2,000	25	Sun: 5
Flying Balm	2,000	50	Earth: 8 Moon: 9 Sun: 6
Pallid Eye	3,000	15	Moon: 4
Shadow Form	36,000	0	Moon: 9
Speak, Knock, and Enter	1,000	0	Earth: 8
The Witching Hour	12,000	0	Moon: 12

Illusionist

<u>Illusionist Spell</u>	<u>New Scroll Cost (sp.)</u>	<u>Component Cost (sp.)</u>	<u>Lores Needed to Learn Spell</u>
Blind	8,000	1	Mind: 7
Cage Of Cambrensis	29,000	*500	Hearing: 8 Touch: 11 Vision: 10
Charm	8,500	0	Mind: 9
Charm Undead	400	0	Mind: 1
The Confounding Corridor of Cambrensis	6,000	500	Mind: 6 Vision: 6
The Continual Catoptrics of Cambrensis	60,000	500	Triangle: 10
Disillusion	10,000	*50	Hearing: 6 Smell: 6 Taste: 6 Touch: 6 Vision: 6
Ecstasy	29,000	0	Hearing: 5 Smell: 5 Taste: 6 Touch: 9 Vision: 7
Eternal Champion	15,000	0	Hearing: 4 Touch: 8 Vision: 7
Faust's Fabulous Facets	9,000	0	Touch: 4 Vision: 5
Faust's Fallacious Facade	29,000	0	Hearing: 4 Smell: 5 Touch: 10 Vision: 12
Faust's Fantastic Footmen	18,000	0	Hearing: 5 Touch: 7 Vision: 6
Fear	12,000	0	Mind: 8
Front Face	8,000	0	Vision: 4
Glamour	50,000	0	Hearing: 10 Smell: 10 Taste: 10 Touch: 10 Vision: 10
Guise	14,000	0	Vision: 6
Illusionary Beast	36,000	0	Hearing: 6 Smell: 7 Taste: 5 Touch: 11 Vision: 10
Illusionary Boulders	18,000	0	Hearing: 4 Touch: 8 Vision: 6
Illusionary Doppelganger	34,000	0	Hearing: 4 Mind: 12 Touch: 8 Vision: 10
Illusionary Flame	17,000	0	Hearing: 2 Smell: 4 Touch: 6 Vision: 6
Illusionary Fog	3,000	0	Vision: 5
Illusionary Frost	20,000	0	Hearing: 4 Touch: 8 Vision: 6
Illusionary Lightning	17,000	0	Hearing: 8 Smell: 6 Touch: 8 Vision: 8
Illusionary Nausea	200	0	Smell: 1 Taste: 1
Illusionary Pit	26,000	0	Hearing: 4 Touch: 9 Vision: 9
Illusionary Wall	17,000	0	Vision: 7

<u>Illusionist Spell</u>	<u>New Scroll Cost (sp.)</u>	<u>Component Cost (sp.)</u>	<u>Lores Needed to Learn Spell</u>
Illusionary Weapon	10,000	0	Hearing: 1 Touch: 6 Vision: 3
Ineffable Awe	15,000	1	Mind: 8
Intensify Pain	150	0	Touch: 1
Mask Aura	7,000	250	Vision: 7
Mask Sound	250	*5	Hearing: 1
Mental Drain	2,000	0	Mind: 7
Mesmerize	13,000	*1,000	Mind: 4
Murmurings	12,000	0	Mind: 7
Noisemaker	350	*50	Hearing: 3
Numb Pain	100	5	Touch: 1
Obscurement	19,000	0	Hearing: 1 Mind: 10 Vision: 9
Paralysis	22,000	0	Mind: 12
Phantasm	5,000	0	Hearing: 1 Smell: 1 Taste: 1 Touch: 1 Vision: 1
Phantasmagoria	20,000	0	Hearing: 8 Smell: 8 Taste: 8 Touch: 8 Vision: 8
Pied Piper	8,000	10*	Hearing: 8 Mind: 8
Sidestep	10,000	0	Hearing: 3 Mind: 5 Touch: 4 Vision: 8
Slumber	2,000	0	Mind: 6
Sweltering Heat	700	0	Hearing: 1 Smell: 1 Touch: 4
Tantalus' Gold	9,000	variable	Hearing: 1 Taste: 1 Touch: 3 Vision: 4
Temporary Insanity	4,000	0	Mind: 4
Tickle	200	*1	Touch: 1
Trigram	8,000	100	Triangle: 4
Warble	400	0	Hearing: 4

Magus

<u>Magus Spell</u>	<u>New Scroll Cost (sp.)</u>	<u>Component Cost (sp.)</u>	<u>Lores Needed to Learn Spell</u>
Advancing Flame Wall	1,800	0	Flame: 6
Aerial Bridge	5,500	*20	Wind: 7
Aerial Staircasae	1,600	*20	Wind: 4
Charm of Untiring Nourishment	300	5	Rain: 3 Wind: 3
Choke	3,500	*500	Dust: 7 Wind: 5
Dancing Blade	200	variable	Wind: 1
Dust Devil	2,000	0	Dust: 3 Wind: 3
Effreeti Fire	4,000	10	Flame: 7
Enlarge	6,000	0	Matter: 3
Everburning Lamp	800	150	Flame: 4
Finger of Flame	7,000	*1,000	Flame: 7
Fire Walker	4,000	0	Flame: 8
Flying Carpet	3,500	*750	Wind: 9
Gale	1,200	0	Wind: 6
Levitaion	1,800	0	Wind: 6
Magic Lamp	12,500	*5,000	Dust: 9 Wind: 9
Mirage	7,000	0	Dust: 7 Flame: 7 Wind: 7
Miria	1,600	0	Wind: 4
Poof!	4,400	5	Wind: 8

<u>Magus Spell</u>	<u>New Scroll Cost (sp.)</u>	<u>Component Cost (sp.)</u>	<u>Lores Needed to Learn Spell</u>
Rain Call	9,000	0	Rain: 9
Rust	8,000	0	Dust: 8 Rain: 8
Sand Blast	2,000	0	Dust: 5 Wind: 5
Sand Castle	600	0	Dust: 3 Wind: 3
Shrink	10,000	0	Matter: 5
Shroud	11,000	0	Wind: 8
Snake Charm	200	20	Rain: 1
Sound Barrier	3,500	*25	Wind: 7
Spellbind	2,000	*1	Matter: 5 Wind: 5
Vapors of Healing	7,500	5	Wind: 5
Veiling Mist	1,000	10	Spring: 4
Ventriloquism	1,000	0	Wind: 5
Wall of Blades	700	variable	Wind: 4 Dust: 3
Watery Form	11,000	0	Rain: 11
Words of Opening	2,400	0	Wind: 6
Words of Smothering	10,000	0	Flame: 8

Mystic

<u>Mystic Spell</u>	<u>New Scroll Cost (sp.)</u>	<u>Component Cost (sp.)</u>	<u>Lores Needed to Learn Spell</u>
Astral Travel	18,000	0	Spirit: 9 Motion: 6
Banish	19,000	0	Spirit: 10
Blink	16,000	0	Matter: 8 Motion: 8
Bolt of Force	500	0	Motion: 1
Conjure Spirit	36,000	2,000	Spirit: 9
Dimensional Portal	44,000	0	Matter: 9 Spirit: 13
Disentangle	1,800	0	Matter: 4 Motion: 5
Door Keep	700	1	Matter: 1 Rest: 1
Ectoplasmic Drain	9,000	0	Spirit: 9
Enlarge	6,000	0	Matter: 3
Eternal Passage	14,000	0	Matter: 6 Motion: 8 Rest: 6
Extended Force Field	37,000	100	Matter: 13 Rest: 13
Force Field	14,500	50	Matter: 10 Rest: 10
Hold	31,500	0	Matter: 9 Rest: 12
Omnipotent Sphere	40,000	1,000	Matter: 13 Motion: 13 Rest: 13
Portal Blink	18,000	0	Matter: 9 Motion: 9
Rope Trick	2,200	*variable	Matter: 5 Spirit: 6
Sacrifice	9,000	100	Spirit: 9
Scry	27,000	*variable	Matter: 8 Motion: 8 Spirit: 8
Shrink	10,000	0	Matter: 5
Slow	9,000	1	Matter: 4 Rest: 5
Spatial Pocket	16,000	0	Matter: 7 Spirit: 9
Summon Spirit	14,000	0	Spirit: 5
Suspend Animation	15,000	*500	Matter: 5 Rest: 8
Telekinesis	1,900	0	Matter: 2 Motion: 4
Teleport	42,000	0	Matter: 9 Motion: 14
Time Delay	60,000	*2,500	Matter: 8 Rest: 14

Necromancer

Necromancer Spell	New Scroll Cost (sp.)	Component Cost (sp.)	Lores Needed to Learn Spell
Animate the Dead	14,000	100	Bone: 5 Spirit: 5
Aura of Deathly Power	16,000	0	Dust: 5 Mind: 7 Spirit: 9
Awaken the Dead	4,000	0	Bones: 1 Dust: 1 Mind: 1 Spirit: 1
Banish	19,000	0	Spirit: 10
Bell of Girardius	28,000	*2,000	Dust: 6 Spirit: 7
Blind	8,000	1	Mind: 7
Bone Brittle	17,000	50	Bone: 11
Charm	8,500	0	Mind: 9
Charm Undead	400	0	Mind: 1
Cheat Death	78,000	10,000	Bone: 13 Dust: 13 Spirit: 13
Command the Dead	24,000	0	Bone: 8 Dust: 8 Mind: 8 Spirit: 8
Commune with the Dead	18,000	0	Mind: 6 Spirit: 6
Conjure Spirit	36,000	2,000	Spirit: 9
Crypt of the Dead	13,000	2,500	Bone: 8 Dust: 5 Spirit: 5
Death Knell	2,500	0	Bone: 1 Dust: 1 Mind: 1 Spirit: 1
Deathly Moan	8,000	0	Mind: 8 Spirit: 8
Draining Touch	8,000	0	Mind: 1 Spirit: 1
Ectoplasmic Drain	9,000	0	Spirit: 9
Invoke the Dead	24,000	100	Bone: 4 Dust: 4 Mind: 4 Spirit: 4
Fear	12,000	0	Mind: 8
Ghostly Form	26,000	50	Dust: 9 Spirit: 10
Guardian of the Dead	17,000	2,000	Dust: 8 Spirit: 9
Haunted Forest	priceless	0	Bone: 14 Dust: 14 Mind: 14 Spirit: 15
Ineffable Awe	15,000	1	Mind: 8
Mental Drain	2,000	0	Mind: 7
Mesmerize	13,000	*1,000	Mind: 4
Mummify	44,000	10,000	Bone: 11 Dust: 6 Spirit: 5
Murmurings	12,000	0	Mind: 7
Ossuary	6,000	3,000	Bone: 3 Dust: 3 Spirit: 3
Paralysis	22,000	0	Mind: 12
Phantom Carriage	44,000	*15,000	Dust: 10 Mind: 10 Spirit: 12
Raise the Dead	22,000	1,500	Bone: 5 Dust: 8 Spirit: 9
Revenancy	priceless	100,000	Bone: 13 Dust: 13 Mind: 13 Spirit: 13
Rigor Mortis	38,000	0	Bone: 11
Sacrifice	9,000	100	Spirit: 9
Shield of Ignus Fatuus	30,000	25	Mind: 7 Spirit: 8
Slumber	2,000	0	Mind: 6
Summon Spirit	14,000	0	Spirit: 5
Temporary Insanity	4,000	0	Mind: 4
Vaporous Form	9,500	100	Dust: 10 Spirit: 10

Pyromancer

<u>Pyromancer Spell</u>	<u>New Scroll Cost (sp.)</u>	<u>Component Cost (sp.)</u>	<u>Lores Needed to Learn Spell</u>
Advancing Flame Wall	1,800	0	Flame: 6
Blazing Bolts	400	1	Fire: 1
Burn!	200	1	Sun: 1
Burning Circle	7,000	*500	Fire: 7 Flame: 7 Sun: 7
Conjure Effreet	44,000	variable	Flame: 11 Sun: 11
Conjure Fire Elemental	12,000	100	Sun: 8
Dragon's Breath: Flame	26,000	10	Fire: 12
Effreeti Fire	4,000	10	Flame: 7
Elemental Weapon of Fire	4,000	*1,000	Fire: 8 Flame: 8 Hot: 8 Sun: 8
Eternal Torch	2,000	25	Sun: 5
Everburning Lamp	800	150	Flame: 4
Extinguish	500	0	Fire: 1
Finger of Flame	7,000	*1,000	Flame: 7
Fire Dart	500	1	Fire: 1
Fire Grenade	15,000	1,700	Hot: 6
Fire Walker	4,000	0	Flame: 8
Fire Wall	8,000	5	Fire: 7
Liquid Flame	30,000	5	Fire: 12
Pass Through Fire	16,500	0	Fire: 4 Flame: 4 Hot: 4 Sun: 4
Protection From Flame	14,000	1	Hot: 8 Fire: 8 Flame: 8
Protection From Heat Balm	27,000	2,100	Hot: 9
Smoke Grenade	3,000	250	Hot: 3
Spark	400	1	Fire: 1
Words of Smothering	10,000	0	Flame: 8

Sorcerer

<u>Sorcerer Spell</u>	<u>New Scroll Cost (sp.)</u>	<u>Component Cost (sp.)</u>	<u>Lores Needed to Learn Spell</u>
Anemic Hemophilia	8,500	1	Blood: 9
Blade of Bile	150	0	Bile: 1
Blind	8,000	1	Mind: 7
Blood Boil	19,000	1	Bile: 8 Blood: 11
Bloodlust	200	5	Blood: 1
Caustic Mist	12,000	5	Bile: 7
Charm	8,500	0	Mind: 9
Charm Undead	400	0	Mind: 1
Cramping Touch	500	0	Flesh: 1
Crimson Death	18,000	5	Blood: 9
Exhaustion	20,000	1	Bile: 10 Blood: 7 Mind: 8
Fear	12,000	0	Mind: 8
Hand of Glory	1,600	250	Bile: 4 Blood: 4 Phlegm: 4
Human Fly	600	1	Phlegm: 1
Icy Fingers of Death	400	0	Phlegm: 1
Ineffable Awe	15,000	1	Mind: 8
Leech	7,500	1	Blood: 9 Mind: 6
Lesion	200	1	Blood: 1 Flesh: 1

<u>Sorcerer Spell</u>	<u>New Scroll Cost (sp.)</u>	<u>Component Cost (sp.)</u>	<u>Lores Needed to Learn Spell</u>
Mental Drain	2,000	0	Mind: 7
Mesmerize	13,000	*1,000	Mind: 4
Murmurings	12,000	0	Mind: 7
Mute	3,500	1	Phlegm: 5
Noxious Fumes	2,000	1	Bile: 6 Phlegm: 4
Ogre Strength	3,400	25	Blood: 5
Paralysis	22,000	0	Mind: 12
Rage	8,000	1	Blood: 5 Mind: 7
Semblance of Death	800	0	Blood: 1 Phlegm: 1
Slumber	2,000	0	Mind: 6
Spontaneous Human Combustion	50,000	300	Bile: 14 Blood: 12
Spying Eye	14,000	20	Bile: 7 Blood: 7 Mind: 7 Phlegm: 7
Stabbing Pain	4,000	0	Bile: 4 Mind: 6
Summon Imp	400	10	Blood: 1
Temporal Stasis	40,000	5,000	Blood: 10 Bile: 10 Phlegm: 10
Temporary Insanity	4,000	0	Mind: 4
Vertigo	650	0	Blood: 1
Visage	4,800	250	Flesh: 6
Weakness	700	1	Blood: 1 Bile: 1 Phlegm: 1
Wither	19,000	*150	Blood: 10 Flesh: 10

Thaumaturgist

<u>Thaumaturgist Spell</u>	<u>New Scroll Cost (sp.)</u>	<u>Component Cost (sp.)</u>	<u>Lores Needed to Learn Spell</u>
Cagliostro's Spell Projection	4,000	0	Pentacle: 5 Star: 5 Tetrangle: 5 Triangle: 5
Charge	16,000	variable	Tetrangle: 8
Dancing Quill	20,000	50	Pentacle: 10 Star: 10 Tetrangle: 10 Triangle: 10
Deduce	3,000	50	Tetrangle: 6
Disrupt Magic	16,000	50	Pentacle: 8 Star: 8 Tetrangle: 8 Triangle: 8
Glyph	5,000	100	Tetrangle: 3
Hexagram	8,000	100	Star: 4
Invulnerability Globe	15,000	150	Pentacle: 9 Star: 9 Tetrangle: 9 Triangle: 9
Magick Begone!	9,000	5	Pentacle: 10 Star: 10 Tetrangle: 10 Triangle: 10
Magic Reduction	40,000	50	Pentacle: 11 Star: 11 Tetrangle: 11 Triangle: 11
Magic Scroll	20,000	100+	Pentacle: 5 Star: 5 Tetrangle: 5 Triangle: 5
Pentagram	8,000	100	Pentacle: 4
Runestaff	16,000	5,000	Pentacle: 11 Star: 11 Tetrangle: 11 Triangle: 11
Signet	14,000	50	Tetrangle: 5
Spell Vortex	40,000	0	Pentacle: 13 Star: 13 Tetrangle: 13 Triangle: 13
Star Bright	3,000	250	Star: 1
<u>Thaumaturgist Spell</u>	<u>New Scroll Cost (sp.)</u>	<u>Component Cost (sp.)</u>	<u>Lores Needed to Learn Spell</u>

Talisman	10,000	variable	Pentacle: 10 Star: 10 Tetrangle: 10 Triangle: 10
Tetragram	8,000	100	Tetrangle: 4
Trigram	8,000	100	Triangle: 4
Ward	12,000	variable	Pentacle: 8 Star: 8 Tetrangle: 8 Triangle: 8

White Witch

<u>White Witch Spell</u>	<u>New Scroll Cost (sp.)</u>	<u>Component Cost (sp.)</u>	<u>Lores Needed to Learn Spell</u>
Banish	19,000	0	Spirit: 10
Burn!	200	1	Sun: 1
Conjure Fire Elemental	12,000	450	Sun: 8
Conjure Spirit	36,000	2,000	Spirit: 9
Convoke Lightning	7,000	1	Spring: 7
Destined Image	3,000	5	Spring: 5
Ectoplasmic Drain	9,000	0	Spirit: 9
Enmity Reprisal	6,000	5	Spirit: 6 Star: 7
Eternal Torch	2,000	25	Sun: 5
Faery Light	7,000	0	Spirit: 7 Star: 7 Sun: 7
Glorious Vision	7,000	30	Spirit: 7 Star: 5 Sun: 7
Hexagram	8,000	100	Star: 4
Kelpie Steed	5,000	0	Spring: 9
Liquid Shift	100	0	Spring: 1
Morning Glory	8,000	*5000	Spirit: 8 Star: 8 Sun: 8
Nixie's Breath	700	1	Spring: 6
Revealing Pool	6,000	50	Spring: 6
Sacrifice	9,000	100	Spirit: 9
Shooting Star	4,500	0	Spirit: 7 Star: 7 Sun: 7
Silver Weapon	100,000	SB	Star: 13 Sun: 13
Star Bright	3,000	250	Star: 1
Starburst	10,000	*5000	Star: 10 Sun: 8
Summon Spirit	14,000	0	Spirit: 5
Unicorn Steed	10,000	0	Spirit: 10 Star: 10 Sun: 10
Veiling Mist	1,000	10	Spring: 4
Water Strider	300	5	Spring: 3
Water Wings	100	0	Spring: 1
Wreath of Honesty	3,000	15	Spirit: 5 Star: 5

Witch/ Warlock

Witch Spell	New Scroll Cost (sp.)	Component Cost (sp.)	Lores Needed to Learn Spell
Animal Form	8,000	*200	Spring: 8 Summer: 6
Animal Tongues	200	*50	Autumn: 1 Spring: 1 Summer: 1
Breakfall	200	0	Winter: 1
Chameleon's Gamble	3,000	0	Autumn: 5 Spring: 5 Summer: 5 Winter: 5
Convoke Lightning	7,000	1	Spring: 7
Cool of Night	2,500	0	Winter: 6
Destined Image	3,000	5	Spring: 5
Dryad's Disguise	400	0	Autumn: 4 Summer: 4
Dryad's Saddle	800	5	Autumn: 6 Summer: 6
Echo	2,000	5	Spring: 5 Summer: 5
Elf Shot	8,000	*5	Autumn: 10
Faery Dance	12,000	0	Autumn: 11 Spring: 11
Faery Dust	1,000	1	Spring: 6 Summer: 6
Faery Fire	150	0	Summer: 1
Faery Light	7,000	0	Spirit: 7 Star: 7 Sun: 7
Faery Pinch	150	*20	Autumn: 1
Faithful Servant	500	*20	Winter: 5
Familiar's Gambit	3,500	1	Autumn: 6 Spring: 6 Summer: 6 Winter: 6
Firelight	100	*150	Summer: 1
Gallitrap	120,000	100,000	Autumn: 15 Spring: 15 Summer: 15 Winter: 15
Gecko Gecko	200	2	Autumn: 1 Spring: 1 Summer: 1
Hailstorm	8,000	1	Spring: 8 Winter: 8
Hare's Leap	100	*5	Autumn: 1 Spring: 1 Summer: 1 Winter: 1
Icy Glaze	100	1	Winter: 1 Spring: 1
Inspirit Tree	5,000	1	Summer: 8
Kelpie Steed	5,000	0	Spring: 9
Liquid Shift	100	0	Spring: 1
Luck of the Leprechaun	4,000	50	Spring: 7 Summer: 7
Nature's Bounty	1,200	0	Spring: 4 Summer: 2
Nixie's Breath	700	1	Spring: 6
Pixie Led	4,500	0	Autumn: 9
Prank of the Hedley Kow	4,000	0	Autumn: 6 Summer: 6
Revealing Pool	6,000	50	Spring: 6
Silent Sentry	2,000	*30	Autumn: 4
Snakes and Sticks	400	10	Summer: 4
Snowball	700	*200	Winter: 3 Spring: 3
Snow Drift	300	5	Winter: 4 Spring: 4
Spider's Thread	2,000	10	Spring: 7 Summer: 7
'Squito Sense	100	1	Summer: 1
Stinging Nettles	5,500	1	Summer: 9
Stridemaker	2,500	1	Autumn: 5 Spring: 5 Summer: 5 Winter: 5
Summon Pixie	150	1	Autumn: 1

<u>Witch Spell</u>	<u>New Scroll Cost (sp.)</u>	<u>Component Cost (sp.)</u>	<u>Lores Needed to Learn Spell</u>
Swarm of Security	6,000	2	Autumn: 6 Summer: 6
Thorny Tangleroot	2,300	0	Spring: 5 Summer: 5
Thorny Thicket	8,000	0	Summer: 5
Toadstool Clump	150	1	Autumn: 1
Tree Pass	3,000	0	Summer: 4
Veiling Mist	1,000	10	Spring: 4
Warmth of Day	2,500	0	Summer: 6
Water Strider	300	5	Spring: 3
Water Wings	100	0	Spring: 1
Web	2,000	5	Spring: 5 Summer: 5
Web Wall	8,000	15	Spring: 8 Summer: 8
Whispering Wind	400	0	Winter: 4
Witch Wind	8,000	variable	Winter: 8
Woods Beauty and Bane	100	0	Autumn: 1 Spring: 1 Summer: 1
Wormwood	800	0	Autumn: 4

Wizard

<u>Wizard Spell</u>	<u>New Scroll Cost (sp.)</u>	<u>Component Cost (sp.)</u>	<u>Lores Needed to Learn Spell</u>
Armour	300	variable	Earth: 1
Blazing Bolts	400	1	Fire: 1
Blue Flame	400	0	Water: 1
Bound	500	0	Air: 1
Burrow	400	5	Earth: 4
Cagliostro's Grand Entrance	2,600	0	Air: 3 Earth: 6 Fire: 4
Charge	16,000	variable	Tetrange: 8
Deduce	3,000	50	Tetrange: 6
Dragon Flight	5,500	5	Air: 9
Dragon Might	2,600	25	Earth: 5
Dragon Roar	3,000	0	Air: 8 Fire: 8
Dragon's Blood	18,000	SB	Air: 12 Earth: 12 Fire: 12 Water: 12
Dragon's Breath: Flame	26,000	10	Fire: 12
Dragon's Breath: Frost	35,000	10	Air: 12
Dragon Sight	4,000	*1,000	Air: 9 Earth: 9
Extinguish	500	0	Fire: 1
Fire Dart	500	1	Fire: 1
Fire Wall	8,000	5	Fire: 7
Frostbite	400	0	Air: 1
Glowing Aura	300	0	Air: 1
Glue	500	1	Earth: 1 Water: 1
Glyph	5,000	100	Tetrange: 3
Invisibility	23,000	*5,000	Air: 12
Light Flash	300	0	Air: 1 Fire: 1
Lightning Bolt	12,000	2	Water: 8
Linked Lightning	34,000	variable	Water: 12
Liquid Flame	30,000	5	Fire: 12
Merlin's Mount	36,000	*15,000	Air: 13 Earth: 13
Oil Slick	400	*20	Earth: 1 Fire: 1
Signet	14,000	50	Tetrange: 5

<u>Wizard Spell</u>	<u>New Scroll Cost (sp.)</u>	<u>Component Cost (sp.)</u>	<u>Lores Needed to Learn Spell</u>
Spark	400	1	Fire: 1
Speak, Knock, and Enter	1,000	0	Earth: 8
Static Haze	10,500	0	Water: 8
Tetragram	8,000	100	Tetrangle: 4
Water Blast	800	0	Water: 5
Wyrms's Claw	600	*250	Air: 4 Earth: 4

Mage

<u>Mage Spell</u>	<u>Stress Factor</u>	<u>Casting Time</u>	<u>Base</u>	<u>Casting Reqs.</u>	<u>Affected Area</u>	<u>Duration</u>	<u>Range</u>	<u>Luck</u>
AdvancingFlame Wall	10	10	8	VG	SB	1T/L	100'	SB
Aerial Bridge	11	9	6	VGM	SB	SB	SB	N/A
Aerial Bubble	7	8	4	GM	SB	30M/L	0'	N/A
Aerial Staircase	7	8	2	VGM	SB	SB	SB	N/A
Agate Stone	9	10	5	VGM	Bearer	20M/L	Touch	N/A
Amethyst Stone	8	8	6	VGM	Bearer	30M/L	Touch	N/A
Amber Stone	20	SB	8	VGM	Bearer	Perm.	Touch	N/A
Anemic Hemophilia	7	7	8	VGM	1 Creat.	1T/L	70'	Neg.
Animal Form	8	7	6	VGM	Caster	SB	0'	N/A
Animal Tongues	4	2	2	VGM	SB	1M/L	Hearing	N/A
Animate the Dead	14	10M	2	VGM	1 Body	Perm.	Touch	None
Annihilation	20-1/L	45	6	VGM	SB	Perm.	80'	Neg.
Aqua Air	5	6	4	VGM	1 Creat.	10M/L	Touch	N/A
Armour	6	2	2	VGM	Caster	SB	0'	N/A
Astral Travel	11	9M	2	V	Caster	5M/L	0'	N/A
Aura of Deathly Power	15	8M	4	VG	SB	1day/L	SB	None
Awaken the Dead	12	1 hour	8	VG	1 Corpse	Perm.	Touch	N/A
Azure Serpent	10	10	6	VGM	1 Creat.	1T/L	SB	None
Ball Lightning	10	11	6	VGM	15' rad.	6 secs.	120'	1/2
Banish	9	8	2	V	1 Spirit	Perm.	70'	Neg.
Bell of Girardius	15	7days	2	VGM	SB	Perm.	Touch	None
Black Forest	30+SB	1 day	16	VG	2 Mi. rad./L	Perm.	0'	N/A
Blazing Bolts	6	6M	6	VGM	SB	SB	0'	None
Blight	20	24M	8	VGM	SB	1 month/L	0'	SB
Blind	6	8	8	GM	1 Creat.	1T/L	50'	Neg.
Blink	5	1	6	VG	SB	Inst.	Touch	N/A
Blood Boil	11	10	10	VGM	1 Creat.	SB	60'	Neg.
Bloodlust	6	4	8	VGM	1 Creat.	5T+1/L	Touch	N/A
Bloodstone	6	5	4	VM	Bearer	1H/L	Touch	N/A
Blue Flame	4	8	2	G	SB	Inst.	40'	SB
Bolt of Force	6	9	6	GM	1 Creat.	Inst.	80'	SB
Bone Brittle	8	7	8	GM	1 Creat.	1T/L	50'	Neg.
Bound	3	1	2	G	Caster	Inst.	0'	N/A
Breakfall	6	1	6	V	Caster	SB	0'	N/A
Burn!	4	3	4	VGM	SB	Inst.	40'+10'/L	None
Burning Circle	10	9	6	VGM	5'rad./L	1T/L	5yards/L	SB

<u>Mage Spell</u>	<u>Stress Factor</u>	<u>Casting Time</u>	<u>Base</u>	<u>Casting Reqs.</u>	<u>Affected Area</u>	<u>Duration</u>	<u>Range</u>	<u>Luck</u>
Burrow	9	3	4	GM	Caster	1T/L	0'	N/A
Cagliostro's Grand Entrance	7	4	4	G	1 Door	Inst.	Touch	SB
Cagliostro's Spell Projection	5	9	4	VM	Familiar	1T/L	300'	N/A
Carbuncle Stone	SB	SB	GM	SB	SB	SB	SB	SB
Caustic Mist	8	7	6	VGM	20' rad.	SB	60'	SB
Chameleon's Gamble	7	6	4	G	Caster	1M/L	0'	SB
Charge	12	5M	1	VGM	1 Item	Perm.	Touch	N/A
Charm	10	14	6	VG	1 Creat.	1day/L	40'	Neg.
Charm of Ceaseless Concealment	8	29M	2	VGM	1 Item	Perm.	Touch	None
Charm of Deathless Animation	11	1 day	10	VGM	SB	Perm.	60'	None
Charm of Endless Durability	16	27M	1	VGM	1 Item	Perm.	Touch	N/A
Charm of Eternal Sharpness	17	1 day	2	VGM	1 Blade	Perm.	Touch	N/A
Charm of Making	30	33H	4	VGM	1 Item	Perm.	Touch	N/A
Charm of Perpetual Non-Encumbrance	8	1 day	6	VGM	1 Item	Perm.	Touch	N/A
Charm of Steadfast Balance	10	1 day	2	GM	1 Weapon	Perm.	Touch	N/A
Charm of Untiring Nourishment	10	10	2	VM	1 Creat.	SB	Touch	N/A
Charm Undead	10	10	6	VG	SB	SB	40'	Neg.
Cheat Death	20	39M	10	VGM	Caster	1day/L	0'	N/A
Choke	7	7	8	VM	1 Creat.	1T/L	60'	Neg.
Cloud Castle	30+SB	6 months	20	VGM	30' rad/L	Perm.	Touch	N/A
Command the Dead	12	12	10	V	SB	Perm.	60'	Neg.
Commune with Dead	9	9	2	VG	1 Spirit	1M/L	0'	None
Conj. Air Elemental	1/L	10T	6	VGM	1 Elemental	5M/L	20'/L	None
Conjure Djinn	14	10T	8	VGM	1 Djinn	5M/L	20'/L	None
Conj. Earth Elemental	1/L	10T	6	VGM	1 Elemental	5M/L	20'/L	None
Conjure Effreet	1/L	10T	8	VGM	1 Effreet	5M/L	20'/L	None
Conj. Fire Elemental	1/L	10T	6	VGM	1 Elemental	5M/L	20'/L	None
Conjure Spirit	7	18	2	VGM	1 Spirit	5M/L	40'	Neg.
Conj. Water Elemental	1/L	10T	6	VGM	1 Elemental	5M/L	20'/L	None
The Continual Catoptrics of Cambrensis	30	1H	12	VGM	1 Illusion	Perm.	Touch	N/A
Convoke Lightning	10	10	6	VGM	1 Creat.	Inst.	15'/L	SB
Cool of Night	7	8	6	G	1 Creat.	1H/L	Touch	N/A
Cramping Touch	7	3	1	G	Caster	5T+1/L	Touch	None

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Crimson Death	7	8	4	VGM	1 Creat.	1T/L	60'	Neg.
Crypt of the Dead	25	13H	8	VGM	15'X15'	Perm.	Touch	N/A
Cyclonic Passage	14	6	4	VGM	50'rad.	1T/L	0'	SB
Dancing Blade	7	2	8	VGM	1 Blade	5T+1/L	50'+10'/L	None
Dancing Quill	20	1H	2	VGM	1 Quill	SB	Touch	N/A
Darkness	7	10	8	VG	5'rad./L	5M/L	60'	N/A
Death Knell	6	6	4	VGM	Caster	14M	Touch	N/A
Deathly Moan	6	8	4	V	Hearing	Inst.	100'	Neg.
Death's Pot Breeze	6	SB	6	VGM	SB	1T/L	0'	Neg.
Deduce	7	12	4	VGM	1 object	1T	Touch	N/A
Destined Image	10	1M	2	VGM	SB	1M/L	20Mi./L	N/A
Dimensional Portal	22	9	12	VG	SB	1T	Touch	N/A
Diminish	9	5	6	VG	1 Creat.	5M/L	Touch	Neg.
Disenchantment	11	3	3	VG	20'X20'	SB	80'	SB
Disentangle	4	4	8	V	1 Creat.	1T/L	Touch	None
Disillusion	6	5	2	VGM	Caster	5M/L	0'	N/A
Disrupt Magic	10	12	4	VGM	20'X20'	Inst.	80'	SB
Door Keep	3	3	2	GM	1 door	SB	Touch	None
Dragon Flight	6	1	8	GM	SB	5M/L	0'	N/A
Dragon Might	5	6	4	VM	1 Creat.	5M/L	Touch	N/A
DB: Flame	14	10	24	GM	SB	Inst.	0'	1/2 or ¼
DB: Frost	13	13	24	GM	SB	Inst.	0'	1/2 or ¼
Dragon Sight	5	2	4	GM	Caster	2T/L	0'	N/A
Draining Touch	10	3	4	G	Caster	1T/L	Touch	None
Dreamspeak	7	5M	6	VM	1 Creat.	1M/L	75miles/L	N/A
Dryad's Disguise	6	2	8	VG	SB	SB	30'	N/A
Dryad's Saddle	10	5	6	VGM	SB	SB	None	N/A
Dust Devil	8	6	2	GM	SB	2T/L	70'	None
Earth Bubble	8	10	8	VGM	5' rad.	5M/L	0'	None
Echo	5	5	4	VGM	Caster	1T/L	10'/L	N/A
Ectoplasmic Drain	8	10	4	VG	1 Spirit or Undead	Inst.	80'	1/2
Effreeti Fire	7	8	4	VG	Caster	1T/L	0'	N/A
Elemental Command	6	1	8	V	Caster	1T/L	Hearing	SB
Elemental Jar	8	9	4	VGM	1 Elemental	SB	60'	Neg.
Elemental Weapon of Air	8	4T	6	VGM	SB	5M/L	Touch	N/A
Elemental Weapon of Earth	12	4T	6	VGM	SB	5M/L	Touch	N/A
Elemental Weapon of Fire	8	4T	6	VGM	SB	5M/L	Touch	N/A
Elemental Weapon of Water	8	4T	6	VGM	SB	5M/L	Touch	N/A
Elf Shot	5	6M	12	GM	1 Arrowhead	SB	Touch	Neg.
Enchanted Forest	30	1 day	16	VG	2 Mi. rad/L	Perm.	0'	N/A
Enchanted Sea	30	1 day	16	VG	2 Mi. rad/L	Perm.	0'	N/A
Enchantment	20	SB	2	VGM	1 Item	Perm.	Touch	N/A
Enlarge	5	2	4	VG	SB	5T+1/L	Touch	Neg.

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Enmity Reprisal	9	4	4	VM	SB	SB	SB	1/2
Eternal Passage	9	6	12	VG	10'x10'	1T/L	80'	SB
Eternal Torch	9	12M	4	GM	1 Torch	Perm.	Touch	N/A
Everburning Lamp	16	1H	2	GM	1 Lamp	Perm.	Touch	N/A
Evil Eye	6	6	8	VG	1 Creat.	SB	Sight	Neg.
Evoked the Dead	17	20M	2	VM	SB	SB	200'	N/A
Exhaustion	11	8	8	VGM	1 Creat.	SB	50'	Neg.
Ext. Force Field	11	12	8	VGM	SB	1T/L	50'	SB
Extinguish	3	3	2	G	SB	Inst.	10'/L	None
Faery Dance	6	8	4	GM	SB	1M/L	SB	Neg.
Faery Light	6	2	4	G	Caster	1T/L	0'	N/A
Faery Pinch	5	8	4	VGM	1 Creat.	Inst.	60'	None
Faithful Servant	6	5	6	VGM	SB	1H/L	Touch	N/A
Familiar's Gambit	5	10	2	VGM	Familiar	1T/L	Sight	N/A
Fear	8	7	10	VG	SB	1T/L	Sight	Neg.
Finger of Flame	12	10	8	GM	SB	1T/2L	100'	1/2
Fire Dart	5	6	2	GM	SB	Inst.	80'	None
Firelight	3	1	2	VGM	60'rad.	1/2 H/L	30'	N/A
Fire Walker	6	7	2	V	Caster	2T/L	0'	N/A
Fire Wall	6	7	4	VGM	SB	1T/L	30'	None
Flying Balm	14	12H	6	VGM	SB	5M/L	Touch	N/A
Flying Carpet	10	8	10	VGM	SB	1H/L	Touch	N/A
Foliage Fiend	20	3H	4	VGM	1 Creat.	Perm.	Touch	None
Force Field	7	11	6	VGM	SB	2T/L	50'	None
Freezing Touch	7	3	1	G	Caster	5T+1/L	Touch	None
Frostbite	4	6	4	G	1 Creat.	Inst.	30'	Neg.
Gale	6	5	4	G	SB	1T/L	0'	SB
Gallitrap	24	12H	16	VGM	SB	Perm.	0'	None
Gargoyle	30	5H	4	VGM	1 Creat.	Perm.	Touch	None
Gargoyle Form	10	3	6	VG	Caster	5M/L	0'	N/A
Gecko Gecko	5	2	6	GM	Caster	1T/2L	0'	N/A
Geomantia	6	5	16	VGM	10' Rad/L	Inst.	0'	SB
Ghostly Form	9	11	2	GM	Caster	5T+1/L	0'	N/A
Glorious Vision	11	6	6	VGM	SB	1T/L	Sight	Neg.
Glowing Aura	3	2	4	G	SB	30M/L	15'	None
Glue	4	3	2	GM	1 Object	Perm.	10'	Neg.
Glyph	10	6M	8	GM	SB	SB	Touch	1/2
Golem	45	8days	3	VGM	1 Golem	Perm.	Touch	None
Guardian of the Dead	20	17H	8	VM	SB	Perm.	Touch	N/A
Hailstorm	10	12	6	VGM	30'X30'	Inst.	50'	1/2
Halcyon	17	2H	6	VGM	20'rad/L	SB	0'	SB
Hand of Glory	17	SB	4	GM	SB	SB	0'	N/A
Hare's Leap	3	1	4	GM	Caster	Inst.	SB	N/A
Haste	7	4	6	VGM	1 Creat.	5T+1/L	Touch	None
Haunted Forest	30+SB	1 Day	16	VG	2 Mi. rad./L	5Perm.	0'	None
Hex	7	5	8	VG	1 Creat.	SB	Sight	Neg.

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Hexagram	8	16T	3	GM	9'diam.	Perm.	Touch	None
Hold	10	9	4	VG	SB	1T/L	75'	Neg.
Homonoculus	30	2 Months	5	VGM	SB	Perm.	Touch	N/A
Human Fly	3	3	1	GM	Caster	1M/L	0'	N/A
Icy Fingers of Death	6	3	8	G	1 Creat.	2T+1/L	Sight	SB
Icy Glaze	7	10	4	VGM	SB	SB	60'	SB
Imp in a Bottle	20	1H	4	VGM	SB	SB	Touch	SB
Incense of Healing	14	5M	2	GM	10' rad.	1H	Touch	N/A
Ineffable Awe	10	12	6	VGM	1 Creat.	1T/L	40'	Neg.
Inspirit Tree	16	12	8	VGM	SB	4T+2/L	100'	N/A
Invisibility	8	10	8	VGM	Caster	5T+1/L	0'	N/A
Invuln. Globe	9+SB	12	8	VGM	10' rad.	1T/L	Touch	None
Jack-in-the-Box	17	15	4	VGM	1 Kobold	SB	50'	Neg.
Kelpie Steed	12	1H	6	V	1 Steed	SB	SB	None
Leech	12	8	8	VM	1 Living Creature	SB	60'	1/2
Lesion	4	6	4	VGM	1 Creat.	Inst.	50'	None
Levitation	4	4	2	VG	Caster	2T+1/L	0'	N/A
Lichdom	30	13 days	8	VGM	1 Creat.	Perm.	Touch	N/A
Lifelett	11	10	6	VM	1 Creat.	1T/L	40'	Neg.
Light Flash	3	4	2	VG	SB	Inst.	0'	Neg.
Lightning Bolt	8	10	4	VGM	SB	Inst.	60'	1/2 (SB)
Linked Lightning	14	14	8	VGM	SB	Inst.	60'+SB	1/2
Liquid Flame	9	12	6	VGM	SB	1T/L	20'	SB
Liquid Shift	5	2	1	G	SB	SB	Touch	N/A
Luck of the Leprechaun	7	10	8	VGM	1 Creat.	5T+1/L	Touch	N/A
Lunacy	14	3H	6	VGM	1 Creat.	Perm.	SB	Neg.
Magick, Begone!	10	9	4	VGM	20'X20'	SB	100'	SB
Magic Lamp	6+SB	6	6	VGM	SB	SB	Touch	Neg.
Magic Reduction	12	18	10	VGM	Caster	2T/L	0'	N/A
Magic Scroll	SB	SB	4	GM	SB	SB	Touch	SB
Manifest Lightning	10	9	4	VGM	20'X20'	SB	100'	SB
Mental Drain	6	8	4	G	1 Creat.	SB	80'	Neg.
Merlin's Mount	12	20	12	VGM	SB	1/2 H/L	0'	N/A
Mesmerize	6	10	4	VGM	1 Creat.	2T/L	25'	Neg.
Metamorphosis	40	11H	4	VGM	1 Creat.	Perm.	Touch	None
Meteor Shower	13	15	10	GM	SB	Inst.	120'	None
Mirage	14	7M	6	VG	SB	2days/L	50'	None
Miria	5	2M	4	VG	1 Steed	1/2 H/L	Touch	N/A
Mirror, Mirror	7	10	6	VM	SB	2T/L	SB	SB
Morning Glory	9	4	4	GM	30' rad.	1M/L	0'	SB
Mummify	35	22H	4	VGM	1 Body	Perm.	Touch	None
Murmurings	10	9	3	VG	1 Creat.	1day/2L	100'	Neg.
Mute	10	7	4	GM	1 Creat.	1T/L	40'	Neg.
Nature's Bounty	14	30M	4	VGM	SB	SB	SB	None
Nightshade	20	4H	4	VGM	100 yd. rad./L	1 month	0'	None

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Nixie's Breath	6	9	2	GM	10' rad.	10M/L	0'	N/A
Noxious Fumes	6	5	4	GM	10' rad.	1T/L	40'	Neg.
Ogre Strength	8	11	6	VGM	1 Creat.	1M/L	Touch	N/A(SB)
Oil Slick	6	3	6	VGM	SB	SB	30'	SB
Omnipotent Sphere	17	2	8	VGM	SB	1T/L	0'	SB
Open Sesame!	17	18M	8	V	1 Portal	Perm.	Touch	N/A
Pact	11	26T	6	VGM	SB	SB	SB	Neg.(SB)
Pallid Eye	4	2	6	VGM	Caster	5M/L	0'	N/A
Paralysis	11	9	8	VG	1 Creat.	1T/L	50'	Neg.
Pass	7	8	4	VG	Caster	1T	0'	N/A
Pass Through Fire	6	8	6	VG	Caster	1T/L	0'	N/A
Pentagram	8	16T	3	GM	9' diam.	SB	0'	None
Peridot Stone	8	10	5	GM	SB	SB	SB	None
Phantom Carriage	12	12	4	GM	SB	30M/L	Touch	None
Phouka Steed	18	1H	4	V	1 Phouka	1 Week	SB	None
Pied Piper	6	5	4	VGM	SB	10M/L	100'	SB
Pill Form	8	1H	2	VGM	1 Potion	Perm.	Touch	N/A
Pixie Led	20	2H	4	VG	1 Path	1 Month	Touch	Neg.
Polymorph	10	4	2	VG	1 Creat.	SB	40'	Neg.
Poof!	6	2	2	GM	Caster	5M	0'	N/A
Portal Blink	20	9	8	VG	SB	1T/L	SB	None
Pox	6	8	4	VG	1 Creat.	SB	50'	SB
Prank of the Hedly Kow	6	7	4	VG	1 Item	1T/L	50'	Neg.
Prot. from Cold	7	5	6	VGM	1 Creat.	2T/L	Touch	N/A
Prot. from Electricity	7	5	6	VGM	1 Creat.	2T/L	Touch	N/A
Prot. from Flame	7	5	6	VGM	1 Creat.	2T/L	Touch	N/A
Prot. from Missiles	11	8	8	VG	10' rad.	1T/L	0'	None
Rage	10	10	10	VGM	1 Creat.	1T/L	50'	Neg.
Rain Call	16	16M	8	VG	1/4 Mi. rad./L	10M/L	0'	SB
Raise the Dead	30	22M	4	VGM	1 Body	Perm.	Touch	None
Range Deduce	8	12	4	VGM	1 Item	1T	40'	N/A
Rechargeability	17	29M	4	VGM	1 Item	Perm.	Touch	N/A
Redcap's Revival	6	9	2	GM	SB	Inst.	Touch	N/A
Regenerative Charge	17	30M	3	VGM	1 Item	Perm.	Touch	N/A
Revealing Pool	7	12	6	VGM	SB	1T/L	SB	SB
Revenancy	30	13 days	8	VGM	1 Creat.	Perm.	Touch	N/A
Rigor mortis	11	9	6	VG	SB	1T/L	60'	Neg.
Rope Trick	6	4	8	VGM	SB	1H/L	20'	N/A
Runestaff	SB	SB	6	GM	SB	SB	Touch	N/A
Rust	5	6	4	GM	1 Item	Perm.	50'	Neg.
Sacrifice	17	15M	16	VGM	1 Ind.	1H	2miles	N/A
Sand Blast	7	10	2	GM	SB	Inst.	0'	1/2
Sand Castle	10	12	4	VG	SB	1Day/L	0'	N/A
Scry	6	11	6	GM	1 Target	2T/L	SB	SB
Sculpt	7	3	4	GM	SB	Perm.	Touch	None

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Semblance of Death	5	3	2	VG	1 Creat.	5M/L	Touch	N/A
Shadow Form	9	5	6	VG	Caster	5T+1/L	0'	N/A
Shape Change	8	3	12	VG	Caster	SB	0'	N/A
Shield of Ignus Fatuus	12	5M	2	VGM	Caster	SB	0'	N/A
Shooting Star	8	10	8	G	1 Creat.	Inst.	100'	None
Shrink	5	2	12	VG	1 Item	5T+1/L	Touch	Neg.
Shroud	10	7	8	GM	SB	2T/L	Touch	N/A
Signet	7	10	8	GM	SB	SB	Touch	N/A
Silence	6	5	4	GM	10' rad.	1T/L	40'	SB
Silent Sentry	6	2M	8	VGM	1 Item	Perm.	Touch	N/A
Silver Weapon	25	SB	8	VGM	1 Weapon	Perm.	Touch	N/A
Slender Elf Cap	6	5M	6	GM	1 Creat.	1 Day/L	0'	N/A
Slow	6	7	6	VGM	SB	2T/L	60'	Neg.
Slumber	7	4	6	VGM	1 Creat.	4M+1M/L	50'	SB
Snake Charm	5	10	2	GM	1 Snake	1M/L	Hearing	Neg.
Snakes and Sticks	7	8	6	VGM	1 Snake	SB	30'	Neg.
Snowball	7	7M	2	GM	10' rad.	SB	SB	1/2
Snow Drift	4	3	4	VGM	1 Creat./2L	2T/L	120'	Neg.
Sound Barrier	7	8	6	VGM	SB	1T/L	30'	None (SB)
Spark	3	2	2	GM	SB	Inst.	20'/L	Neg.
Spatial Pocket	6	7	2	VG	1 Container	2Days/L	Touch	N/A
Speak, Knock, and Enter	7	10	4	VG	1 Lock	Inst.	Touch	None
Spellbind	6	10	6	GM	1 Creat.	1T/L	30'	Neg.
Spell Vortex	12	10	12	VG	10' rad.	1T/L	0'	None (SB)
Spider's Thread	7	10	4	VGM	1 Target	SB	10'/L	N/A
Spirit Gem	13	9	6	VGM	1 Spirit	SB	40'	Neg.
Spontaneous Human Combustion	12	15	12	VGM	SB	Inst.	40'	SB
Spying Eye	7	8	2	GM	Caster	1M/L	30'/L	N/A
'Squito Sense	5	1	2	VGM	Caster	2T+1T/L	Sight	N/A
Stabbing Pain	SB	10	6	VG	1 Creat.	2T+1T/L	80'	Neg.
Starburst	12	8	6	VGM	25' rad.	Inst.	150'	1/2
Static Haze	7	9	4	VG	SB	1T/L	0'	SB
Stinging Nettles	10	11	8	VGM	15'X15'	1T/L	70'	SB
Stridemaker	6	6	6	VGM	1 Creat.	2T/L	Touch	N/A
Summon Imp	7	12	4	VGM	1 Imp	1H	20'	SB
Summon Pixie	5	6	2	VGM	1 Pixie	1H	20'	SB
Summon Spirit	6	8	2	VG	1 Spirit	1H	40'	N/A
Suspend Animation	25	10H	8	VGM	1 Creat.	SB	Touch	None
Swarm of Security	11	7	4	VGM	Caster	1T/L	0'	SB
Symbiosis	20	9H	2	VGM	SB	Perm.	Touch	None
Talisman	14	30M	4	VGM	SB	SB	Touch	N/A
Telekinesis	6	8	6	VG	SB	1T/L	60'	Neg.
Teleport	20	9	4	VG	SB	Inst.	SB	N/A

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Temporal Stasis	24	40M	16	VGM	1 Creat.	SB	Touch	None
Temporary Insanity	8	7	4	VG	1 Creat.	1T/L	50'	Neg.
Tetragram	8	16T	3	GM	9' diam.	Perm.	0'	None
Thorny Tangleroot	6	5	2	VGM	1 Creat.	2T/L	30'	Neg.
Thorny Thicket	8	10	4	VGM	SB	Perm.	SB	None
Time Delay	12	10	8	VGM	10' rad.	5secs/L	40'	None
Toadstool Clump	6	3	1	GM	SB	Perm.	20'	N/A
Tree Pass	6	1	6	GM	Caster	SB	SB	N/A
Trigram	8	16T	3	GM	9' diam.	Perm.	0'	None
Turquoise Stone	8	10	8	VGM	1 Stone	30M/L	Touch	N/A
Unicorn Steed	18	1H	4	V	1 Unicorn	1 Week	SB	N/A
Vaporous Form	5	1	6	G	SB	5M/L	Touch	Neg.
Vapors of Healing	14	5M	2	G	10' rad.	1H	Touch	N/A
Veiling Mist	6	6	6	VGM	5'rad./L	1T/L	40'	None
Ventriloquism	4	6	2	VG	Caster	1T/L	10'/L	None
Vertigo	6	8	3	VG	1 Creat./2 L	2T+1/L	60'	Neg.
Vibro Shield	6	8	4	GM	Caster	1T/L	0'	SB
Vigorous Flora	20	24M	8	VGM	1acre/L	Perm.	0'	None
Visage	20	36M	4	VGM	Caster	1day/L	0'	N/A
Voice of Command	3+SB	1	2	V	1 Spirit	SB	Hearing	SB
Wail of the Banshee	12	8	4	V	SB	SB	Hearing	Neg.
Wall of Blades	11	12	8	GM	SB	5T+1/L	40'	None
Ward	17	1H	6	VGM	SB	Perm.	Touch	N/A
Warmth of Day	7	4	6	VGM	1 Creat.	1H/L	Touch	N/A
Water Blast	6	4	2	G(M)	SB	SB	80'	SB
Water Strider	5	6	6	GM	Caster	1M/L	0'	N/A
Water Wings	5	3	4	G	1 Creat.	1M/L	Touch	N/A
Watery Abode	17	20	16	GM	SB	1D/L	0'	N/A
Watery Form	7	5	6	G	Caster	1M/L	0'	N/A
Weakness	5	6	2	VGM	10' rad.	5T+1/L	60'	Neg.
Web	6	8	4	GM	10' rad.	SB	40'	SB
Web Wall	10	10	6	VGM	SB	Perm.	50'	N/A
Wereform	8	1	4	V	Caster	1d6H	0'	N/A
Whispering Wind	5	2	6	VGM	Caster	1M/L	10miles/L	N/A
The Witching Hour	12	2	4	V	Caster	SB	0'	N/A
Witch Wind	7	12	4	VGM	SB	SB	SB	SB
Wither	6	8	4	VGM	SB	1T/L	Touch	SB
Woods Beauty and Bane	4	9M	2	VG	Caster	1H/L	0'	N/A
Words of Opening	6	2	6	V	1 Lock	Inst.	Hearing	SB
Words of Smothering	SB	3	6	V	SB	Perm.	Hearing	SB
Wormwood	7	9	3	VGM	SB	SB	30'	Neg.
Wreath of Honesty	5	4	4	VM	SB	1M/L	SB	SB
Wyrms' Claw	9	4	8	VGM	SB	5T+1/L	90'	N/A
Yellow Fairy Club	6	2	6	GM	SB	SB	0'	Neg.

Mage Illusionry

Illusionist Spell	Stress	Casting Time	Base	Casting Requirements	Affected Area	Duration	Range	Disbelief
Cage of Cambrensis	11	8	8	VGM	SB	2T/L	60'	Neg.
The Confounding Corridor of Cambrensis	17	1H	6	VGM	10'x10'	Perm.	Touch	Neg.
Ecstasy	11	11	6	VG	1 Creat.	1T/2L	50'	Neg.
Eternal Champion	8	1M	6	VG	SB	1D/L	45'	Neg.
Faust's Fabulous Facets	7	12	5	VG	1 Gem	1D/L	Touch	Neg.
Faust's Fallacious Facade	12	12	10	VG	SB	1D/L	40'	Neg.
Faust's Fantastic Footmen	10	1M	3	VG	SB	1D/L	100'	Neg.
Front Face	4	1	4	VG	Caster	5T+1/L	0'	Neg.
Glamour	17	16	8	VG	1 Creat.	Perm.	50'	Neg.
Guise	7	10	2	G	1 Creat. or Item	1D/L	Touch	Neg.
Illusionary Beast	10	5	6	VG	SB	5T+1T/L	80'	Neg.
Illusionary Boulders	6	8	6	GM	SB	5T+1T/L	Touch'	Neg.
Illusionary Doppelganger	6	8	10	G	Caster	5M/L	10'/L	Neg.
Illusionary Flame	5	8	4	VG	SB	SB	80'	Neg.
Illusionary Fog	6	6	3	VG	5' rad./L	1M/L	0'	Neg.
Illusionary Frost	5	8	4	VG	SB	SB	80'	Neg.
Illusionary Lightning	5	8	4	VG	SB	SB	80'	Neg.
Illusionary Nausea	5	4	4	VG	1 Creat./2L	5T+1T/L	70'	Neg.
Illusionary Pit	10	7	6	VG	10'X10'	1T	60'	Neg.
Illusionary Wall	8	8	10	VG	SB	1D/L	30'	Neg.
Illusionary Weapon	6	1M	12	VG	SB	1D/L	0'	Neg.
Intensify Pain	6	5	2	G	1 Weapon.	5T+1T/L	Touch	Neg.
Mask Aura	12	30M	6	VGM	1 Item.	Perm.	Touch	Neg.
Mask Sound	4	5	2	G	1 Creat. or Item	5M/L	SB	Neg.
Noisemaker	3	1	1	VGM	SB	1S	10'/L	SB
Numb Pain	5	2	2	GM	1 Creat.	5T+1T/L	Touch	SB
Obscurement	7	10	16	G	1 Creat. or Item	5M/L	Touch	Neg.
Phantasm	SB	5	6	VG	1 Creat.	5T+1T/L	80'	Neg.
Phantasmagoria	SB	10	8	VG	SB	5T+1T/L	80'	Neg.
Sidestep	6	1	1	G	Caster	5M/L	0'	Neg.
Sweltering Heat	6	8	1	VG	1 Creat.	SB	80'	Neg.
Tantalus' Gold	6	1	2	G	1 Coin/L	1D/L	Touch	Neg.
Tickle	5	8	4	GM	1 Creat.	1T/L	60'	SB
Warble	3	2	4	G	1 Creat.	5M/L	Touch	Neg.

Mage Potion

<u>Mage Potion</u>	<u>Stress</u>	<u>Brew Time</u>	<u>Base</u>	<u>Casting Requirements</u>	<u>Affected Area</u>	<u>Duration</u>	<u>Range</u>	<u>Luck</u>
Bloodlust Potion	27	17H	4	VGM	Imbiber	1T/L	Touch	N/A
Fire Grenade	14	10H	4	VGM	30' rad.	Inst.	SB	1/2 or 1/4
Foam Grenade	14	3H	2	VGM	30' rad.	1H/L	SB	Neg.
Glue Grenade	20	10H	6	VGM	10' rad.	1H/L	SB	Neg.
Hallucinogenic Potion	10	9H	5	VGM	Imbiber	1M/L	Touch	SB
Healing Potion	16	16H	3	VGM	Imbiber	Perm.	Touch	N/A
Hyper Potion	27	29H	2	VGM	Imbiber	1H/L	Touch	None
Incense of Hallucination	19	11H	2	VGM	10' rad.	1T/L	Touch	Neg.
Incense of Healing	24	18H	2	VGM	10' rad.	Perm.	Touch	N/A
Incense of Heightened Perception	24	19H	3	VGM	10' rad.	1H/L	Touch	N/A
Itching Powder	16	7H	3	VGM	15' rad.	1T/L	25'	Neg.
Magic Absorption Potion	16	7H	3	VGM	Imbiber	Inst.	Touch	SB
Neutralize Poison Potion	17	6H	6	VGM	Imbiber	Perm.	Touch	None
Numb Pain Potion	17	8H	6	VGM	Imbiber	1H/L	Touch	N/A
Perfume of Irresistibility	19	17H	6	VGM	5' rad.	5M/L	Touch	Neg.
Petrification Potion	20	20H	10	VGM	Imbiber	1H/L	Touch	N/A
Philter of Love	16	16H	8	VGM	Imbiber	SB	Touch	SB
Philter of Slumber	18	6H	6	VGM	1 Creat.	SB	Touch	None
Protection from Acid Balm	34	21H	4	VGM	1 Creat.	1H/L	Touch	N/A
Protection from Heat Balm	18	17H	4	VGM	1 Creat.	1H/L	Touch	N/A
Scentless Soap	11	18H	2	VGM	1 Creat.	1day/L	Touch	N/A
Shrapnel Grenade	14	8H	8	VGM	20' rad.	Inst.	SB	1/2
Sleep Gas Grenade	21	20H	3	VGM	20' rad.	SB	SB	Neg.
Smoke Grenade	14	3H	2	VGM	40' rad.	1M/L	SB	None
Snake Oil	20	20M	2	VM	1 Vial	1week/L	Touch	None
Sneezing Powder	19	15H	2	VGM	1 Creat.	1T/L	10'	Neg.
Strength Potion	21	18H	2	VGM	Imbiber	1H/L	Touch	N/A
Tear Gas Grenade	22	16H	2	VGM	20' rad.	SB	SB	Neg.
Untiring Nourishment Potion	28	30H	3	VGM	Imbiber	SB	0'	N/A
Vanishing Cream	35	21H	4	VGM	1 Creat.	1H/L	Touch	None
Vaporous Form Potion	32	32H	14	VGM	Imbiber	10ml	0'	N/A

Arcane Spell Description

Advancing Flame Wall

Arcane Lore Requirements: Flame 6

Stress Factor: 10

Affected Area: The spell creates a fiery wall 10 feet tall and 1 foot thick. It extends in a straight line up to a length of 5 feet per spell level. The intense heat produced by the wall will affect any creature within 5 feet.

Casting Time: 10

Duration: 1 turn per spell level.

Base: 8

Range: 100 feet

Casting Req.: Verbal, Gestural.

Luck: If the wall is created directly on top or near a creature, allow it a *Luck Roll* with *Agility Adjustments*. Success indicates that it sustains no damage as it leaps to one side. Those creatures passing through or standing near the wall are allowed no *Luck Roll*.

This spell creates a wall of brilliant flames. If the caster wishes, the wall may be made to creep along the ground at a *Speed* of 5. To have the wall advance in this manner, though, the caster must concentrate on its movement. No other spell casting is possible while controlling the wall.

Of course, the flaming wall cannot bar passage through it. Nevertheless, any creature passing through the wall sustains 1d6 flame damage per spell level. Any creature standing within 5 feet of the wall sustains 1d6 per two spell levels every turn.

The flames creating the wall are extremely bright. In fact, the wall obscures vision so that nothing may be seen through it.

Aerial Bridge

Arcane Lore Requirements: Wind 7

Stress Factor: 11

Affected Area: The bridge is 5 feet wide and extends to a distance of up to 10 feet per spell level. It can support a total of 200 pounds per spell level at any given moment.

Casting Time: 9

Duration: The bridge remains in position until crossed by a number of creatures equal to the spell level. Creatures may stop on the bridge. For every turn of pausing, the bridge supports one less creature than it did

before. Destroying the bridge replica required by the spell immediately negates the magic.

Base: 6

Range: The bridge replica required to cast the spell must be left within 80 feet of the **Aerial Bridge** or the spell fails.

Casting Req.: Verbal, Gestural, Material. To cast this spell, the magus must have a tiny, wooden replica of a bridge. Casting this spell does not destroy the bridge replica but it must be left within 80 feet of the **Aerial Bridge** or the spell fails.

Luck: Not Applicable

This spell creates an invisible bridge that may be used to cross a chasm, gorge, or moat. Like any normal bridge, both ends must rest on solid ground or the spell fails. The caster invokes the spell standing on the edge of the precipice he wishes to cross.

Aerial Bubble

Arcane Lore Requirements: Air: 8, Sky: 8, Wind: 8

Stress Factor: 7

Affected Area: A 5-foot radius sphere centered on the caster. The globe can lift 120 pounds per spell level.

Casting Time: 8

Duration: The sphere will remain for a maximum of 30 minutes per spell level. The bubble immediately 'pops' as soon as it touches the ground or if it sustains a single blow delivering more than 1 point of damage per spell level. The contents of the popped sphere immediately precipitate to the ground.

Base: 4

Range: 0'

Casting Req.: Gestural, Material. A gold ring and soap water are required to form an **Aerial Bubble**.

Luck: Not Applicable

This spell produces a large sphere resembling a soap bubble that forms around the caster. The globe gives floating transportation to the caster, his party, and any plundered booty he has acquired. It moves at his direction at a *Speed* of 60.

Aerial Staircase

Arcane Lore Requirements: Wind 4

Stress Factor: 7

Affected Area: The staircase supports 100 pounds of weight per spell level at any given time. It extends upward a maximum of 5 feet per spell level and its base

must rest at least an equal distance from its apex (i.e. a 45 degree slope).

Casting Time: 8

Duration: The staircase stands until ascended or descended by a number of creatures equal to the spell level. A creature may pause on the staircase but for each such turn of pausing, the staircase loses one ascension/descension value. Destroying the stepladder replica required in the casting negates the spell.

Base: 2

Range: The tiny stepladder replica required in the spell's casting must remain within 80 feet of the **Aerial Staircase** or the spell fails.

Casting Req.: Verbal, Gestural, Material. To invoke this spell, the caster must have a tiny, wooden stepladder replica. The spell does not harm the replica in any way.

Luck: Not Applicable

Aerial Staircase creates an invisible set of stairs. The bottom of the staircase must rest on solid ground and the top stair must attach to a solid object.

Agate Stone (Achates)

Arcane Lore Requirements: Earth 1, Land 1

Stress Factor: 9

Affected Area: The bearer of the stone.

Casting Time: 10

Duration: 20 minutes per spell level

Base: 5

Range: Touch

Casting Req.: Verbal, Gestural, Material. The spell invocation requires the caster to possess a polished agate.

Luck: Not applicable.

Agates are common stones often found in streambeds. When polished, agates take on a milky glasslike appearance usually containing dark regions within. If sliced into plates, these internal regions produce round patches of brown concentric rings or form threadlike tendrils throughout the stone. Folklore commonly bestows mystical properties to gemstones of all sorts, and agates are no exception. Despite their common nature, agates provide a tremendous variety of natural powers ready for a spell caster to exploit. The caster may invoke only one power at a time and must state which is to be invoked at the time of casting.

Spell Level 1: Soothes Scorpion and Viper Bites

When this power of the agate is brought forth and enhanced, the bearer of the stone gains a bonus of +1 per two spell levels on his *Luck Rolls* against all forms of poisonous bites, be they venoms or toxic poisons.

Spell Level 3: Soothes the Mind

Agates may be coaxed to provide the owner with mental stability in trying times. When the caster brings forth this attribute of the agate, the bearer gains a bonus of +1 per two spell levels on all *Luck Rolls* against *Insanity* and *Charm*.

Spell Level 5: Shields Against Gases

This power provides a protective barrier around the bearer that drives off all magical or poisonous gases. The gases are prevented from coming within one foot of the bearer's body.

Spell Level 7: Enhances Charisma and Eloquence

By invoking this power, the caster uses the agate to enhance the bearer's persuasiveness and apparent charm. In effect, the agate temporarily raises the wearer's *Charisma* by 1 point per 3 spell levels. To use this power, the bearer must wear an agate of at least 100 sp. value in some form of jewelry.

Spell Level 9: Stops Thunder and Lightning

Bringing forth this power protects the bearer from all forms of lightning and thunder. Any electrical spell striking the bearer loses one spell level for every two spell levels of the caster in **Agate**. For example, a character possessing an agate enchanted with this power by a Geomancer who is 11th spell level in **Agate** is struck by a 9th spell level **Lightning Bolt**. Since the **Lightning Bolt's** spell levels are lowered by half of the **Agate's**, the character is affected by a mere 3rd level electrical jolt.

Amber Stone

Arcane Lore Requirements: Dry 8, Dust 8, Earth 8, Land 8

Stress Factor: 20

Affected Area: The bearer of the stone

Casting Time: Before any of its magical properties may be used, the **Amber Stone** must attune itself to its owner by remaining in his possession for one full month, including immediately after its initial enchantment.

Duration: Permanent

Base: 8

Range: Touch

Casting Req.: Verbal, Gestural, Material. The spell may only be invoked on an amber gemstone having a value of at least 1,000 silver pieces per spell level.

Luck: Not Applicable

This spell permanently charms a piece of flawless amber. Note that since the **Amber Stone** is permanently enchanted by this spell, it must be treated as a magic item for *Willpower* purposes.

Before any of its magical properties may be used, the stone must attune itself to its owner. Its possessor attunes himself to the amber piece by rubbing it like a worry stone every day for one full month. Once the gemstone is attuned to its owner, he may use its powers. Given sufficient time, any mage possessing the lores of *Dry*, *Dust*, *Earth*, and *Land* may attune himself to the stone.

As long as he rubs the stone, the caster regains lost stress points at double his normal rate. If he continues to rub it after regaining all lost stress, the caster slowly imbues the golden rock with energy.

The gemstone stores energy in the form of stress points. One stress point is stored in the stone for every hour the owner rubs it. The amber piece may store a maximum of five plus one stress point per spell level. Thus, a 5th spell level **Amber Stone** may store 10 points of stress.

The stone's energy may be drawn at any time the caster requires. Only the person attuned to the stone may draw forth this energy and only a single **Amber Stone** may be attuned to a given individual at a time.

Amethyst Stone

Arcane Lore Requirements: Earth 4, Land 4

Stress Factor: 8

Affected Area: The bearer of the stone.

Casting Time: 8

Duration: 30 minutes per spell level

Base: 6

Range: Touch

Casting Req.: Verbal, Gestural, Material. The spell requires an Amethyst stone whose form depends on the power drawn from the gem. See the spell description for details.

Luck: Not Applicable

Amethyst is a common purple translucent gemstone belonging to the quartz family. When properly cut, an amethyst can sparkle just as brightly as the most valued, and rare stones. The mythology surrounding gems bestows upon the common amethyst powers as potent as those given stones normally considered more valuable. Even though amethysts are common, spell casters value them highly for their ability to enhance the bearer's perception. The caster may invoke only one power from an amethyst at a time and must state which is to be invoked at the time of casting.

Spell Level 1: Drives Off Intoxication.

When a large amethyst is carved into the form of a goblet or cup, the caster may endow it with the ability to prevent any alcohol drunk directly from it from intoxicating the drinker. Thus, the owner of the cup may drink even the hardiest sailors under the table.

Spell Level 4: Bolsters the Mind

When the caster selects this power, he bestows upon the gem's bearer a bonus of +1 per 3 spell levels on all *Luck Rolls* against any mental spell or in disbelief of any illusion. To use this power, the amethyst must have a value of at least 2,000 silver pieces.

Spell Level 7: Improves Perception

The bearer of an amethyst having this power has his *Perception* raised by +1 per 4 spell levels. All skills and abilities relating to *Perception* are thus enhanced at 1st, 5th, 9th, and 13th spell level. Unfortunately, this ability cannot work in conjunction with other *Perception* enhancing magics.

Anathor (Orphic Egg)

Arcane Lore Requirements: Cold 5, Dry 5, Hot 5, Spirit 5

Stress Factor: 20

Affected Area: See below.

Casting Time: 1 hour

Duration: 1 hour per spell level

Base: 16

Range: 10 feet

Casting Req.: Verbal, Gestural, Material. See below for more details.

Luck: Not applicable.

An anathor is a large furnace used by alchemists to smelt ores into base metals. (Smelting is the process of heating various ores and minerals to extract valuable metals. The ancients believed smelting was a transformation – that of transmuting rock into metal.) Because the furnace is egg-shaped, an anathor is also known as an Orphic Egg, in deference to the ancient alchemist Orpheus that invented the thing. The construction of the furnace is a long and expensive process. It must be housed in a brick or stone room at least 15 feet in diameter, usually with a heavy steel door. The room generally extends upward several stories and has an open roof. In other words, the anathor is placed at the bottom of a very large chimney. The anathor is very heavy, so it must rest on a sturdy foundation laid directly on bedrock.

Construction of the furnace must be supervised by a person who has attained at least 7th level in **Anathor**. This person must oversee every step of the building process, which requires the efforts of at least 4 bricklayers and a smithy for three full months. The entire construction process will demand at least 150,000 silver pieces to complete.

When finished, an anathor looks like a gigantic upright egg covered in riveted steel plates. It stands eight to ten feet tall and has a round iron section on its top that can be unbolted and lifted out by a heavy block and tackle to provide access to the interior. A venting tube is also attached to the top that juts abruptly to the side at a slightly downward sloping angle. Depending on what an alchemist is smelting, he may attach a large glass globe, known as an aludel, to the end of the venting tube. The cooling action of the globe on the vented gases will cause some of the gases to precipitate into a liquid. Of course, the nature of the condensed liquid depends entirely on the substance being heated in the furnace.

Peering inside the anathor's bowels reveals that the walls of the furnace are two-feet thick and made entirely of ceramic, except for a thin but dense layer of Salamander's Feather between the ceramic and steel plates. Every aspect of the device is geared toward reflecting the furnace's heat inward.

Casting the spell is a long and difficult ordeal for the caster. First, of course, the caster must place within the anathor whatever he wishes to smelt (up to about 20 cubic feet) and bolt the top in place. He then stands in front of the furnace, waves his arms about and incants for an hour or so. During this time, the anathor will slowly heat up. By the time the alchemist is through casting, the anathor's exterior will be glowing a dull red and radiating significant heat. Until the spell dissipates, anyone standing within 10 feet of the anathor will sustain 1d6 heat damage per turn.

When the spell is complete and the furnace has cooled down, the top of the Orphic Egg is lifted off and the contents removed. After a successful smelting operation, the metal will be found in a small-solidified pool at the bottom of the egg. The rest of the 'slag' rock will be on top of the pool. The slag and smelted metal(s) are usually easy to separate.

Powers:

Spell Level 1: Smelt Mercury

Common mercury is easily smelted from coagulated blood taken from Ouroboros dragons. It is the principle ingredient needed in the creation of **Essence of Mercury**. One gallon of dragon's blood, when coagulated and dried, produces about two pounds of packed red powder. When this red powder is heated, noxious sulfuric fumes are produced and liquid mercury seeps out of any cracks that form in the substance. Every pound of dragon's blood powder produces six ounces of common mercury. If the dragon's blood is pure, there is no residue once the powder is completely smelted.

The anathor can hold a maximum of 200 pounds of coagulated dragon's blood. This is never really an issue, though, since dragons are so good at keeping their life essences confined to their own circulatory systems.

Spell Level 2: Smelt Copper, Tin, Silver, and Gold

Smelting copper, tin, and gold ores is a relatively simple process. In goes the ore (about one ton maximum), the spell is cast, and the alchemist waits for the process to complete.

- High-grade copper ore yields 5,000 oz. per ton.
- High-grade tin ore yields 5,000 oz. per ton.
- High-grade gold ore yields 120 oz. per ton.

Spell Level 3: Smelt Silver and Platinum

Smelting silver and platinum ore is a trifle more difficult than tin, copper, and gold. It simply requires a little more heat. Here again, all that the alchemist must do is to put the ore in the anathor and cast his spell. One ton of high-grade silver ore yields 800 oz. of silver. One ton of high-grade platinum ore yields 60 oz. of platinum.

Spell Level 5: Smelt Cast Iron and Cast Meteoric Iron

Smelting iron ore is also very simple. The reddish iron ore is placed inside the anathor along with equal volumes of charcoal and limestone. Thus, only about one-third of a ton of iron ore can be smelted at any one time. This quantity of high-grade iron ore will yield about 220 pounds of iron. The cast iron produced by this process is very brittle. To produce steel, the cast iron must undergo an additional step to reduce the impurities (see below).

Smelting Meteor Ore is an identical process to that of smelting normal iron ore. However, meteors usually contain a very high percentage of iron. Although meteors are rare and are generally rather small (20 pounds or less), they usually contain about 80% iron. Note that if Meteor Ore is mixed with ordinary Iron Ore, the resulting metal will be ordinary cast iron.

Spell Level 7: Smelt Gravitus, Levitus

Smelting gravitus and levitus is a relatively simple process. The ore must be placed in the anathor (lodestone for gravitus, the silver lining of clouds for levitus), after which the spell is cast. However, since both gravitus and levitus are such dense metals, care must be taken to ensure that the anathor itself is not harmed. At most, two hundred pounds of ore can be smelted at a time. Any more, and the ceramic lining of the anathor will almost certainly crack due to the highly concentrated weight of the smelted metal.

- High-grade lodestone yields 10 pounds of gravitus per 100 pounds of ore.
- High-grade silver lining yields 10 "pounds" of levitus per 100 pounds. Note that levitus "falls" upward, so great care must be taken when opening the anathor and removing the valuable metal.

Spell Level 9: Smelt Orichalcum

Smelting orichalcum requires the alchemist to place orichulore (Orichulcum ore) into the anathor along with an equal weight of gold. The reason for this odd requirement is that the powerful magic of the anathor is completely unable to affect the orichalcum itself, since orichalcum is impervious to magic of any kind. To get around this tricky problem, the alchemist must use the anathor's magic to heat some other substance that will, in turn, heat the orichulore. This "catalyst" must be

chemically inert even at the high temperatures of the anathor furnace, to prevent it from polluting the very orichalcum that is being smelted. In addition, it must be dense enough to cause the molten orichalcum and its slag to “float.” The only known substance that satisfies these strict conditions is gold. Unfortunately, one-twentieth of the gold is always lost in the process. Every ten pounds of high-grade orichalcore yields one pound of orichalcum.

Spell Level 10: Create Steel from Cast Iron, Create Meteoric Steel from Cast Meteoric Iron

Creating steel requires only that the alchemist place pure cast iron ingots into the anathor. One pound of cast iron produces one pound of steel. Similarly, the production of Meteoric Steel requires nothing but Meteoric Iron. One pound of Meteoric Iron produces one pound of Meteoric Steel. At most, 200 pounds of steel can be created at a time.

Spell Level 11: Smelt Essence of Mercury

Essence of Mercury is smelted from common Mercury. Unlike the requirements of smelting other metals, smelting Essence of Mercury does not require high temperatures. Rather, it requires extremely fine control over temperature. The impurities in common mercury that “pollute” the Essence of Mercury evaporate at an only slightly lower temperature than the Essence of Mercury itself. Thus, without exacting control over heat, any attempt to smelt Essence of Mercury will produce nothing but mercury gas. When properly smelted, every pound of common mercury produces one ounce of Essence of Mercury.

Spell Level 13: Smelt Lumina, True Bronze

Lumina is smelted from White Stone, or Luminore. White Stone is a very lightweight ore, so only about 200 pounds of White Stone may be smelted at a time (an alchemist can consider himself very lucky if he manages to fill his anathor with Luminore, though, so this is rarely an issue). The smelting process requires the addition of **Essence of Mercury**. A full 200-pound load requires the use of one 4-ounce vial. Fortunately, 200 pounds of high grade White Stone yields approximately 1,000 ounces of Lumina. This large yield means, of course, that Luminore is a highly profitable mineral to mine and an alchemist must expect to pay dearly for the ore.

The slag material produced by this process is a reddish almost ruby-like crystal known as Red Stone that can be further smelted to produce Tanium, the principle component of Mithril. Smelting 200 pounds of White Stone produces 100 pounds of Red Stone, which is considerably denser than White Stone. (The remainder billows out the anathor’s stovepipes as poisonous gases.)

“True bronze”, a dark reddish alloy metal analogous to common bronze, can also be created at this level simply

by placing the various metals in the anathor, at whatever proportions are desired, and allowing the molten metals to mix. See the description for **True Bronze** in the Special Materials section for the effects of varying the proportions of the Orichalcum, Lumina, and (optionally) Gravitus needed for the creation of True Bronze.

Spell Level 15: Smelt Tanium

Tanium, the main component in the highly valued alloy Mithril, is smelted from luminore slag, also known as Red Stone. The process requires the addition of one vial of **Essence of Mercury** and one vial of **Essence of Sulfur**. A maximum of 500 pounds of Red Stone may be smelted at a time. Every 100 pounds of Red Stone smelted produces 1 pound of Tanium.

Anemic Hemophilia

Alignment Restrictions: The caster cannot have a *Good* alignment.

Arcane Lore Requirements: Blood 9

Stress Factor: 7

Affected Area: One blood-bearing creature.

Casting Time: 7

Duration: 1 turn per spell level.

Base: 8

Range: 70 feet

Casting Req.: Verbal, Gestural, Material. To invoke this spell the caster must shatter a vial of blood.

Luck: Negates. The target is entitled to a *Luck Roll* with *Stamina Adjustments* to completely avoid the spell’s effects.

This spell causes open wounds on the target’s body to bleed for the spell’s duration. The blood loss causes one point of damage every turn for every wound on the target’s body that bleeds. Obviously, cutting, biting, chopping, slashing, or similar agent must have inflicted the wound for bleeding to occur.

Most potions cannot restore bleeding damage and healing spells as they do not replace lost blood. Only rest or spells that restore lost blood can regain the lost blood. (i.e. **Piety** magic’s **Healing** spell **Restore Blood**.)

Note that healing potions and spells automatically mend the most severe wounds. These are normally the greatest concern. A priest performing a **Lay on Hands** or similar magic may state explicitly that he wishes to heal all of the minor cuts first (due to the fact that these bleed just as badly on an **Anemic Hemophilia** victim as the more severe wounds). However, imbibers of potions and owners of healing magic items have no such luxury.

Animal Form**Arcane Lore Requirements:** Spring 8, Summer 6**Stress Factor:** 8**Affected Area:** Caster**Casting Time:** 7**Duration:** A spellcaster may remain in **Animal Form** indefinitely.**Base:** 6**Range:** 0**Casting Req.:** Verbal, Gestural, Material. **Animal Form** requires the caster to don a cloak made from the skin of the animal whose form he wishes to assume. While the preparation of the skin takes much time, it is undamaged by the spell and may be used any number of times.**Luck:** Not Applicable

Upon donning a cloak made from an animal skin, the caster of **Animal Form** transforms into the creature whose skin he wears. The caster may increase his *Damage Tolerance* by 10 points per spell level or reduce it by 4 points per spell level. His weight rises or falls by 4 pounds for every point gained or lost. Of course, the weight change is only approximate. Simply assume that if the caster alters his *Damage Tolerance* to match that of an animal, he also alters his weight appropriately.

To assume any form, the caster must first be able to reduce or increase his *Damage Tolerance* to match that of the animal who once owned the skin. For example, a witch assuming the form of a mouse must be able to decrease her *Damage Tolerance* to equal that of a mouse. Conversely, to become a grizzly bear, she must match the *Damage Tolerance* of the bear. Naturally, if the caster cannot alter her *Damage Tolerance* enough to assume the creature's form, the spell is ineffectual.

The caster's *Combat Level* in the altered form always equals his spell level in *Animal Form*. All characteristics of the creature (# of attacks, damage per attack, etc.) are normal for a creature of the corresponding *Combat Level*.

Changing from one form to another cannot heal damage incurred in animal form. If the caster takes 100 points of damage in bear form (hurtful but probably survivable), returning to human form would undoubtedly mean instant death. If, however, damage sustained in animal form exceeds the *Damage Tolerance* of the creature (i.e. DT falls to zero), the spell immediately ends and the caster returns to his original form.

The caster may transform an additional 5 pounds per spell level of inanimate material (clothes, treasure, etc.) into the new form. A spell caster cannot invoke spells in

altered form but may remain in *Animal Form* indefinitely. Finally, the caster may only take the form of non-magical, non-humanoid creatures. Thus, he may transform into an alligator but not a dragon.

Animal Tongues**Arcane Lore Requirements:** Autumn 1, Spring 1, Summer 1**Stress Factor:** 4**Affected Area:** The spell affects the caster who then may communicate with any number of creatures of a single animal species. **Animal Tongues** does not facilitate speaking to insects, spiders, or creatures having a *Cunning* with better than a *Low* rating (see **The Bestiary** in *The Tome of Terrors™* for details).**Casting Time:** 2**Duration:** 1 minute per spell level**Base:** 2**Range:** Hearing**Casting Req.:** Verbal, Gestural, Material. Casting this spell requires a small lute that remains unharmed.**Luck:** Not Applicable. To speak in a particular animal tongue, the caster must make a *Success Roll* with *Perception Adjustments* against a *Threshold* of 20. (If speaking to a magical creature, raise the *Threshold* to 25.) Success indicates that the caster may speak in a 'language' understandable by a specific species.

A spell caster versed in **Animal Tongues** speaks the language of a particular animal species. Of course, animals think in only the most fundamental manner. Complex questions or requests will not be understood. The animals spoken to are in no way forced to obey the caster's bidding.

Animate the Dead**Alignment Restrictions:** The caster must have an *Evil* alignment.**Arcane Lore Requirements:** Bone 5, Spirit 5**Stress Factor:** 14**Affected Area:** One dead body**Casting Time:** 10 minutes**Duration:** Permanent**Base:** 2**Range:** Touch

Casting Req.: Verbal, Gestural, Material. To invoke this spell, the caster must use 100 silver pieces of embalming materials.

Luck: None

This spell animates a dead body to obey the commands of the caster. The body may or may not have flesh covering its skeleton. If flesh remains on the body, the spell creates a zombie. Otherwise, the caster gains a skeleton. If the body retains flesh, its bulk enhances the body's *Damage Tolerance* but slows movement.

Animate the Dead provides some preservation of a zombie's flesh. The flesh slowly rots and emits a vile stench, but it is maintained by the spell's magic for a number of years equal to the spell level of the **Animate the Dead**. The greater the time since the zombie was first animated, the more ragged and horrific its appearance. Once the flesh has rotted completely away, treat the creature as a simple skeleton.

A zombie has a *Combat Level* equal to one-half the spell level of **Animate the Dead**. Its *Attack Bonus* equals its *Combat Level* minus 1. In addition, its *Defense* equals 11 plus its *Combat Level*. The *Damage Tolerance* of a zombie equals 45 plus 1d10 per *Combat Level*.

An animated skeleton has a *Combat Level* and *Attack Bonus* equal to one-half the spell level of **Animate the Dead**. In addition, its *Defense* equals 20 plus 1 per 2 spell levels. The *Damage Tolerance* of a skeleton equals 20 plus 1d10 per *Combat Level*.

Like all undead, zombies and skeletons are immune to mental and cold attacks and are unaffected by *Severe Blows*.

Any creature animated by this spell will faithfully obey all commands given it by its creator.

Annihilation

Arcane Lore Requirements: Land 12, Sea 12, Sky 12, Sun 12

Stress Factor: Casting the spell drains an amount of stress from the caster equal to 20 minus 1 per level of the caster in **Annihilation**.

Affected Area: Only one object or volume made up from a single element (Air, Earth, Fire, or Water) can be the target of **Annihilation**. The spell disintegrates a volume of earth or water up to 1000 cubic feet (10 feet by 10 feet by 10 feet). If fire is to be extinguished with the spell, an area of 20 feet by 20 feet per spell level can be put out. See the spell description for the effects of annihilating air.

Casting Time: 45

Duration: Permanent

Base: 6

Range: 80 feet

Casting Req.: Verbal, Gestural, Material. To cast this spell, the caster must toss a large vial of aqua regia (cost of 200 silver pieces).

Luck: Negates. Inanimate objects are not entitled to a *Luck Roll*.

Annihilation totally destroys objects and entities made up of a single pure element. As the spell can only affect a single element at a time, it cannot directly affect living creatures, which are made up of a mixture of the elements. Nevertheless, it can affect elementals, salamanders, djinn, effreet, and all other magical creatures made up entirely of a single element. A failed *Luck Roll*, in these cases, destroys the creature.

One of the more interesting uses arises when air is the subject of the spell. If this is done, tornado force gales rush to fill the gap left by the annihilated air. Anyone within 20 feet is thrown off his feet with no *Luck Roll* taking 1d8 bludgeoning damage per spell level. Anyone within 40 feet must make a *Luck Roll* or also be thrown to the floor taking 1d8 damage per 2 spell levels. When air is **Annihilated**, though, only a small area of air is destroyed but the air rushing in continues to disintegrate for a full turn.

A spell caster must use this spell with caution or some Elemental Lord will undoubtedly vent his fury on the spell caster. Not only does the spell diminish the Elemental Lord's domain, the implication that the lord has failed in protecting his realm is the greatest insult that can be given to such a being. Overuse of the spell will undoubtedly create enemies of powerful beings best left alone.

Aqua Air

Arcane Lore Requirements: Sea 1, Water 1

Stress Factor: 5

Affected Area: One air breathing creature.

Casting Time: 6

Duration: 10 minutes per spell level

Base: 4

Range: Touch

Casting Req.: Verbal, Gestural, Material. The spell requires the spell recipient consume a fish gill.

Luck: Not Applicable

This spell allows the targeted creature to breath water. This spell in no way endows an ability to swim or even move underwater with ease. Even so, it will give characters lacking the *Swimming* talent enough confidence so that they will not *Panic* while under water. The effect of this spell does not hamper normal breathing. Therefore, the spell recipient may leave the water and return as often as desired as long as the spell remains in effect.

Armour

Arcane Lore Requirements: Earth 1

Stress Factor: 6

Affected Area: Caster

Casting Time: 2

Duration: When the caster takes a blow of five or more times the protection rating of the **Armour**, it disintegrates. Only another casting of the spell will reinstate it.

Base: 2

Range: 0'

Casting Req.: Verbal, Gestural, Material. To invoke this spell the caster must hammer one silver piece per protection rating down to a fine foil.

Luck: Not Applicable

This spell creates an invisible protective shield that covers the caster's entire body. Any blow delivered by a weapon while this spell works has a reduced effect. The **Armour** absorbs one point of damage for every two spell levels. Although the **Armour** spell protects like normal armor, it has none of the encumbrance penalties associated with it. Multiple castings are not cumulative.

Astral Travel

Arcane Lore Requirements: Spirit 9, Motion 6

Stress Factor: 11

Affected Area: Caster

Casting Time: 9 minutes

Duration: 5 minutes per spell level.

Base: 2

Range: 0'

Casting Req.: Verbal

Luck: Not Applicable

This spell releases the caster's spirit from the confines of his body. In so doing, his spirit is free to roam the astral plane observing all that goes on in the world around him. The spirit is attached to his body by a thin silver cord

invisible to all but the spirit to which it is attached. If this silver cord is somehow cut or broken, the body perishes as the spirit cannot find and reenter the body. The body left behind appears as if asleep and may easily be killed if left unprotected. Of course, the caster's spirit may meet some astral monster or spirit that could threaten him. In such circumstances, the spirit has all of his normal powers and materials at its disposal with which to defend itself. Of course, if the spirit is killed, the caster immediately dies.

Aura of Deathly Power

Alignment Restrictions: The caster must have an *Evil* alignment.

Arcane Lore Requirements: Dust 5, Mind 7, Spirit 9

Stress Factor: 15

Affected Area: The spell creates an aura around the caster may command any undead creature viewing him having a *Combat Level* less than or equal to half the spell level. In addition, no undead having a *Combat Level* less than the spell level can attack the caster while he possesses an **Aura of Deathly Power**.

Casting Time: 8 minutes

Duration: The aura lasts 1 day per spell level. The affected creatures will continue to obey the spell caster only as long as he remains in view.

Base: 4

Range: Sight.

Casting Req.: Verbal, Gestural

Luck: None

An **Aura of Deathly Power** produces a haze of blackish rays emanating from the caster's body. This aura has tremendous influence over undead creatures. Of course, an **Aura of Deathly Power** circumvents the immunity to mental spells possessed by most undead creatures.

Awaken the Dead

Arcane Lore Requirements: Bone 1, Dust 1, Mind 1 Spirit 1

Stress Factor: 12

Affected Area: This spell re-animates the physical corpse of a single slain undead creature. It has not effect on any body that has never risen in an undead state.

Casting Time: 1 hour

Duration: Permanent.

Base: 8

Range: Touch

Casting Req.: Verbal, Gestural.

Luck: Not Applicable

Awaken the Dead re-animates the lifeless remains of a creature that previously walked the earth in an undead state. Once the spell is invoked, the horror will rise on the following nightfall in the same form as before. Thus, a wight returns as a wight and a skeleton remains a skeleton.

The specter retains all of the powers and abilities formerly possessed. However, its link to the physical world becomes slightly more tenuous with each casting of this spell. Every time **Awaken the Dead** is used to raise a corpse, its *Combat Level* (and *Character Level*) drop by 1. All other characteristics are restored to their previous levels (*Attack Bonus*, *Defense*, *Damage Tolerance*). Once a monster's *Combat Level* drops to zero, it cannot ever be induced to walk again. It has earned its rest.

This spell has one more major limitation. Only creatures originally having *Combat Levels* which are less than or equal to the spell level are affected. Creatures of higher power and those that have been exorcized cannot be raised in this fashion.

Note that **Awaken the Dead** does not, in itself, give control over the raised creature. However, if the nightmarish terror was originally under the caster's sway it will likely remain so unless the influence was magically induced by a spell whose duration has expired.

This spell creates a writhing serpentine bolt of electrical energy to appear at the caster's feet. This serpent will approach and attack any target specified by the caster, although it must maintain in contact with the ground at all times. It cannot cross pools, streams, or similar bodies of water.

The serpent races along at a *Speed* of 90. Once the summoned critter has approached its target it attacks once per turn. Its *Attack Bonus* equals +1 per spell level. Once an attack is successful, the serpent quickly writhes, darts, and dodges over the surface of the target's body. For the remainder of the duration, the target sustains 1d10 electrical damage every turn.

Once the spell is cast and the caster chooses his target, no further concentration is required. Although the serpent surrounds the target, it does not hinder normal movement in any way.

Azure Serpent

Arcane Lore Requirements: Rain 8, Water 8

Stress Factor: 10

Affected Area: The spell produces a single crackling blue electrical serpent that pursues a single target.

Casting Time: 10

Duration: The serpent will normally exist for 1 turn per spell level. If the targeted creature immerses itself in water, the serpent sputters to a premature death.

Base: 6

Range: The serpent appears at the caster's feet but may travel any distance as long as the duration allows.

Casting Req.: Verbal, Gestural, Material. The spell requires a dried snakeskin wrapped around an uncut blue sapphire (150 silver piece minimum value). The snakeskin, given temporary 'life' by the spell, is destroyed at its completion. The sapphire and skin remains undamaged by the spell but cannot be re-used until the current spell duration expires and the caster reclaims it.

Luck: None

Ball Lightning**Arcane Lore Requirements:** Rain 8, Water 8**Stress Factor:** 10**Affected Area:** 15' radius**Casting Time:** 11**Duration:** 6 seconds**Base:** 6**Range:** 135 feet**Casting Req.:** Verbal, Gestural, Material. Invoking a **Ball Lightning** requires the caster to possess the eye of a naga. The orb is unharmed by the spell.**Luck:** Allow a *Luck Roll* with *Agility Adjustments* for anyone caught in the *Affected Area* not possessing a sizable non-magical metal object. (e.g. a helmet or sword). Those succeeding their *Luck Rolls* take only 1/2 damage from electricity.

This spell launches a 1-foot diameter sphere of crackling electricity. The globe floats under the caster's control for 5 seconds and moves at a *Speed* of 90. At the end of this time, the sphere explodes in a great clap of thunder and lightning causing 1d6 electrical damage per spell level.

Banish**Arcane Lore Requirements:** Spirit 10**Stress Factor:** 9**Affected Area:** One spirit**Casting Time:** 8**Duration:** Permanent**Base:** 2**Range:** 70 feet**Casting Req.:** Verbal**Luck:** Negates. The target is entitled to a *Luck Roll* with *Willpower Adjustments* to completely avoid the spell's effects.

This spell allows the caster to banish a creature originating from a different plane to its place of origin. A **Banished** creature cannot return until somehow **Summoned** or **Conjured** unless powerful enough to travel from plane to plane without such aid.

Bell of Girardius**Arcane Lore Requirements:** Dust 6, Spirit 7**Stress Factor:** 15**Affected Area:** See the spell description.**Casting Time:** 7 days**Duration:** Permanent**Base:** 2**Range:** Touch**Casting Req.:** Verbal, Gestural, Material. To cast this spell, the caster must forge a bell composed of an alloy of copper, gold, iron, lead, fixed mercury, silver and tin. The bell itself must be inscribed with the day and hour of birth of the caster. The bell must be buried for seven days in the grave of the friend or relative that it will summon. The total cost of the bell exceeds 2,000 silver pieces.**Luck:** None.

A **Bell of Girardius** summons the spirit of a dead friend or relative of the bell's creator when rung. The spirit appears as a ghost in a death shroud. When the spirit appears, it gives advice on how to escape danger or solve a puzzle the bell's ringer presently faces.

The apparition's best advice is obtained when he is used to escape death. As the apparition is already deceased, it has a much greater understanding of death that the spell enhances. Whenever advice is requested on how the ringer can avoid his own demise, the apparition is entitled a *Success Roll* with bonuses for the spell's level and the apparition's *Perception Adjustments*. If successful, the apparition sees a course of action that is most likely to save the summoner's life. Of course, if the summoner's death is certain, the apparition is of no help.

If the apparition is asked for advice on any subject other than the ringer's death, it can only rely on knowledge it possessed in life.

If the bell is rung by anyone other than the creator, the summoned apparition is not forced to give any advice whatsoever. It may or may not refuse to aid the summoner, depending on the apparition's mood and attitude toward the bell holder.

The frequency with which the bell may be used depends on the spell level of the caster in **Bell of Girardius**. After the bell has been rung, it may not summon the apparition again until a number of days pass equal to thirteen minus the spell level.

The bell's creator must be careful to pick a spirit who holds no grudge or animosity toward him. Otherwise, the advice of the spirit could prove deadly. Once enchanted,

the bell becomes a permanent magic item. It must be treated as such for purposes of *Willpower* limitations.

Black Forest

Alignment Restrictions: The caster must have an *Evil* alignment.

Arcane Lore Requirements: Autumn 15, Comet 14, Mind 14, Moon 14

Stress Factor: In invoking **Black Forest**, the caster sustains 30 points of stress and permanently loses 1 point of *Willpower*.

Affected Area: 2 mile radius per spell level.

Casting Time: 1 day

Duration: Permanent

Base: 16

Range: 0'

Casting Req.: Verbal, Gestural

Luck: Not Applicable

The force of this terrible magic harnesses the awesome power of black magic to create and defend an evil forest. The full effects of the spell, however, are not immediately felt. Rather, the spell summons a royal evil pixie residing within the forest's shelter. The pixie is given the power to choose guardians for the surrounding wood. He is restricted in his choice of guardian only in that it must be a faery creature and must have a purely *Evil* alignment.

After the spell is cast, or at any time the forest is left without a guardian, the pixie will tirelessly search for a faery of the appropriate stature and nobility. Wild Huntsman are the most popular faery creatures selected as guardians, as their devotion to their sport is unrivaled. However, any *Evil* aligned woodland faery may be chosen (even that of an orcish or goblinish player character). The pixie will generally take 1d4 months to make his selection.

Once selected, the guardian is bestowed with magical powers. It may use the following spells whenever needed at a spell level equal to the spell level of the **Black Forest**:

Blind, Charm, Darkness, Death's Pot Breeze, Evil Eye, Fear, Ineffable Awe, Lifelette, Lunacy, Pallid Eye, Paralysis, Pixie Led, Pox, Wereform, Witching Hour

The guardian also produces the effect of the spell **Nightshade** wherever it treads. It is immune to all forms of poison and is unaffected by mental spells, including charms and illusions. Finally, the guardian can only be harmed by magical weapons.

The chosen guardian must always remain within the enchanted forest. If it leaves the area for any reason, it immediately loses its exalted status and privileges. Another guardian will be selected by the pixie.

The forest itself is protected by a permanent **Lunacy** spell. Any *Good* aligned creature which stays the night within the forest must make a *Luck Roll* with *Willpower Adjustments* against a *Luck Threshold* equal to 15 plus half the spell level. Failure indicates the individual suffers from the spell **Lunacy**.

While there is no power in the spell to summon other creatures, talk of a newly established black forest will quickly ripple throughout faery society. The wood's protection and nightish environment will quickly attract any number of trows, stone trolls, dark elves, goblins, spriggans, and hobgoblins. They will defend their bastion of evil with great vigor if the guardian ever falls or is obviously outmatched.

Of course, many non-faery night dwelling creatures will quickly find a home in the dark wood. These will include creatures such as giant spiders, owls, bats, werewolves, etc.

The pixie is hardly immortal. Nevertheless, as long as he has an evil heir to his royal throne, the power of selection will be passed from generation to generation. If the reigning pixie ever dies without an heir, the magic of the forest fades forever.

Black Forest can never be invoked in any area lying within 100 miles of an opposing magical forest (such as an **Enchanted Forest** or a **Haunted Forest**). Of course, multiple **Black Forest** spells are sometimes invoked nearby one another to produce forests of vast size. Even so, the boundaries of any two **Black Forests** cannot overlap.

Blade of Bile

Arcane Lore Requirements: Bile 1

Stress Factor: 5

Affected Area: One bladed weapon.

Casting Time: 6

Duration: 5 turns + 1 turn per spell level.

Base: 1

Range: Touch.

Casting Req.: Verbal, Gestural, Material. The caster must personally spit on the weapon to be charmed. The cast may cast this spell on his own weapon in combat without the *Defense* penalties normally associated with such actions.

Luck: None.

This spell causes an acidic condensation to form on a blade. Any blow struck by the weapon delivers additional acid damage equal to half the spell level (round up). Of course, only creatures that are susceptible to acid damage will be affected. Even so, the spell may provide some benefit even to opponents that are immune to acid since a weapon charmed with this spell obviously counts as magical. Consequently, a dagger charmed by **Blade of Bile** can strike a ghost, although the acid itself has no effect. The magic of the spell protects the weapon from harm.

Blazing Bolts

Arcane Lore Requirements: Fire 1

Stress Factor: 6

Affected Area: The spell is cast on a bow. The next group of arrows shot from the bow is affected.

Casting Time: 6 minutes

Duration: The bow remains charmed indefinitely until a number of arrows equal to the spell level are shot.

Base: 6

Range: 0'

Casting Req.: Verbal, Gestural, Material. **Blazing Bolts** requires a pinch of sulfur and a vial of oil.

Luck: None

A bow with a **Blazing Bolts** spell ignites the arrows it shoots. Each arrow will burn for 3 turns thereafter, delivering 1d6 fire damage every turn. Of course, any creature capable of doing so may extract the arrow from its body, but doing so forces it to lose one attack. This spell destroys all affected arrows, as they must burn for the spell to work. The bow itself remains unharmed.

Blight

Alignment Restrictions: The caster must be *Evil*.

Arcane Lore Requirements: Autumn 7, Comet 7, Moon 7

Stress Factor: 20

Affected Area: See the spell description.

Casting Time: 24 minutes

Duration: One month per spell level.

Base: 8

Range: 0'

Casting Req.: Verbal, Gestural, Material. This spell requires a mixture of shriveled weeds and dust.

Luck: The spell allows no *Luck Roll* for ordinary plants. Allow magical foliage a *Luck Roll* with *Stamina Adjustments* to avoid the spell's effects.

Blight damages the foliage in an area. The damage delivered may be severe and instantaneous or relatively light and slow depending on the area covered by the spell. In either usage, the spell **Vigorous Flora** can reverse the effects of **Blight**.

First, **Blight** may be used to simply strangle an area of foliage as if suffering an extended drought. The plants and trees in this area bear no fruit and can muster only stunted growth. If used in this manner the *Affected Area* equals one acre per spell level. The effects last for one month per spell level.

Blight may also be used in alternative manner. The caster may choose to limit the *Affected Area* to a 10-foot circle centered on himself. The destruction in this case is more severe. Any non-magical living plants in the *Affected Area* immediately and permanently wither, die, and dry to brittle consistency. Magical plants and plant-like creatures in the area sustain 1d6 damage per spell level.

Blind

Alignment Restrictions: The caster cannot have a *Good* alignment.

Arcane Lore Requirements: Mind 7

Stress Factor: 6

Affected Area: One sighted creature

Casting Time: 8

Duration: 1 turn per spell level

Base: 8

Range: 50 feet

Casting Req.: Gestural, Material. To invoke this spell the caster must flick a pinch of lye towards his target.

Luck: Negates. The target is entitled to a *Luck Roll* with *Stamina Adjustments* to completely avoid the spell's effects.

This spell blinds the target creature. In combat, the blinded victim must use the rules detailed under **Fighting Blind** in the **Advanced Combat Rules**. Of course, this spell may be counteracted by spells such as the **Piety** spell **Restore Sight** or similar magics. To invoke this

spell the caster must flick a pinch of lye towards his target.

Blink

Arcane Lore Requirements: Matter 8, Motion 8

Stress Factor: 5

Affected Area: Caster plus 25 pounds per spell level.

Casting Time: 1

Duration: Instantaneous

Base: 6

Range: Touch. The caster may transport himself anywhere desired within 50 feet per spell level.

Casting Req.: Verbal, Gestural

Luck: Not applicable. To determine if the caster "pops in" unharmed into an area he cannot immediately see, he must make a *Success Roll* against a *Success Threshold* of 20. If no walls or furniture exist anywhere near the target location, lower the *Success Threshold* by 5 points. Conversely, if the area is cluttered (with statues, trees, etc.) raise the *Success Threshold* to 25. If the caster has seen the target location before, he may add his *Perception Adjustments* to the roll. If he has carefully studied the location for 5 minutes or more, add double his *Perception Adjustments* to the roll instead.

If the caster fails his *Success Roll*, a *Luck Roll* must be made by all involved against a *Luck Threshold* of 15. Allow *Character Level* adjustments to the roll as normal, (as the Fates favor experienced characters) but allow no *Attribute Adjustments* to the roll (as the unfortunate passengers have no real chance to 'jump' out of harms way before popping in). Rolling a 1 indicates that instant death occurs for that individual as some vital organ rematerializes within some intervening object. Failing the *Luck Roll* by more than 3 points indicates that a limb materialized within an object and amputation is necessary. Slight failure demonstrates that a backpack or boot becomes a permanent fixture to the room.

This spell instantly transports the caster to another location. As long as the caster can see the target destination while casting, there is no problem in "popping in" on target. The only problem arises when the caster and his companions cannot see their destination. Unfortunately, they may materialize within a piece of furniture or a wall.

Because of the disorienting effect of this spell, the caster and all passengers must recuperate for a full turn after **Blinking** to recover their senses. During this time, the caster and cargo are *Incapacitated*.

Blood Boil

Alignment Restrictions: The caster must have an *Evil* alignment.

Arcane Lore Requirements: Bile 8, Blood 11

Stress Factor: 11

Affected Area: One blood-bearing creature.

Casting Time: 10

Duration: See spell description.

Base: 10

Range: 60 feet.

Casting Req.: Verbal, Gestural, Material. To invoke this spell, the caster must pour a tiny vial of gastric juices into a small pool of blood at his feet.

Luck: Negates. The target is entitled to a *Luck Roll* with *Stamina Adjustments* to completely avoid the spell's effects.

This spell releases the target's own acidic bile into its bloodstream. While **Blood Boil** generates no actual heat, the target feels as if his acid tainted blood is boiling. This boiling delivers 1d4 internal damage on the first turn, 2d4 the second, 3d4 the third, etc. The boiling continues in a like manner until 1d4 per spell level is attained at peak boil. After reaching this peak, the agony subsides in a like manner (losing 1d4 per turn) until totally gone. Spells protecting against flame or heat do not work against this spell as no heat is actually generated. However, magics protecting against internal acid damage are effective against **Blood Boil**.

Bloodlust

Alignment Restrictions: The caster must have an *Antisocial* and *Evil* alignment and a willing spell recipient that understands the spell's effects cannot be *Social* or *Good*.

Arcane Lore Requirements: Blood 1

Stress Factor: 6

Affected Area: One creature

Casting Time: 4

Duration: 5 turns plus 1 turn per spell level.

Base: 8

Range: Touch

Casting Req.: Verbal, Gestural, Material. To use this spell, the recipient must imbibe a drop of blood taken from a rabid animal.

Luck: Not Applicable

This spell instills in the recipient an insatiable desire for killing. His crazed mental state forces his metabolism to provide tremendous surges of energy. His *Physical Strength* rises by one point per 3 spell levels of the **Bloodlust**. In addition, he gains an extra attack with his major weapon. In this battle hungry state, the recipient ignores all pain and fights on until falling to *-15 Damage Tolerance*.

A character "under the influence" is truly a sight as he foams at the mouth and cackles in glee. Beware, though, of doddling around to watch this sight. As soon as foes run out he turns on friends to quench his driving lust. Of course, while the spell is in effect, his mind is too demented for spell casting. After the spell expires, the **Bloodlusted** character drops to the floor unconscious for 5 minutes.

Bloodlust Potion

Alignment Restrictions: The caster must have an *Antisocial* and *Evil* alignment and any willing imbiber that knows the potion's effects cannot be *Social* or *Good*.

Arcane Lore Requirements: Blood 10, Hot 10, Wet 8

Stress Factor: 27

Affected Area: imbiber

Brewing Time: 17 hours

Duration: 1 turn per spell level

Base: 4

Range: Touch

Casting Req.: Verbal, Gestural, Material. To make this potion, the caster must brew the blood taken from 20 exotic rabid animals.

Luck: Not applicable.

Material Cost: 2000 silver pieces

Value: 3500 silver pieces

A **Bloodlust Potion** has a deep blood red hue and a pungent, acrid smell. Although it does not taste precisely like a vial of thick blood, its salty taste does give the imbiber the disturbing picture of himself as a vampire.

An Alchemist creating a Bloodlust Potion can always find a quick buyer as this is a favorite among fighters. Any creature drinking a Bloodlust Potion gains the abilities as if under the spell Bloodlust at a spell level equal to the level of potion brewing. A Bloodlust Potion must be treated as a magic item for *Willpower* purposes.

Bloodstone

Arcane Lore Requirements: Dust 3, Earth 3, Land 3

Stress Factor: 6

Affected Area: The bearer of the stone.

Casting Time: 5

Duration: 1 hour per spell level

Base: 4

Range: Touch

Casting Req.: Verbal, Gestural, Material. The spell requires a bloodstone having a value of not less than 100 sp.

Luck: Not Applicable

Bloodstone is a semiprecious gem made of dark green jasper with reddish specks of iron oxide. It has historically been attributed with the ability to give strength and courage and have remarkable curative powers of blood-based and cardiovascular ailments. Once this spell is cast on a bloodstone, the following abilities are bestowed upon its bearer. The following powers are cumulative according to spell level.

Spell Level 1: Staunch Bleeding.

An individual bearing a bloodstone is protected against normal bleeding. Thus a cut or scrape that would ordinarily result in loss of *Damage Tolerance* due to bleeding will do no further harm (provided the stone is held until the wound is properly bandaged). Of course, this provides no protection from attacks that specifically drain blood from the body (such as the bite of a Giant Tick or the Sorcery spell **Anemic Hemophilia**).

Spell Level 4: Transfusion

Anyone bearing a bloodstone (of sufficiently high spell level) that has suffered damage from blood loss will regenerate this damage at a rate equal to one point per spell level every hour.

Spell Level 7: Protection from Sorcery

Anybody holding a bloodstone with this power gains additional protection against many Sorcery spells. He gains a +1 bonus per 3 spell levels on his *Luck Rolls* against any spell having an *Arcane Lore Requirement of Blood*.

Blue Flame

Arcane Lore Requirements: Water: 1

Stress Factor: 4

Affected Area: The spell is normally targeted at a single individual. However, it may be directed at a number of

targets equal to half the spell level. See the spell description for details.

Casting Time: 8

Duration: instantaneous

Base: 2

Range: 40 feet

Casting Req.: Gestural

Luck: Allow a standard *Luck Roll* with *Agility Adjustments* for 1/2 damage unless the targeted foe possesses a sizable, non-magical, metal object.

Despite its name, this spell creates brilliant arcs of electrical energy, which surge from the caster's fingertips to an opposing force. The caster controls one such arc per 2 spell levels. Thus, he gains one electrical arc at 1st spell level, 3rd spell level, 5th spell level, etc. Each bolt inflicts 1d6 damage to the creature struck.

The caster may direct each bolt independently to different targets or he may use all to strike a single target. If multiple targets are chosen, each is entitled to its own *Luck Roll*. Since this is a beginning spell, we remind the player that, unless specifically stated in a spell's description, the caster does not need to make an *Attack Roll* to strike his target. This is also true of **Blue Flame**, so no such roll is needed.

Bolt of Force

Arcane Lore Requirements: Motion 1

Stress Factor: 5

Affected Area: One creature.

Casting Time: 9

Duration: Instantaneous

Base: 6

Range: 80 feet

Casting Req.: Gestural, Material. The casting of this spell requires a 50 silver piece pinch of diamond dust.

Luck: To hit his intended foe with a **Bolt of Force**, the caster must make an *Attack Roll*. His *Attack Bonus* equals his level in this spell plus any additional adjustments the caster has for *Hand/Eye*.

Bolt of Force generates an invisible aerial shock wave approximately 1 foot wide. This wave travels through the air and bludgeons any target it strikes. If the attack is successful, the target sustains 1d4 blunt damage per spell level. As the wave impacts over so broad an area, it is incapable of delivering a *Severe Blow*.

If armor (or a tough hide) protects the target, allow his armor double its usual absorption rating. Even so, a **Bolt of Force** of sufficient strength may damage the target's armor as normal.

Bone Brittle

Alignment Restrictions: The caster must have an *Evil* alignment.

Arcane Lore Requirements: Bone 11

Stress Factor: 8

Affected Area: One Creature

Casting Time: 7

Duration: 1 turn per spell level.

Base: 8

Range: 50 feet

Casting Req.: Gestural, Material. To invoke this spell, the caster must break a shard of ivory (50 silver piece minimum value).

Luck: Negates. The target is entitled to a *Luck Roll* with *Stamina Adjustments* to completely avoid the spell's effects. See the description for details on the effects of a failed *Luck Roll*.

Bone Brittle weakens the bones of the targeted creature if it fails a *Luck Roll* with *Stamina Adjustments*. If the spell succeeds, any blow delivered to the target's body may break a bone. Only blows delivered by hand held or polearm weapons can deliver the force necessary to snap a skeletal member.

On any physical blow of 10 points of damage or more, the victim of this spell must make a *Luck Roll* with *Stamina Adjustments* against a *Luck Threshold* of 15 + 1 per spell level. Failure indicates the struck bone breaks. (Use the **Detailed Combat Rules** to determine the hit location of every blow.) The **Trauma** rules detail the effects of a broken bone.

Bound

Arcane Lore Requirements: Air 1

Stress Factor: 3

Affected Area: Caster

Casting Time: 1

Duration: Instantaneous

Base: 2

Range: 0'. The caster may jump a total of 10 feet plus 5 feet per spell level horizontally or half that distance

vertically. Of course, the caster can jump a distance of less than the maximum.

Casting Req.: Gestural

Luck: Not applicable.

Bound causes the caster to leap a great distance. The low *Casting Time* of this spell makes it a handy escape tool. After bounding, the spell caster must recover (remain inactive) for a minimum of 2 seconds to regain balance.

Breakfall

Arcane Lore Requirements: Winter 1

Stress Factor: 6

Affected Area: Caster

Casting Time: 1

Duration: At best, the spell duration ends as soon as the caster touches the ground. For more information, see the spell description.

Base: 6

Range: 0'

Casting Req.: Verbal

Luck: Not applicable.

Breakfall causes the caster to float lightly downward like a wintry snowflake. It effectively lessens the severity of falls for the caster by 10 feet per spell level. For example, a warlock casts a 5th level Breakfall as he begins to fall from a 60-foot cliff. He, therefore, takes the damage of only a 10-foot plummet. Of course, the warlock can cast this spell only once per tumble. The spell duration ends as soon as the caster touches ground, so he cannot 'save up' 20 feet of falling for the next tumble.

Burn!

Arcane Lore Requirements: Sun 1

Stress Factor: 4

Affected Area: One object.

Casting Time: 3

Duration: Instantaneous

Base: 4

Range: 40 feet plus 10 feet per spell level.

Casting Req.: Verbal, Gestural, Material. This spell requires a bit of coal and flint.

Luck: None. When invoked at a range, the caster must make an *Attack Roll* with *Perception Adjustments* to

successfully ignite the targeted object. (Normal objects will have a *Defense* of about 10, depending on size and distance.)

With this spell, the caster can ignite combustible materials with a brief flash of fire. If used to attack an opponent, the flame inflicts 1d6 points of damage but has no further effect.

Burning Circle

Arcane Lore Requirements: Fire 7, Flame 7, Sun 7

Stress Factor: 10

Affected Area: **Burning Circle** creates a circular fiery wall having a radius of 5 feet per spell level. The wall itself is 12 feet high and 2 inches thick. Once invoked, the ring's radius shrinks by 5 feet every turn until gone.

Casting Time: 9

Duration: 1 turn per spell level.

Base: 6

Range: 5 yards per spell level.

Casting Req.: Verbal, Gestural, Material. This spell requires the caster possess a small ring of uncut rubies 500 silver pieces). The ring is unharmed by the casting.

Luck: If the wall is cast directly on top of a creature, it is entitled to a *Luck Roll* with *Agility Adjustments*. Success indicates it leaps to one side before sustaining any damage. Those standing within the fiery ring when it first arises are entitled to no such *Luck Roll* but sustain no damage until they pass through or approach the wall. Creatures leaping through the wall automatically sustain the spell's full effects.

With a small ring of uncut rubies in hand, a spellcaster invoking a **Burning Circle** calls forth a ring of fire. The caster can make the radius of the ring any size (never exceeding the maximum affected area). Anyone standing within 1 foot of the flames takes 1d8 damage every turn. Creatures passing through the flames sustain 1d6 points of fire damage per spell level. After the initial casting, the caster does not need to concentrate further.

Burrow

Arcane Lore Requirements: Earth 4

Stress Factor: 9

Affected Area: Caster. He digs at a movement rate of fifteen feet plus five feet per point of *Physical Strength* every turn.

Casting Time: 3

Duration: 1 turn per spell level.

Base: 4

Range: 0'

Casting Req.: Gestural, Material. The spell requires the fore-claws of a mole.

Luck: Not applicable.

Burrow temporarily gives the caster the ability to quickly dig through clay, dirt, loose rubble, or sand. The caster may opt to fill in the tunnel behind him or leave it open for others to pass. If he leaves it open, the tunnel remains unsound and has a cumulative 5% chance per creature passing through it of caving in.

Cage of Cambrensis

Arcane Lore Requirements: Hearing 8, Touch 11, Vision 10

Stress Factor: 11

Affected Area: The cage can be as large as a cube whose sides measure 2 feet per spell level. It is observed by anyone within sight.

Casting Time: 8

Duration: 2 turns per spell level.

Base: 8

Range: 60 feet

Casting Req.: Verbal, Gestural, Material. The caster must have a tiny replica of the cage in his possession that must never venture more than 60 feet away from the illusionary cage's location. The replica must have a value of no less than 500 silver pieces, although it remains unharmed by the spell.

Luck: None

Disbelief: As with all illusions, anyone disbelieving the illusion will see through the spell's trickery and will thereafter be immune to its effects. However, the disbelief of one person has no effect on the spell's effectiveness on others.

This spell creates the illusion of a cage popping into existence at the location directed by the caster. The bars of the cage appear to be made of the strongest metal (or wood). If those trapped in the cage attempt to free themselves, they must have a combined *Physical Strength* of 1 point per spell level to bend the bars.

The illusionary cage takes on a form identical to the tiny replicas required by the invocation. If a door appears in the cage, a character with the appropriate skills may pick any lock placed on it. Remember, an illusionary cage can only keep a creature trapped as long as it believes it is trapped.

Cagliostro's Grand Entrance

Arcane Lore Requirements: Air 3, Earth 6, Fire 4

Stress Factor: 7

Affected Area: The spell sunders one wooden door whose width and height cannot exceed 2 feet per spell level. The door's thickness cannot exceed 2 inches plus one-half inch per spell level.

Casting Time: 4

Duration: Instantaneous

Base: 4

Range: Touch

Casting Req.: Gestural

Luck: Anyone standing within the blast area of the spell is entitled to a *Luck Roll* with *Agility Adjustments* for 1/2 damage. The door itself is not entitled to a *Luck Roll* unless it is magical.

This spell gives the caster a handy, spectacular entrance through a wooden door. The caster traces glowing sigils on the door with his finger. After all sigils have been traced, the door shudders under a terrible strain for 1d6 seconds. It then explodes away from the caster in a thunderous shower of splinters. Anyone within 10 feet of the door's opposite side sustains 1d8 points of damage per spell level from the flying debris. The edges of the doorframe flicker with dying flames as the caster steps through the sundered portal, a fine mist cascading from his body.

Cagliostro's Spell Projection

Arcane Lore Requirements: Pentacle 5, Star 5, Tetrangle 5, Triangle 5

Stress Factor: 5

Affected Area: The caster's familiar.

Casting Time: 9

Duration: 1 turn per spell level.

Base: 4

Range: 300 feet

Casting Req.: Verbal, Material. Of course, to invoke this spell, the caster must possess a familiar. The material component for this spell is a hair, scale, small ball of dung, or other physical token directly taken from the familiar.

Luck: Not applicable.

Cagliostro's Spell Projection allows the caster to remotely deliver spells through his familiar. The projected spells must have a *Stress Factor* equal to or less than the caster's spell level. Attempting to project a more powerful spell immediately kills the familiar. Of course, the familiar's demise cancels the spell. The caster may cancel the spell at any time, but must state he is doing so before he casts any spells he does not wish projected.

The spells projected in this way originate immediately in front of the familiar's eyes and follow its line of sight.

Cagliostro's Spell Projection gives no bonuses or penalties to the spells cast in this way (with the possible

exception of surprise). Note that after **Cagliostro's Spell Projection** has been invoked, the spell requires no further concentration to sustain it. If the caster forgets that time remains in the spell's duration, he may unwittingly direct a spell in an unexpected way.

Spells cast by wands or other magical devices remain unaffected by this spell.

Carbuncle Stone

Arcane Lore Requirements: Earth 2, Land 2

Base: 8

"Carbuncle" is a term used to describe any transparent red gemstone. The term can be applied to rubies, spinels, garnets, and red tourmalines. These gems are rated fifth most valuable after diamonds, emeralds, opals, and pearls. Folklore and mythology imbued all such gemstones with the ability to radiate light for those that know how to call it forth. The various effects that can be produced with these gems as the caster gains levels in this spell are listed below. The caster can invoke only one power at a time and must state which is to be invoked at the time of casting.

Spell Level 1: Glowing Ember

This power temporarily calls light from the gemstone. Multiple castings extend the duration of the light source accordingly but do not affect brightness.

Stress Factor: 1

Affected Area: The light is bright enough to illuminate a 60-foot radius.

Casting Time: 2

Duration: The light will glow for 5 minutes per spell level.

Range: Variable. See the spell description for details.

Casting Req.: Gestural, Material. This power may be drawn from any red colored transparent gemstone having a value of 50 silver pieces or more. The gemstone is unharmed by the spell.

Luck: Variable. See the spell description for details.

Spell Level 4: Say, "Cheese"

When this power is called forth, the gemstone emits an instantaneous flash of brilliant white light. The light flash is so bright it blinds those viewing it.

Stress Factor: 2

Affected Area: 50 foot radius.

Casting Time: 5

Duration: Instantaneous.

Range: Variable. See the spell description for details.

Casting Req.: Gestural, Material. Using this spell effect requires a cut garnet, spinel, or ruby having a value of 250 silver pieces or more. The gemstone is unharmed by the spell.

Luck: Negates. Anyone within 50 feet facing the gemstone must make a *Luck Roll* with *Perception Adjustments* or be blinded for 1d4 turns.

Spell Level 7: Inner Fire

This power calls forth a permanent reddish glow from deep within the gemstone that illuminates the surrounding area. Note that the permanent nature of this power forces the glowing stone to be treated as a magic item for *Willpower* purposes.

Stress Factor: 20

Affected Area: One gemstone that illuminates the surrounding area up to a distance of 10 feet per spell level.

Casting Time: 2 hours

Duration: Permanent.

Range: Touch.

Casting Req.: Gestural, Material. This power may be drawn from any uncut ruby having a value of 500 silver pieces or more. It may also be used on any transparent red gemstone that has not yet been mined from the earth. (This ability is often exploited by gnomish Geomancers to light their mines.) If these gemstones are ever removed from their surrounding rock, the spell fades.

Luck: Variable. See the spell description for details.

Side Note: Some ridiculed mages believe that a process of Light Amplification through Stimulated Emission of Radiation could be achieved using rubies under the right conditions. The specifics are rather complicated but it could have profound implications for the music industry. Even so, it's only a theory and should not be taken too seriously.

Caustic Mist

Alignment Restrictions: The caster must have an *Evil* alignment.

Arcane Lore Requirements: Bile 7

Stress Factor: 8

Affected Area: 20 foot radius circle extending 15 feet above the ground.

Casting Time: 7

Duration: The cloud dissipates within a single turn. However, those caught in the cloud may suffer from acid

condensed on their skin for up to 1 turn per 2 spell levels. See the spell description for more details.

Base: 6

Range: 60 feet

Casting Req.: Verbal, Gestural, Material. To invoke this spell, the caster must toss a vial of acid into the *Affected Area*.

Luck: See the spell description for details.

Caustic Mist creates a toxic, acidic cloud that quickly billows forth. Those caught in the cloud immediately suffer 1d4 acid damage per 2 spell levels as the cloud dissipates. The spell's effects don't end there. Anyone touched by the cloud must make a *Luck Roll* with *Agility Adjustments*. Failure indicates a fine dew of acid has condensed on his body. He continues taking 1d4 damage per 2 spell levels for as long as the acid remains on his body. The acid may be removed in 1d4 turns with water or wine. Complete immersion will remove the acid immediately. If not removed, the acid continues burning for 1 turn per 2 spell levels.

Chameleon's Gamble

Arcane Lore Requirements: Autumn 5, Spring 5, Summer 5, Winter 5

Stress Factor: 7

Affected Area: Caster

Casting Time: 6

Duration: 1 minute per spell level.

Base: 4

Range: 0'

Casting Req.: Gestural

Luck: Anyone seeking the caster must make an *Attribute Check* against his *Perception* on every turn of searching. The *Attribute Check* must be made against a leveled ability equal to the spell level (see *The Rolls of Legendary Quest* in *The Grimoire of Game Rules™* for details). Failure indicates the caster remains hidden.

Chameleon's Gamble blends the caster with his surroundings. The spell is effective only when the caster remains relatively still. Thus he can stand his ground and cast spells or move at a maximum *Speed* of 3. If the caster moves quickly, he can easily be seen as the spell cannot keep up with his changing surroundings. Nevertheless, if he pauses for a single second, the spell quickly adjusts to the new environment.

Charge

Arcane Lore Requirements: Tetrangle 8

Stress Factor: 12

Affected Area: One Item

Casting Time: 5 minutes

Duration: Permanent

Base: 1

Range: Touch

Casting Req.: Verbal, Gestural, Material. To charge an item the spell in this manner, the caster vaporizes an amount of gold dust of a value exceeding that of the most expensive material component used in casting the item's spells. A minimum of 1 gold piece must be used.

Luck: Not Applicable

This spell can be used in two ways :

1) To recharge a rechargeable magic item at a rate of one charge per spell. To be able to charge an item, the caster must be at least as high a level in **Charge** as the level at which the item casts.

2) To initially place charges on an item during **Enchantment**. Without it, no Enchanter can make a charged item. (See the spell **Enchantment** for details.)

In either case, one **Charge** spell is equivalent to 5 *Stress Factor* points. Thus, while many spells require only one charge, some require 2, 3, or more charges to use. For example, a **Lightning Bolt** spell requires 6 *Stress* points to cast. Since a single *Charge* can provide only 5 points, any item casting a **Lightning Bolt** must expend two charges every time that ability is used.

Charm

Alignment Restrictions: No caster of *Good* alignment may charm a sentient creature for an indefinite period.

Arcane Lore Requirements: Mind 9

Stress Factor: 10

Affected Area: One creature. The charmer creates a foggy mental link with the individuals he has charmed. Because of this, through multiple castings he can charm a total of only 1 *Character Level* (or *Combat Level* in the case of monsters) per spell level earned in **Charm**. Thus, a Necromancer 8th level in this spell can charm one 8th level character, two 4th level characters, a 3rd level and a 5th level character, eight 1st level characters, or any combination thereof.

Casting Time: 14

Duration: 1 day per spell level.

Base: 6

Range: 40 feet

Casting Req.: Verbal, Gestural

Luck: Negates. The target is entitled to a *Luck Roll* with *Willpower Adjustments* to completely avoid the spell's effects. To keep a previously charmed creature under his power, the spellcaster need only recast this spell before the duration of the last charm expires. In this case, allow no *Luck Roll* for the re-charming.

A **Charm** influences the mind of its target so that it sees the caster as a good friend. The charmed creature will provide any friendly favors asked of the caster.

If the commands given by the caster prove destructive to the charmed creature or against its alignment, the charm immediately fails. For example, a Sorcerer could not command a little girl to strangle her cute, little kitty.

Only individuals able to understand the speech of the caster can carry out his "friendly suggestions". Nevertheless, a slavering manticores would at least be dissuaded from attacking the caster of a successful **Charm** spell. Of course, if the caster thereafter attacks the charmed creature, the **Charm** immediately fails.

Charm of Ceaseless Concealment

Arcane Lore Requirements: Law 7, Matter 7, Tetrangle 9

Stress Factor: 8

Affected Area: One Item

Casting Time: 29 minutes

Duration: Permanent

Base: 2

Range: Touch

Casting Req.: Verbal, Gestural, Material. To put this spell on an item, the caster must crush a diamond (1000 silver piece minimum value) and sprinkle it over the item in question. The diamond dust is consumed in casting.

Luck: None

When this charm is placed on a magic item, it masks discovery of some of the item's nature from a **Deduce**, **Range Deduce**, or similar magic. For a spell caster to have any hope of successfully **Deducing** past the charm he must first SPECIFICALLY state that he is looking for a **Charm of Ceaseless Concealment** on the item. Even after this is done, he must make a *Success Roll* to find it

with a *Success Bonus* equal to his normal one minus one per spell level of the charm. If the Deducing spell caster penetrates the charm, he may find what is masked. Nevertheless, he has the same penalty in doing so as he had in finding the original charm.

This spell may be used to mask any abilities that the caster desires. It may even be used to mask the magical dweomer of an item. Nevertheless, once the abilities to be masked are stated, they cannot be changed.

The **Charm of Ceaseless Concealment** is not treated as a separate magic item for *Willpower* purposes as are most magical charms. However, it DOES consume a single magical 'slot' as defined under the **Enchantment** spell and must be incorporated into the item at the time of enchanting. If used on an item that is Charmed rather than Enchanted (e.g. on a sword having a **Charm of Eternal Sharpness**), the **Charm of Ceaseless Concealment** must be placed on the item prior to any charms it is intended to mask. Each masked charm has all material component requirements DOUBLED.

Charm of Deathless Animation

Arcane Lore Requirements: Law 10, Matter 10, Motion 10, Tetrangle 10

Stress Factor: 11

Affected Area: The animated object cannot be a living creature and can weigh no more than 5 pounds per spell level.

Casting Time: 1 day

Duration: Permanent

Base: 10

Range: 60 feet

Casting Req.: Verbal, Gestural, Material. To cast this spell, the Enchanter must crush 20,000 silver pieces worth of blood-red rubies.

Luck: None

With this spell, the caster animates a non-living object to do his bidding. The mode of animation bestowed upon the item depends entirely on the object's form. For instance, a ball rolls, a carpet slithers or creeps, and a table or chair walks using its own legs for movement. No object can levitate above a supporting surface although a boulder may be caused to roll over a cliff onto unsuspecting victims.

The animated item always obeys the commands given by its creator. Many of these items are instructed by their creators to accept commands given by anyone that identifies himself or herself in some way (usually by speaking a specific word or phrase). The item can be

created to perform one type of simple task for every 2 levels of the creator in **Charm of Deathless Animation**. (i.e. "follow me", "attack that", "defend me", "guard that", "pick that up", "put that down", etc.)

Treat the animated object as a magic item for any creature exercising control over it. Because of this restriction, many of these items are given the 'task' of thereafter ignoring its master (e.g. "ignore me"). The item will stop performing any previous commands given it by that individual. It thereafter ignores any commands from that individual until he speaks the identifying command phrase once again.

If used in combat, the animated object has a *Combat Level* equal to half the spell level, a *Defense* of 20 plus half the spell level, an *Attack Bonus* equal to half the spell level, and *Damage Tolerance* equal to 5 points per spell level. Thus, a statue animated by a 10th level **Charm of Deathless Animation** fights with a 5 *Combat Level*, a 25 *Defense*, a +5 *Attack Bonus*, and 50 *Damage Tolerance*. The absorption of the object depends entirely on the materials from which it is made. The damage it delivers in a blow depends entirely on its form. In both cases, it is the Overlord's discretion for specific values. Of course, since none of these animated objects has any vital organs, they are not affected by *Severe Blows*.

If an item is damaged to the point of having 0 *Damage Tolerance*, it permanently loses its charm and cannot be commanded into service. However, any damaged item that is not entirely destroyed will regain 1 point of *Damage Tolerance* per day.

If a weapon is animated with a **Charm of Deathless Animation**, it fights with a mind of its own. Since the charm provides no form of levitation, someone must hold the weapon while it thrusts and parries. Of course, a 'wielder' of such a miraculous weapon has no control over its actions and gains no experience points for its use.

Charm of Endless Durability

Arcane Lore Requirements: Law 10, Tetrangle 10

Stress Factor: 16

Affected Area: One charged magic item.

Casting Time: 27 minutes

Duration: Permanent

Base: 1

Range: Touch

Casting Req.: Verbal, Gestural, Material. To invoke this spell, a diamond (1250 silver piece minimum) must be crushed and sprinkled over the item. The diamond dust is consumed in casting.

Luck: Not Applicable

When used on an item during its **Enchantment**, this spell forever prevents the item from using its last 'charge'. This is quite useful for any dumb fighter who blindly keeps using charges on a magic item until it is completely drained. It assures that the item keeps coming back to be recharged, instead of crumbling into dust on its last usage.

A **Charm of Endless Durability** is also handy for items that have **Regenerative Charges** but cannot work 24 hours a day. These items, if enchanted with this spell, work until they have one charge left and then stop. Of course, it's too bad if the owner of the item really *needs* that last charge, but sacrifices must be made.

To put this spell on an item, an Enchanter must be at least as high a level in this spell as the level at which the item casts. In addition, **Charm of Endless Durability** must be placed on the item as it is being enchanted (see **Enchantment**).

Charm of Eternal Sharpness

Arcane Lore Requirements: Law 8, Matter 11

Stress Factor: 17

Affected Area: One Blade

Casting Time: 1 day

Duration: Permanent

Base: 2

Range: Touch

Casting Req.: Verbal, Gestural, Material. To invoke this spell, the caster must crush diamonds. The required total value of these gems depends on the bonus given by the charm. A +0 bonus **Charm of Eternal Sharpness** requires 2,000 silver pieces of diamonds. Thereafter, the value of the diamonds must double for every bonus. Thus, a +1 bonus requires 4,000 silver pieces worth of diamonds. A +2 bonus requires 8,000 silver pieces, etc.

Luck: Not Applicable

Charm of Eternal Sharpness enables a blade to retain its sharpness from the time of casting. A sword made with unusually strong materials can be sharpened by to a keener edge than normal. It, therefore, delivers more damage than the average blade of its type. Without this charm, these weapons would quickly lose their superior edge and would soon fare no better than a normal weapon.

This spell retains an edge permanently which delivers one additional damage point for every other spell level

over first. At first spell level, this charm protects a normal blade edge.

The following metals may be forged to edges delivering the stated extra damages. The edges may be retained provided the **Charm of Eternal Sharpness** has the stated spell level.

Metal	Damage	Level
Bronze	+0	1st
Steel	+1	3rd
Meteoric Steel	+2	5th
Damascus Steel	+3	7th
Bright Steel	+4	9th
Mithril	+5	11th
Adamantine	+6	13th

A Mithril sword may end up as +3 or even +2 quality if the charm cannot retain a +5 edge. Note that multiple castings of the **Charm of Eternal Sharpness** are not cumulative. Also note that while a bronze sword cannot be enchanted to deliver any extra damage, a +0 weapon may hit creatures that are only affected by magical weapons.

As with any permanent charm, a weapon enchanted with **Charm of Eternal Sharpness** is treated as a magic item for *Willpower* limitations.

Charm of Making

Arcane Lore Requirements: Law 13, Matter 13, Tetrangle 13

Stress Factor: 30

Affected Area: One item.

Casting Time: 33 hours

Duration: Permanent

Base: 4

Range: Touch

Casting Req.: Verbal, Gestural, Material. To invoke this spell, the caster must crush sapphires whose total value exceeds 50,000 silver pieces.

Luck: Not applicable.

When the caster invokes this spell on an item, he prepares it to accept a single spell permanently. Thus, the caster creates a new magic item. No restriction applies on the type of spell placed on the item other than that it cannot have a *Duration* of instantaneous. Of course, the creator of the charm must personally cast the perpetuated spell himself.

The spell level of the perpetuated spell depends on the spell level of the **Charm of Making** and the spell level of the spell wished made permanent. A ceiling exists on the spell level of the perpetuated spell equal to one-third the spell level of the **Charm of Making**. For example, an Enchanter/Wizard has attained 9th spell level in **Charm of Making**, 5th spell level in **Magic Reduction**, and 2nd spell level in **Invisibility**. Therefore, he could charm a ring to permanently provide a 3rd spell level **Magic Reduction**. Nevertheless, any **Invisibility** item he created would be charmed at only 2nd spell level.

If the spell placed on the item requires some form of direction to work, only a spell caster possessing all of the *Areas of Arcane Lore* necessary to actually cast the original spell can control the magic. Thus, a simple Wizard having only the lores of Air, Earth, Fire, and Water could not control a carpet charmed with the spell **Flying Carpet** that requires knowledge of the lore of Wind.

A **Charm of Making** can be placed on an item even if it has previously been made permanently magical. Nevertheless, the charm itself, due to its permanent nature, counts as a magic item. Thus, if a **Charm of Making** were placed on an already magic sword, that sword would count as two magic items for purposes of *Willpower* limitations. If another of these charms were placed on the sword, it would count as three magic items, etc.

Charm of Perpetual Non-Encumbrance

Arcane Lore Requirements: Law 8, Matter 8, Motion 8, Tetrangle 8

Stress Factor: 8

Affected Area: One Item

Casting Time: 1 day

Duration: Permanent

Base: 6

Range: Touch

Casting Req.: Verbal, Gestural, Material. To invoke this spell, the caster must crush opals. The required total value of these gems depends on the bonus given by the charm. A +1 bonus **Charm of Perpetual Non-Encumbrance** requires 2,000 silver pieces of opals. Thereafter, the value of the opals must double for every bonus. Thus, a +2 bonus requires 4,000 silver pieces worth of opals. A +3 bonus requires 8,000 silver pieces, etc.

Luck: Not Applicable

This charm lowers the *Encumbrance* of armor. Although it does not reduce the weight of such items, it does aid in

preventing them from encumbering the person wearing them.

In effect, the item gains a bonus of one per three spell levels of the caster in **Charm of Non-Encumbrance**. (e.g. +1 at 1st, +2 at 4th, +3 at 7th, etc.) An item can be charmed only to the point that it is not encumbering at all. Thus, chainmail can be enchanted to have only a -0 *Encumbrance* -- no armor can ever give bonuses on *Defense*.

Note that if the spell is cast on an individual piece of armor, such as a helmet or breastplate, the item can much more easily be made entirely non-encumbering (if the Detailed Combat Rules are used and piecemeal armor is allowed). Each such item, however, must be considered as a separate magic item for *Willpower* purposes. (Note that magical armor that is entirely non-encumbering may be worn by spell casters.)

Charm of Steadfast Balance

Arcane Lore Requirements: Law 6, Matter 6, Tetrangle 6

Stress Factor: 10

Affected Area: One Weapon

Casting Time: 1 day

Duration: Permanent

Base: 2

Range: Touch

Casting Req.: Gestural, Material. To invoke this spell, the caster must crush pearls. The required total value of these gems depends on the bonus given by the charm. A +1 bonus **Charm of Steadfast Balance** requires 2,000 silver pieces of pearls. Thereafter, the value of the pearls must double for every bonus. Thus, a +2 bonus requires 4,000 silver pieces worth of pearls. A +3 bonus requires 8,000 silver pieces, etc.

Luck: Not Applicable

This spell gives a weapon an unnatural balance and ease of use in combat. This balance aids the weapon's *Attack Bonus* or *Parry Factor*. Allow one bonus for every three spell levels.

The caster must state at the time of casting whether the adjustments are to be used on the *Attack Bonus* or the *Parry Factor* of the weapon. Thus, a 10th spell level **Charm of Steadfast Balance** gives a sword three bonuses on either its *Attack Bonus* or *Parry Factor*. The charm could be used to give the weapon +3 attack with +0 parry, +2 attack with +1 parry, +1 attack with +2 parry, or +0 attack with +3 parry.

Only weapons with at least a 1 *Parry Factor* can have parry bonuses added to them.

The following metals may be forged to have the stated magical balance provided the **Charm of Steadfast Balance** is at least of the appropriate level.

<u>Metal</u>	<u>Bonus</u>	<u>Spell Level</u>
Steel	+1	1st
Meteoric Steel	+2	4th
Damascus Steel	+3	7th
Bright Steel	+4	10th
Mithril	+5	13th
Adamantine	+6	16th

Charm of Untiring Nourishment

Arcane Lore Requirements: Rain 3, Wind 3

Stress Factor: 10

Affected Area: One Creature

Casting Time: 10

Duration: See the spell description.

Base: 2

Range: Touch

Casting Req.: Verbal, Material. This spell requires the recipient to swallow a small piece of cane sugar sprinkled with powdered jade.

Luck: Not applicable.

This spell allows the spell recipient to forego nourishment or rest of any sort. The duration of this spell depends on the nourishment the spell must replace as detailed on the following table:

<u>Type</u>	<u>Duration</u>
Food	1 day per 2 spell levels
Air	10 minutes per spell level
Rest	1 night of sleep per 2 spell levels
Water	1 day per 2 spell levels

The charm can provide nourishment for more than one of the above items. However, its magic will be used up at a commensurate speed.

The charm may also be used to negate the required "resting" phase of spells such as **Bloodlust**. Each such

usage requires the equivalent magical nourishment of 2 day's food.

Charm Undead

Alignment Restrictions: The caster cannot have a *Good* alignment.

Arcane Lore Requirements: Mind 1

Stress Factor: 10

Affected Area: A single casting of the spell affects a single undead creature. The caster can only charm a being having a *Combat Level* (or *Character Level*) less than his spell level in **Charm Undead**. Multiple castings may affect any number of undead creatures.

Casting Time: 10

Duration: The spell may last indefinitely. However, if the caster attempts to charm multiple creatures, he risks losing all. The first undead to succeed in its *Luck Roll* breaks the spell for itself as well as all those previously charmed by the caster.

Base: 6

Range: 40 feet

Casting Req.: Verbal, Gestural

Luck: Negates. The target is entitled to a *Luck Roll* with *Willpower Adjustments* to completely avoid the spell's effects. See the duration description for additional details.

This spell magically "befriends" an undead creature. For the spell to work, the caster must never have directly attacked the undead personally.

The power a charm has over an undead being depends greatly on the being's nature. A mindless creature, such as a skeleton or zombie, falls nearly under absolute control of the charmer. The only actions it will not perform on his behalf are those directly conflicting with its creator's commands. If the undead retains a mind of its own, such as a wraith or vampire, it will simply view the caster as a good friend. The caster cannot 'command' any actions of such beings. He may be able to 'persuade' them to aid him in his endeavors, though.

Obviously, this spell circumvents the *Special Defense of Immunity to Mental Spells* that most undead possess.

Cheat Death

Arcane Lore Requirements: Bone 13, Dust 13, Spirit 13

Stress Factor: 20

Affected Area: Caster

Casting Time: 39 minutes

Duration: **Cheat Death** immediately expends its energy and terminates upon the first deathblow dealt to the caster. If none occurs within 1 day per spell level, the spell terminates normally. Any attempt to invoke a second **Cheat Death** results in the negation of both.

Base: 10

Range: 0'

Casting Req.: Verbal, Gestural, Material. This spell requires the caster shatter a blood red ruby of no less than 10,000 silver piece value.

Luck: Not applicable.

When the caster invokes this spell, he summons a powerful force that faithfully guards him wherever he travels. This protective force remains totally inactive until something happens which would result in the sudden death of the caster. At this time, the guardian spell expends all of its power in a brief but potent flash that negates the killing blow. The spell then expires.

A **Cheat Death** spell works by commanding a minor death spirit. This spirit has only limited vision into the very near future and its foresight is restricted exclusively to foreshadowing death. It can therefore only protect its charge from attacks that kill quickly (within 10 seconds from the blow landing). It could therefore negate a sword thrust or an explosion but it could not foresee a death caused by a lingering poison. In addition, the force it controls can only shield against physical attacks so it cannot protect against agents such as disease or suffocation.

Choke

Arcane Lore Requirements: Dust 7, Wind 5

Stress Factor: 7

Affected Area: One breathing creature.

Casting Time: 7

Duration: 1 turn per spell level.

Base: 8

Range: 60 feet

Casting Req.: Verbal, Material. To invoke this spell, the caster needs a 1-foot length of golden cord (worth 500 silver pieces). The cord remains after the spell ends.

Luck: Negates. The target is entitled to a *Luck Roll* with *Stamina Adjustments* to completely avoid the spell's effects. A failed *Luck Roll* indicates that the target's throat constricts to strangle him.

This spell causes its victim to catch dust in his throat so that he is unable to breathe freely. The victim sustains damage as indicated in **Choking/Drowning/Suffocating** in the **Trauma** section of the *Grimoire of Game Rules*.

The caster must retain concentration for the entire spell duration. During this time, he cannot cast other spells or perform any other actions. Even so, the spell will continue to the full duration even if the targeted individual moves out of the initial *Range* of the spell.

Cloud Castle

Arcane Lore Requirements:

Land: 18 Law: 16

Matter: 15 Motion: 15

Rain: 14 Sky: 18

Tetrange: 16 Wind: 16

Stress Factor: Creating a cloud castle does require some sacrifice on the part of the caster. During the entire time the caster is performing the needed ceremonies, his *Damage Tolerance* drops a full 30 points. More importantly, though, at the end of the casting the spell caster's *Willpower* permanently and irrevocably drops by 1 full point. It is this final sacrifice that finally convinces the Princes of Land and Sky to allow this unusual request. If the Archmage should ever seek to magically regain this lost *Willpower*, the Elemental Princes would find it the greatest insult and immediately terminate the agreement. Of course, the Archmage is still allowed to add Attribute Points as normal when attaining a new *Character Level*, even to his *Willpower*.

Affected Area: 30-foot radius per spell level.

Casting Time: 6 months

Duration: Permanent

Base: 20

Range: Touch

Casting Req.: Verbal, Gestural, Material. In creating a cloud castle, the Archmage must possess the silver linings from at least 1,000 clouds. That's a rather tall order, to be sure. Luckily, cloud giants have honed the skills necessary to collect these linings, although they are loathe to give them up. Cloud giants generally store each

silver lining they own in the form of a 5 pound silver coin. The silver of these coins appears identical to normal silver, but can be easily identified by one of these awesome giants. Once the necessary linings have been accumulated, the spell ceremonies can begin. Half of the linings vanish as gifts to the Elemental Princes of Sky and Land. The other half remains in the castle. If they are ever removed, the castle will slowly lower to the ground. Nobody is certain if the castle would rise again if the necessary linings were restored since those castles that have fallen in the past have been thoroughly looted of all their treasures. In addition, no Archmage to date has been willing to loan his own castle for the experiment.

Luck: Not applicable.

An Archmage obtaining a scroll containing this rare and priceless spell should consider himself exceedingly lucky indeed. If he has the extraordinary ability to pronounce its tongue twisting chants and perform its intricate gesticulations flawlessly throughout all the grueling ceremonies necessary to complete the casting, he will undoubtedly be remembered throughout the ages as a spellcaster without peer. Taking an entire castle and its foundation aloft to float in the clouds is a feat normally reserved only for gods.

The spell Cloud Castle does not actually create a castle, nor does it create a cloud. Rather, it lifts an existing castle, along with its existing foundational rock into the sky. The size of the castle lifted depends on the level of the caster in this spell. All affected turrets, buildings, towers, land, and rock must lie entirely within the sphere of the *Affected Area*. Once the spell is complete, a deafening rumble and violent quakes accompany the sight of the castle slowly rising up 1500 feet above its original altitude. At this point, its altitude remains fixed. The magic of the spell does not allow it to rise or fall. Because of this, it may be a good idea to cast the spell on a castle built on top of a mountain to give it clearance over any nearby ranges.

Once airborne, the castle gently floats under the control of the Archmage that cast the spell. The castle moves at a maximum velocity of 5 miles per day, but cannot travel more than 200 miles from its original earthbound location. Whenever the Archmage dwells in the castle, he can control its motion without effort. However, whenever the Archmage leaves his lofty abode, it will wander aimlessly at an average rate of 1 mile per day within its 200 mile limit, although it will never accidentally collide with any mountain. The direction taken by the castle in these circumstances should be determined randomly every month or when the castle encounters its 200-mile boundary.

Command the Dead

Alignment Restrictions: The caster must have an *Evil* alignment.

Arcane Lore Requirements: Bone 8, Dust 8, Mind 8, Spirit 8

Stress Factor: 12

Affected Area: One undead creature. The spell affects only undead creatures having a *Combat Level* less than or equal to the spell level of the caster in **Command the Dead**. It may even affect undead creatures normally considered immune to mental spells.

Casting Time: 12

Duration: Permanent. Of course, death frees an undead creature from the caster's grip, even if it is somehow raised again from the dead.

Base: 10

Range: 60 feet.

Casting Req.: Verbal

Luck: Negates. The target is entitled to a *Luck Roll* with *Willpower Adjustments* to completely avoid the spell's effects. If the targeted creature makes its *Luck Roll*, that caster can never subjugate it in the future with **Command the Dead**. Failure indicates the creature's will is permanently bent into the caster's service. Any command given it by him must thereafter be immediately carried out.

This spell enslaves the will of an undead creature to the caster's absolute control. The caster may only enslave a number of undead equal to his spell level in **Command the Dead**. Any attempt to enslave more than this number frees all those previously gained through this spell's use.

Commune with the Dead

Arcane Lore Requirements: Mind 6, Spirit 6

Stress Factor: 9

Affected Area: The spirit of a dead being. To identify the desired spirit, the caster must either have some part of the individual's body with which he wishes to speak or know his name.

Casting Time: 9

Duration: 1 minute per spell level.

Base: 2

Range: 0

Casting Req.: Verbal, Gestural

Luck: None. To establish communication, the caster must make a *Success Roll* with *Willpower Adjustments* against a *Success Threshold* of 25. Failure indicates that

the spirit cannot be contacted. The caster must wait until the following sunset before making another attempt.

Commune with the Dead puts the caster in verbal contact with the spirit of a dead creature. The spell only provides the means of communication. It does not guarantee the validity of the spirit's statements. The spirit is under no obligation to respond truthfully and will certainly hold the caster in contempt if he played a role in its death.

The Confounding Corridor of Cambrensis

Arcane Lore Requirements: Mind 6, Vision 6

Stress Factor: 17

Affected Area: The spell creates an illusion that covers an area having any dimension up to a square 10 feet on a side.

Casting Time: 1 hour

Duration: Permanent

Base: 6

Range: Touch

Casting Req.: Verbal, Gestural, Material. The paints used in creating the illusion require the caster to mix-in 500 silver pieces worth of crushed fire opals.

Luck: None

Disbelief: Anyone disbelieving the illusion will see the through the spell's trickery and will thereafter be immune to its effects. However, the disbelief of one person has no affect on the spell's effectiveness on others.

This spell places on a wall the illusion of a corridor, passageway, doorway, or room. In creating the illusion, the caster must paint a rough facsimile of the desired scene on a reasonably flat bare surface. When the painting is complete, it dissolves into a perfect setting with no trace of the original wall.

Of course, any creature attempting to walk down this "corridor" into the next room will be stopped by the unseen but quite real wall that the illusion masks. The only indication that any barrier exists at all is the surface of the wall itself. While there is no illusion of any "force field," that is one standard assumption made by most observers. However, if any character attempts to disbelieve the "force field," he has absolutely no chance of doing so. There IS NO illusion of a force field! The only illusion is that of the scene beyond. The only way to 'see' through the illusion is to disbelieve the actual scene depicted by the illusion. Anyone successfully disbelieving the scene itself will see the rough painting created by the caster.

If any character runs headlong into the illusion, he will strike the wall forcefully and sustain 1d8 points of REAL damage from the blow. In addition, he must make an *Attribute Check* against his *Willpower* or fall unconscious. The check should be made against a leveled ability (see *The Rolls of Legendary Quest* in *The Grimoire of Game Rules™* for details).

As the caster gains levels in the spell, he can add more complex effects to the illusion to entice a character to “enter” the illusion. The caster can include as many of the following effects as he chooses as long as he is high enough level to use them. Note that all effects are purely visual. The effects are:

Spell	Level	Effect
	1	Create a 5-foot long corridor with door at end.
	2	Add up to an additional 5 feet per spell level to corridor.
	3	Create a room in place of corridor having any width desired.
	4	Add basic furniture and plants to scene. Have a group of songbirds circle around the head of anyone knocked out by the spell.
	5	Add a light source (e.g. torch, candle, sunlight, glowing runes, etc.).
	6	Add “decorations” to walls of room or corridor (tapestries, doors, windows, etc.).
	7	Add “decorative” piles of treasure and/or bones
	8	Add a surprised guard that immediately flees upon “spotting” the intruders.
	9	Add a ragged and pleading humanoid that pounds on the “force field.”
	10	Any scene of the caster's choosing. The scene itself does not have any magical effect on the observers. Thus, the illusion of a medusa would not turn observers into stone.

Some of the more colorful Illusionists use this spell to adorn their drab laboratories with impressive panoramic views of seascapes and mountain ranges. If used on a floor, it could even be used to create the illusion of a pit of crocodiles.

Conjure Air Elemental

Arcane Lore Requirements: Sky 8

Stress Factor: 1 point per spell level.

Affected Area: One air elemental.

Casting Time: 10 turns

Duration: 5 minutes per spell level. If concentration has been maintained, the caster may terminate the spell prematurely by commanding the elemental to return to its own plane.

Base: 6

Range: 20 feet per spell level. To maintain control, the summoned elemental must remain within range for the entire spell duration.

Casting Req.: Verbal, Gestural, Material. To conjure an air elemental, the caster must burn a stick of incense made from the petals of rare flowers (100 sp. minimum value).

Luck: None

This spell summons an air elemental. The conjured elemental obeys any commands given it by the summoner so long as concentration is not broken. As soon as the caster stops concentrating on the elemental, it will leave (33%), attack its summoner (33%), or attack any creature around until the duration of the spell ends.

The elemental fights at a *Combat Level* equal to the spell level or the caster's level in *Sky*, whichever is lower. Of course, the caster may conjure an elemental of lower level if he chooses. The elemental's *Attack Bonus* equals 7 plus its *Combat Level*. An air elemental conjured in this way has a total of 2d8 *Damage Tolerance* points per *Combat Level*. The Air Elemental is of the normal sort in all other respects.

Conjure Djinn

Arcane Lore Requirements: Sky 11, Wind 11

Stress Factor: 14

Affected Area: One djinn whose name is known to the caster.

Casting Time: 10 turns

Duration: 5 minutes per spell level.

Base: 8

Range: 20 feet per spell level. Once summoned, the djinn need not remain within range.

Casting Req.: Verbal, Gestural, Material. The caster must burn perfumed incense of a value exceeding 50 sp. per *Combat Level* of the djinni to be summoned.

Luck: None

This spell summons a djinn. To succeed, the caster's spell level in **Conjure Djinn** must equal or exceed the *Combat Level* of the summoned being. Thus, only a 15th spell level **Conjure Djinn** can summon a royal djinn.

The djinn is loathe to come and serve the caster's bidding. Thus wisdom dictates that the djinn should be summoned into a Tetragram or other confining cell. The caster must strike a deal with the djinn to pay for any services desired. The djinn is in no way forced to obey the summoner's wishes.

This spell is commonly used in conjunction with the **Elemental Jar** spell to store the djinn for later use.

Conjure Earth Elemental

Arcane Lore Requirements: Land:8

Stress Factor: 1 point per spell level.

Affected Area: One earth elemental.

Casting Time: 10 turns

Duration: 5 minutes per spell level. If the caster maintains concentration, he may terminate the spell prematurely by commanding the elemental to return to its own plane.

Base: 6

Range: 20 feet per spell level

Casting Req.: Verbal, Gestural, Material. To conjure an earth elemental, the caster must crush a rare gem (100 sp. minimum value) into the loose earth from which the elemental is to be conjured. Note that no earth elemental can be conjured from solid or worked stone.

Luck: None

This spell summons an earth elemental. The conjured elemental obeys any commands given it by the caster so long as concentration is not broken. As soon as the caster stops concentrating on the elemental, it will leave (33%), attack the caster (33%), or attack any creature around until the duration of the spell ends.

The elemental fights at a *Combat Level* equal to the spell level or the caster's level in *Land*, whichever is lower. Of course, the caster may conjure an elemental of lower level if he chooses. The elemental's *Attack Bonus* equals 3 plus its *Combat Level*. An earth elemental conjured in

this way has a total of 2d8 *Damage Tolerance* points per *Combat Level*. The earth elemental is of the normal sort in all other respects.

Conjure Effreet

Arcane Lore Requirements: Flame 11, Sun 11

Stress Factor: 1 point per spell level.

Affected Area: One effreet whose name is known to the caster.

Casting Time: 10 turns

Duration: 5 minutes per spell level.

Base: 8

Range: 20 feet per spell level. Once summoned, the effreet need not remain within range.

Casting Req.: Verbal, Gestural, Material. To summon an effreet, the caster must burn perfumed incense in a bronze brazier. The cost of the incense must be at least 50 sp. per *Combat Level* of the summoned effreet.

Luck: None

This spell summons an effreet whose name is known to the caster. For success, the spell level must equal or exceed the *Combat Level* of the summoned being. Thus, summoning a royal effreet requires a spell level in **Conjure Effreet** of at least 15. To summon an effreet, the caster must burn perfumed incense in a bronze brazier. The cost of the incense must be at least 150 sp. per *Combat Level* of the summoned effreet.

The effreet is loathe to come and serve the Conjurer's bidding. Thus the caster would be wise to summon the effreet into a **Tetragram** or similar prison. The effreet is trapped in the circle for the duration of the spell. The caster must strike deal with the summoned being for any services desired. The effreet is in no way forced to do the caster's wishes if an acceptable bargain cannot be made.

This spell is commonly used in conjunction with the **Elemental Jar** spell to imprison the effreet for later use.

Conjure Fire Elemental

Arcane Lore Requirements: Sun: 8

Stress Factor: 1 point per spell level.

Affected Area: One fire elemental.

Casting Time: 10 turns

Duration: 10 turns per spell level. If concentration has been maintained, the caster may terminate the spell prematurely by commanding the elemental to return to its own plane.

Base: 6

Range: 20 feet per spell level

Casting Req.: Verbal, Gestural, Material. To conjure a fire elemental, the caster must start a small fire made from rare woods (100 sp. minimum value).

Luck: None

This spell summons a fire elemental. The conjured elemental obeys any commands given it by the caster so long as concentration is not broken. As soon as the caster stops concentrating on the elemental, it will leave (33%), attack the Conjurer (33%), or attack any creature around until the duration of the spell ends.

The elemental fights at a *Combat Level* equal to the spell level or the caster's level in *Sun*, whichever is lower. Of course, the caster may conjure an elemental of lower level if he chooses. The elemental's *Attack Bonus* equals 5 plus its *Combat Level*. A fire elemental conjured in this way has a total of 2d8 *Damage Tolerance* points per *Combat Level*. The fire elemental conjured is of the normal sort in all other respects.

Conjure Spirit

Arcane Lore Requirements: Spirit 9

Stress Factor: 7

Affected Area: One spirit whose true name is known to the caster.

Casting Time: 18

Duration: 5 minutes per spell level

Base: 2

Range: 40 feet

Casting Req.: Verbal, Gestural, Material. To cast this spell the invoker must burn into vapor precious metals of at least 400 sp. value in a magically hot fire.

Luck: If the spirit does not wish to be conjured, allow it a *Luck Roll* with *Willpower Adjustments*. Success negates the effects of this spell (most demons do not wish to be conjured).

This spell allows the caster to conjure a spirit to any spot desired within *Range* of the spell. To conjure any spirit the summoner must know and pronounce the spirit's true name. **Conjure Spirit** can only conjure astral spirits. Include in this category are such creatures as angels, devils, daemons, demons, agathodaemons, devas, and divs. The spell cannot summon elemental spirits or faery spirits.

Although the summoner can call upon the spirit of a dead friend or an angelic spirit, demons are most commonly

conjured. There are two reasons for this. First of all, the spirit of deceased people and creatures can usually have little effect on the world. Without the aid of a Necromancer, these ghosts cannot even communicate with living creatures. Second, it is considered a great insult to a deity for a mortal to call upon his servants (angels or devils) and use them for his own ends. Demons, on the other hand, are powerful and vulnerable to control by mortals since they lack protection from deities. They are 'independent agents', so to speak. Demons have big drawbacks, though, in that they are mean, vile, untrustworthy creatures.

This spell provides no protection from whatever spirit the caster summons. He is best advised to either conjure the spirit into a pentagram or place himself in a pentagram before casting.

Conjure Water Elemental

Arcane Lore Requirements: Sea 8

Stress Factor: 1 point per spell level.

Affected Area: One water elemental.

Casting Time: 10 turns

Duration: 10 turns per spell level. If concentration has been maintained, the caster may terminate the spell prematurely by commanding the elemental to return to its own plane.

Base: 6

Range: 20 feet per spell level.

Casting Req.: Verbal, Gestural, Material. To conjure a water elemental, the caster must pour rare perfumes (100 sp. minimum value) in the body of water from which he wishes to conjure the elemental. If the body of water is too small, the water elemental will be progressively weaker depending on the body of water. For example, a small pond or large stream would be sufficiently large to conjure a water elemental of full strength while a large puddle or a small creek would be insufficient for anything but a 1st or 2nd level water elemental at best. In general, a full ten cubic feet of water is required for each level of the elemental to be conjured.

Luck: None

This spell summons a water elemental. The conjured elemental obeys any commands given it by the caster so long as concentration is not broken. As soon as the summoner stops concentrating on the elemental, it will leave (33%), attack the Conjurer (33%), or attack any creature around until the duration of the spell ends.

The elemental fights at a *Combat Level* equal to the spell level or the caster's level in *Sea*, whichever is lower. Of

course, the caster may conjure an elemental of lower level if he chooses. The elemental's *Attack Bonus* equals its *Combat Level*. A water elemental has a total of 2d8 *Damage Tolerance* points per *Combat Level*. The water elemental conjured is of the normal sort in all other respects.

The Continual Catoptrics of Cambrensis

Arcane Lore Requirements: Triangle: 10

Stress Factor: 30

Affected Area: One illusion. See the spell description for further details.

Casting Time: 1 hour

Duration: Permanent

Base: 12

Range: Touch.

Casting Req.: Verbal, Gestural, Material. To cast this spell, the caster must crush one gemstone of every color of the rainbow. The total value of the gems must exceed 500 silver pieces.

Luck: Not Applicable

Disbelief: This spell does not affect any disbelief attempts against the illusion made permanent by its magic.

This spell makes an illusion permanent. Only illusions exclusively requiring one or more of the following lores may be so affected: Hearing, Mind, Smell, Taste, Touch, Triangle, and Vision. Other than making the targeted illusion permanent, **The Continual Catoptrics of Cambrensis** has no other effect. The resulting illusion has the same powers and limitations as the original.

The Continual Catoptrics of Cambrensis may be cast on an illusion that already exists or may be cast immediately prior to the creation of the illusion. Thus, an illusionist may spend an hour to cast this spell and then immediately follow it with a **Phantasmagoria** spell that would thereafter have a permanent duration.

The spell level of the **Continual Catoptrics of Cambrensis** provides a ceiling to the spell level of the illusion made permanent. Thus, an Illusionist 8th spell level in this spell and 10th spell level in **Illusionary Wall** creates a permanent 8th spell level **Illusionary Wall**. On the other hand, if he were 5th spell level in **Illusionary Flame**, he would create a permanent 5th level **Illusionary Flame**.

Note that the magic of this spell is not powerful enough to create magic items with transferable powers. Thus, a ring having an **Obscurement** spell cast on it would not confer

invisibility to its wearer, although the ring itself would permanently remain invisible to most observers.

Convoke Lightning

Arcane Lore Requirements: Spring 7

Stress Factor: 10

Affected Area: One creature

Casting Time: 10

Duration: Instantaneous

Base: 6

Range: 15 feet per spell level

Casting Req.: Verbal, Gestural, Material. To cast this spell, the witch needs a small metal rod.

Luck: Allow the target a *Luck Roll* with *Agility Adjustments* for 1/2 damage. (Any character wearing non-magical metal armor or carrying a non-magical metal weapon foregoes the *Luck Roll* and automatically takes full damage.)

This spell summons a bolt of lightning from the clouds overhead toward a target on the ground. Obviously, the spell can only be directed outdoors or at targets near an open window or outside doorway.

The bolt inflicts one die of electrical damage per spell level. The intensity of the bolt and the damage inflicted vary with the whim of nature. On clear days, roll damage using d4. On cloudy, rainy, or stormy days, use d6, d8, and d10 respectively.

Cool of Night

Arcane Lore Requirements: Winter 6

Stress Factor: 7

Affected Area: Caster

Casting Time: 4

Duration: 1 hour per spell level.

Base: 6

Range: Touch

Casting Req.: Gestural

Luck: Not applicable

Cool of Night protects the spell recipient from naturally occurring high temperatures. It is a relatively long lasting spell, but does not provide the intense protection offered by other spells (such as **Protection From Fire**). It alleviates the sweltering effects of normal desert temperatures but can, at most, lower the recipient's skin temperature by 50 degrees Fahrenheit. Thus, a

character equipped with a **Cool of Night** spell could comfortably trek across sand dunes under a blazing sun without breaking a sweat. In addition, the spell provides the recipient with a bonus of +1 per 2 spell levels on all *Luck Rolls* and *Attribute Checks* against the effects of heat and fire (magically induced or otherwise).

Cramping Touch

Alignment Restrictions: The caster cannot be *Good*.

Arcane Lore Requirements: Flesh 1

Stress Factor: 7

Affected Area: Caster.

Initiative: 3

Duration: 5 turns + 1 turn per spell level

Base: 1

Range: Touch

Casting Req.: Gestural

Luck: None

While this spell is in effect, the caster's hand inflicts painful cramps at the slightest touch. The cramping occurs at the location contacted and is felt in the form of a sharp pang. Every touch delivers an amount of damage equal to 1d8 plus 1 per spell level.

As the additional damage is produced by a spasm in the target's own muscle, it cannot be absorbed by armor and it cannot deliver a *Severe Blow*. The cramping has no effect on creatures which do not feel pain or which lack flesh (such as elementals, zombies, ghosts, etc). In addition, the spasms are incapable of killing and the inflicted damage heals at a rate of 1 point per minute of rest.

In attempting to touch his target, the caster has an *Attack Bonus* equal to his spell level plus *Coordination Adjustments*. Note that the spell does not preclude the use of a weapon or shield, and in fact encourages such combinations. One hand can thus be used to defend while the other attacks.

Multiple castings are not cumulative other than to extend the spell duration.

Crimson Death

Alignment Restrictions: The caster must have an *Evil* alignment and cannot be *Social*.

Arcane Lore Requirements: Blood 9

Stress Factor: 7

Affected Area: One blood-bearing creature.

Casting Time: 8

Duration: 1 turn per spell level

Base: 4

Range: 60 feet

Casting Req.: Verbal, Gestural, Material. To invoke this spell the caster must squeeze a lamb's bladder full of blood.

Luck: Negates. The target is entitled to a *Luck Roll* with *Stamina Adjustments* to avoid the spell's effects.

The victim of this spell bleeds. He bleeds from his mouth, ears, nose, and pores. He spits and sweats blood. The bleeding is taken in the form of *Damage Tolerance*. Every turn the victim bleeds, he loses 1 *Damage Tolerance* point for every two spell levels of the **Crimson Death**. Note that normal healing potions and spells cannot restore this damage. Only rest or spells which restore lost blood (e.g. the Piety Healing spell **Restore Blood**) can regain the lost DT.

Crypt of the Dead

Alignment Restrictions: The caster must have an *Evil* alignment.

Arcane Lore Requirements: Bone 8, Dust 5, Spirit 5

Stress Factor: 25

Affected Area: The spell sanctifies an area of a crypt no larger than 15 feet by 15 feet.

Casting Time: 13 hours

Duration: Permanent

Base: 8

Range: Touch

Casting Req.: Verbal, Gestural, Material. To invoke this spell, the caster must burn incenses and sprinkle rare embalming fluids having a value exceeding 2500 sp.

Luck: Not applicable

This spell 'sanctifies' a crypt so that its undead occupants regain lost *Damage Tolerance*. An undead creature regains 1 point of *Damage Tolerance* for every 3 spell levels per day. The spell affects only those undead that

were properly buried in the crypt prior to the spell's casting.

Cyclonic Passage

Arcane Lore Requirements: Air 11, Sky 11, Wind 11

Stress Factor: 14

Affected Area: 50 foot radius cylinder

Casting Time: 6

Duration: 1 turn per spell level.

Base: 4

Range: 0'

Casting Req.: Verbal, Gestural, Material. The material component for this spell is a handful of dust.

Luck: Anyone in the *Affected Area* must make a *Luck Roll* with *Agility Adjustments* every turn to escape the cyclone.

This spell affords the caster an escape while he leaves his foes reeling. Toward the end of the casting, gusting winds begin to swirl around the caster. Upon completion, strong winds and debris buffet those in the *Affected Area* for 1d4 points of damage per spell level every turn.

While the caster's enemies are being pummeled, he dissipates safely into a gaseous form. He may take into this form up to 5 pounds per spell level. In this vaporous state, the caster travels under his own volition at twice his normal *Speed*, is effectively invisible, and is otherwise able to perform as any normal vapor. Further, the caster is unaffected by normal physical attacks and is immune to frost damage. He must remain in this state unable to cast spells until the duration of the spell expires.

Dancing Blade

Arcane Lore Requirements: Wind 1

Stress Factor: 7

Affected Area: One non-magical blade weapon.

Casting Time: 2. The dancing weapon's *Recovery Time* is unaffected by the spell (so a dancing dagger may swing more often than a dancing two-handed axe).

Duration: 5 turns plus one per spell level.

Base: 8

Range: The blade can venture no farther than 50 feet plus 10 feet per spell level from its master.

Casting Req.: Verbal, Gestural, Material. To invoke **Dancing Blade**, the caster must touch the blade he wishes to dance. In controlling the weapon's movement, the caster makes gesticulations throughout the spell as if holding the animated weapon in his hand. The weapon itself must be a normal one of its type. It cannot have any magical powers of its own.

Luck: None

This spell causes a sword, axe, or other bladed weapon to dance in the air and strike at opponents. The caster must concentrate for the entire duration of the spell to control the weapon's blows.

For every swing, the caster must make an *Attack Roll* as if a fighter wielded the weapon. It has an *Attack Bonus* equal to the spell level plus the caster's *Perception Adjustment*. Its *Combat Level* equals the spell level. Like any normal blade, the animated weapon is capable of delivering a *Severe Blow* on a highly successful *Attack Roll* (see **Severe Blows** in the **Advanced Combat Rules** for details).

If the weapon fights alongside other fighters, it affects the average *Combat Level* of the entire group as if a fighter with its *Combat Level* wielded it. Thus, a low level magus may actually hinder a skilled guardian by forcing him to also avoid the blade's edge. On the other hand, a powerful spell caster may aid his comrade's overall *Combat Level*.

The blade moves at a *Speed* equal to that of the caster.

The spell level determines the maximum size of the blade according to the following table.

Dancing Blade Table

Spell Level	Damage	Weapon
1	1d4	dagger, stiletto, cinquedeas
2	1d6	one-handed axe, dirk, main gauche, seax
3	2-7 or 1d8	falchion, machete, rapier, short sword
4	2d4	sabre
5	1d10	cutlass, scimitar, longsword
6	1d12	broadsword
7	2d6	one-or-two-handed battle axe
8	2d8	bastard sword
9	3d6	two-handed sword
10	2d10	two-handed battle axe

Of course, the caster can control blades of a smaller size than his maximum but doing so gains him no advantage. The spell level further enhances the damage that a **Dancing Blade** delivers. The blade delivers damage as if it were wielded by a character having a *Physical Strength* of 1 per 3 spell levels. Thus, at 8th spell level, the blade would deliver the extra *Physical Strength Damage Adjustment* of a 3 *Physical Strength*.

The magic causing the blade to dance allows it to strike creatures that can be hit only by magical weapons.

Dancing Quill

Arcane Lore Requirements: Pentacle 10, Star 10, Tetrangle 10, Triangle 10

Stress Factor: 20

Affected Area: One quill

Casting Time: 1 hour

Duration: See the spell description.

Base: 2

Range: Touch

Casting Req.: Verbal, Gestural, Material. The quill itself must be of a form appropriate to inscribe the stored glyph. If the glyph can only be drawn using a golden tipped quill, the **Dancing Quill** must possess a golden tip.

Luck: Not applicable

This spell enchants a quill to inscribe magical symbols and glyphs under its own volition. To use a **Dancing Quill**, the caster must toss the quill in to the air himself. The quill immediately begins inscribing its runes at the

location specified by the caster, up to a distance of 50 feet away. The caster requires no further concentration for the quill to finish its task.

The quill dances at a rate much greater than any spellcaster could duplicate. Once the quill is set in motion, it will complete its job within a single turn.

The quill is usable a number of times equal to half the spell level. It must be treated as a magic item for *Willpower* purposes until completely expended. The runes that the quill can inscribe have the following limitations:

- 1) The runic spell can have no material component requirements other than ink and quill. The ink itself may require special preparation by the caster, depending on which glyph the quill is charmed to create.
- 2) The drawing time of the rune or glyph cannot exceed 1 hour.
- 3) The spell level of the **Dancing Quill** acts as a ceiling to the spell level of the drawn rune. For example, if the caster is 8th spell level in **Pentagram** and 6th spell level in **Dancing Quill**, he can enchant a quill to cast a **Pentagram** at only 6th spell level.
- 4) The viability of the stored spell cannot be determined until after the quill is activated. For example, if a **Dancing Quill** inscribes a **Pentagram**, the caster cannot be certain that the pentagram is flawless until AFTER it is drawn. Thus, any *Success Rolls* required by the stored spell must be made at the time of the quill's usage.

Thus, a **Dancing Quill** can inscribe a **Trigram**, **Tetragram**, **Pentagram**, **Hexagram** or one of many other runic spells. In creating the quill, the caster sustains 12 stress in addition to the stress necessary to cast the stored glyph.

Darkness

Arcane Lore Requirements: Moon 6

Stress Factor: 7

Affected Area: 1 Item. The darkness radiates out from this item to a radius of 5 feet per spell level.

Casting Time: 10

Duration: 5 minutes per spell level

Base: 8

Range: 60 feet

Casting Req.: Verbal, Gestural

Luck: Not Applicable

This spell creates an area devoid of all light. Normal torches and lamps automatically have their illumination dimmed to insignificance. Unless the **Darkness** is counteracted in some way by a magical light source (see below), the darkness in the area is total. Even creatures with excellent night-vision will be completely blind. Only creatures able to see in total darkness will be unhindered by the spell.

Magical lights, such as the spells **Glowing Aura** and **Fire Light** have the power of their illumination reduced when within a field of **Darkness**. The amount of reduction depends on the spell level of the **Darkness** and the spell level of the magical light source(s). If the magical light is of a higher spell level, the magical light illuminates an area depending on the difference in levels. In effect, the spell level of the **Darkness** reduces the magical light's spell level. If the **Darkness** is of a higher spell level, then the magical light source will be completely dimmed and its spell level will reduce the spell level of the **Darkness**. If more than one magical light source illuminates an area, then the spell levels of both spells will tend to counteract the **Darkness**. If the light source is of a higher spell level, the reverse is true. In this regard, the effects of both magical lights and magical darkness spells are cumulative. Counter-balancing effects are always distributed evenly among all contending light and darkness sources. Thus, a 6th level **Darkness** spell will tend to reduce two 5th level **Glowing Aura** spells to the equivalent of two 2nd level **Glowing Aura** spells.

If a magical light source is removed from the *Affected Area*, both the light and **Darkness** spells resume their normal levels of power.

Death Knell

Arcane Lore Requirements: Bone 1, Dust 1, Mind 1, Spirit 1

Stress Factor: 6

Affected Area: Caster

Casting Time: 6

Duration: 14 minutes

Base: 4

Range: Touch

Casting Req.: Verbal, Gestural, Material. To use the spell, the caster must touch some portion of the dead body in question. If the actual body is not available, an object that the body was wearing at the time of death will suffice.

Luck: Not applicable

Death is always the final debt owed to nature. With its passing, a record is made in time. A spellcaster with **Death Knell** can observe his record and may reveal a few of its mysteries. Before invoking the spell, the caster must have already formulated a specific set of questions. He must make a *Success Roll* with *Perception Adjustments*. The *Success Threshold* he must overcome is determined by the amount of time that has passed since the target's death according to the following table:

<u>Time Since Death</u>	<u>Success Threshold</u>
1 day	20
1 week	22
1 month	24
1 year	26
1 decade	28
1 century	30
1 millennium	32

Only questions directly concerning the victim's death, from the perspective of the victim, can be answered with **Death Knell**. For example, **Death Knell** could be used to find out the manner in which a person was killed. It may even be able to reveal the killer's face, if the victim saw it. It could not reveal the killer's name unless the victim knew the killer's name personally. The caster may seek the answers to one question for every 2 spell levels in **Death Knell** in a single casting. Once the caster fails in answering any particular question, the answer to that question will be forever lost to him (another casting would be futile).

Deathly Moan

Arcane Lore Requirements: Mind 8, Spirit 8

Stress Factor: 6

Affected Area: The magic of this spell affects any living creature hearing the moan within 100 feet of the caster.

Casting Time: 8

Duration: Instantaneous

Base: 4

Range: The moan is centered on the caster and has an effective audible range of 100 feet.

Casting Req.: Verbal. The moan itself is the only component required for the casting.

Luck: Negates. Any creature hearing the moan is entitled to a *Luck Roll* with *Willpower Adjustments* to completely avoid the spell's effects.

With this spell, the caster emits a haunting wail filled with despair and hopelessness. Any living creature within range that hears the sound experiences depression and melancholy. This emotional assault drains the listener's *Damage Tolerance* by 1d12 plus 1 point per spell level. The lost points are due to stress and are regained at a rate of 1 point per hour of rest. Note that unconscious creatures are unaffected by the moan. In addition, while the damage delivered by the spell can render a person unconscious it can never kill.

Death's Pot Breeze

Alignment Restrictions: The caster must have an *Evil* alignment.

Arcane Lore Requirements: Comet 10, Mind 9, Moon 8

Stress Factor: 6

Affected Area: The spell can affect an area having a radius equal to 20 feet plus 10 feet per 2 spell levels.

Casting Time: The spell initially requires 1 hour to prepare. Once prepared, however, the caster may activate the magic in a single second.

Duration: 1 turn per spell level

Base: 6

Range: 0'

Casting Req.: Verbal, Gestural, Material. To invoke this spell, the caster must possess a large cauldron, carrion, rotten vegetables, and hemlock.

Luck: Everyone in the area, other than the caster, must make a *Luck Roll* with *Stamina Adjustments*. Those failing fall unconscious and remain so while within the cloud. Those succeeding their *Luck Rolls* are unaffected by the nauseous fumes.

Before casting **Death's Pot Breeze**, the caster must mark and consecrate the area desired protected by the spell. With a large ceremonial cauldron at the area's center, and with the spell recited, the 'pot' is ready. The caster needs only to speak a quick final phrase and throw in a pinch of hemlock to activate the spell.

Once the hemlock is tossed in the cauldron, a thick green fog billows forth filling the entire *Affected Area* in one turn. The fog acts as a **Veiling Mist** spell having a spell level equivalent to that of the **Death's Pot Breeze**. It is at this point when the stress is taken.

Deduce

Arcane Lore Requirements: Tetrangle 6

Stress Factor: 7

Affected Area: One object

Casting Time: 12

Duration: 1 turn

Base: 4

Range: Touch

Casting Req.: Verbal, Gestural, Material. To complete the invocation, the caster must vaporize 50 sp. of platinum dust.

Luck: Not applicable

Spell casters invoke **Deduce** on magic items to learn of their magical aspects. The caster must handle the item as it would normally be used (i.e. wearing a necklace or bracelet, wielding a dagger or sword, etc.) He must pose a single question in his mind concerning the item and cast the spell. At this point, he must make a *Success Roll* with *Perception Adjustments* against a *Success Threshold* of 20 to obtain an answer.

Deduce works by opening a dialog with the ambient elemental spirit bound to the magical item by whatever charm or enchantment created it. The elemental itself has no intelligence and so cannot offer 'opinions' about the best way to use the item. It cannot even describe how the item was used in the past. It can only respond to questions that pertain to the spells and charms contained within the item. All questions must be answerable with a short phrase (i.e. "the item has 10 charges left", "it is triggered by the command word 'kablam', etc.).

Note that some cursed magic items have imps, rather than elementals, bound to them to administer the item's services. While an elemental does not even understand the concept of a 'lie', imps are expert in this area. **Deduce** bestows no immunities against curses on any item so the caster must remain wary.

Destined Image

Arcane Lore Requirements: Spring 5

Stress Factor: 10

Affected Area: See Below

Casting Time: 1 minute

Duration: 1 minute per spell level

Base: 2

Range: 20 miles per spell level

Casting Req.: Verbal, Gestural, Material. **Destined Image** requires a basin of purified water and a drop of the caster's blood.

Luck: Not applicable

When there is no time to deliver a message by conventional means, a warlock may choose to send his image instead. Once a basin of purified water has been prepared and the spell recited, a drop of the caster's blood is then let into the water. The warlock's reflection soon fades from the surface. The reflection is then dispatched to a predetermined location.

The caster can choose to send his message either to a specific location or to a particular individual (even if he does not know the recipient's location). He has the length of the spell duration to convey his message.

Destined Image does not provide any means for response and does not "see" the recipient or location to which image is sent. Therefore, the caster can only know that his message was received and nothing else.

Dimensional Portal

Arcane Lore Requirements: Matter 9, Spirit 13

Stress Factor: 22

Affected Area: The portal's creator may take himself plus up to 75 pounds per spell level.

Casting Time: 9

Duration: 1 turn

Base: 12

Range: Touch

Casting Req.: Verbal, Gestural

Luck: Not Applicable

This spell pulls back the fabric of space and dimension opening a portal through which the caster may pass. He may travel directly to the Astral or Ethereal planes. (Some Overlords may wish to allow travel to other worlds and realms of possibility). As it takes a great deal of concentration to hold open the fabric of space, only willing or incapacitated creatures may be taken through this portal. Those taken through remain on the other plane until some similar means is used to return.

Diminish

Arcane Lore Requirements: Bone 1, Flesh 1

Stress Factor: 9

Affected Area: **Diminish** can affect a single living creature weighing less than 150 pounds plus 20 pounds per spell level.

Casting Time: 5

Duration: 5 minutes per spell level.

Base: 6

Range: Touch

Casting Req.: Verbal, Gestural

Luck: Negates. If this spell is cast on an unwilling creature, the spellcaster must make a normal *Attack Roll* to touch him. If successful, the opponent must make a *Luck Roll* with *Stamina* adjustments or diminish.

This spell causes the targeted creature to shrink in size. The size of the creature ends up to be about 3 inches tall (give or take an inch due to original size.) In the diminutive state, the creature has 1 *Damage Tolerance* for every five formerly possessed. *Speed* likewise reduces to one-fifth normal.

When wielding weapons in this state, a small one delivers one-half point of damage, medium ones cause 1 point of damage, and large weapons inflict 2 points of damage per blow. In addition, for every 2 points of *Physical Strength* over 0, add 1 point to the inflicted damage.

While diminished, spellcasting is virtually impossible as the *Stress Factors* involved are prohibitive. A magus with only 6 *Damage Tolerance* is virtually worthless.

When the duration expires, the diminished creature's *Damage Tolerance* resumes at 5 times the *Damage Tolerance* of the diminutive size. That is, the damage taken when regaining the original size is reflective of the damage sustained when diminished.

Disenchantment

Arcane Lore Requirements: Law 10, Tetrangle 8

Stress Factor: 11

Affected Area: 20 feet by 20 feet

Casting Time: 3

Duration: While the **Disenchantment** spell itself has an instantaneous duration, its effects are permanent. Any magic item affected by the spell permanently loses its powers.

Base: 3

Range: 80 feet

Casting Req.: Verbal, Gestural

Luck: Any magic spell, rune, charm, or item must make a *Luck Roll* with a *Luck Bonus* equal to its spell level. Failure indicates that the magic is permanently negated. Thus, a magic item that fails its *Luck Roll* against the effects of this spell loses all of its magical properties.

This spell negates the effects of spells, charms, and enchantments in the *Affected Area*.

Disentangle

Arcane Lore Requirements: Matter 4, Motion 5

Stress Factor: 4

Affected Area: One creature

Casting Time: 4

Duration: 1 turn per spell level

Base: 8

Range: Touch

Casting Req.: Verbal

Luck: None

With this frees the target from anything that binds him. While this spell works, no rope, cord, whip, or net can hinder the spell recipient. If bound and securely tied, all knots untie themselves and fall away. Of course, if the caster is gagged, he cannot invoke **Disentangle** to free himself.

Disillusion

Arcane Lore Requirements: Hearing 6, Smell 6, Taste 6, Touch 6, Vision 6

Stress Factor: 6

Affected Area: Caster

Casting Time: 5

Duration: 5 minutes per spell level

Base: 2

Range: 0'

Casting Req.: Verbal, Gestural, Material. To invoke this spell, the caster must possess a spectacle having a value exceeding 50 sp. The spectacle is unharmed by the invocation.

Luck: Not Applicable

This gives the caster a bonus of +1 per 2 spell levels on any disbelief attempt against illusions. Of course, the caster must still state that he is making a disbelief attempt. As always, the Overlord should make the check himself since a failed roll would give the caster unfair knowledge concerning any illusion's true nature.

Disrupt Magic

Arcane Lore Requirements: Pentacle 8, Star 8, Tetrangle 8, Triangle 8

Stress Factor: 10

Affected Area: 20 feet by 20 feet

Casting Time: 12

Duration: Instantaneous

Base: 4

Range: 80 feet

Casting Req.: Verbal, Gestural, Material. To invoke this spell, the caster must crush a 50 sp. peridot gem or star sapphire.

Luck: Allow any spell within the *Affected Area* a *Luck Roll* against a *Luck Threshold* of 15 plus the spell level of the **Disrupt Magic**. The *Luck Bonus* of each spell equals the spell level of each individual spell. *Luck Rolls* must be made separately for every spell in the *Affected Area* to determine if they are disrupted.

This spell allows the caster to disrupt the effects of magical spells within the *Affected Area*. Any spell failing its *Luck Roll* is permanently disrupted. Of course, a **Disrupt Magic** spell cannot destroy a magic item but it may temporarily cancel the magic produced by one.

Door Keep

Arcane Lore Requirements: Matter 1, Rest 1

Stress Factor: 3

Affected Area: One door.

Casting Time: 3

Duration: Once cast, this spell holds the door fast as long as the caster concentrates. If the caster stops concentrating, the spell holds the door for an additional 1 turn per spell level.

Base: 2

Range: Touch

Casting Req.: Gestural, Material. **Door Keep** requires a small wedge of wood and a few drops of pinesap.

Luck: None

This spell prevents a door from opening. It holds firmly against a force of 2 *Physical Strength* points per spell level.

Dragon Flight

Arcane Lore Requirements: Air 9

Stress Factor: 6

Affected Area: The spell lifts a total weight of 200 pounds plus 20 pounds per spell level (including the weight of the caster).

Casting Time: 1

Duration: 5 minutes per spell level.

Base: 8

Range: 0'

Casting Req.: Gestural, Material. This spell requires the caster to consume a small scale taken from a dragon's wing.

Luck: Not applicable

Imbued with the power of aerial dragon spirits, the caster flies through the air at a rate of up to twice his normal *Speed*. He may rise to any altitude of no more than 10 feet per spell level above the ground. Any cargo carried by the caster must be firmly secured to the caster's body. If the cargo ever loses contact, it will immediately plummet to the ground.

While airborne, the caster must quickly obtain and sustain a velocity of no less than his normal *Speed*. Failure to maintain proper velocity immediately terminates the spell. When in flight, the caster can invoke no spell other than a recasting of **Dragon Flight**.

Dragon Might

Arcane Lore Requirements: Earth 5

Stress Factor: 5

Affected Area: One creature.

Casting Time: 6

Duration: 5 minutes per spell level.

Base: 4

Range: Touch

Casting Req.: Verbal, Material. To invoke this spell the recipient must consume a small piece of a dragon's pancreas.

Luck: Not applicable

Dragon Might bestows unnatural strength to the spell recipient. When cast, the recipient's *Physical Strength* temporarily rises by one point per 3 spell levels. All benefits given by his newly raised *Physical Strength* apply but nothing is added to the recipient's *Damage Tolerance*. Multiple castings are not cumulative other than to extend the spell duration.

Dragon Roar

Arcane Lore Requirements: Air: 8 Fire: 8

Stress Factor: 9

Affected Area: All creatures subject to fear within hearing. (The sound will travel 200 yards maximum, but will be blocked normally by walls and doors.)

Casting Time: 4. However, the caster will be unable to speak (or re-cast any spell with a verbal component) for 10 full seconds thereafter.

Duration: Any creature affected by the spell will flee in terror for 1d4 turns.

Base: 2

Range: 0'

Casting Req.: Verbal. To invoke this spell the caster must simply open his mouth and bellow at the top of his lungs.

Luck: Allow all affected creatures a *Luck Roll* with Willpower adjustments.

Dragon Roar temporarily gives the caster's voice the full authority and terrifying power of a dragon's fearsome roar.

Dragon's Blood

Arcane Lore Requirements: Air: 12 Earth: 12 Fire: 12 Water: 12

Stress Factor: 12

Affected Area: Caster

Casting Time: 10

Duration: 1 turn per spell level.

Base: 8

Range: 0'

Casting Req.: Gestural, Material. To invoke this spell the caster must drink a vial of dragon's blood. (Dragon's blood does not decay if kept in a wax-sealed stoppered glass vial. However, the blood must be collected within one minute of the dragon's death for the blood to be effective. Consequently, dragon's blood can usually be purchased, if available, for between 5 and 200 silver pieces per vial, depending on rarity and quality.)

Luck: Not applicable.

Dragon's Blood temporarily bestows upon the caster the immunities, resistances, and susceptibilities of a dragon. The particular characteristics gained depend on the type of dragon blood imbibed (see the Casting Requirements). So, the blood of a fire-breathing dragon will likely bestow immunity to heat and flame. The blood of a venomous dragon will likely provide immunity to poisons.

Virtually all dragons provide a resistance to magic. (For example, 7th level magic reduction would lower the spell levels of all spells affecting the creature by 7.) However, the magical reduction provided is limited to half the caster's spell level in **Dragon's Blood**. So, a wizard who is 8th level in **Dragon's Blood** will gain, at most, 4th level

magic reduction. Of course, the resistance can never exceed that of the "blood donor."

Note that the spell's abilities do not extend to the dragon's natural absorption. Only one **Dragon's Blood** spell can affect the caster at a time.

Dragon's Breath: Flame

Arcane Lore Requirements: Fire 12

Stress Factor: 14

Affected Area: The spell produces a cone of flame extending 80 feet and having a 50-foot base diameter.

Casting Time: 10

Duration: Instantaneous

Base: 24

Range: 0'

Casting Req.: Gestural, Material. To invoke this spell, the caster must blow on a scale taken from the throat of a fire-breathing dragon. The spell consumes the scale.

Luck: Allow all creatures in this area *Luck Rolls* with *Agility Adjustments* for 1/2 damage.

When this spell is cast, a cone of fire bursts forth from the caster's lips duplicating the breath weapon of a fire-breathing dragon. Any creature caught in this area takes 1d8 damage per spell level from the scorching flames.

Dragon's Breath: Frost

Arcane Lore Requirements: Air 12

Stress Factor: 13

Affected Area: The spell produces a cone of frost extending 80 feet and having a 50-foot base diameter.

Casting Time: 13

Duration: Instantaneous

Base: 24

Range: 0'

Casting Req.: Gestural, Material. To invoke this spell, the caster must blow on a scale taken from the throat of a frost-breathing dragon. The spell consumes the scale.

Luck: Allow all creatures in this area *Luck Rolls* with *Agility Adjustments* for 1/2 damage.

When this spell is cast, a cone of frost bursts forth from the caster's lips duplicating the breath weapon of a frost-breathing dragon. Any creature caught in this area takes 1d8 damage per spell level from the frigid gale.

Dragon Sight**Arcane Lore Requirements:** Air 9, Earth 9**Stress Factor:** 5**Affected Area:** Caster**Casting Time:** 2**Duration:** 2 turns per spell level**Base:** 4**Range:** 0'**Casting Req.:** Gestural, Material. To invoke this spell, the caster must grasp the eye of a dragon. The dragon eye is unharmed by the spell.**Luck:** Not applicable

This spell gives the vision and unique perspective of the dragon species. **Dragon Sight** allows the caster to discern magically invisible objects and raises his *Perception* by +1 per 3 spell levels. These benefits are often of only secondary importance to the masters of this spell.

Dragon Sight's most treasured ability centers around the dragon's unequalled instincts when dealing with gold. The spell gives the caster the unusual ability to clearly see any golden item, regardless of the surrounding lighting conditions. In fact, trinkets made of pure 24 carat gold seem to give off a dim reddish light of their own. Such items seem to illuminate the areas immediately around them to a radius of 10 feet. This 'illumination' is actually an artifact of the dragon's keen awareness of golden relics and their surroundings. As such, it is entirely unaffected by spells such as **Darkness** and **Veiling Mist**.

Any creature possessing **Dragon Sight** must be cautious when encountering golden treasures. Viewing any item consisting of pure gold and having a value greater than 25,000 silver pieces may leave the caster in a stupor. When first viewing any such magnificent golden treasure, the caster must make an *Attribute Check* on 1d6 against his *Willpower*. Failure indicates he pauses to stand in awe of the dazzling display for 1d6 turns.

His enhanced vision does not bestow the ability to see secret doors, find hidden panels, discover stealthing assassins, or gaze through illusions.

Draining Touch**Alignment Restrictions:** The caster must be *Evil*.**Arcane Lore Requirements:** Mind 1, Spirit 1**Stress Factor:** 10**Affected Area:** Caster.**Casting Time:** 3**Duration:** 1 turn per spell level**Base:** 4**Range:** Touch**Casting Req.:** Gestural**Luck:** None

While this spell is in effect, the caster's hand becomes a conduit for the life essence of those targeted. At the slightest touch, wispy swirls of a blackish smoke are drawn from the point of contact into the caster's hand. No pain is felt but the target will sense a general weakening. Every touch delivers an amount of stress damage equal to 1d8 plus 1 per spell level. Like normal stress, the inflicted damage heals at a rate of 1 point per hour of rest.

The caster, on the other hand, feels invigorated. Half of the damage delivered to the target is regained by the caster as restored stress points. Of course, the spell cannot heal actual wounds and can never raise the caster's *Damage Tolerance* above its normal maximum.

As draining the target's life essence produces the damage and not by physical force, it cannot be absorbed by armor and it cannot deliver a *Severe Blow*. The spell can only affect living creatures.

In attempting to touch his target, the caster has an *Attack Bonus* equal to his spell level plus *Coordination Adjustments*. Note that the spell does not preclude the use of a weapon or shield, and in fact encourages such combinations. One hand can thus be used to defend while the other attacks.

Multiple castings are not cumulative other than to extend the spell duration. Only one draining touch can be performed on a given turn.

Dreamspeak**Arcane Lore Requirements:** Moon 6, Spirit 6**Stress Factor:** 7**Affected Area:** One sleeping creature.**Casting Time:** 5 minutes**Duration:** 1 minute per spell level**Base:** 6**Range:** 75 miles per spell level**Casting Req.:** Verbal, Material. This spell requires a pinch of sand and a small pipe.**Luck:** Not Applicable

Dreamspeak enables the caster to enter another's dreams and thereby converse. This communication may take place over a vast distance, but can only occur on a moonlit night. The spell is actually prepared before the caster falls asleep. While he slumbers, the caster makes his way into the dreams of his intended conversant. Here the two parties can communicate with each other for the duration of the spell.

Multiple contacts in a single sleep cycle are possible, but only one individual may be contacted with a single **Dreamspeak** spell. If multiple parties are involved, all required **Dreamspeak** spells must be prepared before the spell caster nods off. The contacted parties may be grouped as a whole or dealt with individually. Conversation with a given individual is limited to one time per night.

Dryad's Disguise**Arcane Lore Requirements:** Autumn 4, Summer 4**Stress Factor:** 6**Affected Area:** Including herself, the caster may transform up to one creature per two spell levels as long as all are within range.**Casting Time:** 2**Duration:** Each transformed creature will remain in an arboreal form until it actively moves. At the slightest action, the sound of stressed wood accompanies the transformation as it reverses itself.**Base:** 8**Range:** 30 feet**Casting Req.:** Verbal, Gestural**Luck:** Not Applicable

Dryad's Disguise transforms the caster and her companions into elder trees. Accompanied by the slight

sound of groaning wood, the transformation is complete within one second after the spell is complete.

Cutting a tree will thwart the disguise as the damaged individual will bleed normally. The individual is somewhat vulnerable to attack in this form as he cannot move without revealing his true nature. His *Defense* is effectively zero unless he willingly drops the ruse and leaps aside. Nevertheless, creatures in this form cannot be affected by *Severe Blows* and have an *Absorption* of 6.

Dryad's Saddle**Arcane Lore Requirements:** Autumn 6, Summer 6**Stress Factor:** 10**Affected Area:** The spell summons up to one steed per two spell levels.**Casting Time:** 5. Each steed will arrive individually within a period of 1d6 turns.**Duration:** Each rider may remain in a diminished state as long as he remains mounted on his steed. When any rider dismounts, he resumes his normal size and his steed runs off into the surrounding woods.**Base:** 6**Range:** None**Casting Req.:** Verbal, Gestural, Material. The spell requires a number of dryad's saddle mushrooms equal to the number of steeds summoned.**Luck:** Not Applicable

Named after the saddle shaped mushroom, **Dryad's Saddle** summons a number of small rabbits, squirrels, frogs, or hens that the caster and his companions may use as steeds. Once the caster invokes the spell, any number of steeds of the types desired are summoned (up to the maximum allowed). At this point, the caster places the top of a dryad's saddle mushroom on the back of each steed to use as a saddle. As each rider mounts his tiny steed, he shrinks in size until he fits comfortably on the creature's back.

In this shrunken state, each rider has only one-fifth his normal *Damage Tolerance*. When wielding weapons in this state, small ones deliver 1/2 point of damage, medium ones cause 1 point of damage, and large weapons inflict 2 points of damage per blow. In addition, for every 2 points of the wielder's *Physical Strength* over 0, add 1 point to the inflicted damage. Discount all other *Physical Strength Damage Adjustments*.

Each steed's *Damage Tolerance* equals one point per spell level. The abilities of each steed depend on the type summoned:

Type	Speed	Special Ability
Rabbit	90	None
Squirrel	75	Climbs and jumps up to 20 feet between trees
Hen	45	Flies up to 50 yards at a time at a <i>Speed</i> of 100
Frog	10	Swims at a <i>Speed</i> of 10 and can leap up to 10 feet

Note that, while diminished, spell casting is virtually impossible, as the *Stress Factors* involved are prohibitive. A witch with only 6 *Damage Tolerance* is virtually worthless as a spell caster.

When a rider dismounts and resumes his normal size, his *Damage Tolerance* resumes at 5 times the *Damage Tolerance* of the diminutive size. That is, the damage taken when regaining the original size is reflective of the damage sustained when diminished.

Dust Devil

Arcane Lore Requirements: Dust 3, Wind 3

Stress Factor: 8

Affected Area: The miniature swirling tornado covers a circle having a 10 foot radius. Any item weighing less than 5 pounds in the area will be swept into the air by the force of the powerful winds.

Casting Time: 6

Duration: 2 turns per spell level

Base: 2

Range: 70 feet. The **Dust Devil** must remain within range for the entire spell duration. If the caster ever loses concentration in directing the dust devil's movements, the spell immediately terminates.

Casting Req.: Gestural, Material. To invoke this spell, the caster must toss a handful of dust and sand into the air.

Luck: None

This spell creates a swirling cloud of dirt, sand, and dust. On the turn after casting, the caster must direct the **Dust Devil** in all actions. It moves at a maximum *Speed* of 80. Anyone in the area occupied by the **Dust Devil** automatically takes 1d4 damage for every 2 spell levels from the wind-driven dust. Armor or natural plating absorbs damage from this spell's effects normally.

Earth Bubble**Arcane Lore Requirements:** Earth 9, Land 9**Stress Factor:** 8**Affected Area:** **Earth Bubble** creates a 5-foot radius sphere centered on the caster.**Casting Time:** 10**Duration:** 5 minutes per spell level.**Base:** 8**Range:** 0'**Casting Req.:** Verbal, Gestural, Material. The material component is a rough gem exceeding 100 sp. in value. The gem remains on the elemental plane of earth after casting as tribute to any offended elemental lord.**Luck:** None**Earth Bubble** creates a globe of air around the caster that passes freely through raw earth. The bubble moves under control of the caster at a *Speed* of 5. The bubble works by temporarily 'sending' any non-magical earth occupying the bubble's space to the elemental plane of earth. After the bubble passes, the displaced earth returns to its previous location, leaving no trace.To enable the bubble's movements, the earth cannot be charmed with any form of magic and must be relatively free of any other elements (such as water). Thus, an **Earth Bubble** could not pass through an underground river (containing water) or a lava flow (containing fire). In addition, an **Earth Bubble** can only pass through unworked natural earth and stone. It cannot travel through any rocky surface that has been sculpted, mined, or otherwise carved. Thus, it cannot be used to gain entrance into an otherwise heavily guarded castle.If the 'skin' of the bubble sustains more than 2 points of damage per spell level in a single blow, it 'pops'. The contents become trapped in the surrounding rock. Obviously, death instantly occurs for the caster and any passengers he transports. Unfortunately, this means that a Geomancer cannot use an **Earth Bubble** to mine minerals that are otherwise inaccessible. Nevertheless, he may find the location of mineral veins and mine them later with more mundane means.

The air will remain fresh within the bubble for the duration of the spell even if the caster carries a torch or lantern.

Echo**Arcane Lore Requirements:** Spring 5, Summer 5**Stress Factor:** 5**Affected Area:** Caster**Casting Time:** 5**Duration:** 1 turn per spell level**Base:** 4**Range:** 10 feet per spell level**Casting Req.:** Verbal, Gestural, Material. To invoke this spell, the caster must possess two bat ears. He must periodically emit a high-pitched screeching sound while the spell is in effect.**Luck:** Not applicableWith **Echo**, the caster senses the size, motion, and range of objects in a manner similar to the sonar system used by bats. Thus, the caster can crudely 'see' forms through darkness or a highly dense fog as if it were twilight. **Echo** cannot discern fine detail, only crude outlines.**Ecstasy****Arcane Lore Requirements:** Hearing 5, Smell 5, Taste 6, Touch 9, Vision 7**Stress Factor:** 11**Affected Area:** One creature.**Casting Time:** 11**Duration:** 1 turn per 2 spell levels**Base:** 6**Range:** 50 feet**Casting Req.:** Verbal, Gestural**Luck:** None**Disbelief:** Negates, but who'd want to?

When this illusion is cast upon a creature, it experiences the most pleasurable events its mind can comprehend. It hears the sweetest music, smells the most expensive perfumes, feels the softest touch, tastes the most pleasant food, and sees the most beautiful forms and colors imaginable. Any creature under this spell's influence ceases whatever it is doing to focus fully on the senses.

Any disturbance or threat to these pleasant happenings instantly negates the spell and incurs the full wrath of the creature. Consequently, this spell is not much use in rendering a vicious beast helpless so he can easily be killed. It may, however, distract it enough for a skilled

thief to sneak on by and pilfer the lion's share of the treasure it guards. The spell also has other advantages. Many rich aristocrats will pay as much as 50 sp. for every turn of **Ecstasy**.

Too bad an illusion can never affect its caster.

Ectoplasmic Drain

Arcane Lore Requirements: Spirit:9

Stress Factor: 8

Affected Area: One undead or spiritual creature. **Ectoplasmic Drain** has no effect on living or purely elemental beings.

Casting Time: 10

Duration: Instantaneous

Base: 4

Range: 80 feet

Casting Req.: Verbal, Gestural.

Luck: Allow the target a *Luck Roll* with *Willpower* adjustments for 1/2 damage.

This spell can only target undead and purely spiritual creatures, such as demons, devils, angels, and the like. The spell deprives the targeted creature of a portion of its inherent spiritual energy, known as ectoplasm. The spell thereby delivers an amount of damage equal to 1d6 per spell level. The only visible effect is that the cantrip forces translucent gel-like goo to ooze from the target's skin and orifices.

Effreeti Fire

Arcane Lore Requirements: Flame 7

Stress Factor: 7

Affected Area: This spell generates a field of flame around the caster that flares out and burns any creature striking him with a hand-held weapon.

Casting Time: 8

Duration: 1 turn per spell level

Base: 4

Range: 0'

Casting Req.: Verbal, Gestural. Note that this is one of the few mage spells that can be cast while actively participating in combat without the normal penalties associated with such actions. While casting, the mage cannot attack, but he retains his full *Defense* (including *Parry*).

Luck: Not applicable

This spell generates a fiery aura around the caster's body. This flame inflicts 1d4 flame damage per 3 spell levels on any creature striking the caster in hand-to-hand combat. Likewise, any creature struck by the caster's hand-held weapon sustains a similar effect. If the caster grapples with an opponent, the fire damage will be felt upon first contact, but the field will expand to protect both grapplers as long as they are locked together.

Elemental Command

Arcane Lore Requirements: Land 5, Sea 5, Sky 5, Sun 5

Stress Factor: 6

Affected Area: Caster.

Casting Time: 1

Duration: 1 turn per spell level.

Base: 8

Range: Hearing (for commands), 0' (for protection)

Casting Req.: Verbal.

Luck: See below.

Elemental Command imbues the caster with power over creatures of pure element. Any elemental creature (i.e. djinn, fire elemental, dust devil, etc.) having a *Combat Level* lower than or equal to the spell level will automatically refrain from attacking the caster, regardless of any other magical powers controlling it. Any such creature having a *Combat Level* greater than the spell level must make a *Luck Roll* with *Willpower Adjustments* to do so (Only 1 *Luck Roll* per creature is necessary).

In addition, the caster may attempt to control any elemental creature having a *Combat Level* lower than or equal to the spell level. For every command given the creature by the caster, it must make a *Luck Roll* with *Willpower Adjustments*. Failure indicates the orders will be carried out until the spell duration ends or the caster rescinds the command. Only one such command may be attempted on any given turn. Note that **Elemental Command** ensures that the creature understands the caster's literal command (although the spirit of the command is not so conveyed).

Note that multiple castings extend the spell duration but have no other effect.

Elemental Jar

Arcane Lore Requirements: Land 8, Sea 8, Sky 8, Sun 8

Stress Factor: 8

Affected Area: **Elemental Jar** allows the caster to trap a single elemental with the vessel. The jar can only contain an elemental creature whose *Combat Level* is less than or equal to the spell level of the **Elemental Jar**. If it is too powerful for the jar to contain, the jar immediately shatters freeing the elemental. Obviously, it will not be in a good mood.

Casting Time: 9

Duration: The jar has the ability to store a single elemental creature indefinitely.

Base: 4

Range: 60 feet

Casting Req.: Verbal, Gestural, Material. To trap an elemental, the caster must chant the **Elemental Jar** spell over a specially prepared bottle. The jar must be hand crafted of rare metals and has many runes engraved on its surface. If the jar is to contain a named elemental, such as a djinni or effreeti, the name of the elemental must also appear among the runes. The component cost for the jar is 250 sp. It is destroyed upon the release of the elemental.

Luck: The targeted elemental is entitled to a *Luck Roll* with *Willpower* adjustments. A failed roll indicates that the elemental is immediately sucked into the jar. At this time, the cork must be secured to permanently trap it inside the bottle.

Elemental Jar traps an elemental in a magical prison fashioned from a small bottle. Once the targeted elemental is contained, it can safely be carried until its services are required at a later time.

When the bottle's cork is removed, the jar releases its contents to do the bidding of the bearer. The elemental must obey one command from it freer. If no command is immediately forthcoming, the elemental is free to perform any single action it desires before returning to its own elemental plane. Of course, djinn and effreet take dim views on their enslavers. Their actions invariably reflect their views.

Each **Elemental Jar** counts as a magic item for purposes of *Willpower* limitations.

Elemental Weapon of Air

Arcane Lore Requirements: Air 8, Cold 8, Sky: 8, Wind 8

Stress Factor: 8

Affected Area: This spell creates a hand-held weapon out of the element of air. The created weapon may take on any form of conventional hand-held weapon desired by the caster. However, normal *Physical Strength* requirements apply. Thus, he may create a two-handed sword of air or an aerial dagger.

Casting Time: 4 turns

Duration: 5 minutes per spell level

Base: 6

Range: Touch. Once the weapon is charmed, however, any creature capable of so doing may wield it.

Casting Req.: Verbal, Gestural, Material. The main spell component is a hollow hilt of gold encasing perfumed air. The hilt must be crafted with a suitable form to wield the type of weapon the Aeromancer desires to wield. The value of this hilt must exceed 1,000 silver pieces but is unharmed by the casting. The perfumed contents of the hilt are consumed by the invocation.

Luck: Not Applicable

Elemental Weapon of Air crafts a deadly weapon out of the pure element of air. The aerial weapon is invisible so opponents have a difficult time judging defending against it. All combatants opposing the weapon's wielder lose half of their *Parrying* adjustments on *Defense* when attacked with it. (Penalize the *Defenses* of creatures that do not wield weapons by 3 points.)

The spell has no provision for providing the weapon's possessor with the skill necessary to wield it. Of course, the weapon has no effect on air elementals or any other creatures immune to air-based attacks.

Elemental Weapon of Earth

Arcane Lore Requirements: Dry 8, Dust 8, Earth 8, Land 8

Stress Factor: 12

Affected Area: This spell creates a hand-held weapon out of the element of earth. The created weapon may take on any form of conventional hand-held weapon desired by the caster. However, normal *Physical Strength* requirements apply. Thus, he may create a two-handed hammer of earth, but may be unable to wield it himself.

Casting Time: 4 turns

Duration: 5 minutes per spell level

Base: 6

Range: Touch. Once the weapon is charmed, however, any creature capable of so doing may wield it.

Casting Req.: Verbal, Gestural, Material. The main spell component is a hollow hilt of the purest white marble encasing powdered silver ore. The hilt must be fashioned to have a form suitable to the type of weapon desired. The value of this hilt must exceed 1,000 silver pieces but is unharmed by the casting. The contents of the hilt are consumed by the spell.

Luck: Not Applicable

Elemental Weapon of Earth crafts a weapon from pure earth. A weapon made from the embodiment of earth passes freely through any non-magical object made from elements taken from the earth. Thus, the weapon passes freely through stone walls or metal armor. Of course, this means that a warrior wearing field plate armor gets no absorption against this elemental weapon. In addition, a non-magical metal weapon cannot parry an **Elemental Weapon of Earth**.

The spell has no provision for providing the weapon's possessor with the skill necessary to wield it. The weapon has no effect on earth elementals or any other creatures immune to earth-based attacks.

Elemental Weapon of Fire

Arcane Lore Requirements: Fire 8, Flame 8, Hot 8, Sun 8

Stress Factor: 8

Affected Area: This spell creates a hand-held weapon out of the element of fire. The created weapon may take on any form of conventional hand-held weapon desired by the caster. However, normal *Physical Strength* requirements apply. Thus, he may create a two-handed sword of fire or a fiery dagger.

Casting Time: 4 turns

Duration: 5 minutes per spell level

Base: 6

Range: Touch. Once the weapon is charmed, however, any creature capable of so doing may wield it.

Casting Req.: Verbal, Gestural, Material. The main spell component is a hollow hilt of gold encasing highly flammable oil. In addition, the hilt must have a suitable form to wield the type of weapon the Pyromancer desires to fashion. The value of this hilt must exceed 1,000 silver pieces but is unharmed by the casting. The contents of the hilt are consumed by the spell.

Luck: Not Applicable

Elemental Weapon of Fire crafts a weapon from the pure element of fire. The fiery weapon ignites combustible materials on contact. In addition, it delivers an additional 2d6 flame damage above the normal allowed for a weapon of its type. Of course, it cannot be used underwater.

The spell has no provision for providing the weapon's possessor with the skill necessary to wield it. Of course, this weapon has no effect on fire elementals or any other creatures immune to fire-based attacks.

Elemental Weapon of Water

Arcane Lore Requirements: Rain 8, Sea 8, Water 8, Wet 8

Stress Factor: 8

Affected Area: This spell creates a hand-held weapon out of the element of water. The created weapon may take on any form of conventional hand-held weapon desired by the caster. However, normal *Physical Strength* requirements apply. Thus, he may create a trident or a dagger.

Casting Time: 4 turns

Duration: 5 minutes per spell level

Base: 6

Range: Touch. Once the weapon is charmed, however, any creature capable of so doing may wield it.

Casting Req.: Verbal, Gestural, Material. The main spell component is a hollow hilt of crystal encasing distilled water. In addition, the hilt must have a suitable form to wield the type of weapon the caster desires to fashion. The value of this hilt must exceed 1,000 silver pieces but is unharmed by the casting. The contents of the hilt are consumed by the spell.

Luck: Not Applicable

Elemental Weapon of Water crafts a weapon made of the pure element of water and looks as if it is made of the finest glass. When striking any element other than water, it delivers 2d6 points of electrical damage in addition to the damage normally delivered by a weapon of its type.

If wielded underwater, the watery weapon does not exhibit its electrical properties. However, the weapon is essentially invisible in its native domain. Thus, opponents attacked with it must cut any Parry adjustments on their *Defenses* in half. (This gives creatures that do not normally wield weapons a -3 *Defense* penalty.)

Elf Shot

Arcane Lore Requirements: Autumn 10

Stress Factor: 5

Affected Area: One flint arrowhead that paralyzes the first flesh bearing creature it strikes.

Casting Time: 6 minutes

Duration: The charm is good for only a single shot but remains on the arrowhead indefinitely until used. The paralyzation effects will last for a period of 1 hour per spell level. Thereafter, the paralyzed limb will have a slight permanent twitch but sustains no other ill effects.

Base: 12

Range: Touch

Casting Req.: Gestural, Material. **Elf Shot** requires an arrowhead made of flawless flint. Once the flint arrowhead is retrieved, it may be reused in future castings.

Luck: Any creature struck by the arrowhead is entitled to a *Luck Roll* with *Stamina Adjustments* to avoid its paralyzing effects.

Elf Shot charms a flint arrowhead with a pesky pixie's curse. In executing the spell, the caster shoots the arrowhead at his target through the use of a slingshot. If shot by the caster, his *Attack Bonus* equals the spell level plus *Hand / Eye Adjustments*. If used by any other individual, his *Attack Bonus* will simply equal his normal *Attack Bonus* using *Slingshot*. If used to tip a normal arrow or bolt, the arrowhead will immediately lose its charm.

Like a normal arrow, an **Elf Shot** is capable of delivering *Severe Blows* (as described in the **Advanced Combat Rules**). If the Overlord uses the **Detailed Combat Rules** in his campaign, an **Elf Shot** may be used in an *Aimed Attack*.

When the arrowhead strikes, the target may suffer from paralyzation. A failed *Luck Roll* indicates the struck limb becomes temporarily paralyzed. Use the **Detailed Combat Rules** to determine the precise hit location. If the Overlord does not wish to use the **Detailed Combat Rules**, simply roll a d6 (1=head, 2=right arm, 3=left arm, 4=torso, 5=right leg, 6=left leg).

The consequences of paralyzing a limb depend on which limb was struck:

Area	Effect
head	Target loses consciousness.
arm	Target loses the use of the arm.
leg	Target's <i>Speed</i> and <i>Defense</i> are cut in half.

torso	Target becomes completely paralyzed but remains conscious.
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Each charmed arrowhead must be treated as a magic item for *Willpower* limitations until used.

Enchanted Forest

Arcane Lore Requirements: Spirit 14, Spring 15, Star 14, Summer 15, Sun 14

Stress Factor: In invoking **Enchanted Forest**, the caster sustains 30 points of stress and permanently loses 1 point of *Willpower*.

Affected Area: **Enchanted Forest** charms a wooded area covering a 2 mile radius per spell level.

Casting Time: 1 day

Duration: Permanent. The water nymph summoned by the spell remains eternally young, so she will never die of old age. If the nymph is ever killed, the surrounding forest loses its enchantment.

Base: 16

Range: 0'

Casting Req.: Verbal, Gestural. The spell must be cast at the mouth of a fresh water spring.

Luck: Not Applicable

Alignment Restrictions:

The caster must have a pure *Good* alignment and cannot be *Antisocial* or *Unlawful*.

This wondrous and potent magic summons all the power of white magic to weave a permanent spell of fertility. The full effects of the spell, however, are not immediately felt. Rather, the spell summons a water nymph residing within one of the forest's fresh water springs. The spell gives her the wisdom to choose guardians for herself and the surrounding wood. She is restricted in her choice of guardian only in that it must be a faery creature and must have a purely *Good* alignment.

After the spell is cast, or at any time the forest is left without a guardian, the nymph will tirelessly search for a faery of the appropriate stature and nobility. Unicorns are the most popular faery creatures selected as guardians, as their purity is unrivaled and unquestioned. However, any *Good* aligned woodland faery may be chosen (even that of an elven, gnomish, or hobbitish player character). The nymph will generally take 1d4 months to make her selection.

Once selected, the guardian drinks from the spring and is bestowed with magical powers. It may use the following spells whenever needed at a spell level equal to the spell level of the **Enchanted Forest**:

Banish, Convoke Lightning, Destined Image, Extinguish, Faery Light, Glorious Vision, Inspirit Tree, Morning Glory, Nature's Bounty, Nixie's Breath, Tree Pass, Veiling Mist, Water Strider

The guardian also produces the effect of the spell **Vigorous Flora** wherever it treads. It is immune to all forms of poison and is unaffected by mental spells, including charms and illusions. Finally, the guardian can only be harmed by magical weapons.

The forest itself is protected by a permanent **Halcyon** spell which serves the guardian. The effect extends to a range of 2 miles per spell level from the mouth of the enchanted spring. Through this enchantment, the guardian has great control over the forest's weather patterns.

The chosen guardian must always remain within the enchanted forest. If it leaves the area for any reason, it immediately loses its exalted status and privileges. The nymph will select another guardian.

While there is no provision in the spell to summon other faery creatures, the news of a new enchanted forest will shoot through faery society like lightning. The wood's protection and idyllic environment will quickly attract any number of brownies, sprites, elves, and other faery creatures. They will defend it with great ferocity if the guardian ever falls or is obviously outmatched. Evil faeries, of course, will not take the news of the forest's enchantment lightly.

If the nymph is ever threatened, she will immediately flee. She will never remain to be slain by an enemy. The guardian will immediately sense if the nymph is in danger and will defend her with its life.

Enchanted Forest can never be invoked in any area lying within 100 miles of an opposing magical forest (such as a **Black Forest** or a **Haunted Forest**). Of course, multiple **Enchanted Forest** spells are sometimes invoked nearby one another to produce forests of vast size. Even so, the boundaries of any two **Enchanted Forests** cannot overlap. In invoking **Enchanted Forest**, the caster permanently loses one point of *Willpower*.

Enchanted Sea

Arcane Lore Requirements: Air 13, Bone 13, Flesh 13, Sea 15, Spring 14, Water 15

Stress Factor: In invoking **Enchanted Sea**, the caster sustains 30 points of stress and permanently loses 1 point of *Willpower*.

Affected Area: **Enchanted Sea** charms an area of ocean (or lake). The area extends from the ocean floor up to 10 feet below the ocean's surface and covers a radius of 2 miles per spell level.

Casting Time: 1 day

Duration: Permanent. The mermaid summoned by the spell remains eternally young, so she will never die of old age. If she is ever killed, the surrounding sea loses its enchantment.

Base: 16

Range: 0'

Casting Req.: Verbal, Gestural. The spell must be cast underwater at the center of the enchanted region.

Luck: Not Applicable

Enchanted Sea summons a magic available to only the most potent of aquamancers. Starting at 10 feet below the ocean's waves, the spell creates a paradise hospitable to both aquatic and air breathing creatures. Air breathers have no difficulty inhaling the sweet waters and can swim while within the sea's boundaries as the mage spell **Water Wings**.

The spell also summons a mermaid as the sea's caretaker. It imbues in her the ability to choose guardians for herself and the surrounding reefs. She is not restricted in any way on how she makes her choices, other than that it must be a water dwelling creature.

After the spell is cast, or at any time the sea is left without a guardian, the mermaid will tirelessly search for a new guardian. Tritons, merrows, sirens, and scylla are all popular choices but any intelligent water denizen will do. The mermaid will generally take 1d4 months to make her selection.

Once selected, the guardian is bestowed with magical powers. It may use the following spells whenever needed at a spell level equal to the spell level of the **Enchanted Sea**:

Bolt of Force, Conjure Water Elemental, Disentangle, Elemental Weapon of Water, Glowing Aura, Kelpie Steed, Polymorph, Revealing Pool, Shape Change, Watery Abode

The guardian is immune to all forms of poison and is unaffected by mental spells, including charms and illusions. Finally, the guardian is immune to all but magical weapons.

The chosen guardian must always remain within the enchanted sea's radius, but may venture to the surface when necessary. If it leaves the area for any reason, it immediately loses its exalted status and privileges. The mermaid will select another guardian.

While there is no provision in the spell to summon other sea creatures, aquatic life will quickly flock to the sea's intoxicating waters. The area's protection and idyllic environment will quickly attract any number of merfolk,

tritons, and aquatic faeries. The inhabitants will defend the area with great courage if the revered guardian ever falls or is obviously outmatched.

If the summoned mermaid is ever threatened, she will immediately flee. She will never remain to be slain by an enemy. The guardian will immediately sense if she is in danger and will defend her with its life.

Multiple **Enchanted Sea** spells are sometimes invoked nearby one another to produce oceans of vast size. In invoking **Enchanted Sea**, the caster permanently loses one point of *Willpower*.

Enchantment

Arcane Lore Requirements: Law 9, Matter 9, Tetrangle, 9

Stress Factor: 20

Affected Area: One Item

Casting Time: One day per spell level.

Duration: Permanent

Base: 2

Range: Touch

Casting Req.: Verbal, Gestural, Material. Creating an enchanted magic item is no simple task and requires a great expenditure of time as well as money. To begin, the enchanter must obtain an item of the finest craftsmanship made of the best materials.

Choosing an Item—value & material. The value of the item must equal **10 times** the value of the material components required by all spells the item is to hold. In addition, the item must be made of the **same materials normally required to cast the spell**. Of course, this requirement does not apply if these materials actually weaken the structure of the item. These materials must be replaced with suitable substitutes. For example, a flawless 1000 sp. diamond may replace 1000 sp. worth of diamond dust. In any case the item must be perfect, crafted by the most skilled craftsmen. Of course, these craftsmen usually charge large sums of money for their services.

Luck: Not Applicable

This spell allows the caster to put magical properties on an item. The mechanisms that do this are complex and relatively unimportant to users of the created items. However, the Enchantment's main result is that a weak elemental spirit is permanently bound to the item. This elemental provides the item with its "eyes" and "ears" and gives the owner access to the item's powers.

Once an appropriate item has been acquired (see the *Casting Requirements*), the caster may begin enchanting it, provided he has a sound mind. (An Enchanter hypnotized or taken prisoner and forced to create an item is incapable of so doing.)

The more skillful the caster in **Enchantment**, the more powerful a magic item he can make. The **Enchantment** spell does nothing more than prepare an item to accept magical attributes. The caster may place on the item whatever power he desires, according to his level in Enchantment. Each level a caster has in the spell Enchantment allows him to create one "slot" on the item. So an Enchanter with level 10 in Enchantment can create a 10th level enchanted item, or an item with 10 "slots."

Powers that may be placed in the slots on an enchanted item:

Triggered Spell-Casting—cast a certain spell when triggered by a predetermined word, phrase, or action. The spell would normally take the magical energy needed to perform the required magic from elsewhere. Quite often, the magic is provided by a Charge attribute that has been placed on the item (see below). If no external power source exists, the magic inherent in the attribute itself is used. This forever purges the item of that attribute.

To give an item a spell-casting attribute, the caster must personally invoke the spell into the item. Therefore, no enchanted item has any powers not already possessed by its creator.

Charm of Endless Durability may be placed on the item. This attribute prevents the user from expending the last charge on the item. Without this charm, which really serves as a Bar, once all magical charges have been used on an item, it crumbles to dust, forever lost.

Charges may be given to the item. The enchanter may place one charge (filling one slot) per two of his levels in **Charge**. One charge is equivalent to 5 stress points in spell casting. Therefore, some spells require 2, 3, or more charges to use. See the spell **Charge** for more details.

Rechargeability, when used to fill a slot on an enchanted item, makes the item rechargeable. The Enchanter's level in Rechargeability must be at least the level at which the item casts in order to add the Rechargeability attribute to a slot on said item. Likewise, casting a Charge spell on the item may recharge it, as long as the caster's level in Charge is at least the level at which the item casts.

Regenerative Charge allows an item to recharge itself each day, but to no more than its original capacity.

Each Regenerative Charge placed on the slot of an item gathers and delivers the magic necessary to restore one charge to a magic item every day.

If the enchanted item is not rechargeable, the regenerative charges restored daily to the item must be used within 24 hours or are lost.

Note that this attribute requires the caster to attain a level in the spell **Regenerative Charge** equal to the spell level of the enchanted item. In addition, the material components required for the item itself are more stringent. See **Regenerative Charge** for details.

Two Methods of Enchanting Items & Their Purposes—Given the ultimate intent the Enchanter has for an item, he may choose to fill the slots differently.

There are two types of arrangements in particular that an Enchanter might use:

Type 1—Best for items that cast high-level spells that will be used with less frequency but with great urgency, such as in combats.

Type 2—Best for items that cast lower-level spells that will be used with frequency, perhaps daily, and for less urgent needs.

The table below compares the difference between how these two types of items might be set up by the Enchanter:

Slot	Type 1	Type 2
Slot 1	Dragon's Breath Flame	Cornucopia
Slot 2	Charge of Endurability	Charge of Endurability
Slot 3	Rechargeability	Rechargeability
Slot 4	Regenerative Charge	Regenerative Charge
Slot 5	Charge (5 stress)	Regenerative Charge
Slot 6	Charge (5 stress)	Regenerative Charge
Slot 7	Charge (5 stress)	Regenerative Charge
Slot 8	Charge (5 stress)	Charge (5 stress)
Slot 9	Charge (5 stress)	Charge (5 stress)
Slot 10	Charge (5 stress)	Charge (5 stress)
Analysis:	This example of a 10 th level magic item recharges very slowly (only one charge per day), but once at full, its bearer can really pack a whollop with Dragon's Breath Flame.	This example of a 10 th level magic item recharges quickly (4 charges per day) and can be used often—even daily—by its bearer since it exercises a less demanding spell.
Note:	Any magic item can possess more than one spell. The items described above each contain one just to simplify the point being made.	

A spell or ability placed on an item can never exceed the

spell level of the item's creator. Of course, the item may cast a given spell at a lower spell level if desired. This is necessary in some situations, as a spell must use charges that are created at a level commensurate with the ability. For example, an 11th level **Charm of Untiring Nourishment** spell requires 11th level charges.

If he wishes, the item's creator may craft an item that casts different spells at two or more dissimilar levels. The charges placed on the item must be of sufficient power to invoke the highest spell level of the group.

If the **Enchantment** is stopped for any reason, the interrupted attribute automatically fails and further **Enchantment** is impossible. However, all abilities given the item up to that point are permanently retained.

An unusually appropriate and rare material component may increase the number of attributes normally given an item. Up to four more may be allowed but only an earth-shatteringly-appropriate component would allow this great a bonus. For example, one additional attribute may be allowed for an Enchanter attempting to make a **Cloak of Flying** from the wing feathers of a roc. This bonus applies only if the Enchanter remains within the character of the special material components. An Enchanter who attempted to put the ability of **Invisibility** on the above cloak would lose the benefit.

It is important for the Enchanter to state exactly what triggers the ability of an item. Only this trigger allows the ability to work. Each attribute of an item must have one, and ONLY one, trigger that causes it to function. For items such as wands, command words spoken by the wielder are commonly used as triggers although almost any easily observable event could be chosen. (i.e. the putting a ring on a finger or donning a helmet).

The triggering mechanisms work because of the ambient elemental spirit bound to the item. The **Enchantment** gives this bound spirit its "working instructions." However, the elemental can only interpret actions it observes. Consequently, triggering by thought alone is impossible in items made by this spell.

EXAMPLE

Tim, the Enchanter/Pyromancer, wants to make a wand that casts the spells **Dragon's Breath: Flame**, **Fire Dart**, and **Liquid Flame**.

Tim must first gather material components with which to make his wand. To accomplish this, he finds some fool to keep a vorpal rabbit occupied while he grabs a dragon's tooth lying near the remains of some poor soul's skeleton. He knows it is a fire breathing dragon's tooth because it was the only thing, other than the rabbit, that survived the **Dragon's Breath: Flame** spell he cast in the last battle with the nasty creature. Since a fire dragon's scale is an

inappropriate material component with which to make a wand, he figures that the tooth of a fire-breathing dragon would be the best replacement for that material component.

After acquiring the tooth and burying the fool, he buys a hollowed out fire opal and a chip of black flint (the rare kind). He has the city's master jeweler embed the flint chip in a steel stopper. For the opal and the jeweler's services, Tim pays 3,800 sp. The flint chip and steel stopper are required for the **Liquid Flame** spell. This spell, though, also requires a vial of oil. Thus, Tim has created a small vial with a hollow fire opal and steel stopper.

Tim buys a small vial of a rare, exotic, and extremely flammable but fragrant oil for 400 sp. from the perfume shop. He puts a drop in the hollow fire opal along with some essence of sulfur he bought from the town's Alchemist (100 silver pieces). The essence fulfills the sulfur requirement of the **Fire Dart** spell. Tim corks the hollow fire opal with the flint and steel stopper.

Tim now takes everything back to the master jeweler and has him permanently seal the opal vial and carve the dragon's tooth to an appropriate form attaching the fire opal vial to one end (the non-pointed one). He pays an additional 2,200 sp. for this service and is on his way back home. Tim is now ready to perform his trade.

Tim begins his **Enchantment** spell and, for as long as the spell is going, has 20 less *Damage Tolerance* due to stress. Normally a material component coming from a fire-breathing dragon would add an extra attribute to the item's capacity (due to its rarity, strength, and ability to easily withstand the fire magic being placed on it). Nevertheless, the spell **Dragon's Breath: Flame** itself requires a material component from a fire-breathing dragon so no bonus is allowed. Since Tim is 10th level in **Enchantment**, he gives the wand 10 magical attributes:

- 1) **Dragon's Breath: Flame** usable when the wielder points the wand and speaks "Breath!" This power uses 3 charges since the spell has a *Stress Factor* of 12. (See **Charge**)
- 2) **Fire Dart** usable when the wielder points the wand and speaks "Dart!" This power uses 1 charge since the spell has a *Stress Factor* of 3.
- 3) **Liquid Flame** usable when the wielder points the wand and speaks "Flame!" This power uses 2 charges since the spell has a *Stress Factor* of 9.
- 4) **Charm of Endless Durability** placed on the wand
- 5) 5 charges added (Tim is 10th spell level in **Charge**)
- 6) 5 charges added
- 7) 5 charges added

- 8) 5 charges added
- 9) **Rechargeability** added
- 10) 1 **Regenerative Charge** added (regenerates 1 charge per day so Tim won't have to bother recharging it himself)

After gathering the material components, fashioning a wand, and enchanting it for 10 days, Tim now has a wand capable of casting **Dragon's Breath: Flame**, **Fire Dart**, and **Liquid Flame**. The wand has 20 charges and regenerates one charge per day. Since Tim is only 10th spell level in **Charge** (although he is 12th level in the three spells and regardless of his level in **Enchantment**), the wand casts at 10th spell level. Isn't Tim a stud?

Enlarge

Arcane Lore Requirements: Matter 3

Stress Factor: 5

Affected Area: One item or creature. **Enlarge** can only affect items that can (initially) fit into a cube 10 feet on a side.

Casting Time: 2

Duration: 5 turns plus one per spell level

Base: 4

Range: Touch

Casting Req.: Verbal, Gestural

Luck: If an unwilling creature is targeted with **Enlarge**, it is entitled to a *Luck Roll* with *Stamina Adjustments* to avoid the spell's effects.

This spell increases the size of a creature or object. The target is enlarged 10% of its original size per spell level. Thus, at 10th spell level, the caster doubles the size of the target. Note that this spell does not increase the mass and weight of the enlarged target, only its size. Thus, an **Enlarged** creature's attributes (*Physical Strength*, *Agility*, etc.) are unaffected.

Enmity Reprisal

Alignment Restrictions: The caster must have a *Good* alignment.

Arcane Lore Requirements: Spirit 6, Star 7

Stress Factor: 9

Affected Area: Any creature within range that is intelligent enough to understand a language and who hears the caster's warning.

Casting Time: 4

Duration: At most, the spell will last 1 minute per spell level. If a given creature sustains damage from the spell, the magic fades on that individual. However, the magic remains in effect for any other creature hearing the warning. If the caster ever attacks any foe heeding the warning, the magic of the spell dissipates harmlessly.

A second casting of **Enmity Reprisal** will cancel the previous spell's effects for all those creatures that had not actually attacked the caster during the previous spell duration. Thus, a creature thereafter attacking the caster suffers the consequences of only a single **Enmity Reprisal**, rather than two.

Base: 4

Range: Hearing

Casting Req.: Verbal, Material. To invoke this spell, the caster must possess rainwater and an egg shell. **Enmity Reprisal** may be invoked while the caster defends herself with a weapon. In this case, the caster does not suffer the normal banes spellcasting presents. In invoking the spell, the caster can only parry with her weapon. She must not attack her foes.

Luck: Any creature damaged by the spell is entitled to a *Luck Roll* with *Willpower Adjustments*. A successful roll indicates the creature sustains only 1/2 damage.

Enmity Reprisal takes effect as soon as the caster utters, "Do not attack me and I won't you." Any creature intelligent enough to speak a language understands her warning. Any adversary attacking the caster within the spell duration is jolted with a mental shock wave on its first attack. The jolt delivers 1d6 damage per spell level.

Essence of Sulfur (Fire Grenade)

Arcane Lore Requirements: Hot 6

Stress Factor: 14

Affected Area: 30-foot radius. Only one such vial can affect any given area in a single turn as it depletes the surrounding oxygen leaving nothing for a second explosion.

Brewing Time: 10 hours

Duration: The explosive liquid is permanently charmed until used. Once the brew contacts air, the resulting conflagration is effectively instantaneous.

Base: 4

Range: **Essence of Sulfur** can generally be thrown about 40 feet. If thrown farther than this distance, the glass nodule must make a *Luck Roll* against a crushing blow. The *Luck Threshold* it must overcome equals 15 plus 1 for every 5 feet over 40 the character throws it.

Casting Req.: Verbal, Gestural, Material. The major material component of this spell is about one pound of fat taken from a fire-breathing dragon and several pounds of sulfur powder.

Luck: Allow any creature caught in the fiery explosion a *Luck Roll* with *Agility Adjustments* for 1/2 or 1/4 damage.

Material Cost: 1700 sp.

Value: 3000 sp.

Essence of Sulfur is a clear golden liquid having the consistency of lamp oil. It is generally stored within a glass nodule having no opening. However, the liquid is occasionally placed within a standard glass vial (usually when the Alchemist that created it was in a hurry). The only description that anyone has ever given concerning the scent of the oil itself is that it smells exactly like burned nose hairs. The resulting explosion gives off the strong scent of rotten eggs.

An Alchemist creating **Essence of Sulfur** makes a volatile liquid that explodes when it comes in contact with air. Thus, its more common name of *Fire Grenade* is no mystery. Normally this liquid is put into a glass nodule as described above but some evil Alchemists sell these in normal potion vials as **Healing** potions. When the liquid comes in contact with air, it explodes causing 4d6 damage +1 damage per spell level.

Until it is detonated, **Essence of Sulfur** must be treated as a magic item for *Willpower* purposes.

Eternal Champion

Arcane Lore Requirements: Hearing 4, Touch 8, Vision 7

Stress Factor: 8

Affected Area: An **Eternal Champion** can only guarantee protection against a single foe. However, every creature within sight perceives it.

Casting Time: 1 minute

Duration: 1 day per spell level.

Base: 6

Range: Any creature within sight may observe the **Eternal Champion**. It may venture no more than 45 feet from the caster.

Casting Req.: Verbal, Gestural

Luck: None

Disbelief: Anyone disbelieving the illusion will see the through the spell's trickery and will thereafter be immune to its effects. However, the disbelief of one person has no affect on the spell's effectiveness on others. Also

keep in mind that anyone attempting a disbelief roll in combat against an illusory opponent will have his *Defense* against that opponent reduced to zero during the turn of the attempt (since a person cannot disbelieve an illusion and jump aside from its sword thrusts simultaneously).

This illusion creates a valiant bodyguard that interposes itself between the caster and any attacking foe. The champion may take on any form desired by the caster, as long as it appears reasonably able to provide protection. The champion is incapable of actual speech even if a humanoid form is assumed, but may produce basic sounds common to its illusory form (i.e. "Woof").

The **Eternal Champion's** combat characteristics follow.

- 1) It has an *Attack Bonus* and a *Combat Level* of 1 per spell level.
- 2) Its blows deliver 2d8 damage whenever they strike.
- 3) It has a *Defense* equal to 20 + 1 per spell level.
- 4) It has a *Recovery Time* equal to 7.
- 5) Its *Damage Tolerance* is apparently infinite. The champion continues fighting until commanded to stop, regardless of the blows sustained. The champion will, of course, appear to take damage, and will react appropriately when struck (i.e. "Yelp!").

Regardless of the form taken, the champion is only allowed a single attack every turn (discounting any possible extra attacks for *Combat Level* and/or *Recovery Time*).

The spell does not require the caster to maintain concentration for most of the spell duration, since the champion will simply act in a fashion that is consistent with its form. However, the champion is under the caster's mental command. If the caster wishes to mentally "seize" control of the champion and make it perform specific actions, he may do so, but full concentration is required while the actions are being performed.

Unfortunately, multiple castings will not produce multiple champions to defend the caster. However, like some other illusions, **Eternal Champions** may be "stacked" on top of other illusions (including other **Eternal Champion** spells), if desired. Thus, an illusionist may decide to create an **Eternal Champion** having the appearance of a Hell Hound and "stack" another **Eternal Champion** spell having the appearance of a large Rotweiller. Thus, if an observer successfully disbelieves the Rotweiller champion, he will "peer through" the illusion to see the form of a Hell Hound. Only if the Hell Hound is also disbelieved will the observer be immune to the illusionist's

defenses. Of course, the caster must sustain the normal stress for multiple illusory spells if they are "stacked" in this way.

Note that, if one illusion is "stacked" on top of another, the two illusions must have discernable differences so that a successful disbelief will result in an obvious change. In the above example, this means that the illusionist could not have stacked two **Eternal Champion** illusions that both present identical Rotweiller visages. Any attempt to do so will simply result in both illusions being disbelieved at once. Of course, this restriction does not apply if the illusionist stacks *three* illusions (i.e. Rotweiller, Hell Hound, Rotweiller), because every successful disbelief attempt provides the observer with a discernable clue that he has peered through illusory magic. Stacking spells in this fashion could prove quite confusing to the observer.

The champion cannot affect any creature successfully disbelieving its existence but continues fighting any foe that still believes the illusion's reality. At the end of the duration, the champion simply fades away.

Eternal Passage

Arcane Lore Requirements: Matter 6, Motion 8, Rest, 6

Stress Factor: 9

Affected Area: 10 foot by 10 foot square area

Casting Time: 6

Duration: 1 turn per spell level

Base: 12

Range: 80 feet

Casting Req.: Verbal, Gestural

Luck: If cast on an area occupied by living creatures, they are entitled to *Luck Rolls* with *Perception Adjustments*. Those who run directly into it are entitled to no such *Luck Rolls*.

Eternal Passage distorts the space surrounding those traversing the *Affected Area* so that they make little headway regardless of how fast they run. From the perspective of anyone caught in the area, his destination seems to recede from him. In fact, anyone running into the spell's domain must run about 10 yards for every inch of headway gained. A character running for three turns into the *Affected Area* before deciding to turn around and leave must spend an additional three turns running out. Of course, spells cast into the *Affected Area* or out of it must also have a long enough range to be able to travel the 10 yards per inch distance required.

Eternal Torch**Arcane Lore Requirements:** Sun 5**Stress Factor:** 9**Affected Area:** One torch. The light shed by the flame extends to a radius of 10 feet per spell level.**Casting Time:** 12 minutes**Duration:** Permanent**Base:** 4**Range:** Touch**Casting Req.:** Gestural, Material. Creating an **Eternal Torch** requires the caster to douse the brand in a mixture of exotic oils before the spell begins. Each casting requires at least 150 silver pieces of these rare oils.**Luck:** Not Applicable

This spell transforms a normal torch into a permanent source of burning light. When the caster completes the spell by inscribing runes on the flaming brand, the torch becomes a permanent magic item. It must be treated as such when considering *Willpower* limitations. The torch may be extinguished by normal means and later re-lit any number of times.

Everburning Lamp**Arcane Lore Requirements:** Flame 4**Stress Factor:** 16**Affected Area:** One lamp. The lamp's flame illuminates a radius of 10 feet per spell level.**Casting Time:** 1 hour**Duration:** Permanent**Base:** 2**Range:** Touch**Casting Req.:** Gestural, Material. To create an **Everburning Lamp**, the caster must sprinkle rare oils over the lamp of a value exceeding 500 sp.**Luck:** Not applicable

This spell enables a lamp to burn indefinitely. Only some form of magical disruption, which permanently negates its power, can extinguish the lamp. In fact, an **Everburning Lamp** even burns underwater. The lamp must be treated as a magic item when considering *Willpower* limitations of the owner.

Evil Eye**Alignment Restrictions:** The caster must have an *Evil* alignment.**Arcane Lore Requirements:** Comet 5, Mind 5, Moon 5**Stress Factor:** 6**Affected Area:** One living creature.**Casting Time:** 6**Duration:** Permanent. The curse can be lifted by the **Piety Miracle** spell **Lift Curse**, or dispelled by magics such as **Disrupt Magic**, and **Magic, Begone!** Alternatively, the **Evil Eye** is negated if the victim ever draws blood directly from the caster.**Base:** 8**Range:** Sight**Casting Req.:** Verbal, Gestural**Luck:** Negates. Once cast, the target of **Evil Eye** is allowed a *Luck Roll* with *Willpower Adjustments* to avoid the spell effects.

Evil Eye curses the target's mental state so that his mind is more susceptible to outside influences. All his future *Luck Rolls* involving *Willpower* are penalized by 1 point per 2 spell levels. In addition, future *Attribute Checks* versus *Willpower* are penalized by one point per 3 spell levels. The effects of **Evil Eye** are never cumulative.

Evoke the Dead**Alignment Restrictions:** The caster must have an *Evil* alignment.**Arcane Lore Requirements:** Bone 4, Dust 4, Mind 4, Spirit 4**Stress Factor:** 17**Affected Area:** The spell is cast over a graveyard, crypt, or tomb. **Evoke the Dead** calls forth 2d10 zombies, 2d8 skeletons, and 2d6 ghouls.**Casting Time:** 20 minutes**Duration:** The spell is effectively permanent. However, the first ray of sunlight to strike a creature raised in this way destroys it.

Base: 2

Range: 200 feet

Casting Req.: Verbal, Material. To invoke this horrific spell, the caster must burn rare incenses having a value exceeding 100 sp.

Luck: Not applicable

When a cast in a graveyard or crypt, this spell awakens the dead from their eternal slumber. The number of creatures raised varies, but usually provides an impressive number of zombies and skeletons as well as a few ghouls. Of course, the 'donor' gravesite must house enough dead to fulfill the spell's demands. If not, the 'quotas' are filled starting with zombies, then skeletons, and then ghouls. The undead called forth in this way slavishly follow the summoner's every command.

All zombies have a *Combat Level* equal to one-third the spell level and an *Attack Bonus* of one point lower. Its *Defense* equals 11 plus its *Combat Level*. Its *Damage Tolerance* equals 45 plus 1d10 per *Combat Level*. For more information, see **Zombie** in *The Tome of Traps, Terrors, and Treasures*.

All of the skeletons have a *Combat Level* equal to one-third the spell level. The *Attack Bonus* of a skeleton equals its *Combat Level*. Its *Defense* equals 20 plus its *Combat Level*. The *Damage Tolerance* of a skeleton equals 20 plus 1d10 per *Combat Level*. For more information, see **Skeleton** in *The Tome of Traps, Terrors, and Treasures*.

All of the ghouls have a *Combat Level* and an *Attack Bonus* equal to one-half the spell level. Its *Defense* equals 20 plus its *Combat Level*. The *Damage Tolerance* of a ghoul equals 20 plus 1d10 per *Combat Level*. For more information, see **Ghoul** in *The Tome of Traps, Terrors, and Treasures*.

Exhaustion

Alignment Restrictions: The caster must have an *Evil* alignment.

Arcane Lore Requirements: Bile 10, Blood 7, Mind 8

Stress Factor: 11

Affected Area: One living creature.

Casting Time: 8

Duration: See the .

Base: 8

Range: 50 feet

Casting Req.: Verbal, Gestural, Material. To invoke this spell the caster must swallow a small snail.

Luck: Negates. A *Luck Roll* with *Stamina Adjustments* avoids the spell's effects.

Exhaustion tires the targeted individual. He becomes more and more lethargic and weak until he finally drops to the ground. He loses one point of *Physical Strength* every other turn. This process continues for 1 turn per spell level or until a -4 *Physical Strength* is reached and the victim falls. If this happens, the victim is *Incapacitated* for the remainder of the spell duration (see the **Trauma** rules for details). After resting for a period of 5 minutes, his normal energy returns. This spell may be entirely counteracted through the use of a **Potion** or **Charm of Untiring Nourishment**.

Extended Force Field

Arcane Lore Requirements: Matter 13, Rest 13

Stress Factor: 11

Affected Area: **Extended Force Field** creates a wall similar to the spell **Force Field**. However, the wall may take any shape desired having a surface area of no more than one 5 foot by 5 foot square section per spell level. The only restrictions of the form the wall may take is that it must have a relatively simple shape and cannot have any holes. For example, a Mystic could not cast a "form fitting" shell around an opponent although he could create a hemisphere or cube in which to entrap him.

Casting Time: 12

Duration: 1 turn per spell level.

Base: 8

Range: 50 feet

Casting Req.: Verbal, Gestural, Material. To invoke this spell the caster needs 100 sp. of diamond dust and a small handful of sand.

Luck: Allow any targets facing entrapment through such means a *Luck Roll* with *Agility Adjustments* to escape the prison before it fully forms.

This spell is similar in all respects to the spell **Force Field** with the exception that the wall may be created in nearly any shape desired.

Extinguish

Arcane Lore Requirements: Fire 1

Stress Factor: 3

Affected Area: The spell can extinguish any normal fire burning over an area of up to one 5 foot by 5 foot square per spell level.

Casting Time: 3

Duration: While the spell itself is instantaneous, its effects are permanent. Of course, the extinguished material may re-ignite normally if contacted by fire.

Base: 2

Range: 10 feet per spell level

Casting Req.: Gestural. To invoke this spell the caster must pucker his lips and blow.

Luck: None

Extinguish puts out non-magical fires.

Faery Dance**Arcane Lore Requirements:** Autumn 11, Spring 11**Stress Factor:** 5**Affected Area:** The spell summons a group of Ellyllon, Pixies, and Spriggans to play music, skip, and dance in a circle. Anyone, other than the caster, observing the spectacle is subject to the spell's effects. The circle of dancing faeries initially starts at a mere 5 foot diameter, but will expand to accommodate any number of dancers.**Casting Time:** 8**Duration:** Up to 1 minute per spell level. The caster may cancel the spell at any time. The spell will likewise be terminated if all of the summoned Spriggans are killed.**Base:** 4**Range:** The ring of faeries must be initially created to surround the caster, although he may leave the area once the ball begins. The magic thereafter influences all observing the festival within a distance of 100 feet.**Casting Req.:** Gestural, Material. The caster must sprinkle a pinch of toadstool spores with a circular motion of the wrist.**Luck:** Negates. Anyone observing the dancing faeries must make a *Luck Roll* with *Willpower Adjustments* or willingly enter the dance. Note that the *Luck Roll* need only be made once for any given casting, but the observer is subject to the spell even if he did not witness the start of the ball.**Faery Dance** summons an entourage of Pixies, Ellyllon, tiny Spriggans, and other diminutive faeries to participate in a festive ball. The faeries will use whatever powers they possess to ensure that the festivities are as grand as possible. Thus, the Ellyllon and Pixies will likely create illusions of silken streamers and grand chandeliers hanging from above. The Spriggans will assume an ogish size and attack anyone disturbing the celebration (including the caster).The spell summons 2d10 Ellyllon, 2d6 Pixies, and 1d6 Spriggans. The Ellyllon are simply average faeries for their type, but the Spriggans have a *Combat Level* equal to the spell level, with the other corresponding *Combat Characteristics* appropriate for the level.Anyone other than the caster observing the gaitly will have an overpowering desire to join the faeries in their party. Those failing their *Luck Rolls* will immediately begin dancing and will enter the faery ring with all due haste. For the remainder of the spell's duration, those entering in the dance will whirl, spin, skip, and trapse in a vigorous fashion.

If those in the dance are attacked (even by the caster), the Spriggans will immediately dispense with the rude intruders. Those individuals that have been caught up in the parade may also defend themselves to the best of their abilities, but must continue dancing around the circle.

Everyone in the dance, other than the original faeries, will temporarily lose 1d6 *Damage Tolerance* for every minute he dances. This loss does not come from fatigue or stress, as the faeries magically invigorate all of the participants. However, the co-opted dancers will slowly shrink in size until they are as tiny as their skipping faery partners. The *Damage Tolerance* loss ceases when the dancer's DT reaches 5 at which point he will be from 6 to 8 inches tall. The damage is regained at a rate of 1 point per minute of complete rest (along with a corresponding increase in size).

On the following morning, a ring of toadstools will sprout from the ground where the dancers trod.

Faery Dust**Arcane Lore Requirements:** Spring 6, Summer 6**Stress Factor:** 8**Affected Area:** The spell temporarily enchants a small pouch of dust (equivalent to about half of a handful). When the contents of the entire pouch are cast into the air, the dust settles in a glittering 10-foot radius cloud. If desired, the dust may be parceled out into three separate 5-foot radius clouds.**Casting Time:** 5 (to charm the dust). The act of tossing the dust requires 5 seconds (for whomever is assigned the task).**Duration:** The dust will remain enchanted for up to ½ hour. Once cast into the air, though, the magic of the dust is expended.**Base:** 2**Range:** The caster must touch the dust to enchant it. Once charmed, the dust may be thrown only 10 feet.**Casting Req.:** Verbal, Gestural, Material. To invoke **Faery Dust**, the caster must possess a small pouch of powdered fool's gold (1 silver piece worth).**Luck:** Any creature attempting to avoid the dust cloud is entitled to a *Luck Roll* with *Agility* adjustments to avoid the spell's effects.**Faery Dust** temporarily charms a pouch of dust with faery magic. When sprinkled over a garden or flora, the dust enhances the growth of the plants. Flowers will grow to double their normal size and the quantity of fruits

and vegetables will be enhanced by 20% per spell level over the course of the next week.

The life-enhancing effects of **Faery Dust** wreak havoc on undead. Any undead creature caught in the area when the dust is thrown will sustain 1d4 damage per 2 spell levels. Thus, a 5th level **Faery Dust** will deliver 3d4 damage to all undead within the affected area.

Unfortunately, the unusually delicate nature of the faery magic giving it its power means few people can safely handle the dust without disrupting its properties. Aside from the caster, only sprites, pixies, ellylon, spriggans, and other similarly tiny faeries (generally any faery under 1 foot tall) can carry and toss the dust while maintaining its potency.

Finally, the nature of the spell severely limits the range at which the dust can be thrown. Consequently, most witches try to find clever ways to deliver the dust to their enemies without putting themselves in harm's way. After all, what is **Summon Pixie** for? Yes, the phrase "Sprinkle all the dust I give you in the next hour over the heads of any skeletons attacking me or my friends" constitutes a single task. (A pixie can just barely fly with one small pouch of dust.)

Faery Fire

Arcane Lore Requirements: Summer 1

Stress Factor: 7

Affected Area: The spell summons a single fire sprite.

Casting Time: 8

Duration: 5 turns + 1 turn per spell level. However, once the spell is invoked, the caster must maintain concentration. Failure to do so will result in the spell's premature termination.

Base: 6

Range: The sprite may be summoned to any location within 10 feet of the caster. Thereafter it must remain within a distance of 60 feet.

Casting Req.: Verbal, Gestural.

Luck: If the pixie does not wish to perform the required task, it is entitled to a *Luck Roll* with *Willpower Adjustments* to ignore the request.

This spell summons a tiny fire sprite, known as a spunkie, to serve the caster. The caster does not need to know the name of the sprite to be conjured, as the spell will simply summon the closest one available of the appropriate level. At the completion of the spell, the faery seemingly 'pops' out of thin air. For a complete description of the powers of a fire sprite, see **Spunkie**

under **Sprite** in **The Bestiary** section of **Celtic Creatures and Nordic Nightmares**.

The summoned sprite is favorably disposed toward the caster, but is not under his total control. Obviously suicidal commands will be ignored, but the sprite will be quite willing to accede to the caster's wishes if it involves setting something aflame.

The magic of the spell greatly augments the sprite's fire creation abilities. The touch of the fire sprite delivers fire damage equal to 1d6 + 1 per 2 spell levels. At first glance, this may not seem like much to brag about. However, the fact that a fire-sprite has a *Recovery Time* of 2 means that the tiny faery can prove troublesome indeed!

The sprite's combat characteristics follow:

- 1) *Recovery Time* of 2.
- 2) *Damage Tolerance* of 1.
- 3) *Absorption* of 0.
- 4) *Speed* of 15 (80 flying).
- 5) *Combat Level* equal to the spell level.
- 6) *Attack Bonus* equal to 5 plus the spell level.
- 7) *Defense* of 35 plus the spell level.
- 8) The sprite is *immune to heat and flame*.

Faery Light

Alignment Restrictions: The caster must have a *Good* alignment.

Arcane Lore Requirements: Spirit 7, Star 7, Sun 7

Stress Factor: 6

Affected Area: The caster and his familiar. He may also transform 5 pounds of additional equipment per spell level. Once transformed, the caster brightly illuminates the area immediately surrounding him to a 60 foot radius.

Casting Time: 2

Duration: Up to 1 turn per spell level. The caster may cancel the spell at any time.

Base: 4

Range: 0'

Casting Req.: Gestural

Luck: Not Applicable

This spell transforms the caster and his familiar into a tiny ball of light. The ball floats through the air at twice the caster's normal *Speed* and is small enough to pass through a keyhole or large crack.

When in this state, the caster cannot perform any spell casting or even speak. Of course, duration spells affecting the caster (i.e. **Swarm of Security**) will remain in effect until they expire normally. **Fairy Light** makes the caster completely immune to the effects of flame, cold, and non-magical weapons. If he comes under direct attack, his *Defense* is 10 points greater than his normal *Defense* without *Parry*.

Faery Pinch

Arcane Lore Requirements: Autumn 1

Stress Factor: 5

Affected Area: One creature. A **Faery Pinch** can only affect creatures with living flesh. Thus, a zombie or earth elemental could not be harmed by this pixie spell.

Casting Time: 8

Duration: Instantaneous

Base: 4

Range: 60 feet

Casting Req.: Verbal, Gestural, Material. To invoke this spell, the caster must gently pinch a large dried mushroom taken from a pixie ring. The mushroom is unharmed by the casting.

Luck: None

A **Faery Pinch** produces the sharp pain of a twisting pinch on the target's body. This pinch leaves a bad bruise where it is delivered which inflicts an amount of damage equal to 1d8 plus 2 per spell level.

To pinch the target, the caster must make a successful *Attack Roll* with an *Attack Bonus* equal to his level in the spell plus *Hand / Eye Adjustments*. A **Faery Pinch** is incapable of delivering a *Severe Blow* (see the **Advanced Combat Rules** for details on *Severe Blows*) but it may be used in an *Aimed Attack* (if the Overlord's campaign uses the **Detailed Combat Rules**). It can never kill.

Faithful Servant

Arcane Lore Requirements: Winter 5

Stress Factor: 6

Affected Area: One pair of gloves.

Casting Time: 5

Duration: Up to a maximum of 1 hour per spell level. The spell immediately terminates if the servant is killed. The spell can also be canceled at any time by removing the gloves from the servant's hands.

Base: 6

Range: Touch. Once animated, the gloves need not remain with the caster. They will faithfully perform any commands given them by the caster without the warlock's concentration. As the servant is real, though invisible, it cannot be commanded to "levitate" above the floor to perform some task normally out of its reach.

Casting Req.: Verbal, Gestural, Material. **Faithful Servant** requires the caster to fashion a pair of gloves from the finest suede. The stitching must be dipped in the caster's own blood and dusted with mandrake. The gloves tumble to the ground unharmed after the spell expires.

Luck: Not applicable

This spell summons a faery servant to obey the caster's every bidding. The servant is corporeal but invisible save for a pair of gloved hands. These gloves, worn by the caster at the time of invocation, are seemingly imbued with a life of their own as they dance from the caster's fingertips.

If commanded into combat, the servant may wield any *Hand Held Weapon* at a *Combat Level* of 1 with an *Attack Bonus* of +1. Consider it to have a *Defense* of 21 and *Damage Tolerance* of 40.

Familiar's Gambit

Arcane Lore Requirements: Autumn 6, Spring 6, Summer 6, Winter 6

Stress Factor: 5

Affected Area: Caster's familiar.

Casting Time: 10

Duration: 1 turn per spell level

Base: 2

Range: Line of sight.

Casting Req.: Verbal, Gestural, Material. To invoke this spell, the caster needs poison ivy sprinkled with a drop of the familiar's blood.

Luck: Not applicable

Familiar's Gambit rewards the caster's familiar with magical robustness. This fortitude and ferocity has the following effects:

- 1) The familiar has its *Damage Tolerance* increased by 5 points per spell level.
- 2) The familiar's *Combat Level* increases to equal the spell level, leaving creatures with *Combat Levels* exceeding the spell level unchanged.

3) The damage inflicted by each of the familiar's blows increase by 1d4 points through 4th spell level, by 1d6 at 5th and 6th, 1d8 at 7th and 8th, 1d10 at 10th and 11th, and 1d12 at 12th and beyond.

At the end of the spell duration, all damage sustained by the familiar vanishes. Of course, if the familiar was killed while under this spell's influence, it remains dead after the spell duration expires.

Faust's Fabulous Facets

Arcane Lore Requirements: Touch 4, Vision 5

Stress Factor: 7

Affected Area: One gemstone

Casting Time: 12

Duration: 1 day per spell level

Base: 5

Range: Touch

Casting Req.: Verbal, Gestural

Luck: None

Disbelief: Anyone disbelieving the illusion will see through the spell's trickery and will thereafter be immune to its effects. However, the disbelief of one person has no effect on the spell's effectiveness on others.

This illusion alters the apparent value of a gemstone by 10% per spell level. For example, a flawed ruby worth 100 silver pieces has **Faust's Fabulous Facets** cast over it at 8th spell level to enhance its beauty. Thus, it appears to have a value of 180 silver pieces. The same gemstone could have had its apparent value reduced to only 20 silver pieces (if the Illusionist wanted to discourage thievery).

The spell cannot change one gemstone to look like another. Thus, an emerald could not be altered to look like a diamond or a sapphire. In addition, it does not seem to alter the type of cut or weight. It only appears to alter the quality of cut and color.

Faust's Fallacious Façade

Arcane Lore Requirements: Hearing 4, Smell 5, Touch 10, Vision 12

Stress Factor: 12

Affected Area: **Faust's Fallacious Façade** creates an illusion having a volume of up to one 10 foot by 10 foot by 10 foot cube per spell level. The cubes can be structured in any fashion as long as they form a single continuous area.

Casting Time: 12

Duration: 1 day per spell level.

Base: 10

Range: The closest point of the illusion must be no more than 40 feet from the caster. The remainder of the illusion may extend any distance (up to the limits of the Affected Area).

Casting Req.: Verbal, Gestural

Luck: None

Disbelief: Anyone disbelieving the illusion will see through the spell's trickery. However, the disbelief of one person has no effect on the spell's effectiveness on others.

This illusion transforms the appearance of an area to the caster's desires. Thus, a group of shrubs and trees can be made to resemble a small cottage or garden.

Although the illusion is fixed to the area in which it was originally conjured, repetitive or simple mechanical motion may be included in the illusion as long as the motion does not require any intelligent action. For example, movable doors and shutters or a waterfall may be included in the illusion with no difficulty. Thus, the power of **Faust's Fallacious Façade** is great enough to create a fireplace with a crackling fire. The heat from a coal would actually seem to lightly burn anyone touching it. However, the smoldering cinder could not appear to deliver any injury sufficient to inflict actual damage.

If the caster desires, he may 'stack' this illusion upon itself or other illusions. For example, the illusionist may cast **Faust's Fallacious Façade** on a narrow chasm to create the illusion of a log spanning the gap. Then, he may cast a second **Faust's Fallacious Façade** to give the illusion of a wide bridge at the same location. Anyone coming upon the scene and seeing the bridge may suspect foul play and disbelieve the bridge's existence. A successful disbelief roll would only allow the observer to peer 'through' the top-most illusion and see the illusionary log. Confident that his clever wits have foiled the illusionist's deception, the unsuspecting fool is likely to accept the log as real and march triumphantly forth to a rather sudden and belatedly instructive death. Of course, if he takes a moment to consider the possibilities, he may disbelieve the log as well and save his clever little hide.

Faust's Fantastic Footmen

Arcane Lore Requirements: Hearing 5, Touch 7, Vision 6

Stress Factor: 10

Affected Area: Any creature within sight of them can see the footmen. One footman appears for every spell level.

Casting Time: 1 M

Duration: 1 day per spell level. If a footman is 'killed', his 'dead' body will lie in a heap on the ground until the spell duration ends or the caster exceeds the maximum range. (The bodies may be searched but will not appear to have anything of value).

Base: 3

Range: The entire band must remain within 100 feet of the caster at all times. In addition, any arrows or bolts shot out of the 100 foot range immediately disappear.

Casting Req.: Verbal, Gestural

Luck: None

Disbelief: Anyone disbelieving the illusion will see through the spell's trickery and will thereafter be immune to its effects. However, the disbelief of one person has no affect on the spell's effectiveness on others. Also keep in mind that anyone attempting a disbelief roll in combat against an illusory opponent will have his *Defense* against that opponent reduced to zero during the turn of the attempt (since a person cannot disbelieve an illusion and jump aside from its sword thrusts simultaneously).

This illusion creates a small band of fighting footmen that slavishly obey the orders given by the caster. Once cast, the spell does not require any further concentration unless the caster 'amends' his orders. Any altered order requires the caster to spend a full turn of concentration but does not require him to speak in any way.

The footmen must be basically humanoid in form and cannot be any taller than 7 feet, but are otherwise unrestricted in their physical makeup. Thus, the caster may create a small army of ordinary elven woodsmen or a group of skeletal warriors. The footmen cannot carry on a conversation, but may produce the sounds and war-cries commonly heard in combat (i.e. "oof!", "ow", "kill-em!", etc.).

Each member of the band is equipped with the standard combat gear usually allotted to army mercenaries, footmen, or bowmen. Thus, the fighting men may carry a longsword and shield, a large mace, or a bow and arrows. Regardless of the equipment the caster decides to provide, all are identically equipped. The combat characteristics of the band members follow:

- 1) Each has an *Attack Bonus* and a *Combat Level* equal to half the spell level.
- 2) Each has a *Defense* of 20 plus half the spell level.
- 3) Their blows deliver damage and have *Recovery Times* and *Firing Rates* in accordance with the types of weapons wielded.

- 4) Each may sustain up to 50 points of damage before falling. They are also subject to *Severe Blows* if the rolls indicate such a wound is inflicted and the form would ordinarily be subjected to such damage. (This allows the illusion to sustain enough realism for believability.) Of course, nothing has really died. If the caster spends a turn concentrating, he may 'reawaken' his fallen footmen (in effect, amending his orders to play dead).

When not in combat, the members of the illusory troop will appear to behave normally (as defined by the caster). Thus, in the evening the sound of indistinct laughter and the indistinguishable murmur of low voices will rise from the area. One or two of the group may appear to toss dice while others prepare meals, etc. Of course, this spell cannot provide the footmen with a campfire and tents, so the caster may see the need to augment the spell with other illusions.

If the caster desires, he may 'stack' **Faust's Fantastic Footmen** upon itself or other illusions. For example, the illusionist may cast **Faust's Fantastic Footmen** to create the illusion of a unit of skeletons armed with short swords and shields. Then, he may cast a second **Faust's Fantastic Footmen** over the first to give his footmen the appearance of normal human gladiators similarly armed. Anyone encountering the illusory gladiators may suspect trickery and make a disbelief attempt. A successful roll would allow him to peer 'through' the top-most illusion's magic only to be confronted with the merciless grins of the illusory skeletons. Of course, a moment's reflection may bring the realization that the skeletons may be mere fakery as well. Of course, a moment's reflection may be all that is required for a hesitant foe to forfeit his life.

Fear

Alignment Restrictions: The caster must have an *Evil* alignment and cannot be *Social*.

Arcane Lore Requirements: Mind 8

Stress Factor: 8

Affected Area: All living creatures viewing the caster.

Casting Time: 7

Duration: 1 turn per spell level.

Base: 10

Range: Sight

Casting Req.: Verbal, Gestural

Luck: Negates. Any creature viewing the caster is entitled to a *Luck Roll* with *Willpower Adjustments* to avoid the spell's effects. Failure indicates the creature

flees in terror for the remaining duration of the spell. A given individual needs to succeed in only a single *Luck Roll* to avoid the spell's effects for the entire duration.

Fear magically heightens the natural doubts and minor phobias possessed by all living creatures to an uncontrollable level. Any creature viewing the caster flees in terror for the remainder of the spell duration. Note that the spell gives no protection to the caster's companions. His familiar, however, is unfazed by the spell.

Finger of Flame

Arcane Lore Requirements: Flame 7

Stress Factor: 12

Affected Area: The caster may direct the 1 foot thick **Finger of Flame** to strike any target within range. The **Finger of Flame** may strike a different target every turn at the caster's discretion.

Casting Time: 10

Duration: 1 turn per 2 spell levels

Base: 8

Range: 100 feet

Casting Req.: Gestural, Material. The caster must retain concentration for the entire spell duration and so cannot cast other spells or participate in active combat. This spell requires that the caster have a large jeweled brazier resting on the ground. The brazier itself must be of the finest craftsmanship (1,000 sp. value minimum). The spell does not harm the brazier in any way.

Luck: The caster does not need to make an *Attack Roll* but all targets are allowed a *Luck Roll* with *Agility Adjustments* for half damage on every strike.

Finger of Flame creates a thick twisting snake-like tendril of fire emerging from a fire brazier at the caster's feet. This fiery serpent moves and strikes under the direction of the caster. When it strikes, the target sustains 1d4 flame damage per spell level.

Fire Dart

Arcane Lore Requirements: Fire 1

Stress Factor: 5

Affected Area: The darts may be divided up among any number of targets chosen by the caster. If this is done, a separate *Attack Roll* must be made for each creature targeted.

Casting Time: 6

Duration: Instantaneous

Base: 2

Range: 80 feet

Casting Req.: Gestural, Material. This spell requires a pinch of sulfur to effect.

Luck: None

Casting this spell causes magic flaming darts to shoot forth from the spell caster's index finger toward his target. To strike his opponent, the caster must make a normal *Attack Roll*. His *Attack Bonus* equals his spell level plus *Hand/Eye Adjustments*. One dart per spell level is produced, each delivering 1d4 of fire damage.

Firelight

Arcane Lore Requirements: Summer 1

Stress Factor: 3

Affected Area: The summoned sprite casts off light that illuminates a sphere extending 60 feet in all directions.

Casting Time: 1

Duration: 1/2 hour per spell level. If the sprite is killed, the spell immediately terminates.

Base: 2

Range: The tiny faery flits and darts around at the spell caster's direction but can never venture more than 30 feet away from him.

Casting Req.: Verbal, Gestural, Material. To invoke **Firelight**, the caster must prepare a special charm made from a firefly encased in amber (100 sp. minimum cost). The charm remains after casting.

Luck: Not applicable

Firelight summons a diminutive fire sprite to illuminate the caster's way. The sprite itself is immune to any form of fire damage, but may be harmed by other means. The small faery is only strong enough to pick up a single ounce of weight. Two working together could handle the burden of a single coin. Needless to say, the sprite is not too effective as a weapon. It has a *Defense* of 30 and a grand total of 2 *Damage Tolerance*.

The sprite may be directed to alight on any surface. If the surface is moderately combustible (such as a wooden table), it will char from the faery's fiery touch but will otherwise remain unaffected. A highly combustible material (such as lamp oil) will easily ignite at the sprite's first contact.

Fire Walker

Arcane Lore Requirements: Flame 8

Stress Factor: 6

Affected Area: Caster

Casting Time: 7

Duration: 2 turns per spell level

Base: 2

Range: 0'

Casting Req.: Verbal

Luck: Not applicable

With this spell, the caster protects himself from intense heat sources radiating from the ground around his feet and legs. He is immune to such heat sources produced by normal fires. Damage inflicted in this way from unnatural or magical flame is automatically cut to one-fourth normal. Flames allowing *Luck Rolls* may still have the damage reduced further according the type of flame. Thus, **Fire Walker** greatly protects the caster from spells such as **Liquid Flame** and **Fire and Brimstone**. It is also handy when the caster is caught in a room slowly filling with lava.

Against all heat sources, the spell gives a bonus of +1 per 3 spell levels on all *Luck Rolls* in avoiding damaging effects.

Note that, other than giving bonuses on *Luck Rolls*, the spell does not provide any protection against flame breaths of monsters and other heat sources that completely engulf the caster. Multiple castings will increase the spell's duration but have no other effect.

Fire Wall

Arcane Lore Requirements: Fire 7

Stress Factor: 6

Affected Area: This spell creates a wall of raging flame 1 foot thick and 10 feet high rising from the ground. The wall may be any length up to 10 feet per spell level but it must rest entirely on solid ground. Fire Wall produces only a single straight wall on a given casting. A single wall can never, by itself, trap any creature. Nevertheless, it proves a formidable barrier when used in conjunction with existing barriers.

Casting Time: 7

Duration: 1 turn per spell level

Base: 4

Range: The nearest point on the wall must lie within 30 feet of the caster.

Casting Req.: Verbal, Gestural, Material. To invoke this spell, the caster needs a small pouch of sulfur, a handful of saltpeter, and a lump of bat guano.

Luck: None

Fire Wall creates a wall-like barrier of crackling flame. Anyone within 2 feet of this wall sustains 1d8 points of damage per turn due to the scorching heat. The wall does not physically hinder passage through it but any creature doing so sustains 1d6 damage per spell level from the searing heat. In addition, the intense flame of this spell prevents sight through the wall.

Flying Balm

Arcane Lore Requirements: Earth 8, Moon 9, Sun 6

Stress Factor: 14

Affected Area: Each application covers up to six square feet and must be applied by the balm's maker onto a mobile wooden object. The balm is able to lift a total of 35 pounds per spell level, including the weight of the object to which the balm is applied.

Casting Time: 12 hours

Duration: 5 minutes per spell level

Base: 6

Range: Its creator must personally apply the balm. Thereafter, there need be no physical contact between the affected object and the caster, but all of his commands must be made within audible range of the object.

Casting Req.: Verbal, Gestural, Material. The creation of a **Flying Balm** requires the caster to mix raven's feathers, bat wings, and toxic mushrooms into a thick toad broth. And ... what the heck ... throw in a dash of eye of newt and tongue of frog while you're at it. Collectively, the components are worth 50 silver pieces.

Luck: Not applicable

A **Flying Balm** is a vile concoction of thick grease. Suspended in the smelly goo can be seen slimy toad bits, matted feathers, and bat wings.

By applying this balm to a chair, broomstick, or bench, the caster turns it into airborne transportation. Any object animated in this way is controlled by the caster's spoken commands and moves at a *Speed* equal to that of the balm's creator.

Since control of the item requires unbroken concentration, no other spells may be cast while concentrating on the object. An object left without direction will obey the last command given it.

A **Flying Balm** must be treated as a magic item for *Willpower* purposes until used.

Flying Carpet**Arcane Lore Requirements:** Wind 9**Stress Factor:** 10**Affected Area:** One carpet. The carpet can lift the caster plus 100 pounds per spell level.**Casting Time:** 8**Duration:** 1 hour per spell level. The carpet may rise into the air or descend to the ground any number of times during this period.**Base:** 10**Range:** Touch**Casting Req.:** Verbal, Gestural, Material. For the spell to work, the caster must have woven the carpet himself with components of a value not less than 750 sp. Of course, the carpet must be large enough to accommodate the stated number of passengers. Needless to say, the magic of the spell leaves the carpet unharmed.**Luck:** Not applicable

As the name implies, this spell allows the caster to take his bathmat airborne. The carpet moves at a base *Speed* of 100. Subtract 5 points from this *Speed* for every 100 pounds lifted. Once the spell is invoked, it requires no further concentration from the caster.

The carpet is under the caster's personal control and will change direction and velocity based on simple hand gestures. Even so, it is rather sluggish in responding to commands. It will, for example, require approximately 10 seconds to do a full u-turn when travelling at maximum velocity.

To produce its minor aerial miracle, **Flying Carpet** creates a magical vortex of wind around the carpet that lifts it (and its cargo) from the ground. The swirling winds form a sphere having a 10-foot radius centered on the carpet. While those seated on the carpet feel only a pleasant breeze, anyone standing is buffeted by strong, though tolerable, gales. In fact, the closer one comes to the 10-foot limit of the vortex the more turbulent and violent the gusts become until, at its most extreme, the bubble has the potency of a violent, though eerily silent, hurricane.

Because of the violent winds, projectiles fired through the winds (either from the carpet or from the ground) suffer a 5 penalty on their *Attack Bonuses*.

Unfortunately, the magical vortex is closely linked with the elemental plane of air and its connection to the mortal realm is tenuous. Anything suddenly passing through the sphere's perimeter, whether physical or magical, threatens to break the aerial link. Whenever a projectile or magical spell pierces the invisible boundary, the vortex must make a *Luck Roll* or be permanently disrupted. The *Luck Threshold* equals a flat 15 for any physical object. Magic spells, however, are far more disruptive and force the vortex to beat a *Luck Threshold* of 15 plus the spell level of the offending spell. Of course, the flying carpet gains a bonus on the *Luck Roll* equal to its own spell level.

Foam Grenade**Arcane Lore Requirements:** Wet 6**Stress Factor:** 14**Affected Area:** 30-foot radius**Brewing Time:** 3 hours**Duration:** 1 hour per spell level**Base:** 2

Range: A **Foam Grenade** can be thrown about 40 feet. If an attempt is made to throw it farther than this distance, the glass nodule must make a *Luck Roll* against a *Luck Threshold* of 15 plus 1 for every 5 feet over 40 the character throws it.

Casting Req.: Verbal, Gestural, Material. To make this grenade, the caster must brew two pounds of fat taken from a narwhale.

Luck: Those in the *Affected Area* must make *Luck Rolls* with *Agility* adjustments. Success indicates the individual moves out of the foam able to perform any actions desired. A failed *Luck Roll* indicates that the individual could not escape the slippery floor. He remains on the ground, unable to participate in hand-to-hand combat. Allow one such *Luck Roll* every turn until successful.

Material Cost: 250 sp.**Value:** 600 sp.

A **Foam Grenade** is an opaque white soapy liquid containing small shimmering bubbles floating on top. It is normally contained with a round glass nodule but will occasionally be housed in an ordinary glass bottle. When detonated, it has an extremely slick texture and a soapy aroma. Its taste will thoroughly wash out the filthy mouths of even the naughtiest brats. In fact, one vial will suffice for a whole schoolroom.

When thrown to the ground and shattered, a **Foam Grenade** spews forth a large quantity of slippery, soapy

foam. Those in the area stumble, slide, and slip on the slick foam. The foam is so thick, it smothers all normal fires in the area.

Until used, a **Foam Grenade** must be treated as a magic item for *Willpower* limitations.

Foliage Fiend

Alignment Restrictions: The caster must have an *Unlawful* and *Evil* alignment.

Arcane Lore Requirements: Flesh 5, Summer 7

Stress Factor: 20

Affected Area: One Creature

Casting Time: 3 hours

Duration: Permanent

Base: 4

Range: Touch

Casting Req.: Verbal, Gestural, Material. The caster must crush 250 silver pieces worth of rare minerals around the base of the foliage fiend. It needs these minerals for future nourishment, as it no longer requires food.

Luck: None

This spell merges a non-magical creature with a plant creating a hideous, crazed monster. The creature trapped in the prison of a plant's form must be unconscious and in the caster's possession.

The resulting plant-creature cannot travel about. It must stay rooted in the ground. Nevertheless, the creature retains plant-like replicas of its former head and any mode of attack previously possessed. The type of plant the creature merges with also determines if any other special attacks are given the creature. Merging a dog with a thorn bush would not only retain the dog's bite. The thorn-dog could also entangle victims in its thorn vines. In any case, a creature merged with a plant becomes hopelessly insane.

Obviously, this transformation changes many of the characteristics of the creature in combat. The major changes are:

- 1) These monsters attack at a *Combat Level* equal to the spell level of the caster in **Foliage Fiend**.
- 2) The *Attack Bonus* of the creature equals its *Combat Level*.
- 3) Its *Defense* is half of what it was before the transformation.

- 4) The *Physical Strength* of the creature equals that of its former existence.
- 5) The *Damage Tolerance* of a foliage fiend depends greatly on the plant with which it was merged. The mass of the plant a creature merges with can never exceed the mass of the creature. Thus, the *Damage Tolerance* of the foliage fiend can at most double the former creature's.

Force Field

Arcane Lore Requirements: Matter 10, Rest 10

Stress Factor: 7

Affected Area: The created wall can have any size of up to one 10 foot by 10 foot section per spell level. It is completely flat and cannot contain holes. The **Force Field** is immobile and must have some portion attached to a stationary object such as a wall or floor.

Casting Time: 11

Duration: 2 turns per spell level

Base: 6

Range: 50'

Casting Req.: Verbal, Gestural, Material. To invoke this spell the caster needs 50 sp. of diamond dust and a small pane of glass. The dust is consumed by the spell during casting.

Luck: None

This spell creates a glasslike wall of pure force. This wall cannot stop ethereal or astral creatures but stops solid objects and most spells (excluding light based spells). The wall is affected in the following manners:

- 1) An **Omnipotent Sphere** or **Annihilation** spell automatically destroys a **Force Field**.
- 2) A **Disrupt Magic** or similar magic negation spell brings it down normally.
- 3) A single blow delivering 8 points of damage per spell level immediately shatters the wall.
- 4) A **Magic Reduction** spell will allow passage provided it lowers the overall **Force Field** level to zero. The wall reforms after the magically protected individual passes.

The wall may also be brought down incrementally by the application of multiple physical blows. In this case, treat the **Force Field** as having 10 points of *Damage Tolerance* per spell level with an *Absorption* of 1 point per spell level. The *Absorption* of the **Force Field** may reduce the overall damage of any given blow to zero. Of course, the wall itself is unaffected by *Severe Blows* as it

possesses no vital organs. Since its *Defense* is effectively zero, no *Attack Roll* is necessary to strike the wall. Allow each attacker one blow every two seconds of uninterrupted swinging.

The wall is immune to frost, fire, and electrical damage.

Freezing Touch

Arcane Lore Requirements: Cold 1

Stress Factor: 7

Affected Area: Caster.

Casting Time: 3

Duration: 5 turns plus 1 turn per spell level

Base: 1

Range: Touch

Casting Req.: Gestural

Luck: None

While this spell is in effect, the caster's hand freezes flesh with the lightest touch. The target's skin will be painfully frozen at the point of contact. Every touch delivers an amount of cold damage equal to 1d8 plus 1 per spell level.

As the damage is produced by a magically cold energy and not by physical force, it cannot be absorbed by armor and the touch cannot deliver a *Severe Blow*. Obviously, the spell can only affect creatures with flesh and monsters that are susceptible to the effects of cold.

In attempting to touch his target, the caster has an *Attack Bonus* equal to his spell level plus *Coordination Adjustments*. Note that the spell does not preclude the use of a weapon or shield, and in fact encourages such combinations. One hand can thus be used to defend while the other attacks.

Multiple castings are not cumulative other than to extend the spell duration. Only one damaging touch can be performed on a given turn.

Front Face

Arcane Lore Requirements: Vision 4

Stress Factor: 4

Affected Area: Any creature viewing the caster.

Casting Time: 1

Duration: 5 turns plus 1 per spell level.

Base: 4

Range: Sight

Casting Req.: Verbal, Gestural

Luck: None

Disbelief: Anyone disbelieving the illusion will see the through the spell's trickery and will thereafter be immune to its effects. However, the disbelief of one person has no affect on the spell's effectiveness on others. Note that a disbelief attempt must come in the form of a statement like: "I don't believe that he is looking at me" rather than: "I disbelieve the spell caster." The later would, of course, be effective against a **Guise** spell. However, the caster of a **Front Face** illusion would still seem to be quite aware of the observer (even if a **Guise** was successfully disbelieved).

Anyone observing this illusion believes the spell caster to be aware of his presence. Regardless of a character's skill in stealthing, no matter if he has transformed himself into a potted plant, even if he simply wafts through the room as a billowing cloud of gas, the caster is apparently quite cognizant of the observer. Depending on the level of chaos and other pertinent threats to the caster's well being, this may come in the form of an occasional glance or as a stare that scrutinizes the observer's every move. Obviously, this foils any attempt by an assassin to sneak up behind the caster. Of course, these effects are only illusionary. The caster may not even be aware of his "scrutinized" foe.

Frostbite

Arcane Lore Requirements: Air 1

Stress Factor: 4

Affected Area: One creature or object.

Casting Time: 6

Duration: Instantaneous

Base: 4

Range: 30 feet

Casting Req.: Gestural. To invoke this spell, the caster must pucker his lips and blow.

Luck: The target must make a standard *Luck Roll* with *Agility Adjustments* (against a *Luck Threshold* of 15 plus 1 per spell level). A successful *Luck Roll* allows the target to take only half damage. If the spell targets a small flame, such as a torch or campfire, a failed *Luck Roll* indicates the **Frostbite** extinguishes it.

This spell produces a narrow jet of super-cooled air directed at the caster's target. The targeted creature sustains cold damage of 1d12 plus 1 per spell level.

Gale**Arcane Lore Requirements:** Wind 6**Stress Factor:** 6**Affected Area:** This spell creates gale force winds in a cone 100 feet long with a 50 feet base diameter. This cone originates from the caster's mouth and points in the direction he faces.**Casting Time:** 5**Duration:** 1 turn per spell level**Base:** 4**Range:** 0'**Casting Req.:** Gestural. To invoke this spell, the caster must cup his hands around his mouth, take a DEEP breath, and blow.**Luck:** Any non-magical fires in the *Affected Area* must make a *Luck Roll* or be extinguished. Any creature smaller than a dog must make a *Luck Roll* with *Agility Adjustments* or trip and sustain 1d6 damage. (See **Tripping and Fumbling** in the **Combat Rules** for further details.) Vaporous creatures caught in the *Affected Area* are entitled to a *Luck Roll* with *Agility Adjustments* for 1/2 or 1/4 damage.**Gale** induces hurricane force winds. While in effect, the caster can engage in no other spell casting although he may cancel the spell at any time.**Gale** blows any light objects at a speed depending on its mass. It disperses **Noxious Fumes**, **Poisonous Gas**, or any such gaseous clouds in 1 turn.If used against a creature in **Vaporous Form**, this spell delivers 1d10 pummeling damage per spell level the first turn. The spell hereafter loses effect as the vaporous creature blows out of the *Affected Area*.**Gallitrap****Arcane Lore Requirements:** Autumn 15, Spring 15, Summer 15, Winter 15**Stress Factor:** 24**Affected Area:** The spell charms a ring of toadstools having a diameter of no more than 3 feet per spell level. The circle of mushrooms defines the 'equator' of an imaginary sphere in which the magic of the spell takes effect.**Casting Time:** 12 hours**Duration:** Permanent. The charm may be broken, however, if all of the original toadstools are destroyed.**Base:** 16**Range:** 0**Casting Req.:** Verbal, Gestural, Material. The spell must be cast over the ring of mushrooms that is to serve as the spell's boundary. The ring may have been magically created (i.e. via a **Faery Dance** spell) or naturally occurring. In addition, the caster must spend a minimum of 100,000 silver pieces in preparing an opulent faery ball. Golden streamers, silver candlesticks, crystal goblets, and party favors all vanish at the night's end.**Luck:** None.**Gallitrap** summons Pixie royalty, Ellylon nobility, and other spritish kings to an opulent and festive nighttime faery ball hosted by the caster. The party will undoubtedly be an all-out faery blast, the likes of which are rarely seen even by these diminutive partygoers. The caster is, of course, footing the bill and is expected to provide the tightest security. No excuses.

The spell itself is nothing more than a powerful invitation to the upper crust of faery-kind and always draws an enormous crowd of tiny sprites. As per proper faery etiquette, all of the invited guests will remain within the ring of mushrooms over which the spell is cast. However, as more and more faeries gather, the available space for the party quickly proves insufficient. If the party is entertaining enough (which it will undoubtedly be if the caster has expended the required resources), the guests will be loath to leave. Fortunately, the most upper of the upper crust of faery society wield potent and mysterious magics. In order to prevent embarrassment for the gracious host, some of these powerful faeries will exert their influence. Somehow, the space within the mushroom circle will stretch to accommodate the crowd. These distorting effects will remain even after the party is over.

After the party ends, the mushroom circle will define a boundary around an apparently normal area of ground. Any items within the ring before the party starts (such as a stump, tree, flower, rock, mushroom, or bush) will remain unaffected by the magic of the spell. However, anything entering the ring of mushrooms thereafter will be instantly reduced in size to a proportion where one inch equals one foot. Oddly enough, the pixies and ellylon themselves are not reduced by the faery powers even though there is undoubtedly more 'room' for them once the pixie kings have performed their favors.

Any person shrunk by the faery ring will end up with 1 *Damage Tolerance* point for every 5 (or part thereof) formerly possessed. His weapons deliver 1/2 point of damage if small, 1 if medium, or 2 if large. They deliver 1 point of additional damage for every two points of *Physical Strength* of the character over 0. *Severe Blows*

deliver one point of damage for every 5 *Attack* points rolled over the opponent's *Defense*. Pixies and ellylon (who are not diminished by the magic) deliver damage in a similar fashion.

Anything leaving the ring immediately regains its former size. A person's *Damage Tolerance* will increase to a level proportional to that possessed within the circle. Thus, if a character suffered enough damage to take him to one-quarter of his *Damage Tolerance* within the ring, he will have one-quarter of his *Damage Tolerance* upon leaving it.

Even though the pixies and ellylon themselves do not seem to be personally affected by the magic's effects, for all other items and creatures the actual space within the ring is distorted. Range weapons and spells will have their ranges cut so that 1 foot equals 1 inch. Thus, a bow having a range of 50 yards will be able to fire its teensy little dart only 12 or 13 feet (150 inches).

One other important consequence of the potent faery charm is that it negates any enchantment, illusion, or spell within the ring that is not of faery origin. This includes mage spells having any Arcane Lore requirement other than Autumn, Spring, Summer, or Winter. Note that some Religious spells are faerylike in nature. (The Overlord must use his judgement in these cases.) Any magic item or potion brought into the area will be unable to function while it remains within the ring of toadstools. However, it will function normally after exiting the **Gallitrap**.

Unless the caster actively discourages visitors, the **Gallitrap** will attract diminutive faery visitors. Some may even take up residence in the area. At any given time, the caster can expect 2d6 pixies or ellylon to inhabit his enchanted circle. The sprites will naturally maintain the mushroom gardens in fine shape. These tiny faeries will usually be either below average or average for their kind and will tolerate their host's rule so long as it is no too oppressive. Their natural mischievous tendencies, of course, will not be easily suppressed.

Gargoyle

Alignment Restrictions: The caster cannot have a *Good* alignment.

Arcane Lore Requirements: Earth 9, Flesh 8

Stress Factor: 30

Affected Area: One living creature.

Casting Time: 5 hours

Duration: Permanent

Base: 4

Range: Touch

Casting Req.: Verbal, Gestural, Material. To invoke this spell, the caster must crush 3,000 silver pieces of rare gems.

Luck: None

This spell transforms a helpless animal or person into a creature of living stone. The form of the animal remains basically the same as before. Thus, a creature with wings transforms into a flying gargoyle. Nevertheless, its features are grotesquely distorted by this spell. The mind of the gargoyle remains the same as before the spell is cast. Therefore, a trained guard dog transforms into a trained guard gargoyle. Nevertheless, the new gargoyle must make an *Attribute Check* against *Willpower* or gain some random form of insanity. The check should be made against a leveled ability equal to the spell level (see **The Rolls of *Legendary Quest*** in ***The Grimoire of Game Rules***TM for details.)

Obviously, this transformation affects many of the creature's combat characteristics:

- 1) The spell level provides a ceiling for the gargoyle's *Combat Level*. Thus, if the creature previously had a *Combat Level* exceeding the spell level, its new *Combat Level* equals the spell level.
- 2) The *Attack Bonus* of the creature equals that formerly possessed provided it retains the same forms of attack.
- 3) Its *Defense* equals only 3/4 of that formerly possessed.
- 4) The gargoyle gains an 8 *Absorption*.
- 5) The creature's *Damage Tolerance* equals its former *Damage Tolerance*.
- 6) If humanoid, the gargoyle's *Manual Dexterity* is lowered by 3 points.

Gargoyle Form

Arcane Lore Requirements: Earth 7, Flesh 7

Stress Factor: 10

Affected Area: Caster

Casting Time: 3

Duration: 5 minutes per spell level

Base: 6

Range: 0'

Casting Req.: Verbal, Gestural

Luck: Not Applicable

This spell transforms the caster into the form of a gargoyle. His face contorts into a hideous visage and his body becomes bent and gnarled. The skin of the caster becomes as hard as granite giving him a natural *Absorption* of 8. Two reptilian wings sprout from the back of the transformed spell caster that enable him to fly. In flight, he can carry only as much as he could normally lift.

The magic of the spell twists the invoker's hands into deadly claws and his teeth into vicious fangs. These attributes can be applied in combat as frightening weapons. The bite delivers 2d4 damage per blow while a claw inflicts 1d8 damage. If the caster attacks in this manner, his *Combat Level* equals his spell level in **Gargoyle Form**. His *Attack Bonus* equals the spell level plus *Physical Strength Adjustments*. Due to the stiffness this spell induces in the caster's musculature, his *Raw Defense* drops by 8 full points although the claws have an effective *Parry Factor* of 5.

Due to the twisted state of the caster's hands, he can cast no spells having Gestural components when in **Gargoyle Form**.

Gecko Gecko

Arcane Lore Requirements: Autumn 1, Spring 1, Summer 1

Stress Factor: 5

Affected Area: Caster

Casting Time: 2

Duration: This spell lasts up to 1 turn per 2 levels. The caster may cancel the spell at any time.

Base: 6

Range: 0'

Casting Req.: Gestural, Material. This spell requires a gecko's tail and a drop of pinesap.

Luck: Not applicable

This spell allows the caster to climb any surface like the tiny lizard from which it takes its name. He is able to climb 20 feet plus four times his *Physical Strength* every turn. As the spell creates a sticky adhesive on the caster's hands, he cannot cast other Gestural spells while **Gecko Gecko** is in effect (with the exception of a recasting of **Gecko Gecko**).

Geomantia

Arcane Lore Requirements: Dust 9, Earth 9, Land 9

Stress Factor: 6

Affected Area: The spell maps an area having a radius of 10 feet per spell level centered on the caster. The size

of the map itself is approximately 4 feet across, regardless of how much area it represents.

Casting Time: 5

Duration: Instantaneous

Base: 16

Range: 0

Casting Req.: Gestural, Material, Verbal. This spell requires the caster to toss a handful of fine powdered stone onto a flat horizontal stone or earthen surface. While doing so, the caster must state the name of the stone or mineral he wishes to be mapped.

Luck: See below.

Geomantia enables the caster to magically produce a rough "earth map" of the immediately surrounding area. To do so, the caster tosses dust before him while stating a mineral or rock type of interest and allows the magic of the spell to direct the billowing particles into a rough map on the ground. Each casting of the spell can only reveal the layout of a single type of earth, rock, or ore. However, multiple castings can be overlaid upon one another. This fact is particularly effective, of course, when powdered stones of various colors are used in the subsequent castings.

Obviously, the map is only a two-dimensional representation of the surrounding three-dimensional earthen formations. In order to maintain clarity, the spell is designed to produce a picture representing a "slice" through the earth on the same horizontal level as the map itself. Because of this necessary restriction, it can be difficult to locate minerals that are particularly rare, such as precious metals or gems. If a gemstone is even a few feet above or below the plane of the map, it may not be revealed. The skill of the caster in the spell helps out in these cases, though. When rare minerals are being sought, the overlord must make a *Success Roll* against a *Threshold* indicative of how much of the mineral is actually present. For highly rare minerals, a *Threshold* of 30 or even more may be appropriate. For moderately rich deposits, though, a *Threshold* of 20 or 25 is appropriate. The roll should be adjusted by the caster's level in Geomantia and by his *Perception*. Success indicates the caster has detected the desired mineral deposit. Failure (or the absence of the desired mineral) indicates that the billowing dust will settle into a fine even layer over the entire map.

For example, suppose Jeff the Geomancer overextends his credit cards and, in desperation, decides to prospect for diamonds in an abandoned mine. Using *Stone Lore*, Jeff first identifies the surrounding rock to be basalt. Consequently, he casts Geomantia looking for basalt and thereby produces a map outlining the walls of the mine

itself (assuming the walls are actually made of basalt). That task complete, Jeff then uses a different colored powder and recasts *Geomantia* looking for diamonds. Feeling generous, the Overlord decides that there are a few small diamond deposits left that were missed by the mine's previous occupants. Even so, the Overlord concludes that a rather high *Threshold* of 30 is appropriate, since the previous miners probably had good reason to leave. That decided, the Overlord secretly makes a *Success Roll* for Jeff to determine if he can locate the prize. Rolling a 23 on the d30 and adding Jeff's *Perception* (3) and level in *Geomantia* (8) totals to 34. The dust slowly settles to the ground and a smile crosses Jeff's beleaguered face.

Ghostly Form

Arcane Lore Requirements: Dust 9, Spirit 10

Stress Factor: 9

Affected Area: Caster plus 20 pounds per spell level.

Casting Time: 11

Duration: 5 turns plus one per spell level

Base: 2

Range: 0'

Casting Req.: Gestural, Material. The material component of this spell is a vial of ectoplasm that the invoker smears over his body during casting.

Luck: Not Applicable

The **Ghostly Form** spell places the caster in a ghost-like state, allowing him to exist on the ethereal plane. This allows movement through normal objects as if they did not exist. Because of this, only magical weapons can hit the caster while under this spell's influence. If the caster materializes in a solid object at the end of the spell duration, he dies.

While in **Ghostly Form**, the caster may move in any direction at a rate equal to two times his normal *Speed*. If he moves through a living creature while in **Ghostly Form**, it only feels a chill where the caster contacted his body.

The caster's speech sounds garbled to any creature not on the ethereal plane. In addition, any spell requiring a material component or with a range of 'touch' automatically fails while in this state. All other spells work normally.

Glamour

Arcane Lore Requirements: Hearing 10, Smell 10, Taste 10, Touch 10, Vision 10

Stress Factor: 17

Affected Area: One creature.

Casting Time: 16

Duration: Permanent

Base: 8

Range: 50 feet

Casting Req.: Verbal, Gestural

Luck: None

Disbelief: Any successful attempt to disbelieve a **Glamour** will enable the target to realize the illusion's trickery. However, the illusion has a stubbornly permanent nature and will re-appear the next time it is triggered (with a minimum delay of 1 hour after a successful disbelief attempt). At each re-triggering, another disbelief attempt is required. Each successful disbelief attempt against a given **Glamour** will give the target a cumulative +1 bonus on subsequent attempts. Each failed attempt, however, accumulates a -1 penalty.

This spell places a permanent illusion in the target's mind. The illusion can have any form desired by the caster, but is incapable of inflicting illusionary damage. Ordinarily, the spell is created in such a way that the illusion is triggered whenever a specific event occurs.

For example, the caster may place a **Glamour** spell on a hated enemy that gives the target the taste of fresh blood in his mouth and bloodstains under his fingernails whenever he awakens. Thus, over time the target may be convinced that he has contracted lycanthropy. Of course, the illusion only affects the target, so if he questions others about his bloodstained hands, he might simply suspect that he has contracted some annoying but non-catastrophic form of insanity.

Like many other illusions, **Glamours** may be 'stacked'. Thus, an illusionist may create **Glamour** that alters the target's reflection in any mirror to that of a pale-faced man with reddish eyes and long canine teeth. Over this **Glamour** he may place another that convinces the target that he cannot see his reflection at all. In this case, if the target peers intently into a mirror and disbelieves that he casts no reflection, he will be greeted with his own face altered with undeniably vampiric features.

Glamours are highly flexible in that the actual images and sounds conveyed from one triggering to the next may be altered somewhat as long as the general 'theme' of the illusion never wavers. For example, a kind-hearted illusionist may decide to convince a dictatorial and evil warlord to change his ways. To do so, he could place a **Glamour** upon the warlord that is triggered to come into affect just prior to him falling asleep on any day that the warlord has committed some violent or diabolical act. One obvious choice would be to summon the image of

one of his past victims as a ghostly bloody corpse that screams loudly for a turn or two and fades away. **Glamour** is powerful enough to summon the image of a different victim every night. In effect, the target's own mind would provide the necessary images to make the illusion work.

Glorious Vision

Alignment Restrictions: The caster must have a *Social* and *Good* alignment.

Arcane Lore Requirements: Spirit 7, Star 5, Sun 7

Stress Factor: 11

Affected Area: Any creature viewing the caster.

Casting Time: 6

Duration: 1 turn per spell level

Base: 6

Range: Sight

Casting Req.: Verbal, Gestural, Material. The material component for this spell is a full shawl of rare and beautiful feathers (1,000 silver pieces). The shawl is unharmed by the casting.

Luck: Negates. Any creature viewing the caster is entitled to a *Luck Roll* with *Willpower Adjustments* against a *Threshold* of 15 plus 1 per spell level. A successful roll negates the spell effects for that viewer.

Glorious Vision surrounds the caster with scintillating flashes of light intermingled with the sights and smells of nature in its purest and most beautiful form. Those viewing this sight refuse to attack the caster.

For this spell to work, the caster cannot have previously attacked her adversaries. If she attacks any creature affected by the spell, the magic is immediately nullified for all.

Glowing Aura

Arcane Lore Requirements: Air 1

Stress Factor: 3

Affected Area: The spell creates a 1-foot diameter glowing sphere of light that illuminates up to a distance of 60 feet.

Casting Time: 2

Duration: 30 minutes per spell level

Base: 4

Range: The radiant globe must remain within 15 feet of the caster.

Casting Req.: Gestural

Luck: None

This spell creates a hazy ball of light to illuminate the caster's path. This glowing ball must remain within range of the caster but is otherwise under his control. The caster may brighten or dim the light source at will so that it illuminates the widest possible area or vanishes completely.

Glue

Arcane Lore Requirements: Earth 1, Water 1

Stress Factor: 4

Affected Area: One object

Casting Time: 3

Duration: Permanent

Base: 2

Range: 10 feet

Casting Req.: Gestural, Material. To invoke this spell, the caster needs a few drops of pine resin.

Luck: Negates. If invoked on an unwilling creature, it is entitled to a *Luck Roll* with *Agility Adjustments* to avoid the hurling glob of goo.

This spell magically glues one object to another. It may reattach a broken handle onto a cup, stick a sword to a scabbard, or weld a shoe to the floor. The glue is strong enough to withstand any force less than that given by a *Physical Strength* 1 per 4 spell levels. Although the glue is strong, it cannot fit together separate pieces so well that the crack between them vanishes.

Glue Grenade

Arcane Lore Requirements: Dry 8, Wet 10

Stress Factor: 20

Affected Area: 10-foot radius

Brewing Time: 10 hours

Duration: Normally, the glue will hold fast for 1 hour per spell level. However, it can be removed in 2d6 turns by the application of strong alcohol.

Base: 6

Range: A **Glue Grenade** can be thrown about 40 feet. If an attempt is made to throw it farther than this distance, the glass nodule must make a *Luck Roll* versus crushing blow against a *Luck Threshold* of 15 plus 1 for every 5 feet over 40 the character throws it.

Casting Req.: Verbal, Gestural, Material. This concoction requires resins taken from several rare trees.

Luck: Negates. Allow a *Luck Roll* with *Agility* adjustments for any characters trying to avoid the mess.

Material Cost: 1800 sp.

Value: 3000 sp.

A **Glue Grenade** is usually manufactured in the form of a thick white paste contained within a sealed glass nodule. When an Alchemist is in an extreme hurry, he may put the paste in a standard glass vial. The odor given off by the resulting explosion of glue can best be described as the scent of drying wallpaper paste. Nobody really knows what the stuff tastes like, because those that have tried suffer from a permanent mumble.

When thrown to the ground and shattered, a **Glue Grenade** covers all those in the *Affected Area* with glue. The movements of those in the area are severely restricted. Their feet are planted firmly in place. Any items they touch will be instantly stuck at the point of contact. In addition, all movement is slowed to half normal. Thus, a fighter could swing his sword only half as many times.

As with all magical potions, a **Glue Grenade** must be treated as a magic item for *Willpower* purposes until it is used.

Glyph

Arcane Lore Requirements: Tetrangle 3

Stress Factor: 10

Affected Area: A **Glyph** is placed on a single openable item (book, chest, door, etc.) When triggered, the glyph explodes in a 10-foot radius fireball.

Casting Time: 6 minutes

Duration: The created **Glyph** lasts indefinitely until triggered. Once detonated, the magic of the **Glyph** fades.

Base: 8

Range: Touch

Casting Req.: Gestural, Material. To invoke this spell, the caster must prepare special ink with dyes taken from various plants. Its preparation costs 100 sp.

Luck: Allow a *Luck Roll* with *Agility Adjustments* for 1/2 damage.

A **Glyph** is a written magical symbol placed on an openable item (book, chest, door, etc.) The **Glyph** stores magical energy until triggered. It may be triggered in one of two ways, depending on the inscriber's preference. In either case, it must be drawn on the exterior of the item.

1) When the item is opened. In this case, the **Glyph** must be drawn in such a manner so that it will be broken if the item is opened. (i.e. across a door to the door frame)

2) When the item is touched or otherwise tampered with. In this case, the **Glyph** must be drawn on a smooth surface of the object.

If triggered, a **Glyph** explodes in a thunderous fireball. Anyone within the affected area of the **Glyph** takes 1d8 fire damage per spell level. Obviously, the explosion may destroy the very object it protects.

The **Glyph's** creator may easily handle (and open) the glyphed item without triggering it.

Golem

Arcane Lore Requirements: Earth 5, Flesh 3

Stress Factor: 45

Affected Area: This spell creates a single automaton. The caster can control only one of each type of golem at a time. Thus, a flesh, a clay, and a stone golem might be controlled by a single Creationist. (Iron and bronze golems are not considered two different types of golems. They are both metal golems.)

Casting Time: 8 days

Duration: Permanent

Base: 3

Range: Touch

Casting Req.: Verbal, Gestural, Material. To cast this spell, the caster must cremate the heart of a giant. Additional material components are required that vary from one golem type to another. See the spell description for details.

Luck: None

Golem manufactures an automaton totally under the caster's control. This automaton is normally fashioned in a humanoid form but may be created in another shape if desired. A golem has no will of its own and can understand only simple commands given directly by its creator. Even if attacked, a golem will defend itself only if it has been given previous instruction to do so.

All golems have a *Physical Strength* and *Combat Level* equal to the spell level. In addition, its *Attack Bonus* equals its *Combat Level* plus *Physical Strength Adjustments*. A golem has a *Defense* equal to 15 plus one per 2 spell levels of its creator in **Golem**. In combat, a golem swings each fist once every turn.

As a spell caster gains levels in **Golem**, he creates his automatons from more indestructible materials. The

specific characteristics of a golem vary greatly depending on its material makeup.

- 1) At 1st spell level, he can create a golem only from flesh. Flesh golems require material components of a value equal to 500 sp. per spell level. In addition, the creator must spend a full month in forming these components into the form he desires. Flesh golems have 10 *Damage Tolerance* per spell level. Their blows deliver 1d6 damage plus *Physical Strength Damage Adjustments*.
- 2) At 5th level, a clay golem may be manufactured. Clay golems have an *Absorption* of 4 against bladed weapons and 8 from blunt ones. All clay golems are immune to cold-based attacks. Clay golems require 1,000 sp. per spell level of material components to produce. A full two months must be spent by the creator in molding the body of the clay golem from the gathered components. These have 20 *Damage Tolerance* per spell level and deliver 2d4 damage plus *Physical Strength Damage Adjustments* per blow.
- 3) At 10th level, the caster may manufacture a golem from stone. Stone golems have an *Absorption* of 7 to blunt weapons and 12 to bladed weapons. Stone golems are unaffected by attacks based on fire or frost. A total of 3,000 sp. per spell level in material components must be used to manufacture a stone golem. After the material components have been gathered, the caster must spend three months in producing the stone golem. Stone golems have 30 *Damage Tolerance* per spell level and cause 2d6 plus *Physical Strength Damage Adjustments* every hit.
- 4) At 15th spell level, the caster has the ability of producing a golem made of either bronze or iron which absorbs 15 points per blow. Electrical, fire, or cold attacks cannot harm a metal golem. To create a metal golem, 8,000 sp. per spell level must be spent on material components. Four months are required for the creator to form the body of a metal golem. A metal golem has 40 *Damage Tolerance* per spell level. Their blows deliver 2d8 plus *Physical Strength Damage Adjustments* every hit.

If a golem has been damaged through combat or some misfortune, a recasting of **Golem** over the golem's body restores it to full *Damage Tolerance*. This recasting does not require any further expenditure of material components. Nevertheless, even if the caster has since gained levels in this spell, the recasting has no other effect.

If the caster also happens to have permanent enchantments, charms, or runes, he may opt to enchant

a golem with magical powers. He may do this as if making any other magic item. However, the spell levels of these charms and effects are reduced to half their normal levels when placed on a golem. Only one such charm or enchantment may be safely placed on any golem. Note that no spell that requires direction can be used by a golem.

A golem given possession of one or more magic items will eventually berserk as golems do not have the necessary *Willpowers* to handle them. This can be a handy effect for Creationists that have a spare "obsolete" golem lying about and want to rid themselves of some pesky enemy.

Guardian of the Dead

Alignment Restrictions: The caster cannot have a *Good* alignment.

Arcane Lore Requirements: Dust 8, Spirit 9

Stress Factor: 20

Affected Area: This spell summons a guardian spirit to guard an entire burial site.

Casting Time: 17 hours

Duration: Permanent

Base: 8

Range: Touch

Casting Req.: Verbal, Material. To invoke this spell, the caster must leave a 2,000 silver piece gem at the gravesite.

Luck: Not applicable

Guardian of the Dead summons the spirit of an animal to guard a cemetery, churchyard, or crypt. The spirit is usually that of a dog, but other aggressive animal spirits are sometimes used. The summoned spirit, known as a **Kirk Grim**, does not obey the commands of its summoner. It simply protects the possessions and bodies in its assigned graveyard from all thieves. Of course, if the dead simply get up and leave on their own volition, that is their business.

The summoned **Kirk Grim** has a *Combat Level* of 1 per spell level. It has an *Attack Bonus* equal to its *Combat Level* plus three. Its *Defense* equals 21 plus its *Combat Level*. The *Damage Tolerance* of a **Kirk Grim** equals 25 plus 5 per two spell levels plus 1d10 per spell level. For more information, see **Kirk Grim** under **Undead** in *The Tome of Traps, Terrors, and Treasures*.

If two **Kirk Grims** are summoned to guard the same cemetery, they will immediately fight to the death. The victor remains to guard.

Guise**Arcane Lore Requirements:** Vision 6**Stress Factor:** 7**Affected Area:** One Creature or Object**Casting Time:** 10**Duration:** 1 day per spell level**Base:** 2**Range:** Touch**Casting Req.:** Gestural**Luck:** None

Disbelief: Negates. Anyone suspecting the caster to wear a disguise is entitled to a *Luck Roll* with *Willpower* adjustments to see through the illusion.

This illusion allows the caster to alter the appearance of any single creature or object. The basic form of the item must be of a similar nature to that of the illusion. Thus, the caster may transform himself into a humanoid creature, a melon could be made to have the appearance of a crystal ball, a guard dog could take on the appearance of a wolf or panther, etc. The **Guise** includes any personal trappings worn or held by the mimicked being, although a purely illusionary weapon can deliver no damage. (Of course, a longsword given the appearance of a bastard sword still delivers the standard longsword damage).

If the caster creates the illusion of a specific person or item, he must have observed the mimicked subject in a well-lit situation. The caster may increase or decrease the subject's size by approximately 5% per spell level. Thus, at 10th spell level, the illusionist could augment or reduce the target's size and approximate weight by about 50% of normal. Note that the subject's voice (if any) is unaltered by this spell.

Guise spells may be "stacked" on top of other illusions (including other **Guise** spells), if desired. Thus, an illusionist may decide to cast a **Guise** giving himself the appearance of a powerful lich, and then cast another **Guise** "stacked" on top to give himself the appearance of a powerful wizard. Thus, if an observer successfully disbelieves the wizardry façade, he will 'peer through' the illusion to see the form of a lich. Only if the lich **Guise** is also disbelieved will the observer have any chance of seeing the caster's true form. Of course, the caster must sustain the normal stress for multiple illusionary spells if they are "stacked" in this way.

Note that, if one illusion is "stacked" on top of another, the two illusions must have discernable differences so that a successful disbelief will result in an obvious change. In

the above example, this means that the illusionist could not have stacked two **Guise** illusions that both present identical wizard visages. Any attempt to do so will simply result in both illusions being disbelieved at once. Of course, this restriction does not apply if the illusionist stacks *three* illusions (i.e. wizard, lich, wizard), because every successful disbelief attempt will provide the observer with a discernable clue. This could prove quite confusing to the observer (especially if the illusionist also happens to be a lich).

Hailstorm**Arcane Lore Requirements:** Spring 8, Winter 8**Stress Factor:** 10**Affected Area:** 30-foot square.**Casting Time:** 12**Duration:** The storm lasts for 1 turn per 2 spell levels.**Base:** 6**Range:** 50 feet**Casting Req.:** Verbal, Gestural, Material. The material component for this spell is a piece of quartz and a small stone.**Luck:** Allow *Luck Rolls* with *Agility Adjustments* to those in the *Affected Area* for 1/2 damage. Those failing the *Luck Roll* slip and slide on the icy spheres (see **Tripping and Fumbling** in the **Combat Rules**). In addition, those failing this initial *Luck Roll* must remain in the *Affected Area*, doomed to repeat the process until the *Luck Roll* is successful (indicating they have left the area).This spell summons a violent torrent of icy hailstones. These ice balls pummel those in the *Affected Area* for 1d4 damage per spell level every turn. Armor absorbs normally for each die of damage (minimum 1 damage per die)**Halcyon****Alignment Restrictions:** The caster must have a *Good* alignment.**Arcane Lore Requirements:** Spring 11, Summer 11, Sun 11**Stress Factor:** 17**Affected Area:** An circular outdoor setting having a radius of 20 feet per spell level.**Casting Time:** 2 hours**Duration:** The spell continues so long as the fig tree required in the casting lives.**Base:** 6**Range:** 0'**Casting Req.:** Verbal, Gestural, Material. To invoke this spell, the caster must plant a fig tree in the center of the area controlled.**Luck:** If the caster uses the **Halcyon's** power to disperse a magical storm, it must make a *Luck Roll* against a *Luck Threshold* of 15 plus the **Halcyon's** spell level every turn the caster concentrates. The storm dissipates on the first *Luck Roll* failure.**Halcyon** creates an ideal, peaceful environment of perfect weather. The environment in the *Affected Area* will normally be calm and sunny with just enough rain to keep all the vegetation lush and green. The caster that created this idyllic habitat, however, has additional control over her self-made paradise in that she can call forth a sturdy breeze or a light thundershower at will. She can also disperse any magically induced thunderstorm directly overhead.**Hallucinogenic Potion****Alignment Restrictions:** The caster must have an *Unlawful* and *Evil* alignment. In addition, no *Social* character would ever allow an ally to imbibe the addictive elixir.**Arcane Lore Requirements:** Mind 9, Wet 9**Stress Factor:** 10**Affected Area:** Imbiber**Brewing Time:** 9 hours**Duration:** The elixir produces its mind-altering effects for 1 minute per spell level. The addiction is permanent. While magic is used in creating the mind-altering effects of the **Hallucinogenic Potion**, the addiction is real. No type of magic negation spell can cure the addiction itself.**Base:** 5**Range:** Touch**Casting Req.:** Verbal, Gestural, Material. The elixir requires the use of a variety of mushrooms, cocoa beans, and opium petals.**Luck:** Every time an **Hallucinogenic Potion** is imbibed, the user must make a *Luck Roll* with *Stamina* adjustments or become addicted to its use. Once addicted, the user must make a *Luck Roll* with *Willpower* adjustments every month. If this *Luck Roll* fails, the addict must immediately seek out another **Hallucinogenic Potion** without regard to personal safety. The character follows his normal alignment as long as this does not interfere with obtaining his next 'fix'. If the addict owns an **Hallucinogenic Potion**, allow no *Luck Roll*. The temptation is too great for even strong willed characters.Every time a **Hallucinogenic Potion** is drunk, the drinker must make another *Luck Roll* with *Stamina* adjustments. The intensity of the addiction doubles if this roll fails. In other words, the addicted character must thereafter seek out **Hallucinogenic Potions** twice as often. (i.e. once per two weeks, then once per week, etc.) This continues with every **Hallucinogenic Potion** used until the individual must check every day.

Any time the addict succeeds in resisting his addiction, he may attempt to break his addiction. If he does so, he must make *Luck Rolls* with *Stamina* adjustments every day or lose 1 *Stamina* point. This continues for as many days as the highest spell level of any **Hallucinogenic Potion** imbibed to date. If a -4 *Stamina* is reached, the character dies. If the character remains alive after these trying days, the addiction breaks. The only way to restore lost *Stamina* points is to successfully break the addiction or drink another **Hallucinogenic Potion**. If either is done, *Stamina* points are regained at a rate of one per day.

Material Cost: 100 sp.

Value: 900 sp.

Hallucinogenic Potions have a pure white color and the consistency of milk. For ease of storage and transport through customs, this potion is quite often altered using the spell **Pill Form** into a solid tablet or a white powder. It has no smell, but does have a distinct flavor similar to chocolate.

Evil spell casters brew this potion to encourage business. It allows the drinker to see, feel, taste, smell, and hear whatever it is that he most desires. Obviously, this is of little use to an adventurer on a campaign. Nevertheless, it can be a great profit maker to an Alchemist if he gives away a few samples to the wealthy sector of town.

As with all magical potions, **Hallucinogenic Potions** must be treated as magic items for *Willpower* purposes.

Hand of Glory

Alignment Restrictions: The caster must have an *Unlawful* and *Evil* alignment. Obviously, no *Good* character would consider using such an evil item.

Arcane Lore Requirements: Bile 4, Blood 4, Phlegm 4

Stress Factor: 17

Affected Area: This spell produces magical illumination whose radiance is only seen by the morbid hand's possessor. The light extends to a radius of 5 feet per spell level.

Casting Time: The creation of one of these dreadful items requires the creator to spend four full hours in uninterrupted concentration.

Duration: This spell produces a candle capable of burning for a total of 5 minutes per spell level. Of course, the candle may be extinguished and re-lit as many times as desired.

Base: 4

Range: 0'

Casting Req.: Gestural, Material. As implied by its name, the **Hand of Glory** has a rather gruesome makeup. It consists of a candle set in the severed hand of a cold-blooded murderer. When the candle finally burns down, the caster may re-use the severed hand for another casting of this spell. Nevertheless, additional components require him to spend a minimum of 250 sp.

Luck: Not Applicable

A **Hand of Glory** is a magical light source whose radiance is discerned only by the possessor. Thus, a thief could confidently stealth into the chambers of a Duke holding a **Hand of Glory** above his head as a means to locate the Duke's royal jewels. The Duke would slumber peacefully on, unaware of the thief's bright light.

Treat a **Hand of Glory** as a standard magic item for *Willpower* purposes (see **Willpower** for details.)

Hare's Leap

Arcane Lore Requirements: Autumn 1, Spring 1, Summer 1, Winter 1

Stress Factor: 3

Affected Area: Caster

Casting Time: 1

Duration: Instantaneous

Base: 4

Range: The caster can jump a maximum of 10 feet plus 3 feet per spell level horizontally, or half that distance vertically.

Casting Req.: Gestural, Material. To invoke this spell, the caster must carry a rabbit's foot.

Luck: Not applicable

With **Hare's Leap**, the caster can bolt from a threatening situation with a mighty bound. The leap itself takes only a single second.

Haste

Arcane Lore Requirements: Motion 9

Stress Factor: 7

Affected Area: One creature.

Casting Time: 4

Duration: 5 turns + 1 turn per spell level

Base: 6

Range: Touch

Casting Req.: Verbal, Gestural, Material. For this spell to work, the spell recipient must swallow a live dragonfly.

Luck: None

This spell causes a single creature's motions to double in speed. Thus, a fighter could swing double his normal times (excluding extra attacks for level vs. level combat) or run twice as fast.

The magic of **Haste** enables a spell caster to invoke spells in half the time. Nevertheless, the **Hastened** spell caster must take double stress or mana cost when invoking the magic. Thus, a Wizard casting two **Fire Dart** spells takes the stress of four such spells. Because of the shock this spell gives the body, the affected creature ages one year.

Haunted Forest

Alignment Restrictions: The caster must have an *Unlawful* and *Evil* alignment and the darkest of hearts.

Arcane Lore Requirements: Bone 14, Dust 14, Mind 14, Spirit 15

Stress Factor: In invoking **Haunted Forest**, the caster sustains 30 points of stress and permanently loses 1 point of *Willpower*.

Affected Area: A forested area having a 2 mile radius per spell level centered on the haunt's grave. **Haunted Forest** can never be invoked in any area lying within 100 miles of an opposing magical forest (such as an **Enchanted Forest** or a **Black Forest**). Of course, multiple **Haunted Forest** spells are sometimes invoked nearby one another to produce forests of vast size. Even so, the boundaries of any two **Haunted Forests** cannot overlap.

Casting Time: 1 day

Duration: Permanent. If the haunt summoned by the spell is ever killed, the magic of the forest fades forever.

Base: 16

Range: 0'

Casting Req.: Verbal, Gestural

Luck: Not Applicable

The power of a **Haunted Forest** chills the peasants of the surrounding townships. Once the spell is invoked over the grave of a newborn child, the force of darkness descends over the woods. The full effects of the magic, however, build slowly. The spell raises the spirit of the newborn as a haunt (see the **Bestiary** in *The Tome of Traps, Terrors, and Treasures* for details). The haunt is given the power to choose guardians for the surrounding wood. It is restricted in his choice of guardian only in that it must be an undead creature having an *Evil* alignment.

After the spell is cast, or at any time the forest is left without a guardian, the haunt will tirelessly search for an undead being of appropriate power. Headless Horsemen are the most popular beings selected as guardians, as the terror they bring is difficult to match. However, any *Evil* undead creature may be chosen. The haunt will generally take 1d4 months to make its selection.

Once selected, the guardian is bestowed with magical powers. It may use the following spells whenever needed at a spell level equal to the spell level of the **Haunted Forest**:

Animate the Dead, Aura of Deathly Power, Cheat Death, Command the Dead, Evoke the Dead, Ghostly Form, Ineffable Awe, Insanity, Raise the Dead, Rigor Mortis, Shield of Ignus Fatuus

In addition, any creature killed directly by the guardian will rise again the next evening as a member of the living dead. The newly raised undead will take a form appropriate to its character level in life. Thus, a lowly peasant will rise as a zombie, skeleton, or a tree of ghostly dread. An experienced warrior may rise as a ghoul, skeleton warrior, or phantom.

The guardian also produces the effect of the spell **Fear** wherever it treads. It is immune to all mental spells (even those which circumvent the undead's normal immunity to mental spells), including the spell **Command the Dead**. Finally, the guardian is immune to all but magical weapons.

The chosen guardian must always remain within the haunted forest. If it leaves the area for any reason, it immediately loses its exalted status and privileges. The haunt will select another guardian.

The forest itself is protected by a permanent **Nightshade** spell that extends above the forest canopy. This eternal night will kill all plants in the forest within two months.

Any damaged undead creature that is not slain will regain lost *Damage Tolerance* at a rate of 3 per day while remaining within the forest's borders. Those that are slain will regain *Damage Tolerance* at a rate of 1 point per week until full *Damage Tolerance* is reached. At this point the creature will once again rise to the full power of its former state. The only way to prevent this unholy regeneration is to remove the creature from the forest or sprinkle holy water over its corpse.

While there is no power in the spell to summon other creatures, many night dwelling creatures will quickly find a home in the dark wood. These will include creatures such as giant spiders, owls, bats, werewolves, etc. Of course, the longer the forest remains in existence, the more undead will accumulate within its boundaries.

In invoking **Haunted Forest**, the caster permanently loses one point of *Willpower*.

Healing Potion

Alignment Restrictions: While the spell itself has no alignment restriction, acquisition of the material components is tricky business for those of *Good* alignment. No *Good* aligned character would ever use or purchase a unicorn's horn that he knew was slain merely to acquire its priceless horn and hooves.

Arcane Lore Requirements: Hot 6, Wet 6

Stress Factor: 16

Affected Area: Imbiber

Brewing Time: 16 hours

Duration: Permanent

Base: 3

Range: Touch

Casting Req.: Verbal, Gestural, Material. To brew this elixir, the caster must crush the petals of a purple foxglove flower in a mortar and pestle made of a unicorn's hoof and horn. The resulting paste must be mixed with phoenix ash and hydra blood.

Luck: Not applicable

Material Cost: 1200 sp.

Value: 2500 sp.

A **Healing Potion** has a light violet color. Close scrutiny shows that it has tiny yellow flecks floating throughout. It has the sweet smell of pollen and the taste of clover honey.

This potion heals wounds sustained on the drinker's body. It heals 2d12 points of damage plus an additional 2 points of damage per *spell level* of the potion. If the person so desires, he may drink only half the potion. In this case, it heals 1d12 plus 1 per spell level. The magic contained within it may restore stress points taken from spell casting after healing other physical ailments. This potion cannot cure diseases but it can heal poison damage.

If the *Detailed Combat Rules* are being used and a full **Healing Potion** is drunk by a character already at maximum *Damage Tolerance*, then all *Wounds* remaining on the target's body will be fully healed (not counting cracked or broken bones, of course). Drinking half a potion at maximum *Damage Tolerance* will result in the healing of only a single *Wound*.

As with all magical potions, **Healing Potions** must be treated as magic items for *Willpower* purposes.

Hex

Alignment Restrictions: The caster must be *Evil*.

Arcane Lore Requirements: Comet 5

Stress Factor: 7

Affected Area: One living creature.

Casting Time: 5

Duration: Permanent. The curse can be lifted by the **Piety Miracle** spell **Lift Curse**, or dispelled by magics such as **Disrupt Magic**, and **Magic, Begone!** Alternatively, the spell will be negated if the victim personally draws blood from the caster.

Base: 8

Range: Sight

Casting Req.: Verbal, Gestural

Luck: Negates. Allow the target a *Luck Roll* with *Willpower Adjustments* to avoid the spell effects.

Hex lowers its target's resistance to sickness and injury so that its *Luck Rolls* versus *Stamina* are penalized by one point per two spell levels. In addition, future *Attribute Checks* versus *Stamina* are penalized by one point per 3 spell levels. (Thus making it more difficult to roll under the *Attribute* score.) Multiple castings of this spell are not cumulative.

Hexagram

Arcane Lore Requirements: Star 4

Stress Factor: 8

Affected Area: 9-foot diameter circle.

Casting Time: 16 turns

Duration: The **Hexagram** remains effective as long as its lines remain unbroken.

Base: 3

Range: Touch

Casting Req.: Gestural, Material. To construct a **Hexagram**, the caster must first prepare special ink made from crushed star sapphire, star ruby, and diamond (100 sp. total minimum value).

Luck: None. When the caster inscribes an **Hexagram**, he must make a *Success Roll* with *Manual Dexterity* and *Perception Adjustments* against a *Success Threshold* of 20. Failure indicates a flaw is present which remains undetected by the caster. The radius of the **Hexagram** may be increased as much as desired by the caster, but every 1-foot increase in radius raises the *Success*

Threshold that must be overcome for a successful casting by +1.

A **Hexagram** is a six-pointed star inscribed inside a circle. It is mainly used to keep teleportation and divination spells at bay. It acts as a barrier to any magic or spell that depends on the areas of arcane lore falling under the Thaumaturgic umbrella of Star. A spell is barred if it requires knowledge of any of the following lores to cast: Comet, Law, Matter, Moon, Motion, Planet, Rest, or Star. In addition, it bars any religious spell falling under the category of Divination (short of a full-blown **Commune**, of course). Magic inside or outside not passing through the 9 foot diameter is unaffected.

Making this magic circle is a tricky business. The lines used in constructing it cannot cross each other and can leave no gaps. If either of these conditions arise, the **Hexagram** is completely ineffective. It **MUST** be perfect! It is usually advisable to make an **Hexagram** on a clean surface as any stray dirt or sand kicked on it opens a gap through which the magic may pass.

Hold

Arcane Lore Requirements: Matter 9, Rest 12

Stress Factor: 10

Affected Area: The spell is generally cast on a single target. If he chooses, the caster may opt to 'spread out' his magic to more than one target. In so doing, he reduces the potency of the spell on each target. If used against two individuals, the spell acts as if cast with half the spell level. Thus each target makes his *Luck Roll* against half the spell level and a successful spell lasts only half as long (rounded down). Similarly, if cast on three individuals, the spell level is divided by three, etc.

For example, a Mystic having 10th level in **Hold** casts on 3 targets. Each makes a *Luck Roll* with *Stamina Adjustments* against a 3rd spell level *Luck Threshold* (15+3=18). One fails the *Luck Roll* and is therefore held for 3 turns.

Casting Time: 9

Duration: 1 turn per spell level.

Base: 4

Range: 75 feet

Casting Req.: Verbal, Gestural

Luck: Negates. The targeted creature(s) is entitled to a *Luck Roll* with *Stamina Adjustments* to avoid the spell's effects.

This spell abruptly freezes the target's movement. Breathing, heartbeat, and other life sustaining movements are unaffected. Any held creature remains fully aware of events around him.

Homunculus

Arcane Lore Requirements: Cold 10, Dry 10, Hot 10, Wet 10

Stress Factor: 30

Affected Area: This spell creates a single little nasty servant to obey the caster's bidding.

Brewing Time: 2 months

Duration: Permanent. Of course, the little critter can be killed. If any two of these creatures meet, they immediately attack each other in a fight to the death.

Base: 5

Range: Touch

Casting Req.: Verbal, Gestural, Material. The creation of a **Homunculus** concerns some rather nasty rituals involving a milky white, hot and wet liquid and cold, dry cow dung.

Luck: Not applicable

This spell creates a small, ugly humanoid creature that aids the caster in potion brewing. The creature's creator can train the **Homunculus** to manufacture three types of potions. Although it creates these potions without further aid, it brews them with only half the skill of its creator. Thus, a **Homunculus** trained to make **Healing** potions brews them at only half the spell level of its master.

Of course, the little monster must have enough *Damage Tolerance* to take the stress of the potions it brews. The creature has 1d8 *Damage Tolerance* per spell level. In addition, its *Combat Level* equals half the spell level.

Human Fly

Arcane Lore Requirements: Phlegm 1

Stress Factor: 3

Affected Area: Caster

Casting Time: 3

Duration: Up to 1 minute per spell level. The spell may be canceled at any time by simply spitting on the coating of ooze covering the caster's extremities.

Base: 1

Range: 0'

Casting Req.: Gestural, Material. To cast this spell, the caster must swallow a live fly.

Luck: Not Applicable

This spell produces sticky goo that covers the caster's hands and feet. This substance allows him to climb up walls and across ceilings with ease. He moves in this way at a *Speed* of 15. While **Human Fly** is in effect, the caster may invoke no spell with *Gestural* components (other than a recasting of **Human Fly**).

Hyper Potion

Arcane Lore Requirements: Motion 12, Wet 9

Stress Factor: 27

Affected Area: Imbiber

Brewing Time: 29 hours

Duration: 1 hour per spell level.

Base: 2

Range: Touch

Casting Req.: Verbal, Gestural, Material. To make this potion, the caster must mix a crushed queen bee with coffee grounds from rare beans.

Luck: None

Material Cost: 2900 sp.

Value: 5000 sp.

A **Hyper Potion** has a deep brownish-red color with tiny bubbles continuously effervescing throughout. It has an acrid smell, similar to coffee and an even more bitter taste.

This potion doubles the speed of the drinker's movements. If a fighter drinks this, he gains double his normal number of attacks. A spellcaster may cast spells in half the time but the stress of pushing the magic to work this fast forces him to take double stress (or Mana) from all spells cast. Because of the drinker's increased speed, add his *Agility Adjustments* to his *Defense*. In addition, whenever the character must make a *Luck Roll* he gains double *Agility Adjustments*, if applicable. Nevertheless, the severe shock this potion gives the body effectively ages the drinker one year.

As with all magical potions, **Hyper Potions** must be treated as magic items for *Willpower* purposes.

Icy Fingers of Death

Alignment Restrictions: The caster must have an *Evil* alignment.

Arcane Lore Requirements: Phlegm: 1

Stress Factor: 6

Affected Area: One breathing creature

Casting Time: 3

Duration: 2 turns plus one per spell level

Base: 8

Range: Sight

Casting Req.: Gestural

Luck: None

This spell summons an invisible, ethereal pair of hands that strangles the targeted creature. The caster must retain concentration for the duration of the spell or the spell fades. To strangle a victim, the caster must make an *Attack Roll* with *Perception Adjustments* against his foe, who gains no *Parry Adjustments* on *Defense*. The caster may make an *Attack Roll* once per turn until successful or the spell duration ends.

If the *Attack Roll* succeeds, the **Icy Fingers of Death** grabs hold and continues to strangle its victim until the duration ends. The strangled individual takes 1d4 damage on the first turn of strangulation. He takes 2d4 on the 2nd turn. He takes 3d4 on the third, etc. As the strangulation is not perfect (due to the ethereal nature of the hands), the victim does not need to make *Luck Rolls* to remain conscious as would be necessary if strangled with a garrote.

If the strangled victim reaches to his throat to remove the constricting hands, he feels only a cold chill where the hands should be. He cannot grapple or force the hands directly to remove them from his neck. Nevertheless, the strangled individual must remain within sight of the caster for the spell to continue. The spell fails the moment sight is broken.

Icy Glaze

Arcane Lore Requirements: Winter 1, Spring 1

Stress Factor: 7

Affected Area: The icy sheet is one-quarter of an inch thick and covers an area made up of 10 foot by 10-foot sections. The caster may create up to 1 such section per spell level of the **Icy Glaze**. All of the square sections must form a single continuous sheet and all must lie within range of the spell. Thus a witch 4th level in **Icy Glaze** can cover a strip of ground 10 feet wide and 40

feet long or a patch of ground 20 feet wide and 20 feet long.

Casting Time: 10

Duration: The sheet of ice remains for 1 hour unless heated. If the air temperature remains below freezing, the ice may last indefinitely.

Base: 4

Range: 60'

Casting Req.: Verbal, Gestural, Material. The material component for this spell is a small piece of quartz.

Luck: The glaze forces those in the *Affected Area* to make *Luck Rolls* with *Agility Adjustments* every turn. Failure indicates a trip (see **Tripping and Fumbling** in the **Combat Rules**). An additional *Luck Roll* is required each turn until the character is able to get his footing and move off the ice.

Icy Glaze creates a sheet of hazardously slippery ice.

Illusionary Beast

Arcane Lore Requirements: Hearing: 6, Smell: 7, Taste: 5, Touch: 11, Vision: 10

Stress Factor: 10

Affected Area: Any creature within sight of the illusion may see it.

Casting Time: 5

Duration: 5 turns plus 1 turn per spell level

Base: 6

Range: This creature is visible to all within sight but must remain within 80 feet of the caster at all times.

Casting Req.: Verbal, Gestural

Luck: None

Disbelief: Negates. Of course, any being successfully disbelieving the illusion can no longer be affected by the spell. Keep in mind, though, that any attempt to disbelieve the beast requires the disbeliever to ignore all attacks made by the creature. This will force his *Defense* against the beast to lower to zero for one turn (it remains unchanged to any other threats). Obviously, a failed disbelief attempt may spell the character's doom. Any witnesses who have not succeeded in disbelief (or have not yet made the attempt) retain their vulnerability to the magic regardless of the success or failure of others.

Occasionally, an illusionist finds himself without the defense of a bodyguard against an assailant and has little time to prepare a solution. In these cases, the caster is somewhat less concerned with generating a long-lasting

illusionary defender than with simply having any defender at all. That is the purpose of **Illusionary Beast**. This spell creates the illusion of a monster or bodyguard under mental control of the caster. The caster does not need to retain concentration for the entire spell duration to control the beast's actions, but must concentrate for a full turn when redirecting the beast to new 'orders'. The creature's combat characteristics follow:

- 1) It has a *Combat Level* equal to the spell level.
- 2) Its *Attack Bonus* equals 5 + the spell level.
- 3) It has a *Defense* of 20 + 1 per spell level.
- 4) It may have up to 3 attacks, but the total maximum damage that the attacks can inflict on a given turn cannot exceed 3 points per spell level. Thus, at 10th spell level, the beast can deliver a maximum of 30 points. With such a spell, the illusion of a slavering hellhound with a bite delivering 3d10 damage could be created. On the other hand, the 30 points could be distributed among the beak/ claw/ claw attacks of an illusionary griffin that delivers 2d8 with its beak and 1d6 with each claw.
- 5) The beast may sustain any amount of damage delivered to it without dispelling the illusion, but will appear to sustain wounds normally. In order to explain this phenomenon to his 'audience', the caster may decide to have the beast's wounds slowly close as if regenerating. Such actions are most believable, of course, on illusions of monsters known to have that ability.

The monster may have any *Speed* desired by the caster, since it really only exists in the minds of his targets. However, the Overlord may give bonuses on any disbelief attempt against an illusionary beast that moves unnaturally fast.

Providing a believable 'entrance' for the beast is the trickiest part of providing a convincing monster. The illusionist is free to use whatever spectacle he desires to explain the beast's presence, but the entrance itself is incapable of delivering damage. For example, the caster may decide to rub a 'magic lamp' and produce a billowing cloud that quickly resolves into the form of a genie.

Illusionary Boulders

Arcane Lore Requirements: Hearing 4, Touch 8, Vision 6

Stress Factor: 6

Affected Area: This spell will charm a number of pebbles equal to the spell level. The illusion may be observed by any number of creatures.

Casting Time: 8

Duration: 5 turns plus one turn per spell level

Base: 6

Range: Touch.

Casting Req.: Gestural, Material. To invoke this spell, the caster must possess a number of pebbles or small rocks.

Disbelief: Anyone disbelieving the illusion will see the through the spell's trickery and will thereafter be immune to its effects. However, the disbelief of one person has no affect on the spell's effectiveness on others.

When this spell is cast over a handful of small rocks and pebbles, an illusion is produced that makes the rocks appear to grow in size and weight. Since the caster is aware of the true nature of the rocks, he is able to manipulate them with the same ease as any other normal pebble. Thus, he can hurl them with the same *Attack Bonus* as he would have with any such rock. Thus, these boulders are often used to great effect by being hurled from slings. (Of course, the sight of a boulder being thrown by use of a sling would hardly be believable, so an additional illusion may be required to mask the true nature of the attack.)

Each boulder has an apparent diameter of about 1 foot and each delivers 2d10 damage when it strikes.

The "boulders" may be lifted and thrown by any creature that believes itself capable of performing such a feat. Thus, a giant could pick up some of the illusionary boulders and hurl them if he chose. Of course, since the caster knows the illusion is fake, the giant is unlikely to use them to any great advantage as a counter-attack.

Illusionary Doppelganger

Arcane Lore Requirements: Hearing 4, Mind 12, Touch 8, Vision 10

Stress Factor: 6

Affected Area: The illusion can only be invoked on the caster. All creatures observing him see it.

Casting Time: 8

Duration: 5 minutes per spell level.

Base: 10

Range: 0'. The projected image may not venture more than 10 feet per spell level away from the caster.

Casting Req.: Gestural.

Luck: Not applicable

Disbelief: Anyone disbelieving the illusion will see the through the spell's trickery and will thereafter be immune to its effects. However, the disbelief of one person has no affect on the spell's effectiveness on others.

This spell is a complex blending of an **Obscurement** illusion and a simulation of the caster's own image. In effect, **Illusionary Doppelganger** creates a twin image of the caster while hiding the caster's own presence with a powerful form of illusionary invisibility highly similar to **Obscurement**. The projected image may or may not mimic the caster's own actions. It is under complete control of the caster, who needs to concentrate on the illusion's actions only when its 'orders' are altered (say, from appearing to walk down an alleyway to engaging in combat). Whenever the illusion's actions are altered in this way, the caster must concentrate for a full turn.

Like the spell **Obscurement**, the caster's presence will be hidden only as long as he refrains from performing any act that has an obvious and direct affect on his immediate environment. Even so, the magic of this spell is powerful enough to trick anyone watching the illusionist just as he completes his casting into believing he has moved elsewhere when the caster has, in fact, remained firmly planted to his original location (or visa-versa).

The projected image will appear to sustain damage normally, but will not fall to the ground incapacitated unless the caster instructs it to do so.

Note that this illusion may be 'stacked' on other illusions. Thus, the caster may use a **Guise** spell to project the appearance of an angelic winged spirit and then use an **Illusionary Doppelganger** to project his image into the air. Any observer suspecting the legitimacy of the angel's appearance would peer 'through' the **Guise** spell to see the rather comical spectacle of a common spell caster darting through the air like some medieval superhero. However, the effects of the **Illusionary Doppelganger** would remain effective unless and until the observer questioned the illusionist/angel's ability to fly.

Illusionary Flame

Arcane Lore Requirements: Hearing 2, Smell 4, Touch 6, Vision 6

Stress Factor: 5

Affected Area: The fire appears to affect any amount of area and can be observed by anyone within visual range. However, the illusionary flame produced by the spell is capable of inflicting illusory damage on a maximum of one creature per spell level. All those damaged must be within the spell range.

Casting Time: 8

Duration: Any flame created may last up to 1 turn per spell level. However, realistically creating the illusion of a spell such as **Dragon's Breath: Flame** requires an instantaneous duration. Of course, if cast at a combustible structure, the illusionist can create the illusion that the structure has been set aflame from the initial blast. Any illusionary damage sustained by the illusion heals normally unless a disbelief attempt succeeds.

Base: 10

Range: 80 feet

Casting Req.: Verbal, Gestural

Luck: See the spell description.

Disbelief: Anyone disbelieving the illusion will see the through the spell's trickery and will thereafter be immune to its effects. However, the disbelief of one person has no affect on the spell's effectiveness on others.

This spell creates the illusion of fire. The flame may appear to burst forth in any fashion desired by the caster, but the flames must all lie within the range of the spell. Anyone within sight of the illusion will see the flames, even if they are beyond the spell's normal range. In addition, any number of individuals that approach the fire will feel the flame's heat. However, the illusion can damage only a limited number of individuals (as stated in the Affected Area).

The type of dice used in determining the amount of damage inflicted on any given target depends entirely on what they expect. An illusion mimicking the effects of a **Dragon's Breath: Flame** spell, for example, would inflict damage using a number of d10 since that is the type of die demanded by that spell. The spell level of the illusion determines the number of dice rolled. **Roll a number of dice whose maximum roll would be less than or equal to 5 points of damage per spell level of the illusion.** For example, an 8th spell level illusion of a Dragon's Breath: Flame would inflict 4d10 damage, since $8 \times 5 = 40$ and 4d10 can roll a maximum of 40 points of damage. If the mimicked spell does a fixed amount of damage, allow a maximum of 3 points of damage per spell level of the illusion.

Of course, the damage need not be inflicted all at once. If the caster desires, he can create the illusion of a **Flame Tongue** spell that delivers an additional 1d6 fire damage on every blow delivered by his sword. As another option, he could create the illusion of a continuously burning low-level flame that delivers 1d6 damage per turn. Such illusions are still limited in the number of individuals that can be affected and the maximum amount of damage that each target can sustain.

If the target does not attempt to disbelieve the illusion, he is allowed the normal *Luck Roll* for the spell he thinks he is avoiding. Since a 4d10 **Dragon's Breath: Flame** spell would correlate to a 4th spell level **Dragon's Breath: Flame**, the *Luck Roll* would be made against a 4th level spell regardless of the spell level of the illusion. (All must be sacrificed for the sake of believability.)

Note that **Illusionary Flame** only duplicates the fire-based portions of mimicked spells. Thus, an illusionary **Liquid Flame** would burn the targets, but could not cause them to 'slip' in the burning oil normally produced by that spell.

Finally, the entire form and structure of the illusion must be demonstrated within the initial 'burst' of flame produced. Thus, the caster cannot create the illusion of several different **Fire Dart** spells turn after turn after turn (even if they are targeted toward different individuals). The illusion of a single such spell, though, is quite reasonable. The illusion could even create the image of several **Fire Dart** spells targeting a number of individuals at the same initial burst (although such a display would certainly invite a disbelief attempt from anyone familiar with the spells).

Illusionary Fog

Arcane Lore Requirements: Vision 5

Stress Factor: 6

Affected Area: 5-foot radius per spell level

Casting Time: 6

Duration: 1 minute per spell level

Base: 3

Range: 0'

Casting Req.: Verbal, Gestural

Luck: None

Disbelief: Negates

This illusion covers the area surrounding the caster with a billowing cloud of fog or smoke. The spell is centered on the caster at the time of casting and remains fixed to that location regardless of the caster's movement. Visibility within the area is reduced to 5 feet. Thus, hand-to-hand combat remains relatively unaffected, but range weapon use is greatly hindered.

Any creature successfully disbelieving the illusion sees through the fog without difficulty, but the spell still impairs any other creatures in the area that do not comprehend the fog's illusory nature. Note that, since illusions do not affect their creators, the caster remains unhampered by the spell.

Illusionary Frost

Arcane Lore Requirements: Hearing 4, Touch 8, Vision 6

Stress Factor: 5

Affected Area: The frost appears to affect any amount of area and can be observed by anyone within visual range. However, the illusionary frost produced by the spell is capable of inflicting illusory damage on a maximum of one creature per spell level. All those damaged must be within the spell range.

Casting Time: 8

Duration: Any frost created may last up to 1 turn per spell level. Nevertheless, realistically creating the illusion of a spell such as **Dragon's Breath: Frost** requires an instantaneous duration. Of course, the caster may leave a light frosty residue after the initial blast to give the illusion that final bit of realism.

Base: 10

Range: 80 feet

Casting Req.: Verbal, Gestural

Luck: See the

Disbelief: Anyone disbelieving the illusion will see the through the spell's trickery and will thereafter be immune to its effects. However, the disbelief of one person has no affect on the spell's effectiveness on others.

This spell creates the illusion of frost and severe cold. The frost may appear to burst forth in any fashion desired by the caster, but the chilling billows must all lie within the range of the spell. Anyone within sight of the illusion will see the frigid blast, even if they are beyond the spell's normal range. In addition, anyone near the area when the illusory arctic clouds are generated will feel the chill. However, the illusion can damage only a limited number of individuals (as stated in the Affected Area) the Affected Area).

The type of dice used in determining the amount of damage inflicted on any given target depends entirely on what they expect. An illusion mimicking the effects of a **Dragon's Breath: Frost** spell, for example, would inflict damage using a number of d10 since that is the type of die demanded by that spell. The spell level of the illusion determines the number of dice rolled. **Roll a number of dice whose maximum roll would be less than or equal to 5 points of damage per spell level of the illusion.** For example, an 8th spell level illusion of a Dragon's Breath: Frost would inflict 4d10 damage, since $8 \times 5 = 40$ and 4d10 can roll a maximum of 40 points of damage. If the mimicked spell does a fixed amount of damage, allow a maximum of 3 points of damage per spell level of the illusion.

Of course, the damage need not be inflicted all at once. If the caster desires, he can create an illusion similar to the priest Nature spell **Demeter's Wintery Sorrow** that delivers 2d6 cold damage every turn. Such illusions are still limited in the number of individuals that can be affected and the maximum amount of damage that each target can sustain.

If the target does not attempt to disbelieve the illusion, he is allowed the normal *Luck Roll* for the spell he thinks he is avoiding. Since a 4d10 **Dragon's Breath: Frost** spell would correlate to a 4th spell level **Dragon's Breath: Frost**, the *Luck Roll* would be made against a 4th level spell regardless of the spell level of the illusion. (All must be sacrificed for the sake of believability.)

Note that **Illusionary Frost** only duplicates the frost-based portions of mimicked spells. Thus, an illusionary **Icy Glaze** could not cause anyone to 'trip' on the slippery surface.

Finally, the entire form and structure of the illusion must be demonstrated within the initial 'burst' of frost produced. Thus, the caster cannot create the illusion of several different **Frostbite** spells turn after turn after turn (even if they are targeted toward different individuals). The illusion of a single such spell, though, is more than reasonable. The illusion could even create the image of several **Frostbite** spells targeting a number of individuals at the same initial burst (although such a display would certainly invite a disbelief attempt from anyone familiar with the spells).

Illusionary Lightning

Arcane Lore Requirements: Hearing 8, Smell 6, Touch 8, Vision 8

Stress Factor: 5

Affected Area: The lightning appears to affect any amount of area and can be observed by anyone within visual range. However, the crackling spectacle produced by the spell is capable of inflicting illusory damage on a maximum of one creature per 2 spell levels. All those damaged must be within the spell range.

Casting Time: 8

Duration: Any electrical effects created may last up to 1 turn per spell level. However, realistically creating the illusion of spells such as **Ball Lightning** and **Lightning Bolt** requires an instantaneous duration. Any illusionary damage delivered by the illusion heals normally unless a disbelief attempt succeeds.

Base: 10

Range: 80 feet

Casting Req.: Verbal, Gestural

Luck: See the spell description.

Disbelief: Anyone disbelieving the illusion will see the through the spell's trickery and will thereafter be immune to its effects. However, the disbelief of one person has no affect on the spell's effectiveness on others.

This spell creates the illusion of lightning. The electrical discharge may appear to thunder forth in any fashion desired by the caster, but the electrical bolts must all lie within the range of the spell. Anyone within sight of the illusion will see and hear the booming spectacle, even if they are beyond the spell's normal range. However, the illusion can actually damage only a limited number of individuals (as stated in the Affected Area).

The type of dice used in determining the amount of damage inflicted on any given target depends entirely on what they expect. An illusion mimicking the effects of a **Lightning Bolt** spell, for example, would inflict damage

using a number of d6 since that is the type of die demanded by that spell. The spell level of the illusion determines the number of dice rolled. **Roll a number of dice whose maximum roll would be less than or equal to 5 points of damage per spell level of the illusion.** For example, an 8th spell level illusion of a Lightning Bolt would inflict 6d6 damage, since 6d6 can roll a maximum of 36 points of damage while a roll of 7d6 could go over the maximum of 40 allowed. If the mimicked spell does a fixed amount of damage, allow a maximum of 3 points of damage per spell level of the illusion.

Of course, the damage need not be inflicted all at once. If the caster desires, he can create the illusion of an **Azure Serpent** spell that delivers 1d10 electrical damage on the target every turn. Such illusions are still limited in the number of individuals that can be affected and the maximum amount of damage that each target can sustain.

If the target does not attempt to disbelieve the illusion, he is allowed the normal *Luck Roll* for the spell he thinks he is avoiding. Since a 6d6 **Lightning Bolt** would correlate to a 6th spell level **Lightning Bolt**, the *Luck Roll* would be made against 6th level spell regardless of the spell level of the illusion. (All must be sacrificed for the sake of believability.) Fortunately, lightning-based spells often have the desirable characteristic of being entirely unavoidable if the target is in contact with a sizable piece of non-magical metal (such as a sword or armor plating). Thus, if the target believes that he would be allowed no *Luck Roll*, then no roll is allowed.

Finally, the entire form and structure of the illusion must be demonstrated within the initial 'burst' of electricity produced. Thus, the caster cannot create the illusion of several different **Lightning Bolts** turn after turn after turn (even if they are targeted toward different individuals). The illusion of a single such spell, though, is quite reasonable. **Illusionary Lightning** could even create the image of several **Azure Serpents** crackling into existence simultaneously, each targeting a different individual (although such a display would certainly invite a disbelief attempt from anyone familiar with the spell).

Illusionary Nausea

Arcane Lore Requirements: Smell 1, Taste 1

Stress Factor: 5

Affected Area: The caster may target up to 1 creature for every 2 spell levels in the illusion.

Casting Time: 4

Duration: 5 turns plus 1 turn per spell level

Base: 4

Range: 70 feet

Casting Req.: Verbal, Gestural

Luck: Each affected creature is entitled to a *Luck Roll* with *Stamina Adjustments* to avoid the spell's unpleasant effects. Those failing the *Luck Roll* suffer headaches and the urge to vomit. Those creatures failing the *Luck Roll* may still attempt to disbelieve the illusion if they suspect its illusionary nature.

Disbelief: A successful disbelief attempt negates all of the spell's ill effects on that creature.

This illusion induces the sensation of nausea in any targeted creature. Any affected creatures entering combat have their *Attack Bonuses* and *Defenses* lowered by 3 points for the duration of the spell. Multiple castings are not cumulative.

Illusionary Pit

Arcane Lore Requirements: Hearing 4, Touch 9, Vision 9

Stress Factor: 10

Affected Area: A single 10-foot by 10 foot square. Those outside of the *Affected Area* only see those inside behaving in a rather odd manner.

Casting Time: 7

Duration: 1 turn

Base: 6

Range: 60 feet

Casting Req.: Verbal, Gestural

Luck: Falling creatures are normally entitled to *Luck Rolls* to sustain only 1/2 damage (See **Falling Substantial Distances** in the **Hazards** section of *The Tome of Traps, Terrors, and Treasures*). Allow this *Luck Roll* ONLY for those not attempting disbelief.

Disbelief: Negates

This illusion creates a pit beneath the feet of an adversary. Those in the *Affected Area* "fall" into a pit 4 feet deep per spell level. They fall onto a rock hard surface (see **Falling Substantial Distances** in the **Combat Rules** - use 12 sided dice for damage).

For any illusionary damage to be done to a creature falling in the pit, he must remain conscious AFTER he hits the ground. If the fall delivers enough damage to knock the victim unconscious, he lies unconscious for 1 turn sustaining no other ill effects. Remember, the victim takes damage from what he BELIEVES to have happened - not from actually falling.

Illusionary Wall**Arcane Lore Requirements:** Visual 7**Stress Factor:** 8**Affected Area:** The wall is up to 1 foot thick and has an area covering up to one 10 foot by 10 foot section per spell level.**Casting Time:** 8**Duration:** 1 day per spell level**Base:** 10**Range:** Some portion of the illusion must lie within 30 feet from the caster at the time of casting. The remainder of the wall may extend any distance.**Casting Req.:** Verbal, Gestural**Luck:** None**Disbelief:** Negates

This spell creates the illusion of a wall. For the illusion to work, it must be an extension of an already existing wall or physical barrier (although it can be made to extend out at any angle). The illusionary wall appears in every way similar to the wall from which it extends. Thus, an **Illusionary Wall** could be used to close a gap in a thorny hedge or seal off an exit in a natural cavern.

Note that an **Illusionary Wall** created horizontally over the top of a pit can be used as an illusionary floor having the same appearance as the surrounding floor.

Since the wall is a purely visual illusion, it cannot actually prevent physical objects from passing through it. Thus, a ball rolled into the wall simply "disappears". A character's hand may pass freely through it.

Since an **Illusionary Wall** is limited to the appearance of the surrounding structure, **Illusionary Wall** spells cannot be directly 'stacked' like many other illusions. However, other illusions may be 'stacked' to alter the appearance of the **Illusionary Wall**. For example, an illusionist could create an **Illusionary Wall** to obscure a recess in which he hides. Then, he could alter the entire appearance of the surrounding room with the spell **Faust's Fallacious Façade**. Disbelieving the later illusion would have no effect on the **Illusionary Wall**, allowing the illusionist greater safety.

Illusionary Weapon**Arcane Lore Requirements:** Hearing 1, Touch 6, Vision 3**Stress Factor:** 6**Affected Area:** The spell creates the illusion of a weapon that must be controlled by the spell caster. The weapon damages any creature it strikes.**Casting Time:** 1 minute**Duration:** 1 day per spell level**Base:** 12**Range:** All within sight of the caster view the weapon.**Casting Req.:** Verbal, Gestural**Disbelief:** Negates

This spell enables the caster to create an illusion of any type of normal weapon desired. The illusionist may create a long sword, crossbow, whip, or any other common weapon. If the illusion of a range weapon is created that fires bolts, arrows, or other projectile, the caster will seem to have an infinite supply. The projectiles will appear to exist only as long as some sentient creature observes them. Regardless of the form taken, the weapon must be utilized mentally controlled by the caster, although he does not necessarily have to be in "contact" with the illusion (i.e., he may assume the **Guise** of a magus and cause his illusionary sword to "dance" in mid-air). Regardless of whether the weapon is used 'in hand' or at a range, it has the following combat characteristics:

- 1) He wields/uses it as if he gained a level in the weapon's use equal to the level he has attained in this spell.
- 2) His *Attack Bonus* with the weapon equals +1 per spell level plus any attribute adjustments appropriate to weapon's form. (A hand-held weapon used at a range would use PC adjustments).
- 3) Damage inflicted is identical to a normal weapon of its type without *Physical Strength Adjustments*.

The weapon acts as a normal one of its type. Sorry bud, it isn't possible to create the illusion of a +4 Two-Handed Axe (unless weapons of this awesome potency are extremely common in the world where the illusionist lives).

Multiple castings will produce multiple illusionary weapons; so one **Illusionary Weapon** spell cannot be "stacked" directly on top of another spell. Even so, other illusions may be 'stacked' to alter the appearance of an

illusionary weapon. For example, an illusionist may create an illusory long sword with **Illusionary Weapon** and then cast a **Guise** spell to alter his overall appearance to that of a knight carrying a bastard sword (which would, incidentally, alter the illusory damage to that of a bastard sword). Anyone disbelieving the **Guise** spell would still see the illusory long sword until that illusion was specifically disbelieved. Of course, even if multiple **Illusionary Weapons** are created, only one may be actively controlled at a time. Thus, an illusionist would have to sheath his illusionary long sword to use his illusionary crossbow.

Note that any wounds created by an **Illusionary Weapon** vanish if they are successfully disbelieved ONLY AFTER the weapon itself has been successfully disbelieved. Otherwise, the illusory injuries will appear to heal normally. Of course, the damage inflicted by an **Illusory Weapon** only exists in the target's mind. No illusion can kill directly (but it can render opponents unconscious).

Imp in a Bottle

Alignment Restrictions: The caster must have an *Evil* alignment.

Arcane Lore Requirements: Law 3, Spirit 3

Stress Factor: 20

Affected Area: See Below

Casting Time: 1 hour

Duration: See Below

Base: 4

Range: Touch

Casting Req.: Verbal, Gestural, Material. To use this spell, the caster must first obtain a finely crafted crystal vial. The vial must have several runes meticulously engraved on its surface describing the nature of the prison and the name of the imp it shall hold. Overall, the value of the vial must exceed 100 silver pieces.

Luck: Allow the summoned imp a *Luck Roll* with *Willpower Adjustments* against this spell's effects. A successful roll indicates that the imp frees himself from the vial required by the spell, leaving it shattered and worthless.

This spell summons an imp and traps it in a bottle provided by the spell caster. There the imp must remain until the cork of the bottle is released. At this point, the imp leaves the bottle to fulfill whatever request is given by its freer. The imp is a member of the lowest rank in the hierarchy of demons and devils. As such, it will try to warp the words of its commander in any way possible.

The imp must obey only what is STATED, it does not have to follow the "spirit" of the order.

If the imp is properly imprisoned in the vial, set free, and commanded as the spell directs, the bottle remains unharmed and may be used again to imprison the same imp. An **Imp in a Bottle** commonly sells for 750 to 1000 sp. on the black market.

As long as the imp remains imprisoned in the vial, it must be treated as a magic item for *Willpower* purposes.

Incense of Hallucination

Alignment Restrictions: The caster must have an *Evil* alignment and cannot be *Lawful*.

Arcane Lore Requirements: Dry 10, Hot 8, Mind 11

Stress Factor: 19

Affected Area: 10-foot radius

Casting Time: The incense immediately ignites and billows forth its smoke. Those in the area are immediately affected.

Brewing Time: 11 hours

Duration: 1 turn per spell level

Base: 2

Range: Touch

Casting Req.: Verbal, Gestural, Material. To make this incense, the caster needs the resin from a pine tree at least 250 years old and a drop of demon's ichor.

Luck: None.

Disbelief: Negates.

Material Cost: 200 sp.

Value: 950 sp.

A stick of this incense has a dark pine green color and a coarse texture resembling crushed pine needles. The green wedge is slightly sticky and has the aroma of a pine forest when burned.

This incense produces horrific and violent visions of murderous demons to its victims. When this incense is burned, everyone in the *Affected Area* hallucinates a hideous demon springing forth from the smoke. This nightmarish demon immediately attacks its envisioner.

Each demon has the same *Combat Level*, *Defense*, and *Attack Bonus* its opponent has in his best weapon. The demon delivers 1d8 damage plus a *Physical Strength Damage Adjustment* equal to its foe's. This monster will fight for the entire duration, seeming to take damage from weapon blows.

As the demon is not real, any damage it inflicts during combat will vanish at the end of the duration. However, if any of the hallucinating victim's is 'killed' by his illusionary foe, he will fall unconscious for 1d4 hours.

An **Incense of Hallucination** must be treated as a magic item for *Willpower* purposes until burned.

Incense of Healing

Arcane Lore Requirements: Dry 8, Flesh 10, Hot 10

Stress Factor: 24

Affected Area: 10-foot radius

Casting Time: The incense must burn for 1 full hour before any effects are felt.

Brewing Time: 18 hours

Duration: Permanent

Base: 2

Range: Touch

Casting Req.: Verbal, Gestural, Material. To make this incense, the caster must crush the fragrance out of 1,000 rose petals.

Luck: Not applicable

Material Cost: 1900 sp.

Value: 3200 sp.

This wondrous incense is usually manufactured in the form of a short thick wedge. It has the appearance of tightly packed red rose petals and produces the aroma of a blooming rose garden when burned.

This incense can be quite handy for a party that wants to rest in a secluded place after battling some ferocious beast. All creatures remaining within the *Affected Area*

until it burns completely away heal 2d12 plus 2 points of damage per spell level.

Incense of Heightened Perception

Arcane Lore Requirements: Dry 9, Hot 9, Triangle 10

Stress Factor: 24

Affected Area: 10-foot radius

Casting Time: The incense must burn for 1 full hour before any effects are felt.

Brewing Time: 19 hours

Duration: 1 hour per spell level

Base: 3

Range: Touch

Casting Req.: Verbal, Gestural, Material. To create this incense, the caster must crush the eye of a sphinx into dried catnip leaves.

Luck: Not Applicable

Material Cost: 2400 sp.

Value: 4000 sp.

An **Incense of Heightened Perception** is a short thick stick having a deep dark green color and the texture of dried leaves. When burned, it emits the aroma of fresh catnip. It is a favorite among the feline species.

When this incense is burned, everyone in the *Affected Area* has his *Perception Adjustments* raised by one point for every two spell levels. Burning multiple **Incenses of Heightened Perception** extends the spell duration but has no other effects. An **Incense of Heightened Perception** must be treated as a magic item for *Willpower* purposes until burned.

Ineffable Awe

Alignment Restrictions: The caster must have an *Evil* alignment and cannot be *Social*.

Arcane Lore Requirements: Mind 8

Stress Factor: 10

Affected Area: One living creature

Casting Time: 12

Duration: 1 turn per spell level

Base: 6

Range: 40 feet

Casting Req.: Verbal, Gestural, Material. To cast this spell, the caster needs a crow's feather and a piece of broken mirror.

Luck: Negates. When the spell is completed, the target must make a *Luck Roll* with *Willpower Adjustments*. Failure indicates the victim cannot avoid the caster's terrible gaze and is completely immobilized by fear.

When this spell is cast, the eyes of the caster begin to glow a dull black. For the victim however, they become windows into the hellish landscape of the caster's soul. He will not move unless he is injured, the spell ends, or eye contact with the caster is broken. The caster is free to move so long as he continues gazing directly at his target for the entire duration.

Inspirit Tree**Arcane Lore Requirements:** Summer 8**Stress Factor:** 16

Affected Area: The spell may animate any number of trees, although their combined (not averaged) *Combat Levels* cannot exceed the caster's spell level in **Inspirit Tree**. Thus, when the magic of this spell is concentrated upon an single specimen, the caster can 'awaken' a much larger tree than if she spread her magic thin.

Casting Time: 12**Duration:** 4 turns + 2 turns per level**Base:** 8**Range:** 100 feet

Casting Req.: Verbal, Gestural, Material. To cast this spell, the caster requires a piece of bark dipped in blood.

Luck: Not applicable

Inspirit Tree temporarily frees trees from their ponderous life. In return for its newfound vigor, the arboreal creature serves the caster who released it. Once the tree is animated, it acts on its own to carry out the witch's desires. Once commanded, the tree will continue an action until commanded to do otherwise. Combat characteristics for a given tree are listed below.

- 1) *Damage Tolerance* of 60 plus 1d10 per *Combat Level*.
- 2) *Absorption* of 6 to bladed weapons and 10 to blunt ones.
- 3) As these trees have no vital 'organs', *Severe Blows* deliver no extra damage.
- 4) *Speed* of 20.
- 5) 1 point of *Physical Strength* per *Combat Level*.
- 6) One attack per turn delivering 2-12 damage + *Physical Strength Damage Adjustments*.
- 7) *Attack Bonus* equal to *Combat Level* plus *Physical Strength Adjustments*.
- 8) *Defense* of 15.

Although the tree must submit to the will of the caster, it will never injure itself or another tree.

Intensify Pain

Alignment Restrictions: No character of *Social* or *Good* alignment will knowingly wield a weapon enchanted with **Intensify Pain**. The caster has the same restrictions.

Arcane Lore Requirements: Touch 1**Stress Factor:** 6**Affected Area:** One weapon.**Casting Time:** 5**Duration:** 5 turns + 1 turn per spell level**Base:** 2**Range:** Touch**Casting Req.:** Gestural**Luck:** None**Disbelief:** Negates

When this illusion is cast upon a weapon, all wounds inflicted by the weapon deliver more pain than they otherwise would. This enhanced pain is felt in the form of additional damage points. Every blow delivers an additional 1 point of illusionary damage per spell level of the illusion. As it is illusionary, armor or similar magics cannot absorb the additional damage. Of course, the additional damage has no effect on creatures which do not feel pain or which are normally unaffected by illusions.

Multiple castings are not cumulative. In addition, for the pain to be delivered, the charmed weapon must come in physical contact with the target. Thus, it would do no good to cast an **Intensify Pain** on a bow (unless you wanted to bludgeon your opponent with it) but it would be effective if cast on an arrow.

Invisibility**Arcane Lore Requirements:** Air 12**Stress Factor:** 8**Affected Area:** Caster**Casting Time:** 10**Duration:** 5 turns plus one per spell level**Base:** 8**Range:** 0'

Casting Req.: Verbal, Gestural, Material. This spell requires an opal of exceptional quality (5,000 silver piece minimum) that remains after casting.

Luck: In actuality, the invisibility obtained is not perfect. Anyone looking in the direction of the caster must make

an *Attribute Check* against his *Perception*. The check must be made against a leveled ability (see **The Rolls of Legendary Quest** in *The Grimoire of Game Rules™* for details.). Success indicates he sees a slight shimmering in the air similar to heat rising from a hot surface. (Treat opponents observing this shimmering as if they have fogged perceptions rather than being entirely blind. See **Fogged Perception** under the **Trauma Rules** for details.)

After casting this spell, the light surrounding the caster bends in such a way as to cause him to vanish. There are many obvious benefits to this. The caster may skulk around unseen without much difficulty. In combat, **Invisibility** gives an extra edge, as a foe is not certain of the caster's exact location. This forces his opponent to fight blind against his invisible foe (see **Fighting Blind** in the **Advanced Combat Rules**). In addition, the caster gains a bonus of +2 on his roll TO surprise creatures that use sight over their other senses.

Of course, **Invisibility** gives no benefits in the dark, fails to mask any sounds coming from the caster, and doesn't contain the stench from any spell caster needing a bath!

Invulnerability Globe

Arcane Lore Requirements: Pentacle 9, Star 9, Tetrangle 9, Triangle 9

Stress Factor: 9 initially. Whenever the globe prevents a spell from entering the radius, the globe's caster sustains an additional amount of stress points equal to the *Stress Factor* of the suppressed spell. (In the case of *Piety* spells, one *Mana* point equals 4 stress points.) For example, a spell caster 8th level in this spell attempts to prevent an 8th level **Liquid Flame** from entering the area. To do so, he must take an additional 9 stress (the *Stress Factor* of **Liquid Flame**) minus his *Willpower*, of course. If he cannot, the **Invulnerability Globe** falls and all spells enter freely.

Affected Area: 10-foot radius

Casting Time: 12

Duration: 1 turn per spell level.

Base: 8

Range: Touch

Casting Req.: Verbal, Gestural, Material. To invoke this spell the caster must crush a ruby worth 150 sp.

Luck: None

This spell sets up a stationary globe impervious to many magics. It prevents any spell's passage that has a lower spell level than the caster in **Invulnerability Globe**. Any spell invoked at a higher level enters freely.

Of course, the caster may drop the globe at any time. Spells cast from inside the globe are unaffected.

Itching Powder

Arcane Lore Requirements: Dry 7

Stress Factor: 16

Affected Area: The dust creates a billowing cloud having a 15-foot radius

Brewing Time: 7 hours

Duration: 1 turn per spell level

Base: 3

Range: The dust may be thrown up to 25 feet.

Casting Req.: Verbal, Gestural, Material. To make **Itching Powder**, an Alchemist must have a substantial amount of wool from a poisonous sheep and the dust of a dried cockroach.

Luck: Allow any creature caught in the area a *Luck Roll* with *Stamina Adjustments* to completely avoid the dust's effects.

Itching Powder is normally stored in a tightly woven wool pouch. At first glance it looks and smells like nothing more than common gray house dust. Upon closer inspection, it appears to be a loose mixture of chopped coarse hair, ground peppercorns, and crushed insect carapaces. In other words, it looks like common house dust.

Itching powder usually comes in a small pouch that spills its contents in a cloud. Everyone in the area suffers from a feeling of unbearable itching. The sensation is so annoying, it restricts movement to the point of lowering the *Defenses* of the affected creatures by one point per *spell level* of the powder.

Jack-in-the-Box

Alignment Restrictions: The caster cannot be *Good* and no character of *Good* alignment would knowingly possess a Jack-in-the-Box for an extended period without permanently freeing the enslaved faery.

Arcane Lore Requirements: Autumn 1, Mind 1, Summer 1

Stress Factor: 17

Affected Area: One kobold.

Casting Time: 15

Duration: The enchantment may last indefinitely. However, the charm may be broken. See the spell description for further details.

Base: 4

Range: 50 feet initially. Once the enchantment is in place, there is no distance limit constraining the enslaved kobold.

Casting Req.: Verbal, Gestural, Material. To create a **Jack-in-the-Box**, the caster must possess a wooden box approximately 8 inches long and 4 inches wide and deep. The lid of the box must be inset with a gemstone having a value of no less than 1,000 silver pieces. The box is unharmed even if the spell fails.

Luck: The targeted kobold is entitled to a *Luck Roll* with *Willpower Adjustments* to completely avoid the spell's effects. If the *Luck Roll* fails, the kobold is thereafter under the control of the box's owner.

This spell transforms the targeted kobold into a miniature wooden figurine that perfectly fits into the jeweled box required by the spell. Once placed inside the box, the kobold is trapped in its wooden repose until the box's lid is opened. At this point, the kobold instantly resumes its natural state and bounds out of the box.

The kobold must follow the orders given by the box's rightful owner to the letter. However, any kobold enslaved in this fashion will undoubtedly despise its enslaver and will twist the words of any command to its master's detriment whenever possible. To trap the kobold once again in the box, the owner must hold the box open and loudly say the phrase, "Jack-in-the-Box!" At this point, the kobold will leap into the box, once again transforming into the tiny wooden figurine. The kobold may be released and imprisoned in this fashion any number of times once the enchantment is in place (no *Luck Roll*) unless the kobold is killed.

The magic of this enchantment cannot force a kobold to serve any given master indefinitely. In fact, the kobold

will obey the commands of a given owner for no more than one month per spell level of the charm. If the kobold has remained in the possession of one person for a greater period than this, it will immediately flee when it is next released from its wooden prison. It will patiently await any opportunity to bring about its former master's demise.

Ownership of a **Jack-in-the-Box** may be transferred from one person to another simply by the exchange of money. However, ownership will not be truly conferred upon the next person unless the **Jack-in-the-Box** was sold for an amount of money that was less than what the current owner paid for it. (In the case of the caster, this equates to the component cost.)

Obviously, if the first act of a new owner is to give the trapped faery its unconditional freedom, the kobold will have only fond feelings toward him and may even perform one or two small favors. Thereafter, it will seek revenge on any previous enslavers.

If the box is ever opened by anyone other than its rightful owner, the magic of the spell immediately fades and the kobold is instantly freed. Havoc will undoubtedly ensue.

Of course, the charmed box must be treated as a magic item when considering the *Willpower* limitations of its owner.

Kelpie Steed**Arcane Lore Requirements:** Spring 9**Stress Factor:** 12**Affected Area:** The spell summons a single steed to serve the caster.**Casting Time:** 1 hour**Duration:** The Kelpie will serve the caster as long as the caster remains with 100 yards of a stream or other body of fresh water. Once the caster leaves the area, the Kelpie must return to its watery abode.**Base:** 6**Range:** The caster must be within 100 yards of a fresh water stream, pond, or lake.**Casting Req.:** Verbal**Luck:** None

This spell summons a Kelpie from out of a nearby spring, lake or river. It has a *Combat Level* equal to the spell level with *Damage Tolerance* and *Defense* appropriate for the *Combat Level*. For the appropriate characteristics of the **Kelpie** consult the **Bestiary** in *The Tome of Traps, Terrors, and Treasures*.

The Kelpie will freely allow the caster use him as a steed, will protect the caster from harm (treat it as a large war horse while in horse form), and will perform any commands that do not obviously lead to a premature death.

Leech

Alignment Restrictions: The caster must be *Evil*.

Arcane Lore Requirements: Blood 9, Mind 9

Stress Factor: 12

Affected Area: One blood-bearing living creature.

Casting Time: 8

Duration: Instantaneous. However, the damage delivered by the spell is taken in the form of fatigue points and returns to the target at the normal healing rate for stress.

Base: 24

Range: 60 feet

Casting Req.: Verbal, Material. To effect the spell, the caster must clinch a live leech between his teeth and glare at his prey while producing a sucking sound.

Luck: Negates. Allow the target a *Luck Roll* with *Stamina Adjustments*. Success indicates the target sustains only half damage.

This spell drains the life essence of a living creature and transfers it to the spell caster as restored fatigue points. It cannot heal physical damage of any kind. The draining of life essence from the target is not apparent other than a general weakening.

The life essence is taken in the form of *Fatigue* (or *Stress*) points from the target, so the lost *Damage Tolerance* returns at a rate of 1 pointer per hour of rest. The spell drains up to 1d6 *Damage Tolerance* points per spell level of the **Leech**. The drained energy invigorates the caster by a similar amount. Thus, the caster is 'healed' by a number of points equal to the number of *Damage Tolerance* points drained from the target. Of course, it can never boost the caster above his normal maximum *Damage Tolerance*. In fact, the spell can only drain an amount of energy equal to the caster's own fatigue deficit. If the caster can drain only 10 points before becoming satiated, then the target sustains only 10 points of damage regardless of the dice roll (or half this amount if the target makes its *Luck Roll*).

Lesion

Alignment Restrictions: The caster cannot have a *Good* alignment.

Arcane Lore Requirements: Blood 1, Flesh 1

Stress Factor: 4

Affected Area: One flesh-bearing creature. Thus, the caster could target an elf or zombie but could not affect a skeleton, phantom, or fire elemental.

Casting Time: 6

Duration: Instantaneous.

Base: 4

Range: 50 feet

Casting Req.: Verbal, Gestural, Material. To invoke this spell, the caster must have a small quantity of stagnant water.

Luck: None. However, the caster must make a successful *Attack Roll* with an *Attack Bonus* equal to the spell level plus *Range Weapon Adjustments*.

A **Lesion** spell inflicts a slashing wound on its target that delivers 2d6 damage plus 1 per spell level. Unlike most other spells, **Lesion** is capable of delivering additional damage as a *Severe Blow*. See the **Advanced Combat Rules** in *The Grimoire of Game Rules™* for details. In addition, a **Lesion** may be used in an *Aimed Attack* if the Overlord's campaign uses the **Detailed Combat Rules**.

Levitation

Arcane Lore Requirements: Wind 5

Stress Factor: 4

Affected Area: Caster plus 20 pounds per spell level.

Casting Time: 4

Duration: 2 turns plus one per spell level.

Base: 2

Range: 0'

Casting Req.: Verbal, Gestural

Luck: Not Applicable. Nevertheless, spellcasting while levitating is done as if in combat. See the **Spellcasting Rules** for more details.

This spell lifts the caster into the air to a maximum height of 5 feet per spell level above the ground. This spell provides vertical movement only but the caster can achieve horizontal movement by pushing against a wall or tree. The caster may raise, lower, or hover as many times as the duration allows. The caster can raise or lower himself at a maximum rate of 5 feet per second and

must maintain concentration to do so. While levitated, the caster's *Defense* is cut to ½ normal.

Lichdom

Alignment Restrictions: The caster and spell recipient must have *Evil* alignments.

Arcane Lore Requirements: Bone 15, Dust 13, Flesh 15, Mind 15, Spirit 15

Stress Factor: 30

Affected Area: One creature

Casting Time: 13 days

Duration: Permanent

Base: 8

Range: Touch

Casting Req.: Verbal, Gestural, Material. The material component for this spell is an enormous black pearl worth at least 135,000 sp.

Luck: Not Applicable

This spell prepares a willing human or humanoid for undeath. When this spell is invoked, the spell recipient will rise as a new **Lich** upon his death. The creature rises after 1d20 nights have passed. At this time he gains 1 point of *Willpower* per spell level and 1 point of *Perception* per 3 spell levels of the caster at the time of casting. These points are consequently added to his *Intelligence*, a total of 3 points per spell level.

Becoming a **Lich** causes the loss of 5 *Comeliness* points. For the individual powers of these creatures, see their descriptions under **Undead** in the **Bestiary** section of *The Tome of Traps, Terrors, and Treasures*.

Note that once a character dies, his life experience is over. Consequently, no undead creature accumulates *Experience Points* as do living beings so the benefits and banes of this lifestyle must be carefully weighed. There are no second chances. Of course, Necromancers seeking to make enormous profits by providing 'eternal youth' rarely point out these 'trivial' drawbacks.

Lifelett

Alignment Restrictions: The caster must have an *Evil* alignment.

Arcane Lore Requirements: Comet 11, Mind 10

Stress Factor: 11

Affected Area: One living creature

Casting Time: 10

Duration: 1 turn per spell level. If the target's *Stamina* falls to zero, he plunges into *Severe Shock* and is automatically *Incapacitated* for 1d4 hours.

Base: 6

Range: 40 feet

Casting Req.: Verbal, Material. To invoke this spell, the caster must grasp a living leech.

Luck: Negates. Allow the targeted creature a *Luck Roll* with *Willpower Adjustments* to avoid the spell's effects.

Lifelett drains the life from the target creature by lowering its *Stamina* by 1 point every other turn. This process continues until a -4 *Stamina* is reached or the spell duration ends. Upon reaching a -4 *Stamina*, the target plunges into *Severe Shock* and is *Incapacitated*.

Multiple castings are not cumulative. *Stamina* returns at a rate of 1 point per day. A potion or charm of **Untiring Nourishment** immediately awakens the victim and restores 1d6 points of *Stamina*.

Light Flash

Arcane Lore Requirements: Air 1, Fire 1

Stress Factor: 3

Affected Area: The light forms a cone extending 50 feet from the caster's hand with a 25-foot base diameter.

Casting Time: 4

Duration: The flash itself is instantaneous. The blinding effects last for 1d6 turns.

Base: 2

Range: 0'

Casting Req.: Verbal, Gestural

Luck: Negates. Anyone in this *Affected Area* must make a *Luck Roll* with *Perception Adjustments* or be blinded for 1 turn.

This spell creates a brilliant flash of light. Those witnessing the glaring spectacle will thereafter see spots floating in their field of vision. This partial blindness effectively penalizes the *Attack Bonuses* and *Defenses* of those affected by 5 points each.

Lightning Bolt

Arcane Lore Requirements: Water: 8

Stress Factor: 8

Affected Area: One or two creatures. The caster may fork the bolt to hit two separate targets, splitting damage to half the number of dice for each target. The caster

decides which target gets the extra d6 in case of odd levels.

Casting Time: 10

Duration: Instantaneous

Base: 4

Range: 60 feet

Casting Req.: Verbal, Gestural, Material. Material components include a piece of fur and a glass rod.

Luck: Any creature possessing a sizable metallic object, such as non-magical metal armor or weapons, loses all chances for *Luck Rolls*. Nevertheless, allow anyone else a *Luck Roll* with *Agility* adjustments for 1/2 damage.

This spell generates a bolt of electrical energy that delivers 1d6 damage per spell level.

Linked Lightning

Arcane Lore Requirements: Water 12

Stress Factor: 14

Affected Area: Up to one creature per spell level. The caster has absolute control over where the bolts strike but no bolt can strike a creature that has been hit before in the same spell (Thus the saying: "Lightning never strikes the same place twice."). If enemies run out before bolts do, the bolt strikes any nearby creature, including companions or even the caster himself. The arc cannot hit dead or unconscious creatures as it always strikes a point at least 3 feet from the ground. If nothing stands within 30 feet, the bolt expends itself on the ground.

Casting Time: 14

Duration: Instantaneous

Base: 8

Range: 60 feet on the initial electrical bolt. Thereafter, each additional target must lie within 30 feet of the previous target.

Casting Req.: Verbal, Gestural, Material. To invoke this spell, the caster needs a bit of wool and a finely crafted platinum chain with at least one link per spell level (500 sp. per link). The chain remains after casting.

Luck: Allow all targeted creatures *Luck Rolls* with *Agility Adjustments* for 1/2 damage unless the target possesses some sizable metal object, such as non-magical metal armor or a sword.

This spell invokes a brilliant bolt of electrical energy that surges from the caster's hand. The bolt jumps between a number of creatures targeted by the caster. The first foe struck sustains 1d6 of electrical damage per spell level. After striking the first opponent, the lightning bolt

arcs to a second foe. The arcing bolt inflicts electrical damage as above but with one less d6. This process continues as long as the bolt has energy.

Liquid Flame

Arcane Lore Requirements: Fire: 12

Stress Factor: 9

Affected Area: This spell creates a flaming liquid jet that pours forth a sheet of flame that covers a number of 10-foot by 10-foot square areas equal to the spell level. The caster may lay the liquid out in whatever pattern he chooses so long as only one continuous sheet is created.

Casting Time: 12

Duration: 1 turn per spell level. Two **Liquid Flames** cast on the same area cause it to burn away half as slowly (doubling duration) but does not increase the amount of damage delivered on any given turn.

Base: 6

Range: The first section of flame must lie within 20 feet of the caster. Thereafter, the range of the sections are only restricted only by the requirement that a single continuous sheet be formed.

Casting Req.: Verbal, Gestural, Material. To invoke this spell the caster needs a flask of oil and a tinderbox containing flint and steel.

Luck: Anyone caught in the *Affected Area* must make a *Luck Roll* with *Agility Adjustments* every turn. Success indicates only half damage is sustained that turn as the creature escapes the area. Failure indicates the creature slips on the oily surface and must remain within the flaming area for another turn (see **Tripping and Fumbling** in the **Combat Rules**). As the liquid burns and the flame slowly dies, the *Luck Threshold* that must be overcome decays by one per turn until the flame totally burns away.

Liquid Flame produces a jet of burning liquid that sprays forth from the caster's hand. Everyone in the *Affected Area* takes 1d6 of fire damage per spell level on the initial turn. As the flame slowly dies, the amount of damage delivered slowly drops by 1d6 every turn. Thus, an 8th spell level **Liquid Flame** delivers 8d6 on the first turn, 7d6 on the second, 6d6 on the third, etc.

Liquid Shift

Arcane Lore Requirements: Spring 1

Stress Factor: 5

Affected Area: The spell can shift a total volume of normal liquid, such as water or milk, equal to 1 pint per spell level. If shifting a magical liquid, it can shift only

1/16 pint (1/3 of a potion vial), per spell level. For example, a witch could shift milk into an axe-handle or a love potion into a wooden mug. Both the axe-handle and mug would appear unaffected other than having gained some weight.

Casting Time: 2

Duration: The shifted liquid may be stored indefinitely. Only a spell caster with the requisite levels in **Liquid Shift** may remove the liquid without damaging its wooden housing. She need only touch the object and the quantity of liquid desired will pour forth from that point. If the vessel is somehow damaged, the liquid immediately pours out through the break.

Base: 1

Range: Touch

Casting Req.: Gestural

Luck: Not applicable

This spell allows the caster to easily store liquids for later use. It 'shifts' the liquid into some wooden object, solid or hollow, whose volume must be at least as great as that of the liquid.

So long as the wooden vessel magically holds its liquid, it must be treated as a magic item for purposes of *Willpower* (see **Willpower** in *The Grimoire of Game Rules™* for details). However, the vessel is always treated as a single magic item regardless of the liquid it contains. Thus, a mug containing two magical **Philters of Love** is treated as a single magic item until the potions are released. At this time, the mug is no longer magical, but the potions themselves must each be treated as separate magic items.

Any liquids stored within a wooden vessel using **Liquid Shift** will become mixed together. Thus, no witch would want to store two dissimilar potions in the same vessel.

Luck of the Leprechaun

Arcane Lore Requirements: Spring 7, Summer 7

Stress Factor: 7

Affected Area: One creature.

Casting Time: 10

Duration: 5 turns plus one per spell level.

Base: 8

Range: Touch

Casting Req.: Verbal, Gestural, Material. To invoke this spell, the caster must possess a four-leaf clover and a gold piece. The coin vanishes upon completion of the spell.

Luck: Not Applicable

This spell enhances the luck of the recipient. All his *Luck Rolls* gain an additional bonus of +1 per 2 spell levels. Multiple castings increase the duration of the spell but have no other effect.

Lunacy

Alignment Restrictions: The caster must have an *Evil* alignment.

Arcane Lore Requirements: Mind 9, Moon 9

Stress Factor: 14

Affected Area: One Individual

Casting Time: 3 hours

Duration: Permanent. Sanity may be restored each moonrise via the spell **Disrupt Magic** (or similar magic negation spell) or the **Piety** spell **Restore Sanity**. However, to rid the victim of **Lunacy** permanently requires the **Piety** spell **Lift Curse** or the Arcane Lore spell **Disenchant**.

Base: 6

Range: See Below

Casting Req.: Verbal, Gestural, Material. To invoke **Lunacy**, the caster must fashion a doll in the likeness of his victim from belladonna, hemlock, and toadstools. After the doll is fashioned, the caster invokes the spell into the crafted image. The magic of the spell is not actually affected until the target sees the doll. If fact, the caster may prepare the doll days or even weeks before it is presented to the target. The presentation itself may consist of nothing more than simply leaving it on the target's doorstep.

Luck: Negates. Once the target sees the doll required in the spell's casting, he must make a *Luck Roll* with *Willpower Adjustments* to avoid the spell's effect. Failure indicates the victim is afflicted with **Lunacy**.

Victims of **Lunacy** plunge into a world of madness with every moonrise that lasts until the moon sets. The particular form of insanity is determined randomly each evening (see **Insanity** in the **Trauma** section of *The Grimoire of Game Rules™*).

Magic Absorption Potion

Arcane Lore Requirements: Pentacle 12, Star 12, Tetrangle 12, Triangle 12, Wet 10

Stress Factor: 16

Affected Area: Imbibed

Brewing Time: 7 hours

Duration: Instantaneous

Base: 3

Range: Touch

Casting Req.: Verbal, Gestural, Material. This spell requires rare sponges found only in the deepest seas that are stewed with the lips of seven blowfish.

Luck: Any spell having a spell level lower than or equal to the spell level of the potion is automatically negated. Any spells having a higher spell level must make a *Luck Roll* or fade.

Material Cost: 2700 sp.

Value: 4500 sp.

A **Magic Absorption Potion** has a dull yellow-brown color with small bits of sponge floating on top. The brew has the smell of fresh sea air and the taste of salty seawater. When imbibed, the mouth is left completely devoid of all moisture.

When drunk, this potion negates any magic spell affecting the drinker (helpful or baneful).

Magick, Begone!

Arcane Lore Requirements: Pentacle 10, Star 10, Tetrangle 10, Triangle 10

Stress Factor: 10

Affected Area: A 20-foot by 20 foot square.

Casting Time: 9

Duration: Any spell disrupted by a **Magick Begone!** is nullified for 1 turn per spell level.

Base: 4

Range: 100 feet

Casting Req.: Verbal, Gestural, Material. To invoke this spell the caster needs a broken eggshell and a rabbit's foot.

Luck: Once cast, any magical spell in the *Affected Area* must make a *Luck Roll* against a *Luck Threshold* of 15 plus the spell level of **Magick, Begone!** Roll separately for each spell.

With **Magick, Begone!** a spell caster is able to nullify the effects of magical spells in a given area. The effects of any spells whose duration exceeds that of **Magick, Begone!** will return at the end of the disruption period. Permanent items, though temporarily disrupted, will eventually return to normal function.

Naturally, the affected area effectively becomes a "magic free zone" even to those spells and magic that enter (or pass through) the area after the spell is invoked.

Magic Lamp

Arcane Lore Requirements: Dust 9, Wind 8

Stress Factor: 30 to create the lamp. 6 to enter. Zero to exit.

Affected Area: Magic Lamp allows the caster to take himself plus 100 pounds per spell level into the lamp as a cloud of smoke. The contents left behind remain in the lamp indefinitely until removed by the caster. The total weight contained in the lamp can never exceed the maximum allowable in two castings.

Casting Time: The lamp requires a full week to craft. Thereafter, entrance can be gained within 6 seconds by the caster.

Duration: The caster may exit the lamp in a similar fashion at any time he desires without recasting the spell. He may leave within the lamp anything he chooses but can only retrieve them by another casting. If the lamp is destroyed or broken, all it contains is lost. Of course, creatures left in the lamp still need to eat and drink so they cannot last eternally.

Base: 6

Range: Touch

Casting Req.: Verbal, Gestural, Material. This spell may only be invoked on a lamp previously crafted from materials valued at not less than 5,000 sp.

Luck: Negates. If an individual does not wish to be taken into the lamp, he is entitled to a *Luck Roll* with *Willpower* adjustments to avoid the spell's effects.

Magic Lamp provides the caster with portable living quarters. He enters and exits the lamp by transforming himself, his equipment, and any guests into a puff of smoke. The lamp is completely furnished inside with pillows, satin sheets, and burning incense. The interior of the lamp is a roundish room with a floor diameter approximately equal to 3 feet per spell level. The ceiling

extends upward in a smooth sweep to a height equal to half the floor width. The only entrance or exit is through a roundish 'slide' which looks like the neck of the lamp's opening. Once crafted, the lamp must be treated as a magic item for *Willpower* purposes.

Magic Reduction

Arcane Lore Requirements: Pentacle 11, Star 11, Tetrangle 11, Triangle 11

Stress Factor: 12

Affected Area: Caster and his familiar. The **Magic Reduction** extends to protect the caster's familiar even if the familiar is not in direct contact with him.

Casting Time: 18

Duration: 2 turns per spell level

Base: 10

Range: 0'

Casting Req.: Verbal, Gestural, Material. The material components for this spell include a star sapphire of 50 silver piece value and a drop of demon ichor.

Luck: Not Applicable

Magic Reduction provides protection against the effects of hostile magic. Any spell affecting the caster has its effects lowered by one spell level for every 2 spell levels of the **Magic Reduction**. If the offending spell is reduced to 0 spell level, the caster sustains no ill effects at all.

For example, a Thaumaturgist casts an 8th spell level **Magic Reduction** on himself. Later, he is struck by a 10th level **Lightning Bolt** spell. Due to the protection afforded him by his **Magic Reduction**, the **Lightning Bolt** affects him as if it were only a 6th level spell.

The same applies to spells that affect entire areas. In this case only the caster enjoys the benefits of the **Magic Reduction**. All others in the area sustain the full effects.

Magic Scroll

Arcane Lore Requirements: Triangle 5, Tetrangle 5, Pentacle 5, Star 5

Stress Factor: The caster sustains 14 stress from the scroll's crafting in addition to the combined *Stress Factors* of all spells stored (adjusted by *Willpower*, of course). The user of a **Magic Scroll** does not suffer any effects of stress from the magic released.

Affected Area: This spell enchants a single scroll. It can hold more than a single spell but the sum of all *Stress Factors* for all spells stored cannot exceed 3 per spell level of the caster in **Magic Scroll**.

Casting Time: The caster must spend 1 hour inscribing every spell placed on the parchment. All of the scroll's spells must be inscribed in a single sitting. Releasing a spell from a **Magic Scroll** requires an amount of time equal to the spell's *Casting Time*.

Duration: Once one of the scroll's spells is released, the runes and glyphs pertaining to the spell fade away, forever lost. Any remaining spells stored on the scroll are unaffected.

Base: 4

Range: Touch

Casting Req.: Gestural, Material. To create a **Magic Scroll**, the caster must have a sizable piece of unblemished parchment and ink comprised of the material components of the spell wished placed on the scroll. The parchment and ink must be worth at least 100 sp. even if the material components required for the stored spells do not exceed this value.

Luck: Inscribing a **Magic Scroll** does not change the *Luck Roll* requirements of any spell stored on the parchment.

This spell imbues parchment and ink with magical power. It allows a scroll to store spells in the form of glyphs and runes. The magical energy stored in the inscribed runes may be released at a later time by anyone capable of using the scroll. As the runes are different for every spell, the inscriber can only manufacture a **Magic Scroll** to store spells that he personally knows.

To use a **Magic Scroll**, a character must have sufficient reading light and must speak in a calm, assertive voice. He cannot be engaged in combat or other athletic activity.

To use a **Magic Scroll**, the reader must possess skill in all *Areas of Arcane Lore* required by the stored spell. Thus, a wizard (studying only Air, Earth, Fire, and Water) could use a **Magic Scroll** containing **Dragon's Breath: Flame** (using only Fire lore). He could not, however, invoke the magic of a stored **Dust Devil** (requiring knowledge of Dust lore). Note that, while the scroll's user must possess the areas of lore normally required to cast a stored spell, he need not have attained the required levels in each area. Thus, a mere wizard's apprentice who is only 3rd level in Fire could utilize the scroll of **Dragon's Breath: Flame** mentioned above. The stored spell acts at the command of the invoker as if he had cast it himself.

The spell level of the caster in **Magic Scroll** provides a ceiling to the spell level of all stored spells. For example, a thaumaturgist / wizard has attained 8th spell level in **Magic Scroll**, 7th spell level in **Ball Lightning**, and 9th spell level in **Fire Dart**. He makes a scroll containing the two spells. When the **Ball Lightning** is invoked from the

scroll, it casts at 7th level as you would expect. However, when the **Fire Dart** is used, its magic is released at only 8th level since the thaumaturgist's level in **Magic Scroll** limits it.

A **Magic Scroll** counts as a magic item when considering *Willpower* limitations.

Mask Aura

Arcane Lore Requirements: Vision 7

Stress Factor: 12

Affected Area: A single item or spell.

Casting Time: 30 minutes.

Duration: Permanent

Base: 6

Range: Touch

Casting Req.: Verbal, Gestural, Material. To create this illusion, the caster must crush a blue sapphire worth no less than 250 silver pieces.

Luck: None

Disbelief: Anyone disbelieving the illusion will see through the spell's trickery and will thereafter be immune to its effects. However, the disbelief of one person has no effect on the spell's effectiveness on others.

This illusion masks the magical auras surrounding a targeted spell or magic item. Any character attempting to sense the magical aura (e.g. through the talent *Magic Sense*) of a targeted spell or item has a more difficult time succeeding. He detects such auras as if his *Perception* were lowered by 1 point per spell level. For example, a character with a 3 *Perception* attempts to use *Magic Sense* on a magical sword having a 5th level **Mask Aura** spell cast over it. He has a penalty of 5 on the *Attribute Check*. Thus, his attempt must be made as if he had a *Perception* of only -2. Note that the illusion only masks the detection of the actual aura. It does not hinder any spells that identify powers of magical items once the item is determined to be magical.

Mask Sound

Arcane Lore Requirements: Hearing 1

Stress Factor: 4

Affected Area: One creature or item

Casting Time: 5

Duration: 5 minutes per spell level

Base: 2

Range: The illusion muffles noises made by the target to all creatures within hearing range.

Casting Req.: Gestural. To create this illusion, the caster must stick his fingers into his ears.

Luck: None. However, every time the target emits a loud noise, anyone within hearing distance is entitled to an *Attribute Check* against his *Perception* against a leveled ability equal to the spell level. Success indicates the sound was ineffectively muffled.

Disbelief: Negates. Disbelieving this illusion will negate the effects for a given individual. However, the nature of the illusion itself almost makes this a mute point. After all, how often do YOU disbelieve that you are hearing nothing!

This illusion muffles most sounds made by the targeted creature or item. While the spell can mask normal volume sounds completely, it cannot adequately muffle shouts or screams. Note that spell casting using verbal components is unhindered by this spell as the silence is illusory rather than real.

Mental Drain

Alignment Restrictions: No *Good* spellcaster would use this spell to drain an unwilling target.

Arcane Lore Requirements: Mind 7

Stress Factor: 6

Affected Area: One mentally alert sentient creature. While sleeping creatures may be affected by the spell, creatures that have been knocked out by drugs, alcohol or other influences that incapacitate mental functioning are immune to the spell's effects.

Casting Time: 8

Duration: The *Willpower* points drained by the spell are regained at a rate of 1 point per day.

Base: 4

Range: 80 feet

Casting Req.: Gestural. This spell requires the caster to gaze at his target while placing two fingers on his own temple.

Luck: Negates. The target is entitled to *Willpower Adjustments* on the *Luck Roll*.

Mental Drain siphons off the mental energies of the targeted creature and is felt in the form of lost *Willpower* points. If the target fails its *Luck Roll*, the spell temporarily lowers its *Willpower* by 1 point per 3 spell levels. (Thus, at 1st level 1 point is drained. At 4th level 2 points are drained. At 7th level 3 points are drained, etc.) If the target's *Willpower* falls to -3 or lower, it

immediately falls unconscious (at which point it becomes immune to further castings).

The drained points are used to re-invigorate the caster's own mental energies which have been depleted by other means (i.e. spellcasting). The energy is transferred to the caster on a one point for one point basis but cannot raise the caster's own *Willpower* above his normal maximum. Thus, if a **Mental Drain** spell sucks 3 points of *Willpower* from its target but the caster's *Willpower* has somehow been depleted by a single point, he regains only the one point necessary to restore his normal *Willpower*. The remaining energy is simply lost.

Merlin's Mount

Arcane Lore Requirements: Air 13, Earth 13

Stress Factor: 12

Affected Area: This spell summons the ghostly image of a wyvern. The dragon has sufficient strength to lift a total weight of 75 pounds per spell level into the air. Unfortunately, the beast's size limits it to carrying a maximum of 3 human-sized riders.

Casting Time: The calling of the beast requires a period of 20 seconds. After the spell is complete, the wyvern will appear in 1d6 minutes.

Duration: 1 hour per spell level. One minute prior to the termination of the spell, the mount will seek a safe landing site for its riders. Recasting extends the spell duration.

Base: 12

Range: 0'

Casting Req.: Verbal, Gestural, Material. This spell requires the caster to don a cloak fashioned from the wings of a wyvern.

Luck: Not applicable

The wyvern is credited with serving as Merlin's favored steed. **Merlin's Mount** summons the elemental spirit of one of these impressive dragons to serve the caster in the same capacity. The wyvern serves the caster with deference to the ancient wizard who once brought great glory to its species.

Unfortunately, the summoned beast is insubstantial and has an ethereal appearance. While the magic of the spell allows the creature to be mounted, it cannot directly provide any protection. Its claws and bite are entirely impotent and its roar is mute.

The dragon will only obey the direct commands of the caster. While it does not understand human speech, it can be controlled as any other mount. Note that the magic of the spell does not give the caster or his

companions the skills necessary to participate in aerial combat. However, it does ensure that they will not accidentally fall from his back.

The dragon flies normally at a *Speed* of 275. This rate is lowered by 10 for every 100 pounds lifted. The steed may be mounted and dismounted any number of times within the spell duration. The beast appears fully equipped with saddle and bridle.

Mesmerize

Arcane Lore Requirements: Mind 4

Stress Factor: 6

Affected Area: One creature

Casting Time: 10

Duration: The initial mesmerism lasts 2 turns per spell level. Any post-hypnotic suggestions implanted will fade in 1 day per spell level.

Base: 4

Range: 25 feet

Casting Req.: Verbal, Gestural, Material. To invoke this spell, the caster must suspend a shiny pendulum on a chain.

Luck: Negates. Allow the target a *Luck Roll* with *Willpower Adjustments* to completely avoid the spell's effects. If a post-hypnotic suggestion is implanted in a mesmerized individual, he must make another similar *Luck Roll* when he encounters the pre-programmed trigger that activates the suggestion. Failure indicates he performs the suggested action. If this spell is recast on a currently mesmerized individual, allow him no *Luck Roll*. The mesmerism simply continues.

Mesmerize opens the mind of the target to the caster's control. Provided he understands the caster's speech, the entranced target will obey the caster's commands without question. However, the mesmerized individual will not perform any action obviously against its nature or alignment.

If he chooses, the caster may implant a post-hypnotic suggestion to perform a given act. The suggested action has the same alignment limitations as above and it must have a specific trigger (i.e. upon hearing a certain poem, crossing a threshold, etc.).

Metamorphosis

Alignment Restrictions: No *Good* or *Lawfully* aligned spell caster would use this spell to transform an unwilling sentient creature.

Arcane Lore Requirements: Bone 11, Earth 5, Bone 11

Stress Factor: 40

Affected Area: One living creature of flesh and bone.

Casting Time: 11 hours.

Duration: Permanent

Base: 4

Range: Touch

Casting Req.: Verbal, Gestural, Material. To invoke the spell, the caster must dissect and carefully study a body of the creature whose form is desired. A minimum of 1 day's study must have been performed for any given form. Of course, once a particular form is familiar to the caster, no further study is necessary to transform another creature into that same form.

Luck: None

A Creationist using this spell is able alter the form of a creature to that of almost any other creature. The caster may increase or reduce the mass of his 'patient' by 15 pounds per level in **Metamorphosis**. A Metamorphosis spell can only transform creatures of flesh and bone into other creatures of flesh and bone. It cannot transform a panther into a gargoyle (and vice-versa).

All normal physical attributes of the new form may be used. However, this spell confers no magical abilities or immunities attributed to the form. For example, transforming a lion into a dragon would not give the newly formed dragon a fiery breath. However, if the creature was previously loyal to the caster (guard dog, war horse, etc.) it will remain so after casting and will retain memory of any prior training.

The spell affects the creature's combat characteristics as follows:

- 1) The creature's *Combat Level* cannot exceed the spell level of the **Metamorphosis**. If its *Combat Level* starts out or ever rises higher than the spell level, the spell level acts as a ceiling to the *Combat Level*.
- 2) The *Damage Tolerance* of the creature in its altered form raises or lowers 3 points per 5 pounds gained or lost.

Meteor Shower

Arcane Lore Requirements: Comet 12, Earth 14, Fire 12

Stress Factor: 13

Affected Area: The meteors blaze forth in a straight-line path. The meteors have a 2-foot diameter and blaze with scorching heat whose effects extend to a radius of 5 feet. The meteors blast through people, doors, and walls until reaching maximum range unless stopped by 3 feet of solid rock or some other similar obstruction.

Casting Time: 15.

Duration: Instantaneous

Base: 10

Range: 120 feet

Casting Req.: Gestural, Material. To invoke this spell, the caster must possess a chip of stone taken from a meteor.

Luck: Anyone in the affected area is entitled to a *Luck Roll* with *Agility Adjustments*. Success indicates the person leaps aside, avoiding the direct blow of the meteors. The effects of the fire damage are still felt, however.

Meteor Shower summons flaming meteors that shoot forth from the spell caster's hand. One meteor for every three spell levels (rounding down) blasts forth. Each meteor delivers 2d12 blunt damage plus 1d6 fire damage.

Mirage

Arcane Lore Requirements: Dust 7, Flame 7, Wind 7

Stress Factor: 14

Affected Area: The **Mirage** can have any size up to a 10-foot radius per spell level. Only those outside the *Affected Area* can see the effects of a **Mirage**. A single step into the actual **Mirage** reveals it as an illusion.

Casting Time: 7 minutes.

Duration: 2 days per spell level

Base: 6

Range: 50 feet

Casting Req.: Verbal, Material. To invoke this spell, the caster must toss forth a handful of fine sand collected at high noon in the blazing desert.

Luck: None

A **Mirage** tricks the eye into seeing a different landscape than the one actually present. In fact, it is a play on light refraction that brings the image of a distant place to

appear in a certain spot. In addition, the location that the **Mirage** duplicates must lie within 10 miles per spell level. The caster must have previously visited the location that the **Mirage** mimics.

This spell duplicates only outdoor settings. Thus, a Magus could not use this spell to spy into a Sultan's council chambers.

A **Mirage** cannot produce sounds, scents, or temperature changes. The illusion is purely visual. Thus, a Magus could lure a thirsty desert traveler to a false oasis.

Miria

Arcane Lore Requirements: Wind 4

Stress Factor: 5

Affected Area: One Steed

Casting Time: 2 minutes.

Duration: 1/2 hour per spell level

Base: 4

Range: Touch

Casting Req.: Verbal, Gestural. Needless to say, the caster may easily cast **Miria** while riding.

Luck: Not Applicable

Named after a long lasting wind, this spell allows a steed to run at its maximum *Speed* for the duration of the **Miria**. After the spell expires, the steed must rest for an amount of time equal to the time it spent at a full gallop.

Mirror, Mirror

Arcane Lore Requirements: Air 10, Sky 10, Wind 10

Stress Factor: 7

Affected Area: The spell brings into view a single object, person, or location. The scene immediately surrounding the sought target also appears in the looking glass.

Casting Time: 10

Duration: 2 turns per spell level

Base: 6

Range: The range depends on the quality of the mirror used. A cheap mirror, such as a normal hand mirror, would have an effective range on only a mile or two. A full-length looking glass could have a range as great as 100 miles. The range effectively equates to 5 miles per 100 silver piece value. Certain obstructions, such as lead shielding or 100 feet of rock, make it impossible for this spell to work.

Casting Req.: Verbal, Material. Invoking this spell requires the caster to possess a mirror.

Luck: The Overlord must roll a *Luck Roll* with *Perception* adjustments for any character seen through the crystal ball. If the *Luck Roll* succeeds, the character senses that someone watches him.

This spell allows the caster to gaze through a mirror to see events far away. He must make a *Success Roll* with *Perception* adjustments to spy upon the sought person or item. To have full benefit of this spell's power, the caster must have seen the person, object, or location previously in a well-lit situation to easily identify it. If he hasn't, he suffers a penalty of -10 on the *Success Roll*.

Morning Glory

Alignment Restrictions: The caster must have a *Good* alignment.

Arcane Lore Requirements: Spirit 8, Star 8, Sun 8

Stress Factor: 10

Affected Area: 30-foot radius surrounding the caster.

Casting Time: 4

Duration: 1 minute per spell level

Base: 4

Range: 0'

Casting Req.: Gestural, Material. To invoke this spell, the caster requires an uncut star ruby worth no less than 5,000 silver pieces. The gemstone is unharmed by the spell.

Luck: Creatures affected by daylight must make a *Luck Roll* every turn they remain in the *Affected Area*. Failure indicates they suffer the effects as if bathed in pure sunlight for the remainder of the duration.

This spell creates a brilliant aura of pure sunlight radiating from the caster. All undead, demons, and devils within the *Affected Area* sustain 1 point of damage per spell level every turn in addition to any other ill effects suffered from the sun's radiance.

Mummify

Alignment Restrictions: The caster must have an *Evil* alignment.

Arcane Lore Requirements: Bone 11, Dust 6, Spirit 5

Stress Factor: 35

Affected Area: One dead body.

Casting Time: 22 hours

Duration: Permanent

Base: 4

Range: Touch

Casting Req.: Verbal, Gestural, Material. To create a mummy, the caster must expend a minimum of 10,000 sp. for embalming materials and must cast the spell on a corpse that has been dead for no longer than 3 days.

Luck: None

Mummify creates a mummy by binding the former spirit of a freshly dead body to its former abode. The mummified creature moves sluggishly but is relentless in carrying out its creator's commands.

A mummy's *Attack Bonuses* and *Defense* are only half those when living. Nevertheless, its *Combat Level* is unaffected and the spell level of the caster in **Mummify** MULTIPLIES its *Damage Tolerance*.

Like all undead, mummies are immune to mental and cold-based spells and are unaffected by *Severe Blows*. For more information on these horrific creatures see **Undead** in **The Bestiary** of **The Tome of Traps, Terrors, and Treasures**.

Murmurings

Alignment Restrictions: The caster must have an *Evil* alignment.

Arcane Lore Requirements: Mind:7

Stress Factor: 10

Affected Area: One creature.

Casting Time: 9

Duration: The spell may last up to 1 day per 2 spell levels. Of course, the spell will prematurely terminate if the target successfully obeys the voices.

Base: 3

Range: 100 feet

Casting Req.: Verbal, Gestural

Luck: Negates. Allow the target a *Luck Roll* with *Willpower Adjustments* to completely avoid the spells effects.

Murmurings summons voices that whisper in the ears of the target. These voices urge the target to end his own life. Every day for the duration of the spell, the victim must make an *Attribute Check* against his *Willpower* upon waking. The check must be made as against a leveled ability equal to the spell level (see **The Rolls of Legendary Quest** in **The Grimoire of Game Rules™**). Failure indicates the target commits suicide at the soonest possible moment. If the victim is somehow constrained until the spell expires, the voices stop pushing him to his death and he may be set free without risk.

Mute

Arcane Lore Requirements: Phlegm 5

Stress Factor: 10

Affected Area: One creature

Casting Time: 7

Duration: 1 turn per spell level

Base: 4

Range: 40 feet

Casting Req.: Gestural, Material. To invoke this spell, the caster requires the tongue of a cat.

Luck: Negates. Allow the target a *Luck Roll* with *Stamina Adjustments* to avoid the spell's effects.

This spell temporarily disrupts the spell recipient's ability to speak. Spell casters affected by a **Mute** are forced to rely on spells requiring no verbal components.

Nature's Bounty

Alignment Restrictions: The caster cannot have an *Evil* alignment.

Arcane Lore Requirements: Spring 4, Summer 2

Stress Factor: 14

Affected Area: The caster can enhance the growth of one seed for every 2 spell levels. A seed of a fruit bearing plant results in growth that is fully laden with its natural bounty. The seed of a fruit tree produces a miniature yet fully mature specimen of the appropriate type. Each invigorated plant grows enough food to feed one person for a day.

Casting Time: 30 minutes

Duration: After each plant's fruit is plucked, it will continue to thrive and generate fruit as a normal plant of its type.

Base: 4

Range: Touch

Casting Req.: Verbal, Gestural, Material. To invoke this spell, the caster must possess seeds appropriate to the crop desired.

Luck: None

Nature's Bounty sprouts seeds buried in fertile soil by the caster. Within a minute after the spell is complete, the sprouts grow into a mature crop of productive plants.

Neutralize Poison Potion

Arcane Lore Requirements: Wet 3

Stress Factor: 17

Affected Area: Imbiber. If the elixir is mixed with poison within a container, it neutralizes the potency of up to 1 cubic foot of any poisonous brew.

Brewing Time: 6 hours

Duration: The elixir instantly and permanently neutralizes poisons already affecting the drinker (as per the description). If the brew is capable of negating a greater number of poisonous doses than the drinker has already suffered, the neutralizing effects will remain active for a maximum of 3 hours (until poison doses exceed the neutralizing power of the potion).

Base: 6

Range: Touch

Casting Req.: Verbal, Gestural, Material. To create a **Neutralize Poison Potion**, the brewer must finely crush an amethyst gemstone and mix it with the roasted and powdered stinger of a giant scorpion (fully discharged of

poison). This admixture is then stirred into a brew of goat, cow, deer, and pig milk. Yummy.

Luck: None

Material Cost: 200 sp.

Value: 500 sp.

A **Neutralize Poison Potion** possesses a whitish hue with minuscule specks of purple distributed evenly throughout. The elixir has the texture and smell of thick cream and a milky flavor.

A **Neutralize Poison Potion** negates the effects of poisons. When drunk, it automatically renders harmless an amount of poison equal to 1 dose per 3 spell levels of the caster. If the imbiber has been afflicted with a greater quantity than this, the doses are negated in the order in which they were originally received. Note that the concoction treats all natural and man-made poisons identically, regardless of their potency and delivery mechanism. Thus, this potion works effectively against all types of poisons, be they gas, liquid, or powder.

The elixir will also relieve the drinker of poison damage already sustained by a toxic brew. It heals an amount of damage of up to 2d12 plus 2 per spell level. Any damage delivered by a poison after the potion is imbibed is automatically neutralized (until the magic is expended).

A **Neutralize Poison Potion** must be treated as a magic item for *Willpower* purposes.

Nightshade

Alignment Restrictions: The caster must have an *Evil* alignment.

Arcane Lore Requirements: Autumn 6, Moon 6

Stress Factor: 20

Affected Area: The spell's effects extend over an area having a radius of 100 yards per spell level.

Casting Time: 4 hours

Duration: 1 month

Base: 4

Range: 0'

Casting Req.: Verbal, Gestural, Material. To invoke this spell, the caster needs a poultice of toadstools and nightshade.

Luck: None

Nightshade brings to even the brightest sunlit patch of wood the dark inhospitable shadows of night. During daylight, an area so affected has the appearance of an evening under a hazy full moon (the moon in this case

being the patch where sun casts a dim light). At night, **Nightshade** envelopes the area in darkness so complete that illumination devices shine at only half their normal strength.

Creatures normally adversely affected by sunlight need have no fear of roaming through a forest enchanted with **Nightshade**. Thus, a vampire or stone troll would feel quite at home in this environment.

Small plants cannot survive constant darkness for more than two weeks. Larger shrubs and small trees may survive under such conditions for up to 1 month. However, the darkness does not quite extend to the uppermost canopy of leaves in the forest. Thus, the largest forest trees will survive to continue providing shade. No plant below this level, however, can live through the ordeal for long periods.

When viewed from a distance, the area of forest does not appear unusual. At the very fringe of the area, however, the forest seems unusually shadowed and gloomy. The forest's true nature is not revealed until a traveler is completely surrounded by the gloomy woods.

Nixie's Breath

Arcane Lore Requirements: Spring 6

Stress Factor: 6

Affected Area: **Nixie's Breath** creates a 10-foot radius sphere continually surrounding the caster. Any air-breathing creature within the spell's globe may breathe the surrounding water as if it were air.

Casting Time: 9

Duration: 10 minutes per spell level

Base: 2

Range: 0'

Casting Req.: Gestural, Material. To invoke this spell, the caster must possess the gill of a fish.

Luck: Not applicable

Nixie's Breath allows the creatures within its *Affected Area* to breath underwater. Although the spell does not bestow any magical power to swim in water, it gives characters lacking the *Swimming* talent enough confidence to avoid *Panic* while under water. The effect of this spell does not hamper normal breathing. Therefore, the caster may leave the water and return as often as desired as long as the spell remains in effect.

Noisemaker

Arcane Lore Requirements: Hearing 3

Stress Factor: 3

Affected Area: Any creature within hearing distance may hear the spell's clatter.

Casting Time: 1

Duration: 1 second.

Base: 1

Range: The caster may produce a sound originating anywhere within 10 feet per spell level.

Casting Req.: Verbal, Gestural, Material. To invoke this spell, the caster must blow a low note on a whistle. The whistle itself must be crafted from silver and must have a value exceeding 50 silver pieces. The whistle is unharmed by the casting.

Luck: Not applicable

Disbelief: The noise lasts for only one second, so disbelief is generally impossible. However, if an intelligent creature is repeatedly fooled by a **Noisemaker**, it may quickly catch on and start disbelieving any random noises it hears (especially if it knows an Illusionist lurks nearby). If disbelief is successful, it will instead hear the sound of the caster's actual whistle as he blows it. (Obviously, only passive disbelief is possible since there is nothing with which to come into physical contact.)

This spell creates an illusionary noise at the discretion of the caster. Before blowing the whistle, the player must state the sound he wishes to produce. The whistle may generate any common sound as long as it is of no more than a 1 second duration. The following list provides a good indication of the kinds of sounds that may be produced:

footstep, police whistle, dog whistle, alarm, bell toll, scream, cough, dog bark, horse neigh, cat meow, rooster crow, bird chirp, door slamming, lock unlocking, creaky hinge, glass breaking, floorboard creaking, chain clanking, stone grinding on stone.

Noxious Fumes

Alignment Restrictions: The caster cannot have a *Good* alignment.

Arcane Lore Requirements: Bile 6, Phlegm 4

Stress Factor: 6

Affected Area: 10-foot radius

Casting Time: 5

Duration: The cloud lasts up to 1 turn per spell level. A breeze dissipates the cloud in 3 turns while a strong wind does so in 1.

Base: 4

Range: 40 feet

Casting Req.: Gestural, Material. To invoke this spell the caster must pinch his nose while throwing a rotten egg into the area.

Luck: Negates. Any breathing creature in the *Affected Area* must make a *Luck Roll* with *Stamina Adjustments* to fight off the nausea and leave the area. Each sickened victim may make a *Luck Roll* every turn but the *Luck Threshold* increases by one point every turn the creature remains within the area. Once a *Luck Roll* succeeds, the victim is free to leave the *Affected Area*. If he chooses to remain, however, he must continue making *Luck Rolls* every turn thereafter (without the penalties given to others that are forced to remain).

This spell causes a cloud of vapors to billow forth from the ground in the area directed by the caster. Those caught in the area violently wheeze, cough, and gag. While in this sickened state, creatures cannot participate in active combat, drink potions, cast spells, or even exit the *Affected Area*. They are effectively *Incapacitated* (as described in the **Trauma** rules) as long as they remain sickened by the fumes.

Numb Pain

Arcane Lore Requirements: Touch 1

Stress Factor: 5

Affected Area: One creature

Casting Time: 2

Duration: 5 turns plus 1 turn per spell level

Base: 2

Range: Touch

Casting Req.: Gestural, Material. For the spell to work, the spell recipient must swallow a drop of herbal wine prepared by the spell caster. The wine itself contains slight traces of poison taken from a black widow.

Luck: If desired, the drop of wine required by the spell may be hidden in some food or beverage for an unwitting target. If this trickery is done, the target is entitled to a *Luck Roll* with *Stamina Adjustments* to avoid the spell's effects.

This spell totally blocks the spell recipient's sense of pain. The consequences of this effect are numerous, some of which are obvious while others are subtler. The Overlord may need to decide whether the effects of the spell are

useful or baneful in novel situations. However, many commonly encountered consequences are listed below:

- 1) A creature under the influence of a **Numb Pain** may continue fighting in combat well beyond his normal limits. He continues battling until his *Damage Tolerance* falls to a point below zero equal to twice the spell level. Thus, a character under the influence of an 8th spell level **Numb Pain** can continue fighting until his *Damage Tolerance* falls below -16. Of course, if the character actually dies before this point, the spell does nothing to prevent his demise.
- 2) **Numb Pain** automatically negates any spells based on inflicting pain such as **Intensify Pain**, **Stabbing Pain**, etc.
- 3) **Numb Pain** is especially handy to spell casters caught in combat. Normally a spell caster struck while in the process of casting a spell must make a *Luck Roll* with *Willpower Adjustments* against a *Luck Threshold* of 15 + the amount of damage sustained in the blow. (Failure indicates a botched spell.) However, a caster under the influence of a **Numb Pain** must only beat a *Luck Threshold* of 15.

There is a rather severe drawback to the spell, however. Since **Numb Pain** blocks important communication channels between the body and mind, the spell recipient cannot track his current *Damage Tolerance*. The Overlord should simply use generalities to describe blows given characters under the influence of this spell. ("Oooh! That was a doozy!") The Overlord must track the recipient's *Damage Tolerance* on a separate sheet until the spell duration ends.

Note that this spell is based on primitive anesthetics, not the power of illusion. Therefore, the caster may use the spell on himself, if desired.

Numb Pain Potion

Arcane Lore Requirements: Triangle 4, Wet 4

Stress Factor: 17

Affected Area: Imbiber

Brewing Time: 8 hours

Duration: 1 hour per spell level

Base: 6

Range: Touch

Casting Req.: Verbal, Gestural, Material. To brew this elixir, the caster must have a bottle of the fine red wine and the poison glands taken from a **Giant Poisonous Spider**.

Luck: Not applicable

Material Cost: 400 sp.

Value: 800 sp.

A **Numb Pain Potion** looks, smells, and tastes like bitter red wine. It has an unusually gritty texture coming from dark sediments that settle at the vial's base.

A **Numb Pain Potion** deadens the nerves signaling pain in the imbiber. Other than the changes noted above, a **Numb Pain Potion** works as the spell **Numb Pain**.

A **Numb Pain Potion** must be treated as a magic item for *Willpower* purposes.

Obscurement

Arcane Lore Requirements: Hearing 1, Mind 10, Vision 9

Stress Factor: 7

Affected Area: One creature or item

Casting Time: 10

Duration: 5 minutes per spell level

Base: 16

Range: Touch. The illusion makes the target effectively invisible to all creatures within sight and muffles noises made by the target to all creatures within audible range.

Casting Req.: Gestural. To create this illusion, the caster must briefly cover his eyes with his hands.

Luck: None.

Disbelief: Negates. Disbelieving this illusion will negate the effects for a given individual for the remainder of the spell duration.

This illusion makes the target effectively invisible and silent. However, due to its nature, it is a very difficult illusion to maintain. The target will remain unseen and unheard only as long as he (or 'it') does not affect his surrounding environment in any significant way. Thus, the target would immediately be sighted upon opening a door or launching an attack that obviously originates from him.

Once the spell recipient has made his presence known, however, he may regain his "invisible" state simply by getting completely out of sight for a brief period (of at least a full second).

Like Mask Sound, this spell muffles most sounds made by the targeted creature or item. While the spell can mask normal volume sounds completely, it cannot adequately muffle shouts or screams. Note that spell casting using verbal components is unhindered by this spell as the silence is illusory rather than real.

Needless to say, the target is not *actually* invisible. The magic of the spell simply makes the target seemingly unworthy of note. Thus, if Spaceman Spiff blasts an obscured assailant with his 'death laser', the illusion will provide no protection against the deadly ray.

Like many other illusions, an Obscurement may be 'stacked' with other illusions. Thus, an illusionist may cast a Guise spell on himself to disguise himself in the garb of a cat burglar. Then, he may cast an Obscurement over himself to hide his presence. If the illusionist is thereafter spotted pilfering a rich noble's silver while lurking through his castle, the witness will only

see a common thief. Obviously, 'stacking' an Obscurement illusion 'below' other illusions does little good since the other illusions will have already brought attention to the target if they are disbelieved, thus negating the Obscurement's effects.

Ogre Strength

Alignment Restrictions: No *Social* or *Good* aligned character would cast this spell on a creature that does not understand the full implications of the spell.

Arcane Lore Requirements: Blood 5

Stress Factor: 8

Affected Area: One creature.

Casting Time: 11

Duration: 1 minute per spell level

Base: 6

Range: Touch

Casting Req.: Verbal, Gestural, Material. To cast this spell, the spell recipient must consume a piece of a bull's pancreas.

Luck: If a sudden movement is performed by the spell recipient, the strengthened character must make a *Luck Roll* with *Stamina Adjustments*. A failed *Luck Roll* indicates his bone structure cannot handle the incredible stress. One random bone breaks rendering the limb useless. Consult the **Detailed Combat Rules** to determine which bone breaks (determine as if a hit location). If a character attempts combat while under the influence of this spell, he must make a *Luck Roll* as described above for every swing taken.

"O! It is excellent to have a giant's strength, but it is tyrannous to use it like a giant." (William Shakespeare - Measure for Measure)

This spell bestows unnatural strength to a willing creature for a short time. When cast, the spell recipient's *Physical Strength* temporarily rises by one point per spell level. All benefits given by this newly raised strength are applicable but nothing is added to the recipient's *Damage Tolerance*.

This spell is mainly useful for lifting or moving immensely heavy objects. A character's skeletal structure cannot handle sudden movements with such unadulterated power. A danger exists that any sudden movement may result in a broken bone. The penalties for breaking a bone are described in the **Trauma** rules.

Multiple castings are not cumulative.

Oil Slick**Arcane Lore Requirements:** Earth 1, Fire 1**Stress Factor:** 6

Affected Area: The oil covers an area having a number of 10 foot by 10 foot squares equal to half the spell level (round up). The caster may lay out the slippery substance in whatever pattern he chooses so long as only one continuous sheet is created. The area covered may lie on a vertical or inclined surface but **Oil Slick** cannot be cast on a moving object.

Casting Time: 3

Duration: If ignited, the oil completely burns away in a number of turns equal to the spell level. If the oil is not ignited, it dissipates in a number of hours equal to the spell level.

Base: 6**Range:** 30 feet

Casting Req.: Verbal, Gestural, Material. The material component for this spell is a vial of exotic perfumed oil, which the spell totally consumes.

Luck: Anyone within the area must make a *Luck Roll* with *Agility Adjustments* or slip on the slick surface. Treat this as a trip (see **Tripping and Fumbling** in the **Advanced Combat Rules**). Allow one such *Luck Roll* every turn. If any *Luck Roll* succeeds, the character may move out of the *Affected Area* or may remain and attack. Those remaining and those entering the area while the oil still covers the ground must make the appropriate *Luck Rolls* as well. If the oil is ignited, the *Luck Threshold* drops by 1 point every turn until the oil burns completely away.

This spell produces a jet of a highly slippery oil which sprays forth from the caster's hand. Those caught in the *Affected Area* slip and slide on the slick surface. The oil is also flammable and will easily burn if any open flame is applied to its surface. If ignited, everyone in the *Affected Area* sustains 1d6 fire damage every turn.

Omnipotent Sphere**Arcane Lore Requirements:** Matter 13, Motion 13, Rest 13**Stress Factor:** 17

Affected Area: The sphere extends to a radius of 2 feet per spell level although it need not extend this far if the caster wants it to stop expanding before this. If he so desires, the caster can allow objects or creatures to freely pass through the sphere as it balloons. He may admit one such item or person for every three spell levels.

Casting Time: 2. After invoking this spell, the caster must take 8 seconds to recover from the shock of the massive stress drain.

Duration: Up to 1 turn per spell level. The caster may negate the spell at any time. In addition, it may be disrupted in the same manner as a **Force Field**.

Base: 8**Range:** 0'

Casting Req.: Verbal, Gestural, Material. To invoke **Omnipotent Sphere**, the caster must possess 1000 sp. of diamond dust encased in a glass bubble. The dust and bubble vanish after casting.

Luck: If a creature is caught outside the sphere as it swells, allow it a *Luck Roll* with *Agility Adjustments*. If the *Luck Roll* fails, the creature is pushed as far as the sphere extends, even if this means becoming a stain on a rock wall (instant death). Success indicates the creature leaps to an area of safety outside the area. The Overlord may choose to adjust the *Luck Threshold* (normally equal to 15 plus the spell level) depending on the availability of escape routes. Note that the spell itself often creates massive cracks in the earth into which a nimble opponent could jump as a last resort.

Omnipotent Sphere creates a spherical force field that balloons out from the caster's body. It reaches its maximum size in a single turn, pushing aside anything in its path. It presses through water and pulverizes solid rock. As such, it is a very handy spell when a corridor needs to be widened or the collapsed ceiling of a cavern has pinned the caster in a tight spot.

Open Sesame!**Arcane Lore Requirements:** Dust 9, Wind 9**Stress Factor:** 17

Affected Area: One portal. The door covering the portal holds firmly against a force equating to 3 points of *Physical Strength* per spell level. (Two characters with a *Physical Strength* of 0 equal a +1. Four with a -1 *Physical Strength* equal a +1. Eight with a -2 *Physical Strength* equal a +1.)

Casting Time: 18 minutes

Duration: Permanent. If a force stronger than the portal can handle forces the door opened or closed, the spell is permanently negated.

Base: 8**Range:** Touch**Casting Req.:** Verbal**Luck:** Not applicable

After this spell is cast over a doorway, the door holds firmly against anyone who does not speak the password. The password, spoken by the Magus when the spell is cast, can be any combination of sounds desired. The door opens when the words "Open" followed by the password are spoken. The door shuts again when the words "Close" followed by the password are spoken.

per day. In this case, the skeleton will not reanimate until completely healed. However, the bones may be removed and replaced as many times as necessary to allow the ossuary to be used on other skeletons during the long drawn-out process.

The enchanted ossuary must be considered to be a magic item for *Willpower* purposes.

Ossuary

Alignment Restrictions: The caster cannot have a *Good* alignment.

Arcane Lore Requirements: Bone 3, Dust 3, Spirit 3

Stress Factor: 20

Affected Area: One box, coffin, or urn.

Casting Time: 13 hours

Duration: Permanent

Base: 8

Range: Touch

Casting Req.: Verbal, Gestural, Material. To invoke this spell, the caster must possess a finely crafted wooden or stone box or coffin or a porcelain urn large enough to hold the skeletal remains of a human (or whatever race(s) it is intended to contain). Typically, this will mean the box will be no smaller than 1½ feet by 1 foot by 2 feet. If an urn, it will be no smaller than 1½ feet in diameter and 1½ feet in height. The container must have a value of not less than 3000 sp. In invoking the spell, the caster must burn rare incenses.

Luck: Not applicable

This spell magically 'sanctifies' an ossuary, a container for human (or demi-human) bones. The vessel is generally rather small so that it can be easily transported. The only size requirement is that it be large enough to completely enclose the skeleton placed within it. The ossuary must also possess a lid. Since the joints of an undead skeleton are rarely joined together by physical ligaments, a skeleton can usually be disassembled and placed carefully inside. Of course, if the skeleton is still animate and under the control of the individual possessing the ossuary, it can simply be ordered to put itself in the container.

Any undead skeleton placed in the container will regain lost *Damage Tolerance* at a rate of 1 point per spell level every day. Note that the ossuary's power works only on skeletons. Zombies, ghosts, wights, and other undead forms are completely unaffected by the magic.

If the bones of a "slain" undead skeleton are placed in the Ossuary, it will heal at the much-reduced rate of 1 point

Pact

Alignment Restrictions: Only spellcasters of *Evil* alignment and the darkest character will knowingly make Pacts with demons, devils, and other such evil spirits. Likewise, no spirit of *Good* alignment will consider making a Pact with any mortal of dubious alignment.

Arcane Lore Requirements: Blood 6, Law 7, Spirit 7

Stress Factor: 11

Affected Area: The caster plus up to one being per three spell levels.

Casting Time: 26 turns

Duration: A **Pact** may have any duration necessary to fulfill the agreed-upon contract.

Base: 6

Range: All interested parties must personally sign the contract. Thereafter, the **Pact** is not restricted by range. Its effects may even be felt in alternate dimensions.

Casting Req.: Verbal, Gestural, Material. For a **Pact** to be made, the caster must prepare a special ink containing various crushed gems and rare metals (250 sp. minimum value). All parties involved must sign the contract in blood.

Luck: Negates. If any signer does not fulfill the letter of the contract, it must make a *Luck Roll* with *Willpower* adjustments. The *Luck Threshold* in this case equals 15 plus 2 per spell level of the **Pact**. Failure indicates that the contract breaker relives the most horrible experience of its existence (for a demon, this can be pretty bad).

With a **Pact**, the caster makes a contract with a spirit and can be fairly certain that the letter of the contract will be fulfilled. This contract must include a detailed description of the service the caster wishes of the spirit and the payment given for this service. As soon as the agreed payment is made to the spirit, it must perform the service described in the contract.

A spirit is never under any obligation to make a **Pact** with anyone. It is the caster's task to convince the spirit that it will benefit greatly from performing the desired service. The payment demanded may vary greatly from spirit to spirit. Nevertheless, it is NEVER in the form of money. Such worldly goods are worthless to these unworldly beings. Demons often demand virgin sacrifices. Of course, if the caster demands a great service immediately, the demon will happily oblige if the caster relinquishes his soul.

In any case, a **Pact** can work only when signed by willing beings. No form of magical 'persuasion', such as the spell **Voice of Command**, can be used to force a spirit to

sign an unsatisfactory contract. If done, the magic of the **Pact** automatically fails.

A spirit need only follow the letter of the contract, not what the caster believes it to say. Obviously, a **Pact** must be VERY carefully worded.

Pallid Eye

Arcane Lore Requirements: Moon 4

Stress Factor: 4

Affected Area: Caster

Casting Time: 2

Duration: Up to 5 minutes per spell level. If a brightly lit area is suddenly encountered, the caster is blinded for 1d4 turns after which the spell is negated. The caster may cancel the spell at any time.

Base: 6

Range: 0'

Casting Req.: Verbal, Gestural, Material. The material component of this spell is the eye of an owl.

Luck: Not applicable

With **Pallid Eye**, the caster sees in complete darkness as if it were twilight. Once cast, the eyes turn a pale white.

Paralysis

Arcane Lore Requirements: Mind 12

Stress Factor: 11

Affected Area: One creature.

Casting Time: 9

Duration: 1 turn per spell level

Base: 8

Range: 50 feet

Casting Req.: Verbal, Gestural

Luck: Negates. Allow the target a *Luck Roll* with *Stamina Adjustments* to avoid the spell's effects.

This spell paralyzes the targeted individual. While paralyzed, the victim is totally unable to move or speak for the duration of the spell. Of course, vital functions remain unaffected.

Pass**Arcane Lore Requirements:** Dust 5, Earth 5, Land 5**Stress Factor:** 7**Affected Area:** Caster plus 5 pounds per spell level.**Casting Time:** 8**Duration:** 1 turn**Base:** 4

Range: The caster may pass through a wall having a thickness of up to 1 foot per spell level. The caster may decide to 'turn around' and return to his point of origin if the barrier has not yet been breached midway through the spell.

Casting Req.: Verbal, Gestural**Luck:** Not applicable

With a **Pass** spell, the caster travels through non-magical barriers. If he chooses, the caster may re-position himself while passing. Thus, a geomancer could pass through a secret door and crouch down upon finding the ceiling too low on the other side. To see, the caster may need to provide a light source himself.

The caster reforms when the spell duration expires or when he has passed through a barrier as far as he is able. If the unfortunate caster reforms in the middle of a wall, he dies.

Pass Through Fire**Arcane Lore Requirements:** Fire 4, Flame 4, Hot 4, Sun 4**Stress Factor:** 6**Affected Area:** Caster**Casting Time:** 8**Duration:** 1 turn per spell level**Base:** 6**Range:** 0'**Casting Req.:** Verbal, Gestural**Luck:** Not Applicable

Upon casting this spell the caster makes himself resistant to fire. In fact, no normal fire can harm the caster as long as this spell protects him. Magical fires affect the caster as if they had their spell levels reduced by 1 per spell level of the **Pass Through Fire**. Against spells allowing *Luck Rolls*, the amount of damage the caster sustains

may be reduced even further. Multiple castings extend the spell duration but have no further effect.

Pentagram**Arcane Lore Requirements:** Pentacle 4**Stress Factor:** 8

Affected Area: A **Pentagram** is normally constructed with a 9 foot diameter. The radius of the **Pentagram** may be increased as much as desired by the caster, but every 1 foot increase in radius raises the *Success Threshold* he must overcome for a successful casting by +1 (See the *Success Roll* requirements in the Luck section of this spell for further details).

Casting Time: 16 turns

Duration: The **Pentagram** remains viable and potent as long as its lines remain unbroken.

Base: 3**Range:** 0'

Casting Req.: Gestural, Material. To construct a **Pentagram**, the caster must first prepare special ink made from crushed star sapphire, carnelian, chrysoberyl, olivine, peridot, and topaz (100 sp. total minimum value).

Luck: None. When the caster inscribes a **Pentagram**, he must make a *Success Roll* with *Manual Dexterity* and *Perception Adjustments* against a *Threshold* of 20. Failure indicates a flaw is present which remains undetected by the caster.

A **Pentagram** is a star inscribed inside a circle used to keep spirits (angels, demons, devils, devas, ghosts, etc.) and their powers at bay. The circle itself acts as an impenetrable barrier to such creatures. Thus, any spirit summoned within its radius is trapped so long as the **Pentagram** remains intact. It also acts as a barrier to any magic or spell that depends on the areas of arcane lore falling under the Thaumaturgic umbrella of Pentacle. Thus, a spell is barred if it requires knowledge of any of the following lores to cast: Blood, Bile, Bone, Flesh, Phlegm, Pentacle, or Spirit. In addition, it bars any religious magic falling under the category of Curses. Magic inside or outside that does not pass through the circular barrier is unaffected.

Making this magic star is a tricky business. The lines used in constructing it cannot cross each other and can leave no gaps. If either of these conditions arise, the pentagram is completely ineffective. It **MUST** be perfect! It is usually advisable to make a **Pentagram** on a clean surface as any stray dirt or sand kicked on the **Pentagram** opens a gap through which a spirit may pass.

A Demonologist may either stand in a **Pentagram** while conjuring a spirit outside of the *Affected Area* or conjure a spirit within the circle.

Perfume of Irresistibility

Arcane Lore Requirements: Mind 9, Smell 8, Wet 8

Stress Factor: 19

Affected Area: 5-foot radius centered on the perfume's wearer.

Brewing Time: 17 hours

Duration: 5 minutes per spell level

Base: 6

Range: Touch

Casting Req.: Verbal, Gestural, Material. To brew this perfume, the caster must have samples from a variety of rare perfumes and the scent glands of a panther.

Luck: Negates. If a member of the opposite sex to the wearer breathes the fumes, that person must make a *Luck Roll* with *Willpower Adjustments* or exhibit uncontrollable lust after the aroma's wearer.

Material Cost: 1600 sp.

Value: 2800 sp.

Perfume of Irresistibility is a clear golden brown liquid having the appearance of thin honey. It possesses the scent of a blooming lilac field. The fragrance is usually bottled in a tiny glass vial with a tight-fitting glass stopper.

Anyone wearing **Perfume of Irresistibility** attracts members of the opposite sex so quickly that Don Juan would be envious.

Peridot Stone

Arcane Lore Requirements: Earth 7, Land 7

Stress Factor: 8

Affected Area: One peridot stone that thereafter exhibits the power desired by the caster. See the spell description for further details of the peridot's abilities.

Casting Time: 10

Duration: The duration of the spell depends on the power drawn forth from the gemstone. See the spell description for details.

Base: 5

Range: See Below

Casting Req.: Gestural, Material. This spell is effective only on peridots having a value exceeding 1,000 s.p. For further details on specific material requirements, see the spell description below. In no case is the gemstone harmed in any way.

Luck: Luck Roll requirement vary from one power to the next. See the spell description for details.

Peridot is a transparent stone with an olive to lime-green color. The most vibrant green and valuable of these gemstones are often mistaken as emeralds. Most peridots, however, are recognized by their slightly brownish tinge. This spell brings forth tremendous powers that distinguish this gem as a symbol of the sun. These powers are listed below. The caster may invoke only one power at a time and must state which is to be invoked at the time of casting.

Spell Level 1: Radiant Personality

To bring this power forth from a peridot, the stone must be carved with a torchbearer, the symbol of the sun, and visibly displayed. The quality of the gem must be exquisite and the craftsmanship flawless. If the caster meets these conditions and selects this option, he increases the bearer's apparent stature and charm, effectively raising his *Charisma* by +1 per 3 spell levels. This will obviously aid the wearer in any dealings with shopkeepers, counts, and kings. The effect lasts for 10 minutes per spell level. Multiple castings are not cumulative other than to extend the duration.

Spell Level 4: Radiant Glow

This power of the peridot, which requires the caster to thread the stone through its center with the hair of an ass and tie it to his arm, brings forth sunlight from within the gem. Any undead, diabolical, or demonic creatures within 30 feet of the stone sustain 1 point of damage per spell level of the caster in **Peridot** from the blazing light. The light will affect any other creature as normal, dim, sunlight. The glow is sustained for 1 turn per spell level. Unfortunately, after this power is used, the gemstone must be bathed in sunlight for at least one hour before sunshine can be drawn from it again in this fashion.

Spell Level 7: Ray of Sunshine

This power of the peridot brings forth a single intense flash of sunlight from the gemstone of the sun. The ray may be directed by the caster to strike any creature within 80 feet. If directed at an undead, diabolical, or demonic creature, the ray delivers 1d8 damage per spell level. Allow the struck creature a *Luck Roll* with *Agility Adjustments* to sustain only half damage. The ray affects any other creature as normal brilliant sunlight.

Petrification Potion

Arcane Lore Requirements: Dry 8

Stress Factor: 20

Affected Area: Imbiber

Brewing Time: 20 hours

Duration: 1 hour per spell level

Base: 10

Range: Touch

Casting Req.: Verbal, Gestural, Material. To brew this potion, the caster must boil one pint of Gorgon blood.

Luck: Not applicable

Material Cost: 2800 sp.

Value: 4500 sp.

Drinking a **Petrification Potion** gives the imbiber the rather nauseating feeling that he is drinking mud. The thick sludge has a brown hue, a gritty texture, and an earthy smell and flavor.

Upon quaffing a **Petrification Potion**, the imbiber's skin becomes as hard as granite. In fact, it is so hard that he gains 1 absorption point for every 2 spell levels of the potion against blunt weapons. Even better, his skin absorbs 1 point for every spell level against blade weapons. Of course, this thickening of the skin has its drawbacks as the magic also stiffens the joints of the drinker. He loses 1 point of *Defense* per 3 spell levels.

A **Petrification Potion** must be treated as a magic item for *Willpower* purposes. The given absorption counts above and beyond any armor worn.

Phantasm

Arcane Lore Requirements: Hearing 1, Smell 1, Taste 1, Touch 1, Vision 1

Stress Factor: This spell demands a *Stress Factor* of 2 plus 1 for every sense used in the creation of the illusion.

Affected Area: One creature

Casting Time: 2

Duration: 5 turns + 1 turn per spell level

Base: 6

Range: 80 feet

Casting Req.: Verbal, Gestural. If the illusion moves, the caster must concentrate for the duration of the spell to direct movements.

Luck: None. This spell was created for its diversity, but doing so sacrificed its potency. While a **Phantasm** spell

can create the illusion of a huge drooling troll, the illusion is not strong enough to cause a bitten creature to believe his flesh has been torn. Indeed, a **Phantasm** spell can not even give the illusion of pain. Though this spell may give the illusion of light, it can never blind those looking at it. In short, while this spell can create frightening threats, it can never carry them out.

Disbelief: Negates. Any creature disbelieving an illusion created by this spell is entitled to a *Luck Roll* with *Willpower Adjustments*. If any creature, under the influence of a **Phantasm** spell, disbelieves an illusion that is incomplete in its senses make up, it is entitled to a *Luck Roll* against a *Luck Threshold* that discounts the spell level of the illusion.

Phantasm is undoubtedly one of the Illusionist's most diverse spells. With it, the caster can quickly create an illusion of virtually anything. The effectiveness of the spell, however, greatly depends on the caster's own skill as well as the type of illusion desired. Difficulty in an illusion comes from movement, noise, smell, etc. The more components needed in an illusion, the greater the knowledge of the senses required from the caster. To create a believable illusion, all necessary sensory components must be included. Unfortunately, the greater the number of illusory components, the higher the required *Stress*.

Example: an Illusionist creates a rock using only his knowledge of visual illusion. The affected creature observing the rock will, most likely, believe it to indeed be a rock. However, if it were to attempt to touch the rock, it would immediately recognize it as illusory since the caster provided for no touch sense.

The Overlord must remember that senses such as smell, are of minor importance to humans, are frequently used extensively by trolls and giants. Similarly, many creatures use their senses differently. If the caster attacked a troll with the illusion of a vicious creature but forgot to include the sense of smell in the illusion, the troll, though relatively stupid, might realize the illusion as fake.

The following table is a general guide to determine which senses are necessary in for a few types of illusions.

<u>TYPE</u>	<u>SENSES</u>
Inanimate Object	Hearing (if struck), Touch, Vision
Wind	Hearing, Touch
Water	Hearing, Touch, Vision
Fog, Smoke	Vision
Living Creature	Hearing, Smell, Touch, Taste (if bitten), Vision
Heat, Cold	Touch

Phantasmagoria

Arcane Lore Requirements: Hearing 8, Smell 8, Taste 8, Touch 8, Vision 8

Stress Factor: This spell demands a *Stress Factor* of 5 plus 1 for every sensory component included in the illusion.

Affected Area: All creatures within the spell's range experience the illusion.

Casting Time: 5

Duration: 5 turns plus 1 turn per spell level

Base: 8

Range: 80 feet

Casting Req.: Verbal, Gestural

Luck: None. Like the **Phantasm** spell, this spell was created for its diversity, but doing so sacrificed its potency. While a **Phantasmagoria** spell can create the illusion of a huge slaving dragon, the illusion cannot convince a bitten creature that its flesh is torn. A **Phantasmagoria** spell cannot even give the sense of pain. In short, this spell is all 'bark' and no 'bite'.

Disbelief: Negates. Any creature disbelieving an illusion created by this spell is entitled to a *Luck Roll* with *Willpower Adjustments*. If any creature disbelieves an illusion that is incomplete in its senses make up, it is entitled to a *Luck Roll* against a *Luck Threshold* that discounts the spell level of the illusion.

Phantasmagoria is extremely similar to the spell **Phantasm**. The major differences lie in the number of creatures that it affects and the amount of stress required to invoke the illusion. All other aspects of the spell can be found in the description of **Phantasm**.

Phantom Carriage

Alignment Restrictions: The caster must have an *Evil* alignment.

Arcane Lore Requirements: Dust 10, Mind 10, Spirit 12

Stress Factor: 12

Affected Area: In addition to the caster, the carriage may take along a maximum of 150 pounds per spell level. Anything entering the carriage takes on a ghostly state. Anything leaving the carriage returns to a normal solid form.

Casting Time: 12

Duration: Up to 30 minutes per spell level. If the caster leaves the carriage for any reason, the spell is immediately terminated.

Base: 4

Range: Touch

Casting Req.: Gestural, Material. To use this spell, the caster must hand pick a team of the finest, coal black stallions available. The carriage must be hand crafted from the finest wood and embellished with gold and silver trim. The total value of the team and carriage must exceed 15,000 sp. The carriage and team are in no way harmed by the spell.

Luck: Anyone viewing the **Phantom Carriage**, other than the caster and his entourage, must make a *Luck Roll* with *Willpower Adjustments* against the effects of fear. The *Luck Threshold* equals 15 plus 1 per 3 spell levels. Failure indicates that the viewer runs in terror away from the carriage for 2d6 turns.

When this spell is cast on a team of horses and a carriage, the team, carriage, and the contents of the carriage take on a dark and ghostly visage. The carriage actually assumes an ethereal state that allows the carriage and all that it contains to drive unhindered through the deepest forests and the sturdiest castle walls. The carriage travels at twice its normal speed in any direction chosen by the driver.

Philter of Love

Alignment Restrictions: No *Good* aligned character would use a Philter of Love to seduce an unwitting target.

Arcane Lore Requirements: Mind 8, Moon 8

Stress Factor: 16

Affected Area: Imbiber

Casting Time: 16 hours

Duration: The philter's charm will normally last indefinitely. However, if the elixir's victim is ever requested to perform an action against his alignment, the induced affection may fail. See the Luck section of this spell for details. The potion's drinker can never be made to kill himself (for this would deprive him of his lover) and such a request automatically breaks the charm.

Base: 8

Range: Touch

Casting Req.: Verbal, Gestural, Material. To make a **Philter of Love**, the caster must have plenty of monkshood and mandrake.

Luck: Once this potion is imbibed, the drinker falls in love with the first member of the opposite sex he or she sees (no *Luck Roll*). The victim will perform any request his love makes. However, requests that go against the nature of the drinker allow him a *Luck Roll* with *Willpower Adjustments*. Success indicates the magically induced affection completely disappears.

Material Cost: 200 sp.

Value: 750 sp.

A **Philter of Love** is a yellowish clear liquid possessing a light sweet minty flavor. It has almost no aroma, but a thoughtful sniff will reveal a carrot-like scent. When mixed with wine, the elixir is nearly undetectable.

This elixir causes the drinker to fall hopelessly in love with the first member of the opposite sex encountered. The love-struck victim will take any action within the limits of his alignment to please his love. A **Philter of Love** must be treated as a magic item for *Willpower* purposes.

Philter of Slumber

Alignment Restrictions: Only an *Evil* character would use a Philter of Slumber to subdue an unwitting target for an indeterminate period. *Good* aligned characters will refuse to use so dangerous a potion for any reason.

Arcane Lore Requirements: Mind 12, Moon 12

Stress Factor: 18

Affected Area: Imbiber

Casting Time: 6 hours

Duration: Indefinite. The drinker can only be awakened by a *Good* aligned individual having a *Character Level* greater than the spell level of the potion.

Base: 6

Range: Touch

Casting Req.: Verbal, Gestural, Material. This potion requires the caster to dilute belladonna, ground pine seeds, and honey in fine wine.

Luck: None. If mixed with wine or food, the target is entitled to an *Attribute Check* against his *Perception* to detect the potion's presence. The check must be made against a leveled ability equal to the spell level (see **The Rolls of *Legendary Quest*** in ***The Grimoire of Game Rules***TM for details).

Material Cost: 2000 sp.

Value: 9500 sp.

A **Philter of Slumber** has a pastel rose color like that of fine Chablis. Its flavor is slightly nutty and has a light herbal odor. It is commonly mixed with wine but may just as effectively be poured over a pear or apple.

A **Philter of Slumber** puts the drinker into a deep dreamless sleep. So deep, in fact, that the victim appears dead. The only indication that the imbiber of the elixir yet lives is that his flesh remains rosy and healthy. The drinker's health is perfectly preserved by the elixir, although he can be harmed normally. In fact, the drinker does not age even if years pass before he awakens. The most vile and evil of spell casters use their sleeping victims as helpless donors of stress relief through spells like **Leech**.

A **Philter of Slumber** must be treated as a magic item for *Willpower* purposes.

Phouka Steed

Alignment Restrictions: The caster must have an *Evil* alignment.

Arcane Lore Requirements: Autumn 10, Comet 10, Winter 10

Stress Factor: 18

Affected Area: One phouka

Casting Time: 1 hour.

Duration: The summoned phouka serves for one week. If the caster desires, he may retain the services of a phouka for any number of weeks by recasting the spell. These additional recastings require only 5 minutes of

incantations. Thus, he may retain a phouka as mount even if separated from an appropriate wood from which to summon one. Of course, retaining the same phouka does not increase its *Combat Level*, even if the caster gained levels in **Phouka Steed** in the interim. On the other hand, if the phouka itself gains enough experience to warrant it gaining another *Combat Level*, the caster may end up with a more powerful steed than was summoned. (Treat the phouka's *Combat Level* exactly as you would a character's *Character Level*).

Base: 4

Range: A phouka may only be summoned from deep within a dark forest.

Casting Req.: Verbal

Luck: None

After a full hour of incantations and shouts from the caster, this spell summons a phouka from the surrounding woods. For a description of the **Phouka** consult the **Bestiary** in *The Tome of Traps, Terrors, and Treasures*. The summoned steed has a *Combat Level* equal to the spell level with *Damage Tolerance* and *Defense* appropriate for the *Combat Level*. The phouka will serve the caster for a full week.

The phouka will freely allow the caster use him as a steed, will protect the caster from harm, and will perform the commands he is able to understand (treat the phouka as a well-trained war horse).

Pied Piper

Arcane Lore Requirements: Hearing 8, Mind 8

Stress Factor: 6

Affected Area: The spell's magic extends to any creature hearing the pipe's music within range of the caster.

Casting Time: 5

Duration: The spell lasts up to 10 minutes per spell level. It may be cancelled at any time simply by ceasing to play the pipes.

Base: 4

Range: 100'

Casting Req.: Verbal, Gestural, Material. This spell requires the caster to play notes on a reed pipe of his own construction. The pipe is unharmed by the spell.

Luck: The charming aspects of the spell only affect living creatures having a *Combat Level* of less than or equal to half the spell level. Any such creature having a *Low Cunning* (or an *Intelligence* of -4 or less) is automatically drawn to the music with no *Luck Roll*. All

other creatures are allowed a *Luck Roll* with *Willpower Adjustments* to avoid the effects. Note that only a single *Luck Roll* is necessary for any given creature to avoid the magic's influence and the charm is immediately lost on any creature thereafter sustaining damage.

This spell enhances the music produced the caster's pipes to charm and titillate the listener. For most humans and faery folk, the melody is nothing more than a highly entertaining toe-tapping tune. For many animals and dim-witted monsters, however, the effects are far more powerful. Such creatures are inexorably drawn to the haunting sound.

All charmed creatures will move with the greatest haste toward the music's source and will peaceably follow the musician as long as he continues playing. In fact, the creatures are so enthralled by the lively notes that they will blindly follow wherever the caster leads.

Pill Form

Arcane Lore Requirements: Dry 10, Wet 10

Stress Factor: 8

Affected Area: One potion.

Casting Time: 1 hour

Duration: Permanent

Base: 2

Range: Touch

Casting Req.: Verbal, Gestural, Material. The material components of this spell include some rare talcs and chalks. (For an extra 100 silver pieces the caster can make a 'chewable' pill that can be placed in the mouth without harming the pill. To use these, a character must bite down before swallowing.)

Luck: Not applicable

Material Cost: 900 sp.

Value: 1500 sp.

Pill Form transforms a potion into the form of a pill. The pill has the same power and color as the original potion. Even so, the spell level at which the pill performs is the minimum of either the spell level of the potion or the spell level of **Pill Form**. Thus, a 10th spell level **Pill Form** could turn a 12th **Healing Potion** into a 10th level **Healing Pill**.

Pixie Led

Arcane Lore Requirements: Autumn 9

Stress Factor: 20

Affected Area: One path.

Casting Time: 2 hours

Duration: 1 month

Base: 4

Range: Touch

Casting Req.: Verbal, Gestural. This spell requires the clearing of an area that would begin a path through woods (a moderate amount of ground cover is required for this spell). Once the path is initially set up (as per the *Stress Factor* and *Casting Time* shown above), it is relatively easy to maintain indefinitely. Every month thereafter, the caster must visit the path's entrance and perform a short incantation. At this point, he sustains 4 stress and restores the path for another month.

Luck: Characters who investigate the path itself are allowed a *Luck Roll* with *Perception Adjustments*. Those who roll successfully see the path as a short aimless route that, if followed, will only get them lost. Those failing the roll, however, believe the path a perfect shortcut to their destination and will happily hop on. Individuals traveling the path are allowed a *Luck Roll* with *Willpower Adjustment* every day they remain on the path to realize its nature. If the roll succeeds and the travelers step off the path, they will be returned to the world from whence they came.

This spell creates what appears to be a normal well traveled forest path leading through the woods. In reality, the path leads nowhere. Once on the "path" the characters are soon consumed by dense woods, out of sight of those who would not follow. The path will conveniently provide all the natural resources they need (shelter, food, material components, etc.) so the characters won't feel compelled to stray off its well-trodden soil.

To the characters on the path their progress seems assured. They are, in fact, no longer in the forest but are traveling in the Land of Faery. Reversing travel on the path does not help their situation. Anytime a character turns around on the path, a new path is created that takes him further into Faery Land.

When the character comes to his good senses and steps off the path, he will be returned at exactly the same total distance he traveled on the faery path in a random direction from where he started.

Anyone within normal line of sight of another can be followed on and off the path. But once two **Pixie Led** travelers venture out of each other's sight, both characters are forever lost to each other because, essentially, they are now on to different paths. If the same two characters then step off their paths, they are independently returned at random locations.

Polymorph

Arcane Lore Requirements: Bone 8, Earth 3, Flesh 8

Stress Factor: 10

Affected Area: One creature plus up to 3 pounds of equipment per spell level.

Casting Time: 4

Duration: Indeterminate. The form taken is tenuous at best and can be easily disrupted. If the altered creature takes even a single point of damage, it instantly returns to its original form.

Base: 2

Range: 40 feet

Casting Req.: Verbal, Gestural

Luck: Negates. An unwilling target is entitled to a *Luck Roll* with *Stamina Adjustments* to avoid the spell's effects.

Polymorph changes the form of the target creature into the form desired by the caster. The spell is limited to transforming a living creature of flesh and bone into another creature of flesh and bone. Thus, it could be used to transform a poodle into a hawk but could not be used to change a ghost or ghoul into a poodle.

Anything the creature is wearing or carrying is incorporated in the new form. The caster is allowed to increase or reduce the target's mass by 15 pounds per spell level. The spell cannot transform the target into any creature weighing less than 1 pound. Once in the altered form, the target may use all normal physical attributes of its new shape. Nevertheless, no magical abilities or immunities are bestowed upon him. For example, a character transformed into a dragon would not have a fiery breath.

If the spell recipient's *Combat Level* exceeds the spell level, his *Combat Level* is lowered to equal the spell level.

Note that no spell casting is possible when in altered form unless that form is humanoid. (Of course, the first point of spell casting stress taken would cause the altered form to be lost - see the Duration description of this spell for details.)

Poof!**Arcane Lore Requirements:** Wind 8**Stress Factor:** 6**Affected Area:** Caster plus 5 pounds of equipment per spell level. Thus, a magus only 1st level in this spell is likely to leave his rope, carpet, and snake basket behind.**Casting Time:** 2**Duration:** 5 minutes**Base:** 2**Range:** 0**Casting Req.:** Gestural, Material. To invoke this spell, the caster must possess a small pouch of flash powder.**Luck:** Not applicable**Poof!** allows a spellcaster to quickly escape a dangerous situation. The caster throws to the ground a small pouch of flash powder. In the flash, the caster instantly transforms into a small, billowing cloud of smoke with a distinctive "Poof!". The smoke disperses in a single turn so that it cannot be discerned from the surrounding air.The smoke cloud travels at a *Speed* of 5 unless blown by a stiff wind. In this case, the cloud is simply blown along. At the end of the spell duration, the caster reforms with a resounding "Pop!".**Portal Blink****Arcane Lore Requirements:** Matter 9, Motion 9**Stress Factor:** 20**Affected Area:** The entrance to the **Portal Blink** must be cast on a door, portal, or corridor no larger than 15 feet tall and 10 feet wide. The spell's exit has the same restrictions. Up to 50 pounds per spell level may pass through the portal in one turn.**Casting Time:** 9**Duration:** 1 turn per spell level**Base:** 8**Range:** Touch. The exit must lie within 30 feet per spell level from the entrance.**Casting Req.:** Verbal, Gestural**Luck:** None

This spell enchants a portal with the power to instantly transport objects passing through it to another specified location. The spell caster must have previously seen the exit point before the dimensional link can be made. Note that this spell forms a one-way portal; once used,

the portal cannot be used to return to the original point (without a recasting of the spell).

Pox**Alignment Restrictions:** The caster must have an *Evil* alignment.**Arcane Lore Requirements:** Comet 10**Stress Factor:** 6**Affected Area:** One living flesh-bearing creature susceptible to disease. Thus, **Pox** cannot affect a zombie, skeleton, gargoyle, or unicorn.**Casting Time:** 8**Duration:** The wound continues to fester until the target is magically healed or succeeds in its first *Luck Roll* (see the *Luck* description of this spell for details).**Base:** 4**Range:** 50 feet**Casting Req.:** Verbal, Gestural**Luck:** Every turn after the first, the victim must make a *Luck Roll* with *Stamina Adjustments* against a *Luck Threshold* of 15 plus 1 per spell level. Failure indicates the infection continues to grow and fester, turn after turn, until a *Luck Roll* succeeds.**Pox** creates inflamed boils on its unfortunate victim. The target automatically sustains 1d12 damage + 1 damage per spell level. Thereafter the wounds redden and fester with infection. Every turn after the first the infected boils deliver an additional 1d12 damage.**Prank of the Hedley Kow****Alignment Restrictions:** The spell works best on players having little or no sense of humor.**Arcane Lore Requirements:** Autumn 6, Summer 6**Stress Factor:** 6**Affected Area:** One Item**Casting Time:** 7**Duration:** 1 turn per spell level**Base:** 4**Range:** 50 feet**Casting Req.:** Verbal, Gestural**Luck:** Negates. If the targeted item is held at the time of casting, the item's possessor is entitled to a *Luck Roll* with *Physical Strength Adjustments* to retain control of the item. A successful roll indicates the faery spirit will give

up and relinquish control of the item back to its owner after struggling for a single turn.

Prank of the Hedley Kow causes a single targeted item to jump and dance in a vigorous manner that prevents anyone from grabbing it. If ignored, the dancing item will calm down within 1d3 turns in an attempt to lure someone into grabbing it. If anyone tries, the item will spring to life with cackling laughter. To grasp the item, the grabber must make an *Attack Roll* against the item's *Defense* of 25 plus 1 per spell level.

Protection from Acid Balm

Arcane Lore Requirements: Cold 9, Wet 9

Stress Factor: 34

Affected Area: One creature

Casting Time: To use this lotion, a character must take one full turn to cover his entire body with the contents of the vial. The lotion magically spreads to cover all hard-to-get-to spots.

Brewing Time: 21 hours

Duration: 1 hour per spell level

Base: 4

Range: Touch

Casting Req.: Verbal, Gestural, Material. To make this lotion the brewer must obtain a vial of acid spit from the salivary glands of a Tatzlwurm (which means the dragon didn't spit as many times as it could have). Note that 5 vials of acid can be obtained from each unused acid spit.

Luck: Not Applicable

Material Cost: 3100 sp.

Value: 4600 sp.

A **Protection from Acid Balm** has a thick viscous texture and a metallic yellow sheen. When spread over the skin, the balm reveals the distinct smell of charred meat and a chalky flavor. The balm has the unfortunate side effect of leaving the mouth bone dry for the entire spell duration. The balm is usually stored in a small golden coffer with a tight fitting lid.

The magic of the potion lowers any acid damage delivered to its user by 1 die per spell level every turn. If numerous acids affect the character, the lotion negates the effects of the more potent one first (the one using the largest dice).

For example, a character wades through a pool of acid that delivers 3d6 damage per turn. Meanwhile, a dragon spits acid on him that delivers 6d10 damage. Fortunately, he has used a lotion of **Protection from**

Acid Balm that was made at 8th spell level and thus negates 8 dice of acid damage every turn. The lotion completely negates the dragon's spit and still has enough potency left to negate 2 of the 3d6 delivered by the acid pool.

A **Protection from Acid Balm** must be treated as a magic item for *Willpower* purposes.

Protection from Cold

Arcane Lore Requirements: Cold 7, Wind 7

Stress Factor: 7

Affected Area: One creature

Casting Time: 5

Duration: 2 turns per spell level

Base: 6

Range: Touch

Casting Req.: Verbal, Gestural, Material. To invoke this spell, the caster must have a patch of hide taken from a frost-breathing dragon. The dragon hide is unharmed by the casting.

Luck: Not applicable

This spell gives protection against all forms of cold. Anyone protected by this spell sustains only 1/2 normal damage from all cold related hazards. It also gives the spell recipient an additional +1 per 3 spell levels on all *Luck Rolls* against the effects of cold. Multiple castings will increase the spell's duration but have no other effect.

Protection from Electricity

Arcane Lore Requirements: Rain 8, Water 8

Stress Factor: 7

Affected Area: One creature

Casting Time: 5

Duration: 2 turns per spell level

Base: 6

Range: Touch

Casting Req.: Verbal, Gestural, Material. The material components for this spell include natural rubber and a 6 foot length of silver or gold wire.

Luck: Not applicable

This spell protects the recipient against electricity. Anyone protected by this spell sustains only 1/2 normal damage from all electrical related hazards. In addition, the recipient gains +1 per 3 spell levels on all *Luck Rolls*

against the effects of electricity. Multiple castings will increase the spell's duration but have no other effect.

Protection from Flame

Arcane Lore Requirements: Hot 8, Fire 8, Flame 8

Stress Factor: 7

Affected Area: One creature

Casting Time: 5

Duration: 2 turns per spell level

Base: 6

Range: Touch

Casting Req.: Verbal, Gestural, Material. To invoke this spell, the caster must possess a patch of fire breathing dragon hide and a pinch of asbestos dust. The hide is unharmed by the spell but the asbestos dust is consumed in casting. Caution: this spell has been known to cause cancer in laboratory rats.

Luck: Not applicable

This spell protects the recipient from flame. Anyone protected by this spell sustains only 1/2 normal damage from all heat-related hazards. In addition, the recipient gains +1 per 3 spell levels on all *Luck Rolls* against the effects of flame. Multiple castings will increase the spell's duration but have no other effect.

Protection from Heat Balm

Arcane Lore Requirements: Hot 9

Stress Factor: 18

Affected Area: One creature

Casting Time: To use this lotion, a character must take one full turn to cover his entire body with the contents of the vial. The lotion magically spreads to cover all hard-to-get-to spots.

Brewing Time: 17 hours

Duration: 1 hour per spell level

Base: 4

Range: Touch

Casting Req.: Verbal, Gestural, Material. To make this lotion the brewer must crush a diamond into the elixir along with the salivary glands of a Heraldic Dragon.

Luck: Not Applicable

Material Cost: 2100 sp.

Value: 3600 sp.

A **Protection from Heat Balm** has a creamy texture and a blue-green metallic sheen interspersed with glittering sparkles. The balm is usually stored in a small copper pillbox until used. Although it lacks any discernible odor, it has the biting metallic flavor of copper.

The magic of the potion lowers any heat or fire damage delivered to its user by 1 die per spell level every turn. If numerous fires affect the character, the lotion negates the effects of the most potent ones first (the one using the largest dice).

For example, a character wades through a hot spring that delivers 4d6 damage per turn. Meanwhile, a wizard casts a **Dragons Breath: Flame** spell on him which delivers 7d10 damage. Fortunately, the character has used a lotion of **Protection from Heat Balm** that was made at 8th spell level and thus negates 8 dice of fire damage every turn. The lotion completely negates the **Dragon's Breath: Flame** spell effects and still has enough potency left to negate 1 of the 4d6 delivered by the hot spring.

A **Protection from Heat Balm** must be treated as a magic item for *Willpower* purposes.

Protection From Missiles

Arcane Lore Requirements: Air 11, Wind 11

Stress Factor: 11

Affected Area: This spell creates a stationary 10-foot radius shell around the caster.

Casting Time: 8

Duration: 1 turn per spell level

Base: 8

Range: 0'

Casting Req.: Verbal, Gestural

Luck: None

This spell creates a barrier around the caster that prevents non-magical airborne missiles from entering. Although the spell initially takes effect immediately surrounding the caster's body, he may enter or leave freely. Any non-magical arrows, bolts or rocks thrown or hurled at the caster fall harmlessly to the ground.

Of course, any projectiles hurled by those from within the protected area do likewise. Note that the immense boulders thrown by giants as well as bullets shot by pistols, muskets, and cannons lie beyond the capabilities of this spell to turn aside.

Rage

Alignment Restrictions: The caster must have an *Evil* alignment.

Arcane Lore Requirements: Blood 5, Mind 7

Stress Factor: 10

Affected Area: One creature

Casting Time: 10

Duration: 1 turn per spell level

Base: 10

Range: 50 feet

Casting Req.: Verbal, Gestural, Material. Invoking this spell requires the caster to flick a drop of blood taken from a rabid animal toward the target.

Luck: Negates. Allow any unwilling creature a *Luck Roll* with *Willpower Adjustments* to completely avoid the spell's effects.

Rage imbues the target with terrible anger similar to the spell **Bloodlust**. The only major difference is that it may be effected on unwilling creatures. The affected creature will immediately attack any enemies of which it is aware. If none are available (or if it is unable to engage its enemies) it will attack comrades and allies to satisfy its unholy lust.

Rain Call

Arcane Lore Requirements: Rain 9

Stress Factor: 16

Affected Area: One quarter-mile radius per spell level. Obviously, this spell can only be cast outdoors.

Casting Time: 16 minutes

Duration: 10 minutes per spell level

Base: 8

Range: 0'

Casting Req.: Verbal, Gestural

Luck: None. All natural fires in the area are automatically extinguished. Magical fires caught within the *Affected Area* are required to make a *Luck Roll* every turn of the spell duration or be extinguished.

Rain Call convokes a light storm that delivers a consistent downpour. The amount of rain varies from one-quarter to one-half inch every hour.

Raise the Dead

Alignment Restrictions: The caster must have an *Evil* alignment.

Arcane Lore Requirements: Bone 5, Dust 8, Spirit 9

Stress Factor: 30

Affected Area: One dead body

Casting Time: 22 minutes

Duration: Permanent

Base: 4

Range: Touch

Casting Req.: Verbal, Gestural, Material. Invoking this spell requires the caster to possess some rare embalming herbs and oils. The materials require an expenditure of at least 1,500 silver pieces to procure.

Luck: None

This spell re-binds the spirit of a dead person to his lifeless body in order to animate it. To succeed, the caster must have a spell level in **Raise the Dead** that is at least as great as the *Character Level* of the raised individual. The dark power infused into the corpse will create either a **Wight** or **Skeleton Warrior** depending on whether the flesh has rotted away from the skeletal structure.

When the creature is raised, it must make a *Luck Roll* with *Willpower Adjustments*. Failure indicates the raised creature slavishly obeys the caster's commands for 1001 days. Success indicates the creature may ignore the caster's requests, taking whatever actions it desires. Of course, the caster is still free to attempt other forms of control if the initial enslavement fails. If the caster enacted or aided its previous demise, the dark specter will obviously hold the caster in contempt, ignoring all his demands.

The raised horror retains all of the skills and abilities possessed in life (unless the body parts needed to perform the skills have rotted away). Like all undead, the creature cannot gain experience points to further its "career." Its life experience is over.

The fortitude of these creatures is truly nightmarish as they feel no pain and ignore all wounds. A broken arm or maimed leg will not dissuade one of these unholy creatures in its relentless pursuit of foes. The sinister monster will continue in its assaults until its physical form is simply incapable of any further action. This is quite unfortunate for its enemies, since the amount of abuse it is able to accept is staggering. Because of its uncompromising drive, any creature raised by this spell has its *Damage Tolerance* multiplied by four.

The individual's attributes (PS, AG, etc.) are restored to the values possessed in life (disregard any penalties given for extreme age). All other pertinent characteristics of creatures animated with this spell are described in *The Tome of Terrors*[™] (skeletal warrior) and *Celtic Creatures and Nordic Nightmares*[™] (wight).

Range Deduce

Arcane Lore Requirements: Law 8, Tetrangle 8

Stress Factor: 8

Affected Area: One magical item

Casting Time: 12

Duration: 1 turn

Base: 4

Range: 40 feet

Casting Req.: Verbal, Gestural, Material. The caster must view the item he is attempting to deduce and must concentrate on the item during the entire casting of the spell. The material component of this spell is 75 sp. worth of platinum dust that is consumed in casting.

Luck: Not Applicable

Range Deduce answers a question concerning a magic item's properties without requiring any personal contact between the item and the caster. To accomplish this feat, the caster must make a *Success Roll* with *Perception Adjustments* and overcome a *Success Threshold* of 20. Success indicates he discerns the answer to whatever question he poses.

Range Deduce works by opening a dialog between the caster and the elemental spirit bound to the item. As the spirit lacks any intelligence, it cannot answer questions regarding the best tactics of the items use. It can only answer questions regarding the immediate magical or physical properties of the item. The question posed must be answerable by a single short phrase (i.e. "the item has 10 charges left", "it is triggered by the word 'kablam'", etc.) Although a single casting of this is capable of revealing only one aspect of the item in question, multiple castings may find different abilities.

Rechargeability

Arcane Lore Requirements: Law 10, Matter 9, Tetrangle 10

Stress Factor: 17

Affected Area: One item

Casting Time: 29 minutes

Duration: Permanent

Base: 4

Range: Touch

Casting Req.: Verbal, Gestural, Material. To cast this spell, a ruby (500 sp. minimum) and a star sapphire (750 sp. minimum) are crushed together and the dust is sprinkled over the item. The dust is consumed in casting.

Luck: Not Applicable

This spell enables the caster to bestow upon an item the ability to regain lost magical charges. The lost charges are restored when given the required magical energy by spells such as **Charge** or **Regenerative Charge**.

The **Rechargeability** must be cast while the item is in the process of being enchanted with the spell **Enchantment**. To be successful, the caster must be at least as high level in this spell as the level at which the item casts. **Rechargeability** consumes one of the magical 'slots' of an item (see **Enchantment** for details).

Redcap's Revival

Alignment Restrictions: The caster must have an *Evil* alignment.

Arcane Lore Requirements: Autumn 8, Blood 8

Stress Factor: 6

Affected Area: The spell revives the caster after slaying his enemy. **Redcap's Revival** may only be used on slain humans or humanoid faeries (elves, goblins, orcs, gnomes, dwarves, hobbits, etc.). Note that only a single **Redcap's Revival** may be successfully used on any single conquered enemy, even if cast by two different spell casters.

Casting Time: 9

Duration: The spell itself is instantaneous. Of course, the restored stress revives the caster indefinitely.

Base: 2

Range: Touch

Casting Req.: Gestural, Material. To invoke this spell, the caster must possess a red felt cap. The cap is unharmed by the casting.

Luck: Not Applicable

Redcap's Revival is a diabolical spell used only by the vilest spell casters. Its purpose is to restore lost stress used in the killing of a human or faery enemy. In invoking the spell, the caster must drench a felt cap in the blood of his vanquished foe. Once the cap has gained its dastardly brilliant red dye, the caster places the cap on his head and completes the spell.

The caster regains a number of lost stress points depending on his level in this spell and his role in his opponent's death. If the caster merely aided his enemies' deaths, he regains only 1 point of stress per spell level. If, on the other hand, he killed his bloody foe without receiving any form of aid, the amount of stress regained equals 1d4 per spell level of the **Redcap's Revival**.

Regenerative Charge

Arcane Lore Requirements: Law 11, Matter 11, Tetrangle 12

Stress Factor: 17

Affected Area: One item

Casting Time: 30 minutes

Duration: Permanent

Base: 3

Range: Touch

Casting Req.: Verbal, Gestural, Material. For an item to be capable of accepting even one **Regenerative Charge**, it must be made of perfect materials with exceptional workmanship. Its value must exceed 100 times the value of all material components of all spells placed on it (see **Enchantment**).

Luck: Not Applicable

Regenerative Charge bestows the power of self-recharging on a magic item presently being enchanted with the spell **Enchantment**. Each **Regenerative Charge** gathers and delivers the magic necessary to restore 1 charge to a magic item every day. Putting a **Regenerative Charge** on an item requires the caster be at least the same level in this spell as the level at which the item casts.

If the item is rechargeable (i.e. contains the spell **Rechargeability**), the magic provided is used to slowly recharge the item to full capacity. If the item is not rechargeable, however, the magic generated by the **Regenerative Charge** is simply treated as a single

charge that is available until its use. At this time, a full 24 hours must elapse before the charge is restored.

Each **Regenerative Charge** consumes one magical "attribute" of the item (see **Enchantment** for details).

Revealing Pool

Arcane Lore Requirements: Spring 6

Stress Factor: 7

Affected Area: The spell allows the caster to view a single subject. Once contact is made, the caster can see the area surrounding the subject in a 20-foot radius. Even if the target moves, the **Revealing Pool** tracks it until the spell expires.

Casting Time: 12

Duration: 1 turn per spell level

Base: 6

Range: The range of the spell is unlimited, but the caster must first possess some object that has come in contact with the subject.

Casting Req.: Verbal, Gestural, Material. The caster must possess an item the subject touched. To invoke this spell, the caster must fill a cauldron with water or locate some other small pool of calm water. He must stir into this brew peppermint, diamond dust, and the eyes of a hawk. Clutching the object mentioned above, he casts the spell as he peers into the water.

Luck: If an intelligent creature is scried, the Overlord must allow the creature a *Luck Roll* with *Perception Adjustments* against a *Threshold* of 20. Success indicates it senses that it is being "watched."

This spell allows the caster to view any single person, object or area from a distant point. To do so, the caster gazes into a glassy smooth pool of water and casts **Revealing Pool**. He then must make a *Success Roll* with *Perception Adjustments*. The caster's *Success Threshold* depends on his familiarity with the item according to the following table:

Threshold	Degree of Familiarity
40	Never seen before but has detailed verbal description
35	Seen before briefly for a few seconds in poor light or seen before briefly for a few seconds in good light from afar
30	Seen before for over a minute in poor light
25	Seen before briefly in good light from nearby
20	Seen before for over a minute in good light
15	Highly familiar with subject

Note that divinitory powers (i.e. **Magic Sense**, '**squito Sense**) may be used successfully through a **Revealing Pool**. However, no spell can be cast through the pool that directly affects the viewed area. Thus, a witch cannot use **Revealing Pool** to observe a far-off enemy and tear him to pieces by calling down lightning bolts from the heavens.

Revenancy

Alignment Restrictions: The caster and spell recipient must have *Evil* alignments.

Arcane Lore Requirements: **Bone 13, Dust 13, Mind 13, Spirit 13**

Stress Factor: 30

Affected Area: One creature

Casting Time: 13 days

Duration: Permanent

Base: 8

Range: Touch

Casting Req.: Verbal, Gestural, Material. The material components for this spell include myrrh, platinum dust, and crushed jet, worth a total of 100,000 sp.

Luck: Not Applicable

This spell prepares a willing human or humanoid for undeath. When this spell is invoked, the spell caster must choose whether the spell recipient will rise as a new **Revenant** or **Vampire** upon his death. At the end of the spell casting, the caster must plunge a poisoned blade into the heart of the prepared individual and completely drain his life's blood. The creature rises after 1d20 nights have passed. At this time he gains 1 point of *Physical Strength* per 2 spell levels and 1 point of *Stamina* per four spell levels of the caster at the time of casting. These points are consequently added to his *Braun* and *Vigour*, and subsequently his *Damage Tolerance* and *Speed*.

Becoming a **Revenant** causes the loss of 4 *Comeliness* points. **Vampires**, on the other hand, sustain their *Comeliness* by drinking the blood from members of their own race. For the individual powers of these creatures, see their descriptions under **Undead** in the **Bestiary** section of **The Tome of Traps, Terrors, and Treasures**.

Note that once a character dies, his life experience is over. Consequently, no undead creature accumulates *Experience Points* as do living beings so the benefits and banes of this lifestyle must be carefully weighed. There are no second chances. Of course, Necromancers seeking to make enormous profits by providing 'eternal youth' rarely point out these 'trivial' drawbacks.

Rigor mortis

Alignment Restrictions: The caster must have an *Evil* alignment.

Arcane Lore Requirements: Bone 11

Stress Factor: 11

Affected Area: One flesh-bearing creature.

Casting Time: 9

Duration: 1 turn per spell level

Base: 6

Range: 60 feet

Casting Req.: Verbal, Gestural

Luck: Negates. Allow the target a *Luck Roll* with *Stamina Adjustments* to avoid the spell's effects.

This spell causes the target's muscles to tighten and joints to stiffen. The spell effects are so severe that the target is totally immobilized, unable to perform any actions at all. However, he remains fully conscious and aware of his surroundings.

Rope Trick

Arcane Lore Requirements: Matter 5, Spirit 6

Stress Factor: 6

Affected Area: See the spell description.

Casting Time: 4

Duration: 1 hour per spell level

Base: 8

Range: 20 feet

Casting Req.: Verbal, Gestural, Material. To invoke this spell, the caster must have a length of rope and an Indian flute.

Luck: Not applicable

This spell causes one end of a rope to rise into the air to any height desired up to 5 feet per spell level. This rope may support 50 pounds per spell level if climbed. At the top of the rope is a small astral room into which 1 person for every 2 spell levels may fit. If desired, the rope may be pulled up into the room but it takes up the space of one person.

This room is invisible to those outside of it and those inside are blind to outside events. In fact, those outside the room cannot physically affect the room or its contents in any way unless they affect it through the elemental plane of air.

At the end of the spell duration, all objects remaining in the small room precipitate to the ground.

Runestaff

Arcane Lore Requirements: Pentacle 11, Star 11, Tetrangle 11, Triangle 11

Stress Factor: Creating a **Runestaff** requires an initial expenditure of 30 stress. Thereafter, each spell stored on the staff requires an additional 2 points of stress, in addition to its normal *Stress Factor*. Releasing a spell from the staff costs nothing.

Affected Area: See Below

Casting Time: The initial construction of a **Runestaff** requires a full week of effort. The drawing of each spell rune requires 20 minutes to complete. Releasing any spell from a **Runestaff** requires only 3 seconds.

Duration: The Runestaff itself is a permanent magic item. The stored spells are retained indefinitely until used.

Base: 6

Range: Touch

Casting Req.: Gestural, Material. The material components needed in its construction have a value exceeding 5,000 sp.

Luck: Not Applicable. If two **Runestaves** come within 10 feet of each other, a tremendous stress is created in the fragile 'webs' of the stored spells. As long as the staves are in this close proximity, each stored spell must make a *Luck Roll* every turn or be lost.

A **Runestaff** is a magical staff that serves as a temporary repository for spells. In effect, the **Runestaff** serves as a base to which the caster attaches spells he previously wove but did not complete.

To place a spell on the **Runestaff**, the caster inscribes a rune on its surface which thereafter glows faintly. After it is finished the caster begins invoking the spell he wishes stored. Immediately before the spell is complete, the caster terminates the casting and loses the stress points normally required in the spell's invocation.

To use a stored spell, the caster must touch the rune containing the spell, recite the final phrase, and make the final gesticulations required. The rune briefly flares and then permanently fades away as the magic is released. The spell level of the released spell equals its original spell level or the level of the **Runestaff**, whichever is lower.

Of course, limits exist on the magic that can be stored on a Runestaff. First, storing or releasing spells can only be done by the **Runestaff's** creator. **Second, the**

Thaumaturgist can store as many spells on the staff as he wishes as long as the sum of their *Stress Factors* does not exceed 5 plus 2 points per spell level. Finally, more than one of a given spell cannot be stored on a **Runestaff** at a time. Thus, a Wizard could not hold two **Lightning Bolt** spells on his **Runestaff** simultaneously.

A **Runestaff** must be treated as a magic item for purposes of *Willpower*.

Rust

Arcane Lore Requirements: Dust 8, Rain 8

Stress Factor: 5

Affected Area: One metal item. Up to one cubic foot of metal may be **Rusted** with a single spell. Thus, a steel door could be rusted with this spell. This spell rusts iron, steel, silver, copper, or any other metal subject to oxidation.

Casting Time: 6

Duration: Permanent

Base: 4

Range: 50 feet

Casting Req.: Gestural, Material. To invoke this spell, the caster must spit upon a rusty nail that then crumbles to dust.

Luck: Negates. The targeted item must make a *Luck Roll* against a *Luck Threshold* of 15 plus 1 per spell level. If the item is held or worn creature, allow it adjustments on the *Luck Roll* for the *Character Level* of its owner. A failed *Luck Roll* indicates that the item in question crumbles into a pile of metal oxide.

This spell oxidizes a single object so completely that it crumbles into a pile of useless rust.

Sacrifice

Alignment Restrictions: The caster must have a *Social* and *Good* alignment.

Arcane Lore Requirements: Spirit 9

Stress Factor: 17

Affected Area: One individual

Casting Time: 15 minutes

Duration: 1 hour

Base: 16

Range: 2 miles

Casting Req.: Verbal, Gestural, Material. To invoke this spell, the caster must possess a drop of the recipient's blood and an uncut diamond (worth a minimum of 100 s.p.). These items must be incorporated into a small doll crafted by the spell caster. The doll is lost in the spell's casting.

Luck: Not Applicable

This spell allows the caster to risk his own health to protect an ally. The spell recipient gains a veritable immunity to physical damage at the caster's expense.

Any physical blow striking the caster's companion is prevented from having any damaging effect. Any blow delivering less than five plus one point of damage per spell level is automatically blocked without harm to the caster. Blows delivering more than this amount cost the spellcaster *Willpower* points. His *Willpower* drops by 1 point for every 15 points of damage blocked (or fraction thereof). Thus, a blow of 32 damage costs the caster 3 *Willpower* points. The lost *Willpower* points return at a rate of one point per day of rest.

The caster may cancel the spell at any time, but must accept the consequences of all blows as long as the spell remains in effect. If the caster's *Willpower* drops to -4, he dies.

Sand Blast

Arcane Lore Requirements: Dust 5, Wind 5

Stress Factor: 7

Affected Area: The sand extends in an 80-foot cone with a 10-foot base diameter.

Casting Time: 10

Duration: Instantaneous

Base: 2

Range: 0'

Casting Req.: Gestural, Material. This spell requires the caster to possess a pinch of sand.

Luck: Any creature caught in the *Affected Area* is entitled to a *Luck Roll* with *Agility Adjustments* for 1/2 damage. Take any applicable absorption into account before halving the damage.

With a pinch of sand, this spell creates a strong blast of stinging sand. Every creature in the *Affected Area* sustains 1d4 damage per spell level. If any creature in the *Affected Area* is armored, allow it normal *Absorption* against the full effect of the spell.

Sand Castle

Arcane Lore Requirements: Dust 3, Wind 3

Stress Factor: 10

Affected Area: The fortress can be fashioned into a variety of forms and sizes depending on the spell level of the caster. Essentially, the castle is made up of a number of 10 foot by 10 foot by 10 foot blocks. Each block contains four walls, a ceiling, and a floor. The caster creates a number of these blocks equal to half his spell level. Thus a 3rd level **Sand Castle** conjures two of these blocks while a 7th level **Sand Castle** conjures four blocks.

If more than one building block is formed, each must share at least one wall or be stacked one on top of another.

Casting Time: 12

Duration: The castle will remain standing for 1 day per spell level unless physically destroyed. To destroy any given wall, 5 points of damage per spell level must be delivered to it. (The castle has an Absorption of 0.) Any given block section will remain standing as long as it has three of its four walls.

If the caster attempts to create a castle with more than two levels, the entire fortress will immediately collapse of its own weight.

Base: 4

Range: 0'

Casting Req.: Verbal, Gestural

Luck: Not applicable

This spell enables the caster to create a temporary fortress in a desert or other sandy area. After casting the spell, concentrated blasts of wind form the surrounding sand at the spellcaster's direction. After a full turn, the winds die down leaving the caster in the completed fortress.

The magus can alter the castle's shape in various ways depending on the spell level of the **Sand Castle**. Allow any number of the following alterations at the appropriate spell level:

Sand Castle Table

Spell Level	Features
1	Open a doorway in any wall
2	Open a window in any wall
3	Open 1d6 arrow slits in any wall
4	Open a ceiling portal in any ceiling (i.e. trapdoor without the door)
5	Transform a wall into a column
6	Transform a wall into a staircase
7	Transform a wall into a bastion fortification
8	Add a single gargoyle (for the entire castle) to guard against intruders

The gargoyle mentioned on the table above has a *Combat Level* equal to the spell level and is a standard winged humanoid gargoyle with the exception that its sandy form allows it only a 4 *Absorption*. The gargoyle will not voluntarily venture more than 50 feet from the castle. If physically forced to a distance greater than this, the magic sustaining it dissipates, and it dissolves into a pile of sand. It will attack any intruder not accompanied by the caster.

If the castle is still occupied when it collapses, everyone inside sustains 3d6 points of damage.

Scentless Soap

Arcane Lore Requirements: Smell 3, Wet 3

Stress Factor: 11

Affected Area: One smelly creature.

Brewing Time: 18 hours

Duration: 1 day per spell level

Base: 2

Range: Touch

Casting Req.: Verbal, Gestural, Material. To make this soap, the brewer must mix the musk of a skunk with exotic perfumes of a lilac fragrance.

Luck: Not Applicable

Material Cost: 350 sp.

Value: 600 sp.

Scentless Soap appears to have the appearance and waxy texture of common, everyday white soap. It has absolutely no odor. Although it is normally fashioned into

small white bars, it is occasionally produced in a liquid or powder form.

When a character bathes using this soap (which comes in bar, liquid, or bubble bath form), no scent whatsoever is produced by his body. This is particularly handy against such monsters as trolls and giants who have keen senses of smell. Any character using this soap has a +3 TO surprise such creatures.

A **Scentless Soap** must be treated as a magic item for *Willpower* purposes.

Scry

Arcane Lore Requirements: Matter 8, Motion 8, Spirit 8

Stress Factor: 6

Affected Area: One object, location, or individual. The caster will be able to see anything within a direct line of sight of the scried target.

Casting Time: 11

Duration: 2 turns per spell level

Base: 6

Range: The range of a **Scry** spell depends on the size and quality of the crystal ball used. It has a range of 10 miles for every inch diameter of the crystal ball. Certain obstructions, such as lead shielding or 100 feet of rock, make it impossible for a **Scry** spell to work.

Casting Req.: Gestural, Material. This spell requires the caster to possess a globe fashioned from the finest crystal. Note that a dragon's eye may be substituted for the crystal ball. If done, the caster can see objects in the location as if under the influence of a **Dragon Sight** spell.

Luck: The Overlord must roll a *Luck Roll* with *Perception Adjustments* against a normal *Luck Threshold* (15 + 1 per spell level) for any character seen through the crystal ball. If the *Luck Roll* succeeds, the character senses that someone watches him.

This spell allows the caster to gaze through a crystal ball to see events far away. The gazer must make a *Success Roll* with *Perception* adjustments to Scry the sought person or item. Nevertheless, to have full benefit of this spell's power, he must have seen the person, object, or location previously in a well-lit situation to easily identify it. If he hasn't, increase the *Success Threshold* by 10.

Sculpt

Arcane Lore Requirements: Earth 10, Land 10

Stress Factor: 7

Affected Area: Up to 10 cubic feet of inanimate stone per spell level may be worked. The caster may sculpt

twice this volume of inanimate clay. If applied to animate material, the spell can only affect one such creature.

Casting Time: While casting this spell requires only 3 seconds, 8 seconds of concentration from the caster are required to perform the actual sculpting.

Duration: The spell casting will ready the magic so that the next touch of the caster's hand will deliver the charm. The effects are thereafter permanent

Base: 4

Range: Touch

Casting Req.: Gestural, Material. To invoke this spell, the caster must have a small lump of clay.

Luck: If used on inanimate stone or clay, there is no *Luck Roll*. Otherwise, the target is entitled to a *Luck Roll* with *Stamina* adjustments for ½ damage.

This spell allows the caster to easily fashion stone and clay. The sculpted shapes are crude, having a rough, unfinished look. Using this spell, a mage could create a passage through a wall or seal off a door.

Using this spell creates a great deal of grinding noise. Unless a **Silence** spell is used on the area, attention will likely be brought to the sculptor. Unfortunately, **Sculpt** completely ruins any gemstones embedded in the sculpted rock, so it cannot be used to mine them. Metal ores are unaffected.

If applied to an animate stone creature, the caster must touch his target. To do so, he must make an *Attack Roll* with an *Attack Bonus* equal to his spell level plus *Coordination Adjustments*. Once delivered, the target is entitled to a *Luck Roll* with *Stamina* adjustments. Failure indicates the target sustains 1d6 damage per spell level (no absorption). Success indicates only ½ damage is sustained.

Semblance of Death

Arcane Lore Requirements: Blood 1, Phlegm 1

Stress Factor: 5

Affected Area: One living creature

Casting Time: 3

Duration: 5 minutes per spell level

Base: 2

Range: Touch

Casting Req.: Verbal, Gestural

Luck: Not Applicable

When this spell is cast on a creature, it appears dead. The ability to convince others of the illusion depends on

the spell level. The caster may pick and choose effects he wants included in the disguise according to the following table.

Semblance of Death Table

<u>Spell Level</u>	<u>Effects</u>
0	Breathing, heart beat, and all other vital signs become undetectable.
1	The skin becomes cold to the touch.
2	The eyes seem to roll back in their sockets.
3	Small scratches on the skin appear to expand into gaping wounds.
4	Blood seems to seep and drip from wounds.
5	The skin becomes mottled.
6	The body seems to rot and the body appears bloated.
7	A horrible stench of decay rises from the body.
8	Flies become attracted and buzz about.
9	Flesh seems to hang in patches at intermittent sites.
10	Bones show through at random spots and maggots eat at the flesh.

The caster may disregard any affect he deems inappropriate. Of course, to include an effect, he must have attained the proper spell level.

The ability of an observer to recognize the disguise as fake depends on the spell level and the observer's *Perception*. Allow any wary observer a *Success Roll* with *Perception Adjustments* against a *Success Threshold* of 20 plus 1 per spell level.

Of course, the spell recipient is unharmed. He may jump up at any time and run away or participate in combat. Those observing him may very well mistake him for a zombie, ghoul, or other form of undead.

Shadow Form

Arcane Lore Requirements: Moon 9

Stress Factor: 9

Affected Area: Caster and all that he carries.

Casting Time: 5

Duration: 5 turns plus one per spell level

Base: 6

Range: 0'

Casting Req.: Verbal, Gestural

Luck: Not Applicable

This spell transforms the caster's body and all that he carries into shadow. The caster may move anywhere that his shadow could normally be cast. Thus, a spellcaster in **Shadow Form** could not 'slip' under a door since his shadow could not fall on both sides of the door at once. On the other hand, he could 'slip in' through a glass window since it is possible to cast a shadow through glass.

When in this state, no spellcasting is possible.

As a shadow, the caster makes no sound when walking across even the creakiest floors. If a room is dark or has many shadows cast throughout it, he can move with only slim chance of detection. Of course, a character in **Shadow Form** may be easily seen in a well lit area.

Any weapon that casts a shadow may be used against the caster. Note that, while light based spells may aid in discovery of his location, they do not directly harm the caster in any way.

Shape Change

Arcane Lore Requirements: Bone 12, Earth 8, Flesh 13

Stress Factor: 8

Affected Area: The caster plus an amount of equipment up to 3 pounds per spell level.

Casting Time: 3

Duration: The caster may stay in his altered form for as long as he chooses to retain it. Of course, any spell successfully disrupting the magic of the **Shape Change** will force the altered form to be lost prematurely.

Base: 12

Range: 0'

Casting Req.: Verbal, Gestural. To be able to polymorph into any given shape, the caster must have meticulously studied the anatomy of the form desired. This requires him to dissect and carefully examine a body of any species for at least one full day before he can change his own form to match. The caster must be able to match the *Damage Tolerance* of the creature dissected and studied as described in the spell description. If the caster is unable to alter his *Damage Tolerance* to at least match the base *Damage Tolerance* of a given form, he cannot assume that form at all.

Luck: Not Applicable

This spell alters the caster's shape, allowing him to retain the new form indefinitely. Of course, the form taken does have its limitations. The spell can only transform the caster into another living creature of flesh and bone. Thus, the caster could assume the shape of a bear but he could not transform himself into a mummy or statue.

The caster may increase or reduce his mass by 15 pounds per level in **Shape Change**. However, he may never change into any creature weighing less than 1 pound. Once in the altered form, all normal physical attributes of that creature may be used by the caster although this spell confers no magical abilities or immunities normally attributed to the form. Therefore, a Creationist polymorphing into a troll would not obtain the troll's remarkable regeneration abilities.

Shape Change affects the caster's combat characteristics as follows:

- 1) If the caster transforms into a creature that wields weapons, he retains his own normal *Weapon Levels* unless they exceed the spell level of the **Shape Change**. In this case, the spell level acts as a ceiling to his *Weapon Level*. For example, a Creationist casts a 7th level **Shape Change** and transforms into a centaur. During his next encounter, he decides to fire his long bow at a looming opponent. Although the caster has attained 9th level in use of his bow, he is limited to only 7th level while retaining the centaur shape.
- 2) If the caster becomes a creature that does not wield weapons but has its own natural form of attack (claws, bite, etc.), his *Combat Level* equals the spell level. His *Attack Bonus* in this form equals his *Combat Level* plus any *Physical Strength* and *Agility Adjustments* normally attributed to the new form.
- 3) The *Defense* of the caster when in altered form equals 15 plus his *Combat Level* plus any *Agility Adjustments* normally attributed to the chosen form. If he wields a weapon, add the *Parry* of the weapon to his *Defense*. If the new form cannot wield weapons but has its own natural defenses (claws, horns, etc.) add an additional 5 points to the *Defense*.
- 4) The *Damage Tolerance* of the caster when in altered form raises or lowers 3 points per 5 pounds gained or lost. Since he can alter his weight by 15 pounds per spell level, he may adjust his *Damage Tolerance* a maximum of 9 points per spell level.

If the caster is killed in altered form, he is dead. Damage inflicted upon the caster when **Shape Changed** remains when he changes back. If he changed into a creature with greater *Damage Tolerance* than he normally has, the

caster must be careful about when he resumes his normal shape. For example, if he has 50 *Damage Tolerance* normally and changes into a beast having 85 *Damage Tolerance* and takes 83 damage, he must remain in the form of that beast until he has healed. If he changes back before then, he will still have taken 83 damage. Since he only had 50 to start with, he may die from the ordeal.

Note that, other than being able to change back into normal form when desired, no spellcasting is possible when in altered form unless that form is humanoid.

Shield of Ignus Fatuus

Alignment Restrictions: The caster must have an *Evil* alignment.

Arcane Lore Requirements: Mind 8, Spirit 8

Stress Factor: 12

Affected Area: Caster

Casting Time: 5 minutes

Duration: The shield lasts until entirely destroyed, the spell is recast, or the caster dismisses the protecting spirits.

Base: 2

Range: 0'

Casting Req.: Verbal, Gestural, Material. To invoke this spell, the caster must light a candle for every spirit summoned.

Luck: Not Applicable

This spell summons a swarm of tiny ethereal spirits resembling tiny candle flames. Known as Ignus Fatuus, Will-o-the-Wisps, Jack-o-Lanterns, and many other names, these spirits flit and dart around the caster's body. The number of spirits summoned into service depends on the spell level of the caster in this spell. In effect, he conjures 2 wisps per spell level.

The magic of this spell forces these spirits into the service of protecting the caster's life. Their task is to interpose themselves between the caster and any danger that threatens him.

The magic of the spell allows these ethereal spirits to affect (and be affected by) normal weapons. They can also protect against extreme heat and cold caused by normal means. Thus, these summoned spirits have none of the immunities normally allotted to spirits of this type (as described under **Will-O-Wisp** in the **Bestiary**).

When the caster is attacked directly with a spell or weapon, the dancing spirits interpose themselves to shield his body. Each spirit is capable of sustaining a

single point of damage before being destroyed utterly. Thus, the shield protects for a total of 2 *Damage Tolerance* points per spell level.

Shooting Star

Alignment Restrictions: The caster must have a *Good* alignment.

Arcane Lore Requirements: Spirit 7, Star 7, Sun 7

Stress Factor: 8

Affected Area: One creature

Casting Time: 10

Duration: Instantaneous

Base: 8

Range: 100 feet

Casting Req.: Gestural

Luck: None

Shooting Star creates the spectacular sight of a sparkling ball shooting toward the caster's target. To strike the target, the caster must make an *Attack Roll* with *Range Weapon Adjustments*. The ball is quite harmless to any *Good* or *Neutrally* aligned creature. To *Evil* creatures, however, it represents wrathful vengeance. Any evil creature struck by a **Shooting Star** sustains 1d8 fire damage per spell level.

Shrapnel Grenade

Arcane Lore Requirements: Dry 4

Stress Factor: 14

Affected Area: 20-foot radius

Brewing Time: 8 hours

Duration: The grenade explodes in a fiery instantaneous ball of flame and shrapnel.

Base: 8

Range: A **Shrapnel Grenade** may be thrown about 40 feet without it breaking in the thrower's hand. If thrown farther than this distance, the glass nodule must make a *Luck Roll* versus crushing blow. It must overcome a *Luck Threshold* of 15 plus 1 for every 5 feet over 40 the character throws it.

Casting Req.: Verbal, Gestural, Material. This potion requires one pound of sulfur taken from the apex of a live volcano.

Luck: Allow a *Luck Roll* with *Agility Adjustments* for 1/2 damage for those caught in the *Affected Area*. Take into account any applicable *Absorption* before halving the damage.

Material Cost: 800 sp.

Value: 1500 sp.

A **Shrapnel Grenade** is an opaque yellow liquid with small bits of glass and metal sediment at the container's base. It is usually contained within a round glass nodule but may be housed in an ordinary glass vial. When detonated, the grenade produces the nauseating stench of rotten eggs.

A **Shrapnel Grenade** is a glass nodule packed with volatile liquids and bits of sharp glass and metal. When thrown to the ground, the grenade explodes propelling its shrapnel contents in all directions. All within the *Affected Area* sustain 1d4 damage per spell level of the **Shrapnel Grenade**. If those in the *Affected Area* wear armor, the armor absorbs the normal amount from the total damage.

A **Shrapnel Grenade** must be treated as a magic item for *Willpower* purposes.

Shrink

Arcane Lore Requirements: Matter 5

Stress Factor: 5

Affected Area: One item or creature. The targeted object can be no larger than a cube 10 feet on a side.

Casting Time: 2

Duration: 5 turns plus 1 turn per spell level

Base: 12

Range: The caster must touch his intended target. Thus, an *Attack Roll* with *Manual Dexterity Adjustments* may be necessary for uncooperative adversaries.

Casting Req.: Verbal, Gestural

Luck: Negates. Allow any unwilling target a *Luck Roll* with *Stamina Adjustments* to avoid the spell's effects.

Contrary to common belief, this spell does not summon Sigmund Freud. Rather, it decreases the size of a targeted object or creature. The size of the target and all that he is carrying reduces by 50% for every 2 spell levels. Thus, a Mystic who is 5th level in this spell decreases the size of his target to 1/8 its normal size. The mass of the object remains unaffected. Thus, a shrunk creature's attributes (*Physical Strength*, *Agility*, etc.) remain unaffected.

This spell can be an effective weapon in the right circumstances. Try using this on a troll walking through a swamp and you're likely to be rid of that troll. It would be a uniquely entertaining experience to witness the surprised look on the diminutive troll's face as he slowly sinks into the muck.

Shroud

Arcane Lore Requirements: Wind 8

Stress Factor: 10

Affected Area: A single article of clothing.

Casting Time: 7

Duration: 2 turns per spell level

Base: 8

Range: Touch

Casting Req.: Gestural, Material. To invoke this spell, the caster must have an appropriate garment on which to focus the spell's magic.

Luck: Not applicable

When a **Shroud** spell is cast on an article of clothing, the shrouded article renders its wearer invisible over all areas it covers. A **Shroud** spell, though, only turns the outside of the clothing invisible. Thus, a character wearing a hooded robe with a shroud spell on it would appear totally invisible from behind. He could not totally vanish in the front unless he pulled the hood down over his face. Doing this, of course, prevents him from seeing anything but the interior of the hood as **Shroud** cannot affect the interior of clothing.

Sidestep

Arcane Lore Requirements: Hearing 3, Mind 5, Touch 4, Vision 8

Stress Factor: 6

Affected Area: The illusion may only be invoked on the caster himself. However, all creatures observing the caster perceive it.

Casting Time: 1

Duration: 5 minutes per spell level.

Base: 1

Range: 0'

Casting Req.: Gestural.

Luck: Not applicable

Disbelief: Anyone disbelieving the illusion will see the through the spell's trickery and will thereafter be immune to its effects. However, the disbelief of one person has no affect on the spell's effectiveness on others.

This spell creates the illusion that the caster is actually off to one side or the other in a slightly different position and performing slightly different actions than what the caster's true actions and location would otherwise dictate. The illusion is not powerful enough to make it seem like the

caster is walking off down an alleyway while he is in fact standing still. Nor can it make him appear to be engaged in combat when he is actually casting spells. The apparent content and results of the caster's actions are completely unaffected. However, the overall effect of the illusion is that any observer attacking the caster has a harder time in landing any blow. Thus, the caster's *Defense* increases by 1 point per 2 spell levels of **Sidestep**. A second casting of **Sidestep** after an opponent has disbelieved the first will affect the observer as would any other re-cast illusion. However, the affects of a multiple casting of **Sidestep** will otherwise go unnoticed.

Note that this illusion may be 'stacked' on other illusions. Thus, the caster may use a **Guise** spell to give himself the appearance of a mighty knight and then use a **Sidestep** to improve his apparent combat abilities. Any observer suspecting the legitimacy of the illusionist's appearance would peer 'through' the **Guise** spell. However, the effects of the **Sidestep** illusion would remain effective unless and until the observer questioned the illusionist/knight's ability to "jump around so quickly."

Signet

Arcane Lore Requirements: Tetrangle 5

Stress Factor: 7

Affected Area: One openable object (such as a chest or door).

Casting Time: 10

Duration: Indeterminate. The seal will hold fast until a triggering command word or phrase is spoken. At this point, the seal crumbles enabling entry into the sealed item. A **Signet** can withstand any force equivalent to a *Physical Strength* of 5 points per spell level. Thus, an 8th level **Signet** can barely withstand the force exerted by 10 characters, each having a 4 *Physical Strength* (40 points total). (For these purposes, two characters with a 0 *Physical Strength* equals a +1. Four having a -1 *Physical Strength* equals a +1, and eight having a -2 *Physical Strength* equals a +1.)

In addition, a **Signet** cannot be dispelled by any form of magical disruption having a spell level less than the spell level of the **Signet**. If the magic disruption has a higher spell level, the **Signet** is still entitled to a *Luck Roll*.

Base: 8

Range: Touch

Casting Req.: Gestural, Material. To invoke this spell, the caster must have a lit candle, a gold signet ring, and sealing wax. The candle and sealing wax are consumed by the spell.

Luck: Not Applicable

A **Signet** is a symbol imbedded in wax that is used to prevent the opening of a scroll, message, door, chest, or any other openable item. The symbol itself identifies the creator of the **Signet**. When placed on an item, the magic of the **Signet** absolutely prevents the item from being opened unless a specific command word is spoken, which must be stated at the time of casting. Of course, the **Signet** cannot prevent the item from being totally obliterated. Once the command word is spoken, the wax seal crumbles and the magic of the **Signet** fades.

The command word used to break the **Signet's** power is completely hidden by the spell's magic. Even the spell **Deduce** cannot discover the proper syllables unless it is of higher spell level than the **Signet**. If the **Signet's** spell level is lower than that of the magical deduction, the spell level of the deduction is reduced by an amount equal to the **Signet's** spell level.

Silence

Arcane Lore Requirements: Air 8, Wind 8

Stress Factor: 6

Affected Area: 10 foot radius

Casting Time: 5

Duration: 1 turn per spell level

Base: 4

Range: 40 feet. If he wishes, the caster may target any of his own items. The range of this spell could be greatly enhanced, for example, if he were to place **Silence** on an arrow.

Casting Req.: Gestural, Material. To invoke this spell the caster must have a ball of cotton or wax and must put one index finger to his lips.

Luck: **Silence** may be cast upon the floor of a dungeon, a piece of furniture, or some other inanimate object. In these cases, allow no *Luck Roll* against the spell's effects. Total silence automatically dominates the area specified by the caster. Of course, those caught within the **Silence** may easily vacate the area.

The caster may opt to target some non-magical item possessed by a foe. If this option is taken, allow the opponent a *Luck Roll* to avoid the spell's effects entirely. If the *Luck Roll* fails, though, the targeted opponent may have a difficult time deciding what item the **Silence** surrounds.

Silence muffles all sound surrounding the spell's target. In fact, the deathly stillness will follow the target for the duration of the spell. Spells requiring verbal components cannot be cast from within the area. Additionally, spells

producing effects through sound automatically fail for those within an area of **Silence**.

Silent Sentry

Arcane Lore Requirements: Autumn 4

Stress Factor: 14

Affected Area: One item.

Casting Time: 2 minutes

Duration: Permanent

Base: 8

Range: Touch

Casting Req.: Verbal, Gestural, Material. To cast this spell, the caster must possess a tiny toy soldier that disappears on casting the spell.

Luck: Not Applicable

This spell charms an item to sound an alarm whenever anyone other than its owner touches it. The alarm message can be any short phrase, but must be stated at the time of casting. For example, **Silent Sentry** could be cast on a pouch to alert the owner of any greedy pickpockets attempting to pilfer it by shouting "Thief! Thief!"

Note that the simple act of the owner handing the item to another individual automatically transfers "ownership" to the recipient. In such cases, no alarm is sounded. After ownership is transferred, however, the **Silent Sentry** will treat any previous owners as any common thief if they pick up the item.

Any single individual that retains possession of the noisy object for a full month will finally be accepted by the item as its new owner.

Once charmed, the item becomes a permanent magic item and must be treated as such for purposes of *Willpower*.

Silver Weapon

Alignment Restrictions: The caster must have a *Good* alignment.

Arcane Lore Requirements: Star 13, Sun 13

Stress Factor: 25

Affected Area: A single weapon of pure silver. See the Casting Requirements section of this spell for details.

Casting Time: The spell itself requires a full day and night to complete. It must be invoked under the light of the noon sun and the full moon.

Duration: Permanent

Base: 8

Range: Touch

Casting Req.: Verbal, Gestural, Material. The weapon itself must have been forged from pure mithril, the hardened metal made from the ore of true silver. Such weapons are rare and exceedingly difficult to craft. See the skill **Smithery** in *The Grimoire of Game Rules™* for details on how such a weapon can be created. Any weapon crafted from this material and forged to a mirror surface can be charmed with this spell, as long as it possesses no other charms or enchantments.

Luck: Not Applicable

This spell charms a weapon of the purest silver to act as an instrument of righteous wrath. The weapon is focused on the goal of destroying evil beasts especially susceptible to weapons of silver and sunlight. These include werewolves, undead, stone trolls, trow, demons, devils, and other evil spirits.

As the weapon is attracted to such nightmarish terrors, the wielder gains an additional bonus on his *Attack Roll* against them equal to +1 per 3 spell levels. All such creatures sustain an additional 1 point of damage per spell level of the **Silver Weapon** on every blow. In fact, the slightest touch of the weapon will cause these monsters to flinch in pain as it sears their flesh.

As the weapon approaches one of these 'creatures of the night', it will flash and sparkle as if sunlight reflects off its polished surface. In fact, it is this light that gives its enemies such grief. **Silver Weapon** uses the metal of the moon to 'reflect' the light of the sun onto the moon's own children. The magic of the spell allows the weapon to retain its mirror-like qualities.

Against all other creatures, the **Silver Weapon** gives a bonus of only +1 on *Attack Rolls*. In all other respects, it behaves as a normal weapon of its type.

Of course, the resulting weapon must be treated as a magic item for *Willpower* purposes.

Sleep Gas Grenade

Arcane Lore Requirements: Dry 9, Mind 11, Wet 6

Stress Factor: 21

Affected Area: Any breathing creature within a 20-foot radius of the exploding grenade.

Brewing Time: 20 hours

Duration: The gas itself disperses in one turn after the grenade explodes. However, the induced sleep lasts for a period of 1 turn per spell level.

Base: 3

Range: A **Sleep Gas Grenade** can be thrown about 40 feet. If an attempt is made to throw it farther than this distance, the glass nodule must make a *Luck Roll* versus crushing blow against a *Luck Threshold* of 15 plus 1 for every 5 feet over 40 the character throws it.

Casting Req.: Verbal, Gestural, Material. To make this grenade, the caster must vaporize a pinch of fine white sand.

Luck: Negates. Any breathing creature in the *Affected Area* is entitled to a *Luck Roll* with *Stamina* adjustments to avoid the spell's effects.

Material Cost: 2100 sp.

Value: 4000 sp.

A **Sleep Gas Grenade** is usually created as a round glass nodule containing a transparent light green liquid. On occasion, it is found bottled within an ordinary glass vial. When detonated, the resulting cloud has the bitter smell of ammonia.

When the magical liquid created by this spell comes in contact with air it billows forth in a green cloud of gas. Any creature breathing the gas immediately falls into a deep sleep.

A **Sleep Gas Grenade** must be treated as a magic item for *Willpower* purposes.

Slender Elf Cap

Arcane Lore Requirements: Autumn 6, Mind 6

Stress Factor: 6

Affected Area: The cap's wearer.

Casting Time: 5 minutes

Duration: 1 day per spell level

Base: 6

Range: 0'

Casting Req.: Gestural, Material. To invoke this spell, the caster must toss a pinch of slender elf cap spores to the ground at his feet.

Luck: Not applicable.

"Slender elf cap" is the name of a common mushroom having a brilliant red top with white spots. Faery lore describes diminutive faeries using these mushrooms as hats or helmets. This spell gives the benefits of this mushroom to more human-sized spell casters. When **Slender Elf Cap** is invoked, a large red-topped mushroom similar to the miniature fungus grows at the caster's feet. The top of this mushroom may be easily plucked from its stalk and worn as a hat.

Anyone wearing a **Slender Elf Cap** gains a bonus of +1 per spell level on all *Luck Rolls* against the effects of *Hallucinogenic Poisons*. In addition, he gains a +1 bonus per 3 spell levels against all other mental spells, including illusions.

A **Slender Elf Cap** must be treated as a magic item for *Willpower* purposes.

Slow

Arcane Lore Requirements: Matter 4, Rest 5

Stress Factor: 6

Affected Area: The spell is normally targeted at a single creature. However, the caster may attempt to slow more than one creature (up to one per level) but the potency of the spell is reduced accordingly. *Luck Roll* penalties and the duration are divided by the number of targets affected (round down). For example, a Mystic who is 8th level in **Slow** attempts to slow 3 creatures. They each must make *Luck Rolls* against a 2nd level *Luck Threshold* (15+2=17). Any failed *Luck Roll* indicates that creature is slowed for 5 turns.

Casting Time: 7

Duration: 2 turns per spell level

Base: 6

Range: 60 feet

Casting Req.: Verbal, Gestural, Material. The material component of this spell is a dram of molasses.

Luck: Negates. Allow each target a *Luck Roll* with *Stamina Adjustments* to avoid the spell's effects.

This spell slows the movements of any targeted creature to half normal. A fighter under this spell's influence gets only half of his normal attacks. A spellcaster takes twice as long to cast spells.

Slumber

Arcane Lore Requirements: Mind 6

Stress Factor: 7

Affected Area: One inactive creature.

Casting Time: 4

Duration: Up to 4 minutes plus 1 minute per spell level. Once he is put to sleep, the target cannot be awakened while the spell is in effect unless he is physically harmed. After the spell expires, the target continues sleeping normally.

Base: 6

Range: 50 feet

Casting Req.: Verbal, Gestural, Material. While invoking **Slumber**, the caster sings quietly to herself as she gently tosses pinches of sand toward her quarry.

Luck: The targeted individual is allowed a *Luck Roll* with *Willpower Adjustments* against a *Luck Threshold* of 15 plus 1 per spell level. If the *Luck Roll* succeeds, the target hears the caster's ineffectual lullaby. If he fails the *Luck Roll*, the target drifts into a deep sleep.

This spell puts its targets to sleep. The targeted creature must be in a relatively relaxed, inactive state for the spell to work. In other words, the target cannot be involved in melee, engaged in fiery debate, or otherwise alarmed.

Smoke Grenade

Arcane Lore Requirements: Hot 3

Stress Factor: 14

Affected Area: The cloud of smoke expands in a 40-foot radius around to the exploding grenade.

Brewing Time: 3 hours

Duration: The smoke remains for 1 minute per spell level unless blown away by a strong wind. A strong breeze will disperse the cloud in 3 turns. Gale force winds will do so in a single turn.

Base: 2

Range: A **Smoke Grenade** can be thrown about 40 feet. If thrown farther than this distance, the glass nodule must make a *Luck Roll* versus crushing blow. It must overcome a *Luck Threshold* of 15 plus 1 for every 5 feet over 40 the character throws it.

Casting Req.: Verbal, Gestural, Material. To make a **Smoke Grenade**, the caster must brew fresh leaves taken from rare deciduous trees.

Luck: None

Material Cost: 250 sp.

Value: 600 sp.

A **Smoke Grenade** is a translucent smoky black liquid having sediment of burned leaf bits on the container's bottom. It is normally housed within a round glass nodule, but may be stored in any ordinary glass bottle. When detonated, the resulting smoke produces the pungent aroma of burning leaves.

When thrown to the ground and shattered, a **Smoke Grenade** releases a huge cloud of smoke. The smoke is so thick that objects only a few feet away cannot be seen. This effectively increases the *Defense* of any creature in the smoke by 5 points when attacked in hand-to-hand combat. Firing range weapons in the area is effectively useless.

A **Smoke Grenade** must be treated as a magic item for *Willpower* purposes.

Snake Charm

Arcane Lore Requirements: Rain 1

Stress Factor: 5

Affected Area: The caster can control only one snake at any given time. In addition, the snake's *Combat Level* cannot exceed the spell level of the **Snake Charm** or the spell automatically fails.

Casting Time: 10

Duration: 1 minute per spell level

Base: 2

Range: hearing

Casting Req.: Gestural, Material. To invoke this spell, the caster plays music on a reed flute using the music to command the snake to action.

Luck: Negates. The targeted snake is allowed a *Luck Roll* with *Willpower* adjustments (usually -5 additional for normal snakes).

A **Snake Charm** spell allows the caster to control a snake. After the caster gives his instructions by playing music on a flute, the snake leaves to fulfill its mission. Of course, most snakes have severely limited mental capacities. They cannot comprehend complex or lengthy commands.

Snake Oil

Arcane Lore Requirements: Rain 1, Wet 1

Stress Factor: 20

Affected Area: One vial of oil

Casting Time: 20 minutes

Duration: The oil retains its magical properties for up to 1 week per spell level.

Base: 2

Range: Touch

Casting Req.: Verbal, Material. To invoke this spell, the caster must crush the fang of a poisonous snake into a vial of perfumed oils worth not less than 50 silver pieces per vial. If the spell duration expires before the oil is used, the oil no longer retains its powers although it may regain them by recasting this spell.

Luck: None

Material Cost: 50 sp.

Value: 150 sp.

Snake Oil is translucent golden oil having a small amount of white sediment at the vial's bottom. The oil supports a delightful floral aroma.

With this spell, the caster magics a vial of exotic oil to neutralize the effects of poison. When the entire vial is rubbed over a single wound, the oil draws any poison injected into or smeared on the flesh. It negates a total of 1d4 poison damage per spell level.

This remarkable elixir has unjustly earned a bad reputation as its magical powers quickly fade over time.

Snake Oil must be treated as a magic item for *Willpower* purposes.

Snakes and Sticks

Arcane Lore Requirements: Summer 4

Stress Factor: 7

Affected Area: The spell can transform serpents having a combined *Combat Level* of less than or equal to the spell level. For example, a warlock casting a 6th level **Snakes and Sticks** may transform six 1st level snakes, two 3rd level snakes, or one 6th level snake into lifeless kindling.

Casting Time: 8

Duration: The serpent may remain indefinitely in its wooden form without nourishment of any kind.

Base: 6

Range: 30 feet

Casting Req.: Verbal, Gestural, Material. This casting requires a small stick wrapped in snakeskin and sprinkled with 50 silver pieces worth of crushed amber. The casting consumes all components.

Luck: Negates. Naturally, every snake is allowed a *Luck Roll* with *Stamina Adjustments* against the spell effects.

A lone spell caster confronted by a dangerous serpent has basically two options: fight or flight. If he does not have this spell, he is likely to choose flight. With **Snakes and Sticks**, however, he may turn the potentially deadly snake into a harmless dry stick.

Once a snake has been transmuted, it can be carried as easily as any piece of wood having the same weight as the snake's original mass. Of course, it cannot regain lost *Damage Tolerance* while in this form.

Anyone possessing one of these magical sticks may transform it back into a snake at any time by casting it to the ground. The serpents require 6 seconds to transform back into their original form and will be quite agitated when they do so. At no time is the snake under magical control of the caster.

Treat each stick as a magic item for purposes of *Willpower* (see **Willpower** in *The Grimoire of Game Rules™* for details).

Sneezing Powder

Arcane Lore Requirements: Dry 7

Stress Factor: 19

Affected Area: One breathing creature.

Brewing Time: 15 hours

Duration: 1 turn per spell level

Base: 2

Range: The powder may be easily blown from the owner's hand up to a distance of 10 feet.

Casting Req.: Verbal, Gestural, Material. To make this powder, the caster must grind eight different types of exotic peppercorns.

Luck: Negates. Any breathing creature that has this powder blown into its face must make a *Luck Roll* with *Agility Adjustments* to avoid the powder's effects.

Material Cost: 2100 sp.

Value: 4000 sp.

Sneezing Powder usually comes packaged in a tightly woven burlap pouch. It has the appearance and smell of common ground black pepper. Unfortunately, any character that gives it a tentative sniff uses the powder and feels its full effects. It clears out his sinuses wonderfully.

Inhaling this powder causes violent, uncontrollable sneezing. While in this miserable state, the victim must lose one point from his *Defense* and *Attack Bonuses* for every spell level of the powder.

Sneezing Powder must be treated as a magic item for *Willpower* purposes until used.

Snowball

Arcane Lore Requirements: Winter 3, Spring 3

Stress Factor: 7

Affected Area: When thrown, a snowball explodes in a 10-foot radius cloud of frost.

Casting Time: 7 minutes

Duration: These balls of snow and ice stay frozen for up to half an hour per spell level on a normal summer day and may be carried until used. Any snowball caught within an area of extreme heat must make a *Luck Roll* with a *Luck Bonus* equal to the spell level. Failure indicates the frigid globe immediately melts into a

harmless pool of water. Likewise, if a snowball is kept at a below-freezing temperature, it may be preserved indefinitely.

Base: 2

Range: See Below

Casting Req.: Gestural, Material. To invoke this spell, the caster must have a vial of snow water and a small silver bowl (200 sp. minimum value). The silver bowl remains unharmed by the spell.

Luck: With the exception of any target directly hit by a **Snowball**, any creature caught in the *Affected Area* is entitled to a *Luck Roll* with *Agility* adjustments for 1/2 damage.

Snowball creates a collection of wintry globes that explode on impact when tossed by the caster. A single casting of **Snowball** produces one frigid ball for every two spell levels. The caster may carry any number of **Snowballs** desired but he may throw only 2 in a single turn.

To strike a moving target, the caster must make a normal *Attack Roll*. In this case, his *Attack Bonus* equals his level in **Snowball** plus any adjustments he has for *Range Weapons*. Any creature within 10 feet of the snowball when it explodes sustains 1d4 points of frost damage per spell level.

If anyone other its creator throws a **Snowball**, it will simply fragment into a harmless cloud of white snow like any normal ball of snow.

The collection of snowballs produced in a single casting must be treated as a single magic item for *Willpower* purposes.

Snow Drift

Arcane Lore Requirements: Winter 4, Spring 4

Stress Factor: 4

Affected Area: 1 creature per 2 spell levels. **Snow Drift** must be cast outdoors.

Casting Time: 3

Duration: 2 turns per spell level

Base: 4

Range: A **Snow Drift** may be created anywhere within 120 feet of the caster. Once formed, however, the snow will track its target without regard to any range.

Casting Req.: Verbal, Gestural, Material. The material component of this spell is a piece of quartz encased in mud.

Luck: Negates. Allow each target a *Luck Roll* with *Agility Adjustments* to escape the drift.

This spell creates a swirling snowdrift that envelops its victims. The snowdrift piles about the targeted creatures, effectively halving their *Speed*. The drift does not hinder attacks or *Combat Level* and does not damage the target in any way.

Sound Barrier

Arcane Lore Requirements: Wind 7

Stress Factor: 7

Affected Area: The created wall covers an area of up to one 5 foot by 5 foot section per spell level. The edges of the wall must all be confined in some way. A Magus could cast a **Sound Barrier** across a doorway, in a hallway, or through the center of a room. He cannot normally create one outside.

Casting Time: 8

Duration: 1 turn per spell level. The wall remains standing for the entire spell duration regardless of the number of creatures passing through it.

Base: 6

Range: 30 feet

Casting Req.: Verbal, Gestural, Material. To invoke this spell, the caster must strike a small drum of 25 silver piece value. The drum remains after casting.

Luck: Any creature passing through the wall must make a *Luck Roll* (no adjustments) or be deafened for 2d6 turns. In addition, he automatically sustains 1d8 damage for every 2 spell levels of the **Sound Barrier**.

Sound Barrier creates a shimmering wall of compressed sound waves. Oddly enough, a person standing even a few inches from the wall does not hear the thunderous clap experienced by those passing through the wall. In addition, the wall prevents any sound from passing through.

Spark

Arcane Lore Requirements: Fire 1

Stress Factor: 3

Affected Area: The caster may ignite one fire for every two spell levels so long as all are lie within range.

Casting Time: 2

Duration: Instantaneous

Base: 2

Range: 20 feet per spell level

Casting Req.: Gestural, Material. To invoke this spell the caster needs a tinderbox containing flint and steel.

Luck: Allow a *Luck Roll* with *Agility Adjustments* if cast on an object held or worn by some creature.

This spell ignites combustible materials. Once ignited, the fires burn normally and spread if conditions favor combustion.

Spatial Pocket

Arcane Lore Requirements: Matter 7, Spirit 9

Stress Factor: 6

Affected Area: One container. The **Spatial Pocket** may hold up to 20 pounds of material per spell level.

Casting Time: 7

Duration: Up to 2 days per spell level. The spell is immediately terminated if the container is damaged. If the spell expires before the contents are removed, the contents are lost on the ethereal plane.

Base: 2

Range: Touch

Casting Req.: Verbal, Gestural. The spell must be cast over an appropriate container.

Luck: Not Applicable

Spatial Pocket increases the interior size of a chest, pouch, or bag. Through a mixture of spatial distortion and an extra dimensional link with the ethereal plane, one extra cubic foot of space per spell level is added to the capacity of any container. In addition, every 10 pounds of material placed in the container increases the effective weight of the whole by only a single pound. Of course, only objects small enough to fit through the mouth of the container may be placed in it.

Speak, Knock, and Enter

Arcane Lore Requirements: Earth 8

Stress Factor: 7

Affected Area: One lock

Casting Time: 10

Duration: Instantaneous. Of course, the spell's effects are permanent until the target is re-locked.

Base: 4

Range: Touch

Casting Req.: Verbal, Gestural

Luck: None. The caster must make a *Success Roll* with *Perception Adjustments*. The *Success Threshold* he

must overcome is the same as if he were using the skill *Opening Locks* (see *The Grimoire of Game Rules™* for details).

Speak, Knock, and Enter gives the caster the ability to open any non-magical locked or barred portal. He may try any number of times on any given lock, but he must take stress for each attempt. The spell does not damage the lock in any way, so it may be re-locked at a later time.

Spellbind

Arcane Lore Requirements: Matter 5, Wind 5

Stress Factor: 6

Affected Area: One creature

Casting Time: 10

Duration: 1 turn per spell level

Base: 6

Range: 30 feet

Casting Req.: Gestural, Material. In invoking **Spellbind**, the caster throws a small length of rope at his victim. The rope lengthens and thickens as it sails through the air until it is large enough to completely wrap around the targeted creature.

Luck: Negates. The targeted creature must make a *Luck Roll* with *Agility Adjustments*. Failure indicates he is completely bound by the rope. On every turn following the first, the bound creature may make an *Attribute Check* against his *Physical Strength* to free itself. The check must be made against a leveled ability equal to the spell level (see *The Rolls of Legendary Quest* in *The Grimoire of Game Rules™* for details). A successful roll indicates the entangled creature frees itself.

This spell binds the targeted creature in thick rope. The wrappings hold the target so completely that it cannot run, walk, drink potions, or otherwise engage in active combat. If the bound individual is a spellcaster, he cannot cast spells having *Gestural* components.

Spell Vortex

Arcane Lore Requirements: Pentacle 13, Star 13, Tetrangle 13, Triangle 13

Stress Factor: 12

Affected Area: 10-foot radius

Casting Time: 10

Duration: 1 turn per spell level

Base: 12

Range: 0'

Casting Req.: Verbal, Gestural. The caster must twirl his index finger in a circular fashion as he slowly sucks air into his mouth.

Luck: None (for most spells). Spells whose lifetimes are considered permanent (magic items, potions, etc.) must make *Luck Rolls* every turn they remain within the vortex. On every failed roll, the spell level of the item is permanently reduced by one. For magic items with multiple powers, this often means the loss of a single power (randomly determined).

Spell Vortex creates an invisible vacuum of magic that draws any nearby magical energy to its center in a spectacular whirlpool of light. The vortex forms around the caster's body and remains fixed to the spot regardless of the caster's actions thereafter. Any spell originating from within, overlapping, entering, or passing through the *Affected Area* will feel the spell's effects. The insistent pull drains the power of such trespassing incantations to such an extent that their spell levels are reduced by an amount equal to the spell level of the vortex. Of course, this means that any cantrip having a spell level less than or equal to that of the vortex is completely consumed.

Spider's Thread

Arcane Lore Requirements: Spring 7, Summer 7

Stress Factor: 7

Affected Area: One item or creature.

Casting Time: 10

Duration: The thread itself can withstand a total of 5 points of damage per spell level, supports 60 pounds of weight per spell level, and holds against 1 point of *Physical Strength* per spell level. The strand is otherwise permanent, although the adhesive end will quickly come loose if alcohol is applied.

Base: 4

Range: 10 feet per spell level

Casting Req.: Verbal, Gestural, Material. The material component for this spell is a ball of spider silk.

Luck: Not applicable

Spider's Thread gives the caster the ability to shoot a magically generated strand of densely packed silk that ends in a sticky clump. The caster may attempt to attach the strand to any object within range. To do so, he must make an *Attack Roll* with an *Attack Bonus* equal to his spell level plus *Range Weapon Adjustments*.

Spirit Gem

Alignment Restrictions: The caster cannot have a *Good* alignment.

Arcane Lore Requirements: Law 9, Spirit 11

Stress Factor: 13

Affected Area: One spirit. The spell can trap only spirits having a *Combat Level* less than or equal to the spell level.

Casting Time: 9

Duration: The diamonds holds the trapped spirit prisoner until the gemstone is shattered.

Base: 6

Range: 40 feet

Casting Req.: Verbal, Gestural, Material. Invoking this spell requires the caster to possess a diamond having a value of at least 1,000 silver pieces per *Combat Level* of the spirit trapped.

Luck: Negates. Allow the targeted spirit a *Luck Roll* with *Willpower Adjustments* to escape the trap.

By means of this spell the caster traps a spirit in a diamond. When the gem is shattered, the spirit is immediately set free and may materialize if it has a physical form. Through the magic of the spell, the spirit is obligated to perform a single command given by the individual that freed it. After the command has been fulfilled, the spirit must return to its home dimension. Nevertheless, the command **MUST** be given within a single turn after shattering the gem. If this is not done, the spirit is free to perform any single act it chooses before returning to its own plane. If a demon or devil, the act invariably acts to the detriment of the individual who trapped it.

Once a spirit is trapped, treat the gem as a magic item for *Willpower* limitations.

Spontaneous Human Combustion

Alignment Restrictions: The caster must have an *Evil* alignment.

Arcane Lore Requirements: Bile 14, Blood 12

Stress Factor: 12

Affected Area: The magic of the spell is mainly focused on a single individual. However, those unfortunate enough to be standing within 5 feet of the main target may also be affected. See the Luck description of this spell for details.

Casting Time: 15

Duration: Instantaneous

Base: 12

Range: 40 feet

Casting Req.: Verbal, Gestural, Material. To invoke this spell, the caster must crush the salivary glands of a fire-breathing dragon (worth 300 silver pieces).

Luck: Allow the spell's target a *Luck Roll* with *Stamina Adjustments*. A failed *Luck Roll* indicates flames engulf him. Any character within 5 feet when this happens must make a *Luck Roll* with *Agility Adjustments*. A failed roll for the nearby target indicates he sustains half the damage of the main target. A successful roll indicates he sustains no damage.

This spell can quite easily be called the pinnacle of Sorcery spells. The victim of this spell effectively becomes ash. As the name implies, this spell may be cast only on human or humanoid creatures (i.e. dwarves, elves, giants, gnomes, goblins, hobbits, orcs, trolls, etc.) The target takes 1d12 fire damage per spell level.

Spying Eye

Alignment Restrictions: The caster must have an *Evil* alignment.

Arcane Lore Requirements: Bile 7, Blood 7, Mind 7, Phlegm 7

Stress Factor: 7

Affected Area: Caster

Casting Time: 8

Duration: Up to 1 minute per spell level. The caster may cancel this spell at any time but doing so requires 3 seconds.

Base: 2

Range: The eye must remain within 30 feet per spell level from the caster at all times.

Casting Req.: Gestural, Material. To invoke this spell, the caster must swallow the eye of a bird of prey that he regurgitates as the floating orb.

Luck: Not Applicable

This spell creates a hideous floating eye through which the caster sees. The eye is actually a morbid extension of the caster that moves at a maximum *Speed* equal to its master's. The eye views anything that would be visible to the caster. Thus, he can perform a **Magic Sense** through the eye to detect magical auras. The eye can move around corners or travel down passageways so long as the straight-line distance from the caster does not exceed the spell's *Range*.

Any act or spell that blinds the eye automatically has the same effect on the caster. For example, if a Sorcerer casts a **Blind** spell on the eye and it fails its *Luck Roll* (made at the spell level of the **Spying Eye**), the caster is blinded. In addition, any spell that works by sight, such as **Evil Eye**, affects the caster. If the eye floats into an area of darkness, the caster cannot see through the eye but he is not personally blinded.

Consider the eye as having 1 *Damage Tolerance* point per spell level and a *Defense* of 20 plus 1 per spell level. If destroyed, the caster must make a *Luck Roll* or suffer permanent blindness.

'Squito Sense

Arcane Lore Requirements: Summer 1

Stress Factor: 5

Affected Area: Caster

Casting Time: 1

Duration: Up to 2 turns plus one per spell level. The caster may cancel the spell at any time of his choosing.

Base: 2

Range: Sight

Casting Req.: Verbal, Gestural, Material. To invoke this spell, the caster must have two dried mosquitoes and a lump of coal.

Luck: Not applicable

As the insect for which this spell is named, 'squito Sense locates hidden creatures through radiated body heat. Detectable quarry may be sighted through fog or darkness, but never through or around solid mass. The area must be vacant of outstanding heat sources for this spell to work. The sun, boiling sulfur pits, or even a campfire will blind the caster for 1d4 turns.

Stabbing Pain

Alignment Restrictions: The caster must have an *Evil* alignment.

Arcane Lore Requirements: Bile 4, Mind 6

Stress Factor: See the spell description.

Affected Area: One creature.

Casting Time: 10

Duration: 2 turns plus one per spell level.

Base: 6

Range: 80 feet

Casting Req.: Verbal, Gestural

Luck: Negates. Allow the target a *Luck Roll* with *Willpower Adjustments* to completely avoid the spell's effects.

This spell inflicts a severe, sharp pain on the targeted creature. He takes 1 die of pain damage per spell level. The caster rolls damage only once, the *Duration* simply indicates how long the pain lasts. The type of damage die used in determining the damage depends on the stress used in casting the spell according to the following table:

Stabbing Pain Damage

Stress	Pain Damage
6	1d4 per spell level
8	1d6 per spell level
10	1d8 per spell level
12	1d10 per spell level
14	1d12 per spell level

Of course, the caster must state up front how much stress he is putting into the spell.

The pain continues for the entire spell duration. At the end of the duration, the pain subsides along with the sustained damage. Although the pain is severe enough for the victim to lose consciousness, it can never actually kill.

Star Bright

Arcane Lore Requirements: Star 1

Stress Factor: 9

Affected Area: One item, up to one cubic foot in volume.

Casting Time: 1 minute.

Duration: Permanent. However, the spell is disrupted if the rune required to support the magic is damaged in any way.

Base: 2

Range: Touch

Casting Req.: Gestural, Material. To invoke this spell, the caster must draw a small hexagram (a six-pointed star enclosed by a circle) on the item to be enchanted with specially prepared ink. Preparation of this ink demands a tiny amount of powdered mithril (200 silver piece value) and diamond dust (50 silver piece value) and requires one hour of work.

Luck: Not applicable

Star Bright enchants an item with a faint glow. In ordinary daylight, the object appears as any other normal item of its type, but in darkness it continually gives off the dim illumination of starlight. The glow is as bright as candlelight to a radius of 2 feet per spell level. Beyond this point, up to a radius of 5 feet per spell level, the item will provide illumination equivalent to that seen on a clear starry moonless night. Any such treated item must be considered to be a magic item for *Willpower* limitations.

Items that do not readily accept ink, such as metals or ceramics, are often etched with a hexagram before casting. The grooves of the runic symbol are then filled in with the required ink to complete the spell. Weapons that are so treated may hit creatures that are normally only hit by magic weapons, but the enchantment provides no other benefit to the wielder.

Starburst

Alignment Restrictions: The caster must have a *Good* alignment.

Arcane Lore Requirements: Star 10, Sun 8

Stress Factor: 12

Affected Area: 25-foot radius

Casting Time: 8

Duration: Instantaneous

Base: 6

Range: 150 feet

Casting Req.: Verbal, Gestural, Material. This spell requires a large star sapphire having a value exceeding 5,000 sp. The gem is unharmed by the casting.

Luck: Allow those in the area a *Luck Roll* with *Agility Adjustments* for 1/2 damage.

Starburst creates a small ball of brilliant light that is thrown by the caster. When the ball contacts a solid object it bursts open, showering the entire area in sparks. Evil creatures in the area sustain 1d8 fire damage per spell level. Creatures that are neither good nor evil sustain 1d4 damage per spell level. Good creatures are unaffected.

Static Haze

Arcane Lore Requirements: Water 8

Stress Factor: 7

Affected Area: The spell sets up a field of electricity extending 3 feet from the caster's body. It affects any creature standing in the area or striking the caster.

Casting Time: 9

Duration: 1 turn per spell level

Base: 4

Range: 0'

Casting Req.: Verbal, Gestural. Note that this is one of the few mage spells that can be cast while actively participating in combat without the normal penalties associated with such actions. While casting, the mage cannot attack, but he retains his full *Defense* (including *Parry*).

Luck: Those striking the caster with non-magical metal weapons automatically take the full effect. Allow others a *Luck Roll* with *Stamina Adjustments* for 1/2 damage.

Static Haze sets up a field of static electricity around the caster's body. Thereafter, anyone striking the caster sustains 1d4 of electrical damage per 3 spell levels. Likewise, any creature struck by the caster's weapon sustains a similar effect. If the caster grapples with an opponent, the electrical damage will be felt upon first contact, but the field will expand to protect both grapplers as long as they are locked together.

Stinging Nettles

Arcane Lore Requirements: Summer 9

Stress Factor: 10

Affected Area: A square area covering 15 feet by 15 feet.

Casting Time: 11

Duration: 1 turn per spell level

Base: 8

Range: 70 feet

Casting Req.: Verbal, Gestural, Material. To invoke this spell the caster must possess the flower of a thistle.

Luck: Any character in the *Affected Area* attempting to avoid ensnarement must make a *Luck Roll* with *Agility Adjustments* against a *Threshold* of 15 plus the spell level. Success indicates he immediately escapes the area. Failure indicates entanglement. On every turn after the first, allow any struggling creature a *Luck Roll* with *Physical Strength Adjustments*. Success indicates he escapes the *Affected Area*.

This spell, though requiring an earthen floor to work, is certain to surprise even the most hardened adventurer. After completing the spell, the caster tosses a few seeds on the ground near his enemies. The spell causes the earth to erupt in a flurry of dense vines, dripping with caustic fluids, that lash at his unwary victims.

Any entangled victims sustain 1d6 points of acid damage per spell level. This damage is rolled every turn the victim remains ensnared and struggles to free himself. Any victim remaining motionless in the *Affected Area* sustains no damage.

Strength Potion

Arcane Lore Requirements: Hot 7, Flesh 7

Stress Factor: 21

Affected Area: Imbiber

Brewing Time: 18 hours

Duration: 1 hour per spell level

Base: 2

Range: Touch

Casting Req.: Verbal, Gestural, Material. To create this potion the caster must brew a small piece of ground minotaur's pancreas with a bit of diced tiger gallbladder.

Luck: Not Applicable

Material Cost: 1000 sp.

Value: 1800 sp.

A **Strength Potion** is an opaque grayish-yellow liquid with small chunks of meat floating throughout. It has the unpleasant aroma of sweat and a beefy flavor.

The drinker of this potion enhances his *Physical Strength* temporarily by one point per 3 spell levels. The drinker gains most benefits given by the higher *Physical Strength*. *Damage Tolerance*, though, remains unaffected.

A **Strength Potion** must be treated as a magic item for *Willpower* purposes.

Stridemaker

Arcane Lore Requirements: Autumn 5, Spring 5, Summer 5, Winter 5

Stress Factor: 6

Affected Area: One creature.

Casting Time: 6

Duration: 2 turns per spell level.

Base: 6

Range: Touch

Casting Req.: Verbal, Gestural, Material. Invoking this spell requires a bit of ground horse hoof.

Luck: Not applicable

This spell gives the recipient the ability to easily travel across any terrain at twice his normal *Speed* without tiring. If the terrain is exceptionally binding (i.e. dense forest undergrowth), the spell recipient may move at only his normal maximum *Speed* but he does not suffer any additional penalties. It does not provide escape from magically binding foliage (e.g. **Stinging Nestles**). **Stridemaker** also does not double attacks or other combat characteristics.

Summon Imp

Alignment Restrictions: The caster must have an *Evil* alignment.

Arcane Lore Requirements: Blood 1

Stress Factor: 7

Affected Area: The spell summons a single imp whose name is known.

Casting Time: 12

Duration: The imp remains until the required task is complete as long as it takes no more than 1 hour per spell level.

Base: 4

Range: The imp may be summoned to any location within 20 feet of the caster. Thereafter it is not restricted by any range limitation.

Casting Req.: Verbal, Gestural, Material. To summon an imp, the caster burns a stick of incense made from special herbs and minerals. The caster must know and state the name of the imp to be conjured.

Luck: If the imp does not wish to perform the required task, it is entitled to a *Luck Roll* with *Willpower Adjustments* to ignore the request.

This spell summons an imp. An imp is a member of the least powerful categories of demons and devils. As such, it takes very little to control them once summoned. At the completion of the spell, the imp appears out of the smoke. For a complete description of the powers of an imp, see **Imp** in **The Bestiary**.

The caster must state a single task that the imp is to perform before returning to its own plane of existence.

Even though an imp is extremely weak compared to most demons and devils, its love of mischief and evil is undiminished. The imp is required only to perform the requested task AS STATED. If the imp can manage to warp the words of the summoner into greater mischief, it will undoubtedly do so. Once the task has been performed, the imp vanishes in a puff of smoke and flame.

Summon Pixie

Arcane Lore Requirements: Autumn 1

Stress Factor: 5

Affected Area: The spell summons a single pixie whose name is known.

Casting Time: 6

Duration: The pixie remains until the required task is complete as long as it takes no more than 1 hour per spell level.

Base: 2

Range: The pixie may be summoned to any location within 20 feet of the caster. Thereafter it is not restricted by any range limitation.

Casting Req.: Verbal, Gestural, Material. To invoke this spell, the caster must toss a toadstool mushroom to the ground.

Luck: If the pixie does not wish to perform the required task, it is entitled to a *Luck Roll* with *Willpower Adjustments* to ignore the request.

This spell summons a tiny pixie faery to serve the caster. The caster must know and state the name of the pixie to be conjured. At the completion of the spell, the pixie 'pops' out of thin air. For a complete description of the powers of a pixie, see **Pixie** in **The Bestiary** section of **The Tome of Traps, Terrors, and Treasures**.

The caster must state a single task that the pixie is to perform.

Even though a pixie is extremely weak compared to most faeries, its love of mischief is unparalleled. The pixie is required only to perform the requested task AS STATED. If it can manage to twist the summoner's words into greater mischief, it will undoubtedly do so. Once the task has been performed, the pixie vanishes in a brief flash of light.

Summon Spirit

Arcane Lore Requirements: Spirit 5

Stress Factor: 6

Affected Area: One spirit whose name is known.

Casting Time: 8

Duration: 1 hour

Base: 2

Range: 40 feet

Casting Req.: Verbal, Gestural. To invoke this spell the caster must speak aloud the name of the spirit wished summoned.

Luck: Not Applicable

This spell allows the caster to call to a spirit whose name is known. The spirit simply receives a request to appear where indicated and is provided the means of doing so if it chooses. When this spell is invoked, the caster must make a *Success Roll* with *Willpower Adjustments*. Success indicates that the spirit hears the calling.

Suspended Animation

Arcane Lore Requirements: Matter 5, Rest 8

Stress Factor: 25

Affected Area: One creature. If he so wishes, the caster may place himself in **Suspended Animation**. If he does so, he obviously cannot cancel the spell himself. He must wait for the set condition to occur or the time to expire (as described in the Duration description of this spell).

Casting Time: 10 hours

Duration: The **Suspended Animation** lasts indefinitely until a set condition occurs, a given length of time passes, or the caster cancels the spell.

Base: 8

Range: Touch

Casting Req.: Verbal, Gestural, Material. To invoke this spell, the caster must place the creature to be suspended on a large, polished slab of igneous rock.

Luck: None. To place a creature in this state, the caster must make a *Success Roll* with *Perception Adjustments*. If this roll is failed, the creature is doomed to remain in **Suspended Animation** forever unless some form of disenchantment spell is used. If this is done, the creature must make a *Luck Roll* with *Stamina Adjustments* or die.

Suspended Animation freezes the spell recipient in time. A creature in **Suspended Animation** remains free of the effects of age.

Swarm of Security

Arcane Lore Requirements: Autumn 6, Summer 6

Stress Factor: 11

Affected Area: This spell summons a horde of stinging insects that continually swarm within 3 feet of the caster. The swarm cannot be directed to any other location.

Casting Time: 7

Duration: Up to 1 turn per spell level. If an area damage spell is cast at the swarm, allow it a collective *Damage Tolerance* of 10 points per spell level. The damage inflicted by the swarm is reduced by one dice for every 10 damage inflicted to the swarm. Of course, there are other methods (Overlord's discretion) that may be employed to banish the swarm.

Base: 4

Range: 0'

Casting Req.: Verbal, Material. The material components for this spell are a few well-preserved stinging insects. Unlike most spells, **Swarm of Security** can be invoked while the caster actively participates in combat. The caster cannot attack while casting, but doing so imposes no further penalties.

Luck: Allow any creature in the *Affected Area* a *Luck Roll* with *Stamina Adjustments* for 1/2 damage.

Once cast, the power of this spell draws a swarm of stinging insects to the caster. Anyone attempting to engage the caster sustains 1d4 poison damage per spell level every turn.

Sweltering Heat

Arcane Lore Requirements: Hearing 1, Smell 1, Touch 4

Stress Factor: 6

Affected Area: One creature

Casting Time: 8

Duration: See the spell description.

Base: 1

Range: The illusion may be cast upon any creature within 80 feet. Once the caster has completed the spell, no range restrictions apply if the targeted creature flees.

Casting Req.: Verbal, Gestural

Luck: None

Disbelief: Negates

This spell creates the illusion of unbearable heat surrounding the target. On the first turn after the spell is completed, the unfortunate victim sustains 1d4 of damage from the illusion. On the second turn he sustains 2d4 damage and begins to hear a slight sizzling sound (like bacon cooking on a hot grill). On the third turn, he sustains 3d4 damage and begins to smell the scent of burning flesh. The spell continues in this manner until it hits a peak of 1d4 for every 2 spell levels. At this point, the spell reverses itself, delivering 1d4 less damage than the previous turn until no more damage is delivered.

(The peak damage rate lasts for only 1 turn.) For example, a 7th level **Sweltering Heat** spell delivers the following damage on consecutive turns: 1d4, 2d4, 3d4, 4d4, 3d4, 2d4, 1d4. Note that multiple castings are not cumulative, although the greatest number of dice demanded by all spells should be used on any given turn.

Of course, the illusion is ineffective against creatures that believe themselves invulnerable to heat or flame.

Symbiosis

Alignment Restrictions: The caster cannot have a *Good* alignment. Only the most *Evil* of spell casters would use **Symbiosis** on sentient beings.

Arcane Lore Requirements: Bone 7, Flesh 7

Stress Factor: 20

Affected Area: Only living creatures of flesh and bone can be merged using **Symbiosis**. See the spell description for further details.

Casting Time: 9 hours

Duration: Permanent

Base: 2

Range: Touch

Casting Req.: Verbal, Gestural, Material. In completing the spell, the caster must burn a stone of pure amber having a value of not less than 5,000 sp.

Luck: None

Symbiosis creates a monster taking parts from different creatures. In this way, beasts such as chimeras, griffons, hippogriffs, and sphinxes may be produced. To accomplish this, the caster must first gather various living specimens that possess the desired limbs and body parts. Before casting, all participating beasts must be immobilized in some fashion. Upon casting **Symbiosis**, the desired parts are removed from the donors and are grafted to the target specimen. (While most parts of the target creature are expendable, it must retain its head.) Of course, removing any vital organ from a beast without replacing it with a suitable donor organ immediately kills it.

At this point, the caster must make a *Success Roll* with *Willpower Adjustments* against a *Success Threshold* of 20 to combine parts from two different beasts. If more than two creatures are to be grafted, the caster must overcome a 2 higher *Success Threshold* for every additional donor. Failure indicates the target creature is killed by the shock of the procedure. Success indicates a successful graft.

The created beast has a *Combat Level* equal to the caster's level in **Symbiosis**. The *Damage Tolerance* of the beast equals the bulk of the various body parts (Overlord's discretion) + 1d10 per spell level. The various body parts have all abilities and drawbacks (magical or otherwise) they formerly possessed.

Creatures with multiple heads may be created with this spell, but one of the heads must be designated as the 'master' over the body. If this head is ever destroyed, the beast dies.

Note that **Symbiosis** does not give the caster any control over his creation. However, if the target creature had loyalty to the caster before casting (e.g. guard dog, war horse, etc.) it will retain its loyalty and training after the transformation. Of course, it will still take a few weeks for the creature to become comfortable with its new form.

Talisman

Arcane Lore Requirements: Pentacle 10, Star 10, Tetrangle 10, Triangle 10

Stress Factor: 14

Affected Area: One item.

Casting Time: 30 minutes

Duration: Once created, the item becomes permanently enchanted and is treated as a magical item until all stored spells are expended (See **Willpower** in *The Grimoire of Game Rules™* for details). Once a spell is cast from the item, it is permanently lost. A recasting of **Talisman** is necessary to restore it.

Base: 4

Range: Touch

Casting Req.: Verbal, Gestural, Material. The material components of this spell naturally include the item on which the spells are to be stored, tree sap, and a substantial amount of amber. The amber must have a value of not less than 50 sp. per *Stress Factor* of any spell stored.

Luck: Not applicable

Talisman stores spells on an item for future use. The caster can store only spells having *Stress Factors* less than or equal to his level in **Talisman**. Once **Talisman** is cast on the spell receptacle (gem, staff, wand, etc.), the caster must personally invoke the spells to be stored directly into the item. He can store a maximum of 1 spell for every 2 levels in **Talisman**. Thus, an 8th level **Talisman** could contain 4 spells.

Tantalus' Gold

Arcane Lore Requirements: Hearing 1, Taste 1, Touch 3, Vision 4

Stress Factor: 6

Affected Area: **Tantalus' Gold** 'transmutes' 1 coin per spell level.

Casting Time: 1

Duration: 1 day per spell level.

Base: 2

Range: Touch

Casting Req.: Gestural

Luck: None

Disbelief: Anyone disbelieving the illusion will see the through the spell's trickery and will thereafter be immune

to its effects. However, the disbelief of one person has no affect on the spell's effectiveness on others.

This illusion appears to transform copper or silver coins into gold coins. The coins appear in every way identical to the gold currency common in the region, provided the caster has seen an example coin previously. Even if a wary merchant bites the coin to check its authenticity, slight teeth marks will appear on its face. Of course, if the coins are actually weighed against other gold coins, they will be revealed as fake.

Tear Gas Grenade

Arcane Lore Requirements: Bile 9, Wet 7

Stress Factor: 22

Affected Area: The grenade explodes in a cloud of gas having a 20-foot radius.

Brewing Time: 16 hours

Duration: The cloud remains for 1 minute per spell level unless blown away by a strong wind. A strong breeze will disperse the cloud in 3 turns. Gale force winds will do so in a single turn. The effects of the gas remain for the entire spell duration for any creature caught in the area even if they leave the cloud.

Base: 2

Range: A **Tear Gas Grenade** can be thrown about 40 feet. If an attempt is made to throw it farther than this distance, the glass nodule must make a *Luck Roll* versus crushing blow against a *Luck Threshold* of 15 plus 1 for every 5 feet over 40 the character throws it.

Casting Req.: Verbal, Gestural, Material. To make this brew, the caster must crush the juice out of five different types of exotic onions.

Luck: Negates. Everyone in the *Affected Area* is entitled to a *Luck Roll* with *Stamina Adjustments* to avoid the spell's effects.

Material Cost: 1400 sp.

Value: 2500 sp.

A **Tear Gas Grenade** is a slightly pinkish clear liquid containing tiny specks of vegetable matter floating throughout. It is normally contained within a round glass nodule, but may be stored in any glass container. When detonated, the resulting fog produces a sharp stinging sensation in the eyes and the overpowering smell of chopped onions.

When thrown to the ground, a **Tear Gas Grenade** loses a billowing cloud of caustic gases. Those caught in the area lose one point from their *Attack Bonuses* and

Defenses for every two spell levels of the **Tear Gas Grenade**.

Telekinesis

Arcane Lore Requirements: Matter 2, Motion 4

Stress Factor: 6

Affected Area: A single spell may lift and move as many objects as the duration allows, but may affect only one object at a time. The caster may only lift objects weighing up to 10 pounds per spell level.

Casting Time: 8

Duration: 1 turn per spell level

Base: 6

Range: 60 feet. Objects may not be moved to an area out of spell range, but the caster may slowly walk without breaking concentration. The spell remains centered on the caster for the entire duration.

Casting Req.: Verbal, Gestural. The spellcaster must retain concentration for the entire duration to maintain the spell and control the levitated objects.

Luck: If the spell targets an unwilling creature, allow it a *Luck Roll* with *Agility Adjustments* every turn to avoid or escape the spell's grip.

Telekinesis lifts objects and moves them through the air at the caster's direction. The objects move at a maximum *Speed* of 10 per spell level.

Teleport

Arcane Lore Requirements: Matter 9, Motion 14

Stress Factor: 20

Affected Area: The spell transports the caster plus 75 pounds of additional material per spell level.

Casting Time: 9

Duration: Instantaneous. See the spell description for additional details on recovery time.

Base: 4

Range: The spell transports the caster and his party any distance up to 100 miles per spell level. Due to the unusually powerful forces harnessed by this spell's incantations, the destination can be no closer than 75 miles away. At the time of casting, all of the transported individuals must maintain contact with one another.

Casting Req.: Verbal, Gestural

Luck: Not Applicable

Teleport instantly transports the caster and his entourage to a specified location. The Mystic must land on a solid

surface as there the entire group must recover from the spell's disorienting effects for at least 30 minutes. During the first 5 minutes after transport, all travelers are totally *Incapacitated*. After this period has passed, all passengers must make an *Stamina Check* against *Threshold* of 10. A failed roll indicates the individual is *Delirious* for the remainder of the recovery period. A successful roll indicates the traveler is hindered thereafter only by *Nausea*.

The destination must be well known and specially prepared by the caster or there is danger of error. The preparation consists of an hour of deep meditation at the site that attunes the caster to the locale. He may attune himself to a maximum of 1 location per spell level. Teleporting to an attuned location is automatic and safe (as long as nothing eats the travelers while they are recuperating). He may choose to lose his attunement with any of his locations at will. If he accidentally attempts to attune himself to a location after he has reached his maximum allotment, he will lose attunement with *all* target sites.

If the caster attempts to teleport to a destination with which he is not attuned, he must make a *Success Roll* with *Perception Adjustments* against a *Success Threshold* of 15 plus 1 per 100 miles distance. Failure indicates that he popped in 1d100 feet away from his intended target in a random direction. Note that a failed **Teleport** spell commonly materializes its doomed passengers within a rocky cliff or high above the ground.

Temporal Stasis

Alignment Restrictions: The caster must have an *Evil* alignment.

Arcane Lore Requirements: Blood 10, Bile 10, Phlegm 10

Stress Factor: 24

Affected Area: One living creature. If he so desires, the caster may place himself in **Temporal Stasis** but, if he does so, will be unable to cancel the spell himself. He must therefore wait for the time to expire or the triggering event to occur (see the Duration description of this spell for details).

Casting Time: 40 minutes once the living sarcophagus needed by the spell is fashioned. Construction of the horrid vessel requires one full week once the components are gathered.

Duration: The suspended animation lasts indefinitely until a set condition occurs, a given length of time passes, or the caster cancels the spell.

Base: 16

Range: Touch

Casting Req.: Verbal, Gestural, Material. To invoke this spell, the caster must fashion a sarcophagus from the living bodies of 50 creatures of the general type wished placed in stasis. For example, a human would require 50 medium sized mammals while an iguana would require 50 small lizards. This living chamber requires an expenditure of at least 5,000 silver pieces to fashion.

Luck: None

This spell enchants a living sarcophagus to house a creature in stasis for an indefinite period of time. When completed, the targeted creature falls into a state of suspended animation and it feels no effects of age.

When the caster invokes the spell, he must make a *Success Roll with Perception Adjustments* against a *Success Threshold* of 20 to perform the necessary rituals correctly. Failure indicates that the prepared sarcophagus dies before stasis begins, forcing a new one to be created before another attempt may be made. If the sarcophagus is constructed from creatures of the *exact* species as the creature it is meant to house, allow an additional +5 bonus on the *Success Roll*.

Temporary Insanity

Alignment Restrictions: The caster must have an *Evil* alignment.

Arcane Lore Requirements: Mind 4

Stress Factor: 8

Affected Area: One creature

Casting Time: 7

Duration: 1 turn per spell level

Base: 4

Range: 50 feet

Casting Req.: Verbal, Gestural

Luck: Negates. Allow the target a *Luck Roll* with *Willpower Adjustments* to completely avoid the spell's effects.

This spell causes the targeted victim to temporarily misplace his marbles. To determine the form that the insanity assumes, roll percentile dice and consult the **Insanity** table in the **Trauma** rules. The caster may adjust the roll up or down by 1% per spell level at his own discretion. (The roll cannot be adjusted outside the range of 1 to 100.) The unfortunate target immediately begins behaving in a manner highly characteristic of his newly gained mental state. If the form of insanity indicates an unspecified addiction or phobia, the specific subject of desire or fear will be dictated by the first applicable item

seen by the target. Multiple castings on a given individual are not cumulative.

Tetragram

Arcane Lore Requirements: Tetrangle 4

Stress Factor: 8

Affected Area: A Tetragram is normally constructed with a 9-foot diameter. The radius of the **Tetragram** may be increased as much as desired by the caster. However, every 1-foot increase in radius raises the *Success Threshold* that must be overcome for a successful casting by +1 (see the Luck section of this spell for further details on the *Success Roll* requirements).

Casting Time: 16 turns

Duration: The **Tetragram** remains effective as long as its lines remain unbroken.

Base: 3

Range: 0'

Casting Req.: Gestural, Material. To construct a **Tetragram**, the caster must first prepare a special ink made from crushed fire opal, sapphire, petrified wood, emerald, and topaz (100 sp. total minimum value).

Luck: None. When the caster inscribes a **Tetragram**, he must make a *Success Roll* with *Manual Dexterity* and *Perception Adjustments* against a *Success Threshold* of 20. Failure indicates a flaw is present which remains undetected by the caster.

A **Tetragram** is a square inscribed inside a circle used to keep elemental spirits (djinn, effreet, salamanders, fire elementals, etc.) and their powers at bay. The circle itself acts as an impenetrable barrier to such creatures. Thus, any elemental summoned within its radius is trapped so long as the **Tetragram** remains intact. It also acts as a barrier to any magic or spell that depends on the areas of arcane lore falling under the Thaumaturgic umbrella of Tetrangle. Thus, a spell is barred if it requires knowledge of any of the following lores to cast: Air, Earth, Fire, Wind, Rain, Dust, Flame, Land, Sea, Sky, Sun, Hot, Wet, Cold, Dry, Spring, Summer, Autumn, Winter, or Tetrangle. In addition, it bars any religious spell utilizing any pure element (**Earthquake**, **Flaming Retribution**, **St. Elmo's Fire**, etc.). Magic inside or outside not passing through the barrier is unaffected.

Making this magic circle is a tricky business. The lines used in constructing it cannot cross each other and can leave no gaps. If either of these conditions arise, the **Tetragram** is completely ineffective. It **MUST** be perfect! It is usually advisable to make a **Tetragram** on a clean surface as any stray dirt or sand kicked on it opens a gap through which an elemental may pass.

A conjurer may either stand in a **Tetragram** and conjure an elemental outside of the *Affected Area* or he may conjure an elemental into it.

Thorny Tangleroot

Arcane Lore Requirements: Spring 5, Summer 5

Stress Factor: 6

Affected Area: One creature

Casting Time: 5

Duration: 2 turns per spell level

Base: 2

Range: 30 feet.

Casting Req.: Verbal, Gestural, Material. To invoke **Thorny Tangleroot**, the caster requires a small thorn. In addition, the spell can only work on earthen ground as the vines require soil from which to sprout.

Luck: The vines attempt to ensnare the target, forcing him to make a *Luck Roll* with *Agility Adjustments* against a *Threshold* of 15 plus the spell level. Failure indicates the grasping vines catch the victim.

Once this spell is cast at a creature, a mass of lashing vines sprouts from the ground beneath the victim. While ensnared, the creature's *Defense* effectively equals 10 plus its *Combat Level*.

For every turn of ensnarement, the victim may try to free himself by making an *Attribute Check* against his *Physical Strength*. The check must be made against a leveled ability equal to the spell level (see **The Rolls of Legendary Quest** in *The Grimoire of Game Rules™* for details). Success indicates that he breaks free. For every turn of struggling, the ensnared victim sustains damage equal to 2d6 plus 1 per spell level of the **Thorny Tangleroot**. Armor can absorb this damage as normal (treat each turn's damage as a single blow).

Thorny Thicket

Arcane Lore Requirements: Summer 5

Stress Factor: 8

Affected Area: **Thorny Thicket** grows a single continuous wall of rose thorns 5 feet thick and 10 feet high extending 10 feet per spell level.

Casting Time: Once the rose thorns required by the spell are scattered appropriately, the incantation requires only 10 more seconds to complete.

Duration: Permanent

Base: 4

Range: The caster must touch the wall at some point while casting. The wall itself may extend to any distance.

Casting Req.: Verbal, Gestural, Material. Before the incantation can begin, the caster must first scatter a handful of rose thorns along the entire path where he wants the thicket to grow. It may be summoned only upon dirt or clay, never on stone or other solid surface where roots cannot take hold.

Luck: None

Thorny Thicket quickly grows a wall of interwoven brambles and thorns. After the spell is complete, the wall requires only one full turn to reach its full height. The thicket is not flammable by normal means and is entitled to a *Luck Roll* even against magical flames.

Walking or crawling through the torturous thicket is impossible. However, a character with a bladed weapon may cut a small passage in 2d6 turns. Anyone doing so, however, will sustain 1d6 damage per spell level from the twisted thorns. Armor reduces this amount by double its normal *Absorption* rating. Any holes that are cut will close again with new growth within a week.

Tickle

Arcane Lore Requirements: Touch 1

Stress Factor: 5

Affected Area: One creature

Casting Time: 8

Duration: Up to 1 turn per spell level. The spell is instantly negated at the first point of physical damage sustained by the target (illusionary or otherwise).

Base: 4

Range: 60 feet

Casting Req.: Gestural, Material. To create this illusion, the caster must gently stroke a feather across his palm.

Luck: Any creature targeted by the spell must make a *Luck Roll* with *Willpower Adjustments* every turn of the spell duration. At the first *Luck Roll* failure, the target loses any future *Luck Rolls* against the spell's effects and quickly falls into hysterical laughter for the remainder of the duration.

Disbelief: Negates

This spell creates the tactile illusion of a feather tickling the more sensitive parts of the target's body. He will squirm and dance with tears streaming down his smiling face as he tries to escape from the tickling influence. After he loses his self-control (not to mention his dignity), the target is unable to actively participate in combat. Although he is generally aware of his surroundings, he

cannot call for help or walk at more than a crawling pace. Obviously, a tickled guard cannot stop a thief from pilfering the crown jewels but he may identify the thief at a later date. Note that multiple castings have no added effect.

Time Delay

Arcane Lore Requirements: Matter 8, Rest 14

Stress Factor: 12

Affected Area: 10-foot radius

Casting Time: 10

Duration: 5 seconds per spell level. However, anything entering the *Affected Area* after the spell takes effect instantly breaks the enchantment, setting the circle's occupants free. Thus, an archer could take one easy free shot at a selected target.

Base: 8

Range: 40 feet

Casting Req.: Verbal, Gestural, Material. To invoke this spell, the caster must turn a finely crafted hourglass of 2500 silver piece value on its side. The hourglass is undamaged by the spell.

Luck: None

Time Delay literally stops the flow of time in the *Affected Area*. Everything within this circle immediately ceases motion for the entire duration. The *Defenses* of all affected creatures drop to 5 against all range weapons. The *Defenses* drop to zero if the range weapon is fired from just outside the *Affected Area*.

Toadstool Clump

Arcane Lore Requirements: Autumn 1

Stress Factor: 6

Affected Area: The spell produces as many as one mushroom per spell level. The top of each mushroom has a diameter of 3 feet and each stalk can have any height desired by the caster up to 1 foot per spell level. The stalks themselves have a diameter of approximately 6 inches.

Casting Time: 3. The toadstools will complete their growing cycle within 5 seconds after the spell is invoked.

Duration: If left unharmed, the toadstools will continue to flourish indefinitely.

Base: 1

Range: All mushrooms must lie within 20 feet of the caster.

Casting Req.: Gestural, Material. To invoke this spell, the caster must toss a pinch of toadstool spores wherever he wants a mushroom to grow. The mushrooms must be grown on dirt or decaying material.

Luck: Not applicable

Toadstool Clump grows a cluster of enormous flat-topped mushrooms. They can be arranged in any pattern desired by the caster but cannot be grown on top of one another. The growth of the stalks can be directed so that the top of a mushroom lies off to one side of its base. The top itself does not need to lie horizontally.

These large fungi possess the strength of weak pine wood, so they may be toppled with diligent effort. Treat each as having a *Damage Tolerance* of 5 plus 2 per spell level. Each has an absorption of 3.

The toadstools may be used creatively to produce many useful structures. A table and chairs could be fashioned or a mushroom staircase could be grown. A tiny toadstool prison cell could be created or a narrow mushroom bridge could be fashioned over a creek. A barricade across a doorway could be constructed. One highly useful technique is for the spell caster to grow a mushroom underneath his feet. The resulting toadstool will lift him to its pinnacle.

Tree Pass

Arcane Lore Requirements: Summer 4

Stress Factor: 6

Affected Area: The spell transports the caster, his familiar, and up to 5 pounds of equipment per spell level.

Casting Time: 1

Duration: The caster requires only a single second to enter his chosen tree but requires six seconds to pass out of his exit tree.

Base: 6

Range: Obviously, the caster must touch the tree as he enters. He may choose any tree within 25 feet per spell level as his exit point as long as its girth is larger than the caster's.

Casting Req.: Gestural, Material. To invoke this spell, the caster requires a small piece of bark.

Luck: Not applicable

Tree Pass allows the caster to escape harm by magically stepping "into" one tree and "out" of another. The candidate trees must be no smaller in girth than the caster. He may exit from any tree within spell range that he desires.

The caster may choose any portion of a tree as his exit point as long as that portion is wider in girth than himself. This means that a warlock can cast **Tree Pass**, step into a tree on the ground and step out onto a wide limb on another tree 50 feet away. In fact, he may even choose the exit tree to be the same tree as his entrance, if he simply wants to 'climb' a tree quickly.

Trigram

Arcane Lore Requirements: Triangle 4

Stress Factor: 8

Affected Area: A **Trigram** is normally fashioned having a 9-foot diameter. The radius of the **Trigram** may be increased as much as desired by the caster, but every 1-foot increase in radius raises the *Success Threshold* that must be overcome for a successful casting by +1 (See the Luck description of this spell for more details).

Casting Time: 16 turns

Duration: The **Trigram** remains effective as long as its lines remain unbroken.

Base: 3

Range: 0'

Casting Req.: Gestural, Material. To construct a **Trigram**, the caster must first prepare a special ink made from crushed garnet, peridot, and iron pyrite (100 sp. total minimum value).

Luck: None. When the caster inscribes a **Trigram**, he must make a *Success Roll* with *Manual Dexterity* and *Perception Adjustments* against a *Success Threshold* of 20. Failure indicates a flaw is present which remains undetected by the caster.

A **Trigram** is a triangle inscribed inside a circle used to keep illusions and mental spells at bay. Thus, it acts as a barrier to any magic or spell that depends on the areas of arcane lore falling under the Thaumaturgic umbrella of Triangle. A spell is barred if it requires knowledge of any of the following lores to cast: Vision, Hearing, Touch, Taste, Smell, Mind, or Triangle. In addition, it bars any religious magic that influences the mind. Magic inside or outside not passing through the barrier is unaffected.

Making this magic circle is a tricky business. The lines used in constructing it cannot cross each other and can leave no gaps. If either of these conditions arise, the **Trigram** is completely ineffective. It MUST be perfect! It is usually advisable to make a **Trigram** on a clean surface as any stray dirt or sand kicked on it opens a gap through which magic may pass.

Turquoise Stone

Arcane Lore Requirements: Earth 3, Land 3

Stress Factor: 8

Affected Area: This spell enchants a single stone which aids its bearer.

Casting Time: 10

Duration: 30 minutes per spell level

Base: 8

Range: Touch

Casting Req.: Verbal, Gestural, Material. Invoking this spell requires the caster to possess a turquoise gemstone. In no case is the stone harmed by the spell's magic.

Luck: Not applicable

Turquoise is an opaque light blue-green stone often containing black specks throughout. When polished to a smooth appearance, turquoise is valued as a semiprecious gemstone. To a spell caster possessing this incantation, however, its value far exceeds its attractive appearance. The stone, which is closely associated with equestrian folklore, draws upon the Chinese mythology stating that many Chinese earth dragons descended from the noble horse. Turquoise bestows upon the bearer each of the following powers cumulatively, provided the caster is of the appropriate spell level to gain the benefit.

Spell Level 1: Skittish Gemstone

When the caster brings forth this power from a turquoise stone, it keeps a silent watch for lurking dangers. Whenever the bearer of the stone is threatened, the stone begins to move, jitter, and dance like a skittish horse. Thus, the bearer is given a bonus of +1 per three spell levels on any *Surprise* roll. Obviously, this power can only prevent the bearer from being surprised. In cannot grant any bonuses on surprising other creatures.

Spell Level 3: Defending on Horseback

This turquoise power allows a horseman to handle his steed more skillfully in combat situations. In effect, it raises the *Defense* of a horseman and his steed by +1 per three spell levels while engaged in combat by horseback.

Spell Level 5: Detecting Traps

The nervous power of the turquoise gemstone can be enhanced to enable the bearer in detecting traps. To use this power, the bearer of the stone must pass it within 1 foot of any suspected trap. To detect a trap, the Overlord must make a *Success Roll* with a bonus of +1 per spell

level. Success indicates the stone skitters and trots upon the bearer's palm.

Spell Level 7: Stamina on Horseback

When this power is brought forth from this blue green stone, the possessing horseman and his horse may travel at a canter (5 miles per hour) for the duration of the spell without tiring.

Spell Level 9: Attacking on Horseback

With this power, the bearer raises his *Attack Bonus* by +1 per 3 spell levels on all attacks made from horseback.

Unicorn Steed

Alignment Restrictions: The caster must be *Social, Lawful* and *Good*.

Arcane Lore Requirements: Spirit 10, Star 10, Sun 10

Stress Factor: 18

Affected Area: One unicorn

Casting Time: 1 hour.

Duration: The summoned unicorn will usually serve the caster for a full week. However, at the caster's first antisocial, unlawful, or evil act the unicorn will immediately bolt and immediately abandon its untrustworthy master.

If the caster desires, he may retain the services of a given unicorn for any number of weeks if one important condition is met. The unicorn will serve for an extended period only if its master is engaged in an unselfish quest for the greater good of the world. As soon as the noble purpose is served, the steed will trot to the woods and disappear, with a possible nod of its horn in salute to its former master. Thus, the caster may retain a unicorn as a mount even if separated from an appropriate wood from which to summon one.

Of course, retaining a given unicorn does not increase its *Combat Level*, even if the caster gained levels in **Unicorn Steed** in the interim. On the other hand, if the unicorn itself gains enough experience to warrant it gaining another *Combat Level*, the caster may end up with a more powerful steed than was originally summoned. (Treat the unicorn's *Combat Level* exactly as you would a character's *Character Level*).

Base: 4

Range: See Below

Casting Req.: Verbal

Luck: Not applicable

After a full hour of silent meditation followed by a quiet beckoning from the caster, this spell summons a unicorn from the surrounding woods. For a description of the **Unicorn** consult the **Bestiary** in *The Tome of Traps, Terrors, and Treasures*. The summoned steed has a *Combat Level* equal to the spell level with *Damage Tolerance* and *Defense* appropriate for the *Combat Level*.

The summoned unicorn knows that only the purest and most kindly individuals may cast this spell. Indeed, only a *Good* aligned character with the most honorable intentions has any chance to complete the proper meditations. As such, the horned equestrian sets aside its usually shy nature to allow the caster to freely ride it as

a steed. The unicorn will protect its temporary master from harm, and will perform any commands it understands (treat the unicorn as a well trained war horse).

Untiring Nourishment Potion

Arcane Lore Requirements: Cold 7, Rest 11, Wet 7

Stress Factor: 28

Affected Area: Imbiber

Brewing Time: 30 hours

Duration: See the spell description for details.

Base: 3

Range: 0

Casting Req.: Verbal, Gestural, Material. This elixir requires powdered jade to be stirred into a brew of rice, dew water, brown sugar, honey, and several rare pollens. It also makes nice icing for cupcakes.

Luck: Not Applicable

Material Cost: 1600 sp.

Value: 2600 sp.

An **Untiring Nourishment Potion** is a thick golden brown opaque liquid containing tiny yellow flecks throughout and white rice kernels floating on its surface. It has the sweet fragrance of nectar and tastes like a course brown sugar icing.

This brew works as a super-charged **Charm of Untiring Nourishment** spell. It allows the imbiber to forego nourishment or rest of any sort. The *Duration* of this potion depends on the nourishment the potion must replace as detailed on the following table:

<u>Type</u>	<u>Duration</u>
Food	1 day per spell level
Air	1 hour per spell level
Rest	1 night of sleep per spell level
Water	1 day per spell level

The potion can provide nourishment for more than one of the above items. However, its magic will be used up at a commensurate speed.

An **Untiring Nourishment Potion** must be treated as a magic item for *Willpower* purposes.

Vanishing Cream**Arcane Lore Requirements:** Sun 12, Wet 9**Stress Factor:** 35**Affected Area:** One creature or object**Brewing Time:** 21 hours**Duration:** 1 hour per spell level**Base:** 4**Range:** Touch**Casting Req.:** Verbal, Gestural, Material. To make this cream, the caster must crush one gem corresponding to each color of the rainbow.**Luck:** None**Material Cost:** 2900 sp.**Value:** 4700 sp.

Vanishing Cream is an opaque viscous substance with a smooth texture and a creamy-white hue. Various specks of various colors are suspended in the thick gel. The cream has a soapy smell and flavor. It is normally stored in a glass jar with a large lid allowing easy access.

When this cream is spread over the body of a creature or object, it becomes totally invisible as described in the spell **Invisibility**. As with all magical elixirs, a **Vanishing Cream** must be treated as a magic item for *Willpower* purposes.

Vaporous Form**Arcane Lore Requirements:** Dust 10, Spirit 10**Stress Factor:** 5**Affected Area:** This spell vaporizes the caster and up to 5 pounds of equipment per spell level.**Casting Time:** 1**Duration:** 5 minutes per spell level.**Base:** 6**Range:** Touch**Casting Req.:** Gestural**Luck:** Not applicable.

Vaporous Form temporarily bestows upon the caster one of the more unique aspects of the dreaded vampire. Simply put, it transforms him into an invisible cloud of gas. Evaporation into the cloud requires a mere two seconds, so **Vaporous Form** is often used to provide a quick escape. During the evaporation process, the cloud billows forth in a dense gray-white cloud. After this short

period, the cloud quickly dissipates and becomes indistinguishable from the surrounding air.

While in this state, the gaseous caster moves under his own volition at a *Speed* of 5. He may pass through cracks in doors, keyholes, or any other portal allowing vaporous passage. Though unseen, the gaseous spell caster creates a slight gust felt by those in his path.

While the caster remains vaporous, frost and electricity cannot harm him but fire affects him normally. A strong wind (i.e. the spell **Gale**) affects any vaporous creature as a **Dragon's Breath: Flame** (the number of damage dice depends on the strength of the wind).

When the spell duration ends, the caster and his cargo return to their normal solid forms.

Vaporous Form Potion**Arcane Lore Requirements:** Cold 10, Dry 10**Stress Factor:** 32**Affected Area:** The imbiber's body and up to 5 pounds per spell level billows out in a heavy green fog.**Casting Time:** The imbiber of a **Vaporous Form Potion** completely evaporates within a single second after quaffing the elixir. The cloud expands to colorless air in 1 turn.**Brewing Time:** 32 hours**Duration:** 10 minutes per spell level. The drinker of this potion must wait out the full duration of the spell to return to his solid state. Of course, a successful **Disrupt Magic** or other magic negation spell will immediately precipitate the imbiber to the ground.**Base:** 14**Range:** 0'**Casting Req.:** Verbal, Gestural, Material. The caster must brew a piece of vampire heart in seawater condensed from ocean mist to create a **Vaporous Form Potion**.**Luck:** Not applicable**Material Cost:** 2000 sp.**Value:** 3500 sp.

A **Vaporous Form Potion** is a translucent green liquid which constantly bubbles and boils. Tiny brown specks dance about as the rising bubbles buffet them. A hazy green vapor appears above the liquid's surface within the vial. The brew has the smell and taste of saline.

This powerful elixir transforms its drinker into a cloud of gas. Note that no magic items are usable and spell casting is impossible while an individual remains in this

gaseous state. The drinker cannot control his movement. He simply floats along with the breeze until the duration expires.

Attack on a creature in this form is useless without a magical weapon. A vaporous creature cannot be harmed by cold or electrical attacks. It is, however, susceptible to fire attacks. In addition, heavy gusts of wind may inflict severe wounds on the drinker of a **Vaporous Form Potion**. A **Gale** spell or similar magic will inflict 1d10 bludgeoning damage per spell level on the first turn. Thereafter, the gaseous drinker will have been blown out of the *Affected Area*.

As with all magical elixirs, a **Vaporous Form Potion** must be treated as a magic item for *Willpower* purposes.

Vapors of Healing

Alignment Restrictions: The caster cannot be of *Evil* alignment.

Arcane Lore Requirements: Wind 5

Stress Factor: 14

Affected Area: 10 foot radius

Casting Time: 5 minutes

Duration: 1 hour

Base: 2

Range: Touch

Casting Req.: Gestural, Material. To invoke this spell, the caster uses a drop of perfume obtained from rose petals and a normal stick of incense.

Luck: Not applicable

This spell is cast over a crucible of burning incense. After the spell is cast, the incense produces healing fumes. Provided the surroundings have no strong drafts, those within the crucible's fumes will feel its healing powers.

Those remaining in the fumes for the full duration have their wounds healed for 1d8 damage +1 per spell level. Individuals remaining in the fumes for at only half the duration receive only 1 point of healing per spell level. Those in the *Affected Area* for less gain nothing.

This spell heals only physical wounds. Damage inflicted through poison or stress due to spell casting is unaffected.

Veiling Mist

Arcane Lore Requirements: Spring 4

Stress Factor: 5

Affected Area: 5-foot radius per spell level

Casting Time: 6

Duration: Up to 1 turn per spell level. A strong wind disperses the cloud in a single turn. A simple breeze will do so in 3.

Base: 6

Range: 40 feet

Casting Req.: Verbal, Gestural, Material. Casting a **Veiling Mist** requires a piece of coal that has been dipped in consecrated water. When invoking the spell, the caster recites the incantation and tosses the bit of coal into the *Affected Area*. The enveloping fog then issues forth from the black stone.

Luck: None

This spell creates a dense billowing mist so thick it forces those in the area to fight blind (see **Fighting Blind** in the **Advanced Combat Rules**). It also increases the *Success Bonus* on all *Stealth* rolls by +1 per 2 spell levels of the mist.

Ventriloquism

Arcane Lore Requirements: Wind 5

Stress Factor: 4

Affected Area: Caster

Casting Time: 6

Duration: 1 turn per spell level

Base: 2

Range: 10 feet per spell level

Casting Req.: Verbal, Gestural. Once invoked, the spell requires no further concentration by the spellcaster. He is free to move, cast spells, or participate in combat. However, altering the location to where his voice is thrown requires the caster to resume concentration for 3 seconds.

Luck: None

This spell throws the caster's voice. The audible volume of the thrown voice may range from a whisper to a loud shout.

The caster must cup his hand next to his mouth when he wants to throw his voice. Foregoing this gesture allows the caster to speak normally even while the spell remains in effect.

Ventriloquism has the useful ability to extend the range of spells requiring only a verbal *Casting Requirement*. The range of such spells increases by the range of this spell. Of course, spells which normally have a range of zero or Touch are unaffected by **Ventriloquism**.

Vertigo**Arcane Lore Requirements:** Blood 1**Stress Factor:** 6**Affected Area:** One living creature per 2 spell levels**Casting Time:** 8**Duration:** 2 turns plus 1 turn per spell level**Base:** 3**Range:** 60'**Casting Req.:** Verbal, Gestural

Luck: Negates. Every living creature targeted by the caster is allowed a *Luck Roll* with *Stamina Adjustments* to avoid all spell effects.

Vertigo induces dizziness in the targets specified by the caster. The lack of balance lowers the target's *Defense* and *Attack Bonuses* by 1 point per two spell levels. In addition, any *Success* or *Luck Rolls* involving *Agility* or *Perception* have their *Thresholds* increased by 1 point per spell level. *Attribute Checks* involving *Agility* or *Perception* likewise have their *Thresholds* raised by 1 point per 2 spell levels. Multiple castings are not cumulative.

Vibro Shield**Arcane Lore Requirements:** Motion 5**Stress Factor:** 6**Affected Area:** Caster**Casting Time:** 8**Duration:** 1 turn per spell level**Base:** 4**Range:** 0'

Casting Req.: Gestural, Material. To invoke this spell, the caster must sound a tuning fork of 500 silver piece value that is unharmed by the casting.

Luck: Any opponent striking the caster with a *Hand Held* or *Polearm* weapon must make a *Luck Roll* with *Manual Dexterity Adjustments*. Failure indicates the foe immediately drops his weapon. If the caster uses a weapon himself, he must make a similar *Luck Roll* when he strikes his opponent to retain his weapon in hand, although he sustains no damage from the vibrations.

Anyone who has ever slammed a baseball bat into a tree trunk has an idea about how it feels to hit a spell caster protected with a **Vibro Shield**. After invoking this spell, vibrations are set up in the caster's body. Any creature striking the caster with a blunt weapon feels the full

effects of these vibrations. The returned vibrations deliver back an identical amount of damage as was sustained by the caster. The vibrations sent back along bladed weapons return half the damage delivered. In addition, the spell may force any attacker to lose control of his weapon (see the *Luck* description of this spell for details). Note that this spell has no effect on anyone wielding a non-rigid weapon, such as a whip or ball-and-chain.

Vigorous Flora

Alignment Restrictions: The caster must have a *Good* alignment.

Arcane Lore Requirements: Spring 4, Summer 4, Sun 4**Stress Factor:** 20**Affected Area:** 1 acre per spell level**Casting Time:** 24 minutes**Duration:** Permanent**Base:** 8**Range:** 0'

Casting Req.: Verbal, Gestural, Material. To invoke this spell, the caster must mix seeds with the blood of an animal.

Luck: None

Vigorous Flora increases the fertility of land covering one acre per spell level (an acre is a square plot of land 144 feet on a side). The yield of such an area increases by 5% per spell level for one planting season.

Visage

Alignment Restrictions: The caster must have an *Evil* alignment.

Arcane Lore Requirements: Flesh 6**Stress Factor:** 20**Affected Area:** Caster**Casting Time:** 36 minutes

Duration: Up to 1 day per spell level. The caster may drop his disguise at any time but it may take a few minutes to completely rid himself of the clinging ichor.

Base: 4**Range:** 0'

Casting Req.: Verbal, Gestural, Material. To invoke this spell, the caster must possess the skin of a doppelganger (which remains unharmed by the casting). Such skins

can often be acquired through the Black Market for 250 silver pieces.

Luck: Not Applicable

This spell creates an almost perfect disguise by covering the caster's body with a layer of living flesh. This fleshy exterior takes on any humanoid appearance desired by the Sorcerer. There are limits, though, as the caster may adjust his body weight up or down only by 5 pounds per spell level. His height may, likewise, be adjusted up or down by only one inch per spell level.

Once the disguise is finished, the caster looks and speaks exactly like the person / creature he imitates. To properly imitate a specific person, the caster must have previously seen the person he mimics in clear light and must have heard him speak for no less than 10 minutes.

Voice of Command

Alignment Restrictions: The caster must have an *Evil* alignment.

Arcane Lore Requirements: Law 10, Spirit 9

Stress Factor: 3. See the spell description for further details.

Affected Area: One spirit

Casting Time: 1

Duration: The command will bind the spirit for up to 1 hour per spell level. The duration immediately ends, however, upon completion of the required task.

Base: 2

Range: Hearing

Casting Req.: Verbal

Luck: See the spell description for details.

This spell allows the caster to order a spirit to perform a single action without need of payment. This end is achieved by an actual battle of wills as described below.

When commanded by the caster, the spirit has two options. The first is to simply obey the order without contest. The other is to resist the order by entering into mental battle with the would-be master.

If the spirit simply follows the order without contest, the caster gains no insight at all into the mental strength of the spirit. The spirit must simply complete the order as stated and return to its temporary enslaver. If the caster wishes to give further orders, he must recast **Voice of Command** for each service.

If the spirit resists the order, it must make an *Attribute Check* against its *Willpower*. The difficulty of the roll depends on the invoker's spell level in **Voice of**

Command and his *Willpower*. The check must be made as if against a leveled ability equal to the spell level. (see **The Rolls of *Legendary Quest*** in ***The Grimoire of Game Rules***TM for details). In addition, the spirit has a penalty on the roll equal to the caster's *Willpower*. Thus, the *Willpower* check must exceed a *Threshold* of 5 plus half the caster's level in **Voice of Command** (rounded up) plus the caster's **Willpower**. Thus, a spirit resisting the orders of a Demonologist with a 4 *Willpower* and having 9th level in **Voice of Command** must overcome a *Threshold* of 15.

Even if the caster wins the contest, the exertion required by the mental battle temporarily lowers the caster's *Willpower* by one point. Of course, the spirit is now obligated to perform the task as stated and thereafter return. Of course, the caster could simply order the spirit to return to its place of origin and remain there.

If the spirit wins the contest, the caster temporarily loses 2 points of *Willpower* due to the stress of the lost contest. The spirit is free to perform any actions it chooses.

Willpower points return at a rate of one per day of rest.

Since a spirit is essentially nothing but a being of will, it understands much better than any living creature the nature of wills and battles between them. A spirit always relinquishes a mental battle before it damages itself. Of course, this is not out of courtesy to the proposed enslaver. Instead, the damage sustained by a spirit from a mental battle is much more severe and permanent than wounds suffered by mere mortals. Therefore, the enslaved spirit suffers no temporary loss of *Willpower*. It simply 'gives in' when it sees the battle going slightly against it.

Obviously, the caster can only use **Voice of Command** a limited number of times in a given situation on a particular spirit. The caster's *Willpower* drops while that of his slave remains steady.

Wail of the Banshee

Alignment Restrictions: The caster must have an *Evil* alignment.

Arcane Lore Requirements: Comet 13, Mind 12

Stress Factor: 12

Affected Area: The wail has no effect on the caster or on non-humanoid creatures. All others within range are affected.

Casting Time: 8

Duration: See the spell description for details.

Base: 4

Range: Hearing

Casting Req.: Verbal

Luck: Negates. See the spell description for details.

The **Wail of the Banshee** produces an ominous cry from the caster's mouth. At least one of those hearing the sad shriek is marked for death. The wail is a gloomy omen that must be fulfilled by the death of one its witnesses. If one of the unfortunate human or humanoid hearers dies within a day, the omen is fulfilled and no further effects are felt by the spell. However, if none of the potential individuals has died with 24 hours, all of the wail's witnesses must make a standard *Luck Roll* with *Willpower Adjustments* (*Luck Threshold* equal to 15 plus the spell level). Those failing immediately die of 'natural' causes. The wail has no other effects even if all witnesses succeed in their *Luck Rolls*.

Multiple castings of this spell are not cumulative for individuals. Thus, a character who hears two **Wails of the Banshee** produced by a single spell caster in one day is unaffected by the second. Nevertheless, any witness to the second wail who did not hear the first is affected by that later wail normally.

Wall of Blades

Arcane Lore Requirements: Wind 4, Dust 3

Stress Factor: 11

Affected Area: The barrier may be up to 10 feet high and may extend for 5 feet plus 2 feet per spell level.

Casting Time: 12

Duration: 5 turns plus one per spell level

Base: 8

Range: The closest point on the wall must lie within 40 feet of the caster. The remainder of the wall may extend to any distance.

Casting Req.: Gestural, Material. To invoke **Wall of Blades**, the caster must toss into the air a blade of the type used by the wall. It cannot have any magical powers of its own.

Luck: Creatures passing through the wall are entitled to no Luck Roll. If cast directly on a creature, allow it a *Luck Roll* with *Agility Adjustments* to avoid the spell's effects.

With this spell, the caster creates a barrier of dancing, twirling blades. The blades flash and strike in a random fashion. 2d4 blades automatically strike anyone passing through the wall. Of course, armor protects normally against the effects of each blade. The type of blade used in the wall's construction depends on the spell level of the Magus in **Wall of Blades**.

Spell Level	Damage	Weapon Type
1	1-4	dagger, stiletto, cinquedea
2	1-6	one-handed axe, dirk, main gauche, seax
3	2-7 or 1d8	falchion, machete, rapier, short sword
4	2-8	sabre
5	1-10	cutlass, scimitar, longsword
6	1-12	broadsword
7	2-12	one-or-two-handed battle axe
8	2-16	bastard sword
9	3-18	two-handed sword
10	2-20	two-handed battle axe

The magic creating the wall allows it to affect creatures requiring magical weapons to hit.

Warble

Arcane Lore Requirements: Hearing 4

Stress Factor: 3

Affected Area: One creature

Casting Time: 2

Duration: 5 minutes per spell level

Base: 4

Range: Touch

Casting Req.: Gestural

Luck: None

Disbelief: Negates. A successful disbelief will enable the observer to hear the target's normal voice. However, all other observers will continue to be affected by the illusion.

With this illusion, the caster may disguise the target's voice to sound identical to any person he wants to mimic.

For success, the caster must have previously heard the mimicked voice in speech for at least one full minute.

Ward

Arcane Lore Requirements: Pentacle 8, Star 8, Tetrangle 8, Triangle 8

Stress Factor: 17

Affected Area: **Ward** perpetuates a single spell. See the spell description for further details.

Casting Time: 1 hour

Duration: Permanent. If the **Ward** is moved or its runes erased or disrupted, the perpetuated spell immediately terminates.

If he chooses, the **Ward's** creator can incorporate a triggering phrase or action that will temporarily suspend the perpetuated spell's effects. Whenever this trigger occurs within 20 feet of the **Ward**, its effects will terminate for 10 seconds and then resume. Although a **Deduce** or **Range Deduce** spell cast on the actual **Ward** may discover the hidden trigger, these spells will reveal nothing if cast on the perpetuated spell. Also note that nothing in the **Ward's** intricate inscriptions hints at the means of control.

Base: 6

Range: Touch. The magic of the perpetuated spell can originate anywhere within a 20 foot radius around the glyphs and runes of the **Ward**. Nevertheless, no two can overlap. The closest two **Wards** can lie to one another is 40 feet. If a second **Ward** is positioned so that it is within 40 feet of another, the second automatically fails leaving the first unchallenged.

Casting Req.: Verbal, Gestural, Material. To create a **Ward**, the caster must prepare special ink made from the powdering of various rare gemstones. Their total value must exceed 200 silver pieces per spell level of the **Ward**.

Luck: Not Applicable

A **Ward** is a collection of magical runes inscribed on a door, wall, floor, or stationary object that perpetuates a magical spell indefinitely. For example, a **Ward** may be used in creating a permanent **Force Field** or a perpetual **Vapors of Healing** spell.

Of course, the power of a **Ward** has its limits. Most importantly, the **Ward** itself cannot move. Once placed on a stationary object, the magic of the **Ward** works only as long as the object remains stationary.

A **Ward** can lengthen indefinitely any spell already having a *Duration* other than instantaneous. The spell level of **Ward**, though, provides a ceiling to the spell level of any

spell perpetuated with it. For example, Marvin the wizard/mystic/thaumaturgist has attained 8th spell level in **Ward**, 9th in **Force Field**, and 6th in **Liquid Flame**. Therefore, he could create a permanent **Force Field** at a spell level of 8. Nevertheless, any permanent **Liquid Flame** he created would still work at only 6th spell level.

Warmth Of Day

Arcane Lore Requirements: Summer 6

Stress Factor: 7

Affected Area: One creature

Casting Time: 4

Duration: 1 hour per spell level.

Base: 6

Range: 40 feet

Casting Req.: Verbal, Gestural, Material. This spell requires a piece of fur and a charred stick that are consumed in casting.

Luck: Not applicable

Warmth of Day protects the spell recipient from continuous cold temperatures. It alleviates the chilling effects of normal winter weather. The spell is relatively long lasting but does not provide the intense protection that some other spells do (Such as **Protection from Cold**). A **Warmth of Day** spell is really only capable of raising the recipient's skin temperature by about 50 degrees Fahrenheit. Thus, a character equipped with proper winter gear and a **Warmth of Day** spell could comfortably trek through a wintery blizzard without fear of frostbite. In addition, the spell provides the recipient with a bonus of +1 per 2 spell levels on all *Luck Rolls* and *Attribute Checks* against the effects of cold or frost (magically induced or otherwise).

Water Blast

Arcane Lore Requirements: Water 5

Stress Factor: 6

Casting Time: 4

Base: 2

Range: 60 feet.

Luck: All creatures in the *Affected Area* must make a *Luck Roll* with *Agility Adjustments*. Failure indicates the creature trips, forcing it to lose a full turn of attacks (see **Tripping and Fumbling** in the **Combat Rules** for details).

This spell allows the caster to control a stream of water, which can be used for a variety of purposes. Usually, the

water blast has an instantaneous duration and simply targets a single creature. However, if the caster touches a body of water from which he can draw his raw material, the spell results in a continuous stream (as described below)

Separated from a Water Source

Affected Area: 5-foot diameter.

Duration: Instantaneous.

Casting Req.: Gestural.

This power summons a blast of water powerful enough to bowl over any creature struck by its impressive force. In addition, the magical water is capable of automatically extinguishing normal fires. Any magical fire it contacts will have its spell level reduced by a number of spell levels equal to half the spell level of the **Water Blast**. If the fire's spell level is reduced to zero, it is completely extinguished.

If directed against a fire elemental (efreeti, salamander, etc.), a **Water Blast** delivers 1d6 damage per spell level. In this case, allow the elemental a *Luck Roll* with *Agility Adjustments* to sustain only ½ damage.

Contacting a Water Source

Affected Area: 2-foot radius per spell level.

Duration: 1 turn per spell level.

Casting Req.: Gestural, Material. The caster must be in continuous contact with a body of water. The water used by the spell will be drawn at a rate equal to 1 gallon per spell level every second. Consequently, the source must be fairly large for the spell to complete its full duration.

When the caster is in contact with a water source, **Water Blast** produces a continuous stream of high-pressure water. The spell targets a considerably larger area than the spell allows without a ready water supply. In addition, this area can be moved once per turn at the caster's discretion. Any normal fire targeted by the spell will be automatically extinguished by a water blast. Any magical fire contacted will have its spell level reduced by a number of spell levels equal to half the spell level of the **Water Blast**. A second turn of dousing will dampen the magical fire cumulatively. If the fire's spell level is reduced to zero, it is completely extinguished.

If directed against a fire elemental (efreeti, salamander, etc.), a **Water Blast** delivers 1d6 damage per spell level. A similar amount of damage may be delivered every turn. In this case, allow the elemental a *Luck Roll* with *Agility Adjustments* every turn to sustain only ½ damage.

Water Strider

Arcane Lore Requirements: Spring 3

Stress Factor: 5

Affected Area: Caster

Casting Time: 6

Duration: 1 minute per spell level

Base: 6

Range: 0'

Casting Req.: Gestural, Material. To invoke this spell, the caster needs a water strider encased in a mixture of resin and his own blood.

Luck: Not applicable

With **Water Strider**, the caster moves at 1/2 his normal *Speed* across all types of liquid as if he were standing on solid ground. Of course, should he decide to traverse hazardous liquids such as acid or molten iron, he still suffers the consequences to his feet.

Water Wings

Arcane Lore Requirements: Spring 1

Stress Factor: 5

Affected Area: One creature

Casting Time: 3

Duration: 1 minute per spell level

Base: 4

Range: Touch

Casting Req.: Gestural

Luck: Not applicable

This spell allows its recipient the ability to swim in water. In fact, he swims as fast as he could normally run on land at his normal *Speed*. He does so for the entire duration without tiring. The spell aids him in no other way. Combat, or any similar actions while in water are still hindered normally.

Watery Abode

Arcane Lore Requirements: Air 10, Sea 10, Water 10

Stress Factor: 17

Affected Area: This spell produces a bubble of fresh breathable air on the sea (or lake) floor. The bubble is highly flattened; having a diameter of 5 yards per spell level horizontally and a maximum height in the bubble's center of 1 yard per spell level.

Casting Time: 20

Duration: Up to 1 day per spell level. The spell will last only as long as the glass floater remains intact within the bubble.

Base: 16

Range: 0'. The bubble initially swells from around the caster's body. Once created, the bubble is immobile.

Casting Req.: Gestural, Material. To invoke the spell, the caster must touch the ocean floor and possess a spherical glass-crystal float of at least a 6-inch diameter. The float must be well made, having a value of no less than 50 silver pieces. The float is not damaged by the cantrip, but must remain within the *Affected Area* for the entire duration of the spell.

Luck: Not Applicable

Watery Abode creates an enormous underwater bubble attached to the ocean floor. The captured gases have a sweet fragrance and are quite hospitable to air breathers. Both fresh water and salt water are prevented from passing through the bubble's walls. However, other liquids may enter freely. Thus, a jug of wine or a cask of ale may be brought in without difficulty.

The walls of the bubble ripple with the surrounding water currents, giving a transparent jelly-like appearance. The local fish and fauna are easily seen through these walls and may provide a ready meal without too much difficulty. Most sea creatures will avoid approaching to the strange sight at first, but will eventually become acclimated to its presence.

The trapped air is plentiful enough to support one human-sized creature per spell level of the caster for an indefinite period. Any greater burden will slowly deplete the available air supply. Even a small fire will poison the air at a rapid rate. A simple candle flame will consume the oxygen required by three men.

Watery Form

Arcane Lore Requirements: Rain 11

Stress Factor: 7

Affected Area: This spell liquefies the caster and up to 5 pounds of equipment per spell level.

Casting Time: 5. The spell is complete in 5 seconds, but the transformation requires one full turn thereafter.

Duration: 1 minute per spell level. When the spell duration ends, the caster and his cargo return to their normal solid forms.

Base: 6

Range: 0'

Casting Req.: Gestural

Luck: Not applicable.

Watery Form transforms the caster into a being of living water. The metamorphosis requires a full turn to complete. Once in a watery state, the caster may choose to remain somewhat substantial, retaining a vaguely humanoid shape, or collapse in a quickly spreading pool of water. In either case, the caster is unaffected by the added damage of *Severe Blows* and is immune to the effects of electricity. Unfortunately, the caster cannot speak, so spells requiring Verbal components cannot be invoked. The caster may change between the substantial and liquid forms any number of times. However, each transition requires one full turn to accomplish.

In the humanoid state, the caster is capable of holding items and wielding weapons as normal and retains his normal *Speed*. Even though the caster retains a semi-solid state, he can slowly pass through bars such as are found on iron gates and wrought iron fences. Such an act requires one full turn to complete.

If the caster assumes a totally liquid state, he cascades into a large puddle. The caster can move in this form at a maximum *Speed* of 5. If he fails to concentrate, however, he will naturally drain toward the lowest point on the floor. The spell is commonly used as an unexpected mode of escape since the caster may easily pass through cracks under doors or spill down open drains.

The caster may remain within any body of water for as long as the spell duration lasts without fear of drowning. In fact, all respiration ceases while the spell is in effect. For all practical purposes, the caster is also invisible while submerged. Treat this exactly as the arcane lore spell **Invisibility** whenever the caster enters a clear body of water.

Weakness

Alignment Restrictions: The caster cannot have a *Good* alignment.

Arcane Lore Requirements: Blood 1, Bile 1, Phlegm 1

Stress Factor: 5

Affected Area: 10 foot radius

Casting Time: 6

Duration: 5 turns plus one per spell level

Base: 2

Range: 60 feet

Casting Req.: Verbal, Gestural, Material. To invoke this spell the caster must have a small slug.

Luck: Negates. Allow all living creatures in the targeted area a *Luck Roll* with *Stamina Adjustments* to avoid the spell's effects.

This spell lowers the *Physical Strength* of the living creatures in the targeted area by 1 point per 3 spell levels. Any pertinent adjustments must be made to the target's *Attack Bonuses* and *Physical Strength Damage Adjustments* but its *Damage Tolerance* remains unaffected. Note that some weapons require a minimum *Physical Strength* to use, so this spell could foil a mighty warrior if used properly. Multiple castings of this spell are not cumulative.

Web

Arcane Lore Requirements: Spring 5, Summer 5

Stress Factor: 6

Affected Area: 10-foot radius

Casting Time: 8

Duration: The web will last for up to one day per spell level unless destroyed.

Base: 4

Range: 40 feet

Casting Req.: Gestural, Material. To cast this spell, the warlock must crush a live web-spinning spider.

Luck: Any creature in the *Affected Area* must make a *Luck Roll* with *Agility Adjustments*. Failure indicates the creature is caught in the web's strands. Every turn after the first, allow any ensnared creature an *Attribute Check* against its *Physical Strength*. The check must be made against a leveled ability equal to the spell level (see **The Rolls of *Legendary Quest* in *The Grimoire of Game Rules***TM for details). Success indicates the creature pulls itself free from the sticky web.

Web spins danger for its victims. When the warlock casts this spell, he creates a sticky mass of intertwining webs. Although the web itself cannot withstand the direct touch of flame, it is not flammable. The webbing will quickly disintegrate wherever a torch directly touches it but the web itself will not propagate the flame to other portions. Any character attempting to free a comrade with a torch will effectively lower the **Web's** spell level by one every turn he burns through the sticky strands with a torch. Thus, the trapped creature will find it easier and easier to escape the **Web's** grasp.

Web Wall

Arcane Lore Requirements: Spring 8, Summer 8

Stress Factor: 10

Affected Area: The **Web Wall** covers an area consisting of 10 foot by 10-foot sections with a maximum number of sections equal to half the spell level. Thus, a witch 6th level in **Web Wall** could create a wall 10 feet tall and 30 feet long. The shape of the web may vary, but it must be stretched between at least three points.

Casting Time: 10

Duration: The **Web Wall** will remain indefinitely unless somehow destroyed. The wall itself has a *Damage Tolerance* of 10 points per spell level with an *Absorption* of 7 versus blunt weapons and 4 versus blade weapons. Although frost and electricity has no effect on the wall, persistent flame will bring it down eventually.

Base: 6

Range: 50 feet

Casting Req.: Verbal, Gestural, Material. To invoke this spell, the caster must possess the egg sack of a web-spinning spider.

Luck: Not applicable

Web Wall creates an impassable barrier of thickly knotted silken cords.

Wereform

Alignment Restrictions: The caster must have an *Antisocial* and *Evil* alignment.

Arcane Lore Requirements: Mind 5, Moon 5

Stress Factor: 8

Affected Area: Caster

Casting Time: 1

Duration: 1d6 hours

Base: 4

Range: 0'

Casting Req.: Verbal

Luck: Not Applicable

The magic of this spell distorts the caster's body. It twists his bones and deforms his muscles. Within seconds after completing the spell, the caster undergoes the gruesome transformation from man to werewolf. The caster has no control over his own actions; he is driven by a simple mad lust for humanoid flesh, preferably human. In addition, the caster remembers nothing of the events transpiring during the spell's duration. Thus, the caster gains no

experience points or useful knowledge through the use of this spell. Nevertheless, **Wereform** provides a useful last ditch 'escape' from many situations. (If you can't beat 'em, eat 'em!)

Within one second after the spell is finished, all wounds previously incurred by the caster are instantly healed. In addition, he regains all lost stress points. Similar to a mythical werewolf, the caster can be harmed only by magical or silver weapons when in this form.

The werewolf has a *Combat Level* equal to the spell level. Its *Attack Bonus* is three points greater than the spell level and its *Defense* equals 22 plus the spell level. In all other respects, the caster completely resembles the classical **Werewolf** described in **The Bestiary**.

Since the caster is not really afflicted with lycanthropy, no one he attacks is in danger of contracting the disease.

Whispering Wind

Arcane Lore Requirements: Winter 4

Stress Factor: 5

Affected Area: Caster

Casting Time: 2

Duration: 1 minute per spell level

Base: 6

Range: 10 miles per spell level

Casting Req.: Verbal, Gestural, Material. The material components for **Whispering Wind** are pine needles.

Luck: Not applicable

Whispering Wind projects the caster's voice to a chosen location. He cannot project into any closed area (such as a room with no open windows or doors).

The Witching Hour

Arcane Lore Requirements: Moon 12

Stress Factor: 12

Affected Area: Caster

Casting Time: 2

Duration: The spell abruptly ends on the stroke of one o'clock in the morning.

Base: 4

Range: 0'

Casting Req.: Verbal

Luck: Not applicable.

From the twelfth stroke of midnight to the stroke of one every evening, the powers of a witch are at their greatest. It is only during this time that a spell caster has the chance to cast **The Witching Hour**. If the opportunity is taken and the spell is cast, the caster gains the ability of flight for remainder of the dark hour. The witch must beware the time, however, for on the stroke of one, the spell abruptly ends.

In flight, the caster travels at a maximum *Speed* equal to his own plus 10 per spell level. In addition, the caster must retain a minimum *Speed* equal to half his own to remain in the air. He may carry up to 5 pounds of material per spell level when flying.

Although the caster cannot invoke spells while in flight, he may safely land and resume flying any number of times during the hour. Resuming flight requires only a single second.

Witch Wind

Arcane Lore Requirements: Winter 8

Stress Factor: 7

Affected Area: See the spell description for details.

Casting Time: 12

Duration: See the spell description for details.

Base: 4

Range: See the spell description for details.

Casting Req.: Verbal, Gestural, Material. The material components required by the spell vary depending on the type of wind summoned.

Luck: See the spell description for details.

Witch Wind is a very versatile spell. The wind it creates varies depending on the caster's whim. Three possibilities exist:

1) **Winds of War** - When used in this form, the caster creates a highly concentrated blast of air that instantly strikes a single opponent no more than 80 feet away from the caster. The blow delivers 1d4 damage per spell level. Allow the target a *Luck Roll* with *Agility Adjustments* to avoid the blast. Armored creatures may absorb double their *Absorption*. If the *Luck Roll* fails, the target must make an *Attribute Check* versus *Agility*. The check must be made against a leveled ability equal to the spell level (see **The Rolls of Legendary Quest** in **The Grimoire of Game Rules™** for details). Failure indicates the target is knocked off its feet and cannot participate in active combat for 1 turn (see **Tripping and Fumbling**). To use **Witch Wind** in this manner, the witch must possess a small piece of ram's horn.

2) **Winds of Warning** - This option creates gale force winds that radiate outward from the caster fully extending to a radius of 40 feet. The wind lasts for 1 turn per spell level and requires no material component. This wind reduces all movement toward the caster to 1/4 normal *Speed*. It causes all light objects to be blown outward. Creatures weighing less than 30 pounds must make a *Luck Roll* with *Agility Adjustments* or be sent tumbling out of the area. In addition, anyone failing their *Luck Roll* sustains 2d6 damage.

1) **Winds of Speed** - The winds created in this way last far longer than the two previous conjurings but are not as intense. **Winds of Speed** are just weak enough to safely push a sea vessel without damaging the riggings. This spell effects lasts for one hour per spell level and effectively doubles the normal speed of a single ship (current weather conditions not withstanding).

Wither

Alignment Restrictions: The caster must have an *Evil* alignment.

Arcane Lore Requirements: Blood 10, Flesh 10

Stress Factor: 6

Affected Area: The spell may wither any flesh-bearing limb touched by the caster. This spell only withers motor muscles. If a Sorcerer **Withers** the head, only the facial muscles are affected while the brain remains unharmed.

Casting Time: 8

Duration: The magic of the spell gives the caster his withering power for 1 turn per spell level. The withering effects last until a magic that restores lost blood is used. A **Restore Limb** spell will automatically restore all such areas affected on a given individual. A single casting of **Restore Blood** can only negate the effects of a single withering touch.

Base: 4

Range: Touch

Casting Req.: Verbal, Gestural, Material. To cast this spell, the caster must grasp a mummified hand that he wields against his opponents as a horrific weapon.

Luck: Allow any targeted creature a *Luck Roll* with *Stamina Adjustments* to avoid the effects of any single attack.

This spell permanently **Withers** any limb that the caster touches. To wither a target's extremity, the caster must make an *Attack Roll* with *Hand Held Weapon Adjustments*. The hit location should be determined normally as described in the **Detailed Combat Rules**.

Count the caster's *Combat Level* as equal to his spell level in **Wither**. If the caster touches his opponent he delivers no damage, but the touched area withers into a useless, dry husk. The caster may make a single such attack every turn.

Woods Beauty and Bane

Arcane Lore Requirements: Autumn 1, Spring 1, Summer 1

Stress Factor: 4

Affected Area: Caster

Casting Time: 9 minutes

Duration: 1 hour per spell level

Base: 2

Range: 0'

Casting Req.: Verbal, Gestural

Luck: Not applicable

Woods Beauty and Bane allows the caster to find the best and healthiest plants in any given area to use as material components. Once invoked, the caster must make a *Success Roll* with *Perception Adjustments*. If successful, he is unerringly guided to the herbs he seeks. If he fails, he still retains a normal chance of finding the ingredients needed. Of course, there may be times when the caster is unable to find a particular plant because it simply isn't growing in the area. Any number of attempts may be made provided the caster takes stress accordingly.

When the caster comes across an unfamiliar plant or herb, no matter the time of day, he may attempt to identify it by making a similar *Success Roll*. Of course, there is no need to cast this spell when harvesting from one's own garden.

When **Woods Beauty and Bane** is cast in conjunction with the skill *Creating Herbal Balms*, the healing power of the balm increases by +1 per spell level.

Words of Opening

Arcane Lore Requirements: Wind: 6

Stress Factor: 6

Affected Area: One lock

Casting Time: 2

Duration: Instantaneous

Base: 6

Range: Hearing

Casting Req.: Verbal

Luck: The caster must make a *Success Roll* with *Willpower* adjustments for the spell to correctly manipulate the lock's tumblers. The threshold he must overcome depends greatly on the quality of the lock. For most ordinary locks, he must beat a *Success Threshold* of 20.

When the caster speaks the **Words of Opening**, he unlocks a single lock. Note that **Words of Opening** has no special powers allowing it to open locks that are magically held.

Words of Smothering

Arcane Lore Requirements: Flame: 8

Stress Factor: If a normal fire is extinguished, the caster takes 4 stress points. If a magical fire is smothered, the caster takes an amount of stress equal to half the stress factor of the fire spell. (If the spell is a Piety spell, the caster takes 1 stress for every point of mana cost.)

Affected Area: The caster can smother any fire of up to a 20-foot by 20-foot area.

Casting Time: 3

Duration: Instantaneous

Base: 6

Range: Hearing

Casting Req.: Verbal

Luck: Normal fires are extinguished automatically. Allow any magical flame a *Luck Roll* against this spell's effects.

When the caster speaks the **Words of Smothering**, he extinguishes a fire. These words may be directed on normal or magical fires.

Wormwood

Arcane Lore Requirements: Autumn: 4

Stress Factor: 7

Affected Area: The spell may affect an amount of wood up to 2 pounds per spell level. **Wormwood** cannot affect wood that is enchanted or otherwise magicked. Often, this spell is targeted at a particular portion of a wooden object. For example, **Wormwood** can be used to open a locked wooden door by corrupting the wood surrounding the lock. In attempting to target a portion of the wooden door in this manner, the *Luck Threshold* that the door must overcome lowers to 10 plus the spell level (see the Luck description of this spell for details).

Casting Time: 9

Duration: The spell itself is instantaneous. The effects are permanent.

Base: 3

Range: 30 feet

Casting Req.: Verbal, Gestural, Material. This spell requires a few grubs to cast.

Luck: Negates. Allow the wood a *Luck Roll* to avoid the spell effects against a *Luck Threshold* of 15 plus the spell level. The Overlord may give additional adjustments depending on the wood's quality and strength.

Wormwood causes wood to become worm eaten and fragile. Once the spell succeeds, the wood will crumble at the first solid blow delivered to it.

Wreath of Honesty

Alignment Restrictions: The caster must have a *Lawful* alignment.

Arcane Lore Requirements: Spirit: 5, Star: 5

Stress Factor: 5

Affected Area: Any sentient creature hearing the caster's voice.

Casting Time: 4

Duration: The power of the spell lasts for 1 minute per spell level.

Base: 4

Range: Hearing

Casting Req.: Verbal, Material. Invoking this spell requires the caster to wear a wreath of holly on his head.

Luck: See the spell description for details.

After donning a wreath of holly on his head, the caster warns his audience that lying will prove painful. Thereafter, anyone knowingly speaking a lie to the caster must make an *Attribute Check* against his *Willpower*. The check must be made against a leveled ability equal to the spell level (see **The Rolls of *Legendary Quest*** in ***The Grimoire of Game Rules***[™] for details). Failure indicates the liar is overcome with a tremendous wave of guilt. He will break out in a cold sweat and slump his shoulders under the crushing weight of his own dishonesty. Unless he confesses his lie, the overwhelming shock of guilt will induce dizziness for the next 2d4 turns cutting his *Attack Bonuses* and *Defense* in half.

Wyrms' Claw

Arcane Lore Requirements: Air: 4, Earth: 4

Stress Factor: 9

Affected Area: The claw is capable of targeting any creature within range of the caster.

Casting Time: 4. The claw itself has a *Recovery Time* of 7.

Duration: 5 turns plus one per spell level

Base: 8

Range: 90 feet

Casting Req.: Verbal, Gestural, Material. To invoke **Wyrms' Claw**, the caster must possess a razor sharp claw taken from a dragon's digit. It remains unharmed by the casting. In controlling the claw, the caster must contort his hand into a claw-like position and mimic the motions he desires.

Luck: Not applicable. For every swing attempted, the caster must make an *Attack Roll* with *Manual Dexterity Adjustments*.

This spell summons a disembodied dragon claw that dances, darts, and attacks at the caster's direction. The claw has *Combat Level* equal to the spell level. The caster must concentrate for the entire duration of the spell to control the claw's motion. The razor-sharp claw is capable of inflicting a *Severe Blow* on its opponent on a highly successful attack (see **Severe Blows** in the **Advanced Combat Rules** for details).

If the claw fights alongside other companions, it affects the average *Combat Level* of the entire group as if it were a fighter with its *Combat Level*. Thus, a low level spell may actually hinder a skilled guardian by forcing him to avoid the claw's clumsy antics. On the other hand, a powerful spell caster may aid his comrade's overall *Combat Level*.

The claw moves at a rate equal to the normal maximum *Speed* of the caster. It must always remain within the spell range, although the caster may slowly walk and still maintain concentration. In doing so, the caster may move no faster than a *Speed* of 5.

The spell level purely determines the size and strength of the **Wyrms' Claw**. The following table lists the damage inflicted by the claw for a given spell level.

Wyrms' Claw Table

Level	Damage
1	1-6
4	2-12
8	3-18
12	4-24
16	5-30

Unfortunately, the claw is not dexterous enough to grasp objects or cast spells.

Yellow Fairy Club**Arcane Lore Requirements:** Autumn: 4, Mind: 4**Stress Factor:** 6**Affected Area:** The spell affects any breathing creature struck by the club.**Casting Time:** 2**Duration:** Each **Yellow Fairy Club** will release its spore clouds for a number of blows equal to half the spell level. After all the spores are expended, it will function adequately as a normal weapon for a single day.**Base:** 6**Range:** When the spell is cast, a giant yellow fairy club mushroom sprouts from the ground at the caster's feet. This club is easily plucked from the ground and wielded as a weapon.**Casting Req.:** Gestural, Material. To invoke this spell, the caster must toss to the ground a pinch of spores taken from a yellow fairy club mushroom.**Luck:** Any breathing creature struck by the weapon must make a normal *Luck Roll* with *Stamina Adjustments* or become *Delirious*.

"Yellow fairy club" is the name of a common yellow mushroom having a knob on the end of a thick stalk. Due to its club-like appearance, faery lore asserts that diminutive faeries use these fungi as faery weapons. This spell provides the benefits of this dangerous mushroom to more human-sized combatants.

The caster has some control of the size of the mushroom grown. Thus, he could produce a weapon having the size of a one handed club, a two-handed mace, or anything in-between. If wielded as a one-handed weapon, the **Yellow Fairy Club** delivers 1d8 damage per blow (with appropriate *Physical Strength Damage Adjustments*). If grown to the stature of a two handed weapon, it delivers 2d6 damage per blow. Note that the spell does not confer the skill to actually wield the club. Anyone with the ability to wield a mace or club, however, will be able to properly swing an appropriately sized mushroom.

When the mushroom strikes, a small cloud of yellow spores is released into the air that produces the effect of *Delirium* in those that breathe it. Note that breathing creatures may willingly forego breathing while combating an opponent with a **Yellow Fairy Club**, but they will begin sustaining the effects of *Suffocation* (see the **Trauma** section of *The Grimoire of Game Rules*TM for details on *Delirium* and *Suffocation*.)

Special Materials

The various armor and weaponry types found in this game assume the use of either plain old steel or the type of leather that moo-ed in a past life. Needless to say, characters will quickly ask for more if it is available. Certainly there is a great deal in folklore to justify adding a few more exotic materials ('knights in shining armor' springs to mind). Certainly the dwarves weren't looking for gems and gold alone. The threadlike 'silver' cord that bound the Fenris wolf in Nordic legends was certainly more than just ordinary silver. In the more modern lore of fantasy literature, magical metals such as adamantine and mithril are presented. With this in mind, we might as well take full advantage of the available lore. The following sections describe the more popular leathers, metals, and alloys used in the game.

Special Leathers

Leathers taken from fantastical creatures may have innate magical powers. However, the mere acquisition of the proper leather type is insufficient to bring forth its inherent magical properties. The leather must also be prepared and cured by a student of *Leather Lore*. The various leather types listed in this section detail the specific abilities that each type of leather enhances. However, bringing out the full power of the leather is a difficult process that requires great knowledge and patience.

In preparing a leather specimen, the curer must make a *Success Roll* with *Intelligence Adjustments* using his *Leather Lore*. The *Threshold* that must be overcome equals a flat 25. If successful, the innate magical powers listed in the following descriptions are brought forth. Any item fashioned from the leather must be treated as a magic item for *Willpower* purposes.

In addition to their innate magical abilities, some leathers are particularly amenable to accepting certain kinds of magics. The various leather types listed in this section detail the specific areas of *Arcane Lore* that each leather type enhances. However, bringing out the full power of the leather is an especially difficult process that requires great knowledge and patience. Most of the given leather types list a number of lore areas that it naturally enhances. The individual that cures the special leather must state the lores that he wishes to enhance. Each lore "brought out" in this preparation phase requires the application of special ointments, oils, and acids and sometimes requires the wood to be treated with heat or stretching at various points.

To prepare a leather specimen to enhance a given *Arcane Lore*, the curer, using his *Leather Lore*, must make a *Success Roll* with *Intelligence Adjustments*. The

first lore enhanced in this way requires the preparer to overcome a *Threshold* of 15. The second lore requires an additional roll against a *Threshold* of 20. The third lore enhanced in this fashion demands another roll that beats a *Threshold* of 25. Each additional enhanced lore requires a new roll and each new roll demands a *Threshold* that is 5 greater than the previous. The first failure indicates the wood is incapable of being enhanced in this fashion any further. Obviously, each leather type is only capable of being enhanced in the areas stated in the descriptions below.

After each preparation step, the curer is entitled to another *Leather Lore Success Roll* with *Perception Adjustments* to discern whether his latest preparation step was successful. This *Success Roll* must simply beat a constant *Threshold* of 15.

Dragon Leather

Dragon leather is the toughest form of leather that an adventurer can use to fashion armor. In general, armor made from dragon leather has the *Encumbrance* of leather armor and the *Absorption* of scale armor. The armor may also give additional adjustments on *Luck Rolls* against specific effects. For example, wearing a full suit of armor made from the skin of a Heraldic Dragon may give a +2 bonus on *Luck Rolls* against the effects of flame.

Dragon leather is particularly amenable to accepting wizardry magic. Thus, any spell dealing exclusively with the *Arcane Lores* of *Air*, *Earth*, *Fire*, or *Water* that is placed on the item via an enchantment or charm will have its spell level increased by 1.

Troll Leather

Troll leather is not really any tougher than normal leather. However, in the right hands, it can be fashioned into armor that actually mends itself when damaged. The process takes one day to mend each point of damage.

Unicorn Leather

The mere sight of unicorn leather has the ability to royally tick off any good character recognizing it as such. News of its existence will spread like wildfire throughout any local elven community, since elves obviously disapprove of the 'murder' of the pure and noble creatures. On the other hand, unicorn leather is highly prized by evil societies. Not because it is any more durable than common leather, but because it has innate magical powers. A full suit of unicorn leather with the unicorn's natural hair intact and exposed to view provides the wearer with some of the unicorn's natural protections. Any spell affecting a person so adorned has its level reduced by 1. In addition, the wearer gains a +5 on all *Luck Rolls* against entanglement.

Unicorn leather is particularly amenable to accepting white witchcraft and mystical magics. Thus, any spell dealing exclusively with the Arcane Lore of *Matter*, *Motion*, *Rest*, *Sun*, *Spirit*, or *Star* that is placed on the item via an enchantment or charm will have its spell level increased by 1.

White Stag Leather

White stags are known as guides to the souls of the newly departed and for their intolerance of the undead. Any cloak, outfit, or suit of armor made from white stag leather will provide a 5 *Absorption* against any innate magical power used by an undead creature against the wearer. In addition, it provides a +2 bonus on all *Luck Rolls* made against any similar magical attacks as well. These include abilities such as **Draining Touch**, **Freezing Touch**, **Wail of the Banshee**, **Deathly Moan**, etc. The added protection does not extend to mundane attacks (such as weapon thrusts) or to magical attacks that are not innate to the undead creature's nature (such as spells cast by a powerful lich).

Oddly enough, white stag leather is particularly amenable to accepting necromantic magics. Thus, any spell dealing exclusively with the Arcane Lore of *Bone*, *Dust*, *Mind*, and *Spirit* that is placed on the item via an enchantment or charm will have its spell level increased by 1.

Common Metals

Metals are segmented into common metals, alchemical metals, and special alloys. As the name implies, common metals are those that are easily found and obtained in most areas. Most of these common metals are not described here due to their number and the fact that their properties are already widely known to most players. However, a few of the common metals (particularly the various forms of iron) are so important to the game that detailed descriptions are warranted. Special metals are listed thereafter.

Bronze

Bronze is an alloy made from copper and tin. It is considerably softer than iron, and so is easily worked.

Cast Iron

Iron comes in three basic forms: cast iron, wrought iron, and steel. Of the three, steel is by far the most difficult to attain.

Cast iron is iron with high carbon content. Alchemists smelt iron ore by heating it until the iron liquefies. At this point, the iron instantly absorbs any carbon in the nearby environment (up to about 3% of its mass). This white-hot liquid can easily be poured into ceramic molds to form whatever shapes are desired. Note that there is

no known process to prevent carbon absorption during the melting process, since an ample carbon supply is always available in the ore itself. This is really too bad, since the extremely high carbon content of cast iron makes it very brittle.

Because it is so hard, cast iron cannot be forged in any way. Hammering can only break it. Heating the metal up does no good since it remains in this brittle state until it once again liquefies. Cast iron is, therefore, useless in making weapons or armor of any sort.

Steel

Steel is simply iron containing just the right amount of carbon. It can be forged like soft iron and has most of the hardness of cast iron. Attaining this delicate balance between wrought and cast iron is exceptionally difficult. Only very skilled alchemists can smelt steel.

Wrought Iron

Wrought iron is simply iron with very little, or no, carbon content. It is smelted by heating up iron ore until the iron becomes soft, but has not yet liquefied. At this point, the iron is removed from the fire and any impurities (i.e. bits of gravel) are hammered out of the metal.

Wrought Iron is easily forged, but even after cooling it retains much of its malleability. Thus, wrought iron is also called "soft" iron. Weapons made from wrought iron are slightly superior to bronze weapons, but are far inferior to steel ones. Items forged from wrought iron are usually "case hardened" by heating them under hard coals. This allows a small amount of carbon to be introduced at the surface of the metal, giving the surface increased hardness. It does not take many sharpenings of a sword, though, to grind away this hard outer layer.

Since wrought iron is much cheaper than steel, it is common for wrought iron swords to have a steel edge welded to them. This allows the weapon to retain a sharp edge, but its overall strength is still only that of wrought iron.

Special Forms of Steel

The secret of how to produce steel is arguably one of the most important discoveries in history. Not surprisingly, some cultures were better at it than others. This section covers some of the more exotic forms of steel found in the European / Mediterranean theatre.

Damascus Steel

Damascus steel is actually normal wrought iron prepared in a special way. First, two plates of iron, one with a low carbon content and one with a high carbon content, are welded together through heating and hammering. The thick welded plate is flattened out into a thin plate, cleaned, and exposed to coal dust. The

metal is then folded and hammered so that the two leaves of the plate are welded together and the process is repeated again and again. The end result is an uncountable number of thin alternating layers of low carbon and high carbon steel. The process gives Damascus steel the flexibility of low carbon steel and the hardness of high carbon steel. It has exactly the same weight as ordinary steel, but is harder. Because of this, any bladed weapon forged from Damascus steel automatically gains a +1 damage bonus, even if it has not been enchanted in any way.

At present, only humans in the Persian / Babylonian / Sumerian areas have the knowledge of how to forge Damascus steel. What this means is that even though a smith may have the requisite levels in *Smithery* to forge this metal, he does not have the secret of how it is accomplished unless someone personally trains him that already knows how. Obviously, the secrets are very closely guarded because the Damascus steel industry benefits greatly from retaining a monopoly.

Although the dwarves do not admit ignorance in this arena, the fact that they never sell damascene weaponry is no secret. Despite their apparent unconcern, dwarves are greatly worried that mere humans could trump them in their own domain of mastery. All of their research into the matter has shown that Damascus steel consists of nothing more than steel. It does not even have the decency of being an alloy with mysterious ingredients. That can only mean that humans know something about smithery itself that the dwarves do not recognize. And that scares them silly.

Damascus steel is identified by the almost wood-like grain texture of the alternating layers. This unusual pattern is usually enhanced by acid etching the blade. Non-damascene weapons are sometimes given a fraudulent 'damascene' texture similar in appearance to the real thing. These are passed off as the real McCoy by unscrupulous armorers pretending to have greater skills than they actually possess. To forge Damascus steel, a smithy must have the requisite levels in the skill of *Smithery* and a *Brawn* of at least 5.

Meteoric Steel

Meteoric steel is simply steel made from iron taken from a meteorite. The impure iron from these rocks is a natural alloy that enables meteoric steel to be formed into stronger than normal items.

Alchemical Metals

This section describes the various metals that are the ultimate subject of alchemy. The alchemists focused their attention on what they believed to be the seven

fundamental metals: Mercury, Lead, Copper, Iron, Tin, Silver, and Gold. The common forms of these metals are actually nothing more than the "true" metals polluted by other substances that significantly degrade their characteristics. Thus, the common forms are mere shadows of the true "essences" of the seven alchemical metals.

Alchemical metals have unique properties. Any weapon fashioned from an alchemical metal (at least 95% purity) can strike creatures that can otherwise only be struck by magical weapons. Even so, such weapons do not count as magic items unless they have been otherwise enchanted.

Gravitus (True Iron)

Gravitus is believed to be the purest form of Iron, so it is also called "Essence of Iron" or simply "True Iron." It is the heaviest (densest) material known. Gravitus is ten times as heavy as gold, so a coin of gravitus the size of a normal gold coin would weigh one pound. Steel or other alloys made from gravitus do not seem to have greater strength than normal iron, so weapons and armor are rarely fashioned from the metal.

Even so, gravitus has remarkable properties that are occasionally exploited by ingenious individuals. Although the reasons are poorly understood, gravitus is highly attracted to both itself and common iron.

If an item made from pure gravitus comes in contact with another item made from common iron (or steel), it will "cling" to that item with a force equivalent to ten times its own weight. Thus, a one-pound coin of gravitus would require ten pounds of force to remove it from a steel helmet.

If an item made from pure gravitus comes in contact with another item made from pure gravitus, the two items will "cling" to each other with a force equal to one-hundred times the combined weights of both items. Thus, separating two one-pound coins of gravitus would require a force of 200 pounds! That is powerful stuff.

For some unfathomed reason, gravitus has an equal repulsion to the metal levitus. So, bringing a coin of pure gravitus into contact with a coin of pure levitus is an equally difficult chore.

Fortunately, the attractive/repulsive force falls off quickly as the items are separated. For most items (those weighing a pound or less), a distance of one inch cuts the force in half. A distance of one foot cuts it to about one-tenth. At a distance of two feet, the attraction or repulsion is negligible.

The only known source of gravitus is through the smelting of Lodestone, a naturally occurring iron magnetite.

Levitus (True Lead)

Levitus is believed to be the purest form of Lead, so it is also called "Essence of Lead" or simply "True Lead." The only real reason for this belief is that Lead is the only one of the seven alchemical metals (Mercury, Lead, Copper, Iron, Tin, Silver, and Gold) that has not been accounted for by other special metals.

Levitus has all of the properties of Gravitus, its mysterious twin, except that its properties appear to be reversed. Levitus attracts levitus, just as gravitus attracts gravitus. And, obviously, levitus repulses gravitus. The most astonishing aspect of levitus, though, is that its weight is apparently reversed as well. That is, when dropped, levitus falls *up!* The only way to gauge its "weight" is to compare it to the mass required to keep it from careening up into the heavens. A single coin made from levitus requires one pound of normal material to keep it earth-bound. Thus, it appears to have essentially the same "density" as gravitus, in that equal volumes of levitus and gravitus seem to cancel each other's weights.

The Greek philosopher Aristotle first "discovered" levitus and gravitus and used them as an explanation of why some things fall and others rise.

Obviously, levitus is an exceptionally rare metal. The only known source is found in the silver linings of clouds. It takes the linings of literally hundreds of clouds to smelt even an "ounce" of levitus. So, the metal is impractical for most applications. However, certain archmage-level magics are able to enhance the properties of levitus to the point that practical quantities of the metal can be used to levitate entire castles into the clouds.

Lumina (Kassiteros)

Also known as Kassiteros in Greek, Lumina is named for its remarkably brilliant appearance. At great expense, powerful Alchemists smelt Lumina from a rare, though seemingly mundane, white mineral. This mineral is known as Luminore or simply White Stone. This same smelting process also produces a reddish slag which can be further smelted to produce trace amounts of Tanium (True Silver), an even more remarkable metal (see below).

In its pure form, Lumina has approximately the same appearance and malleability as ordinary tin. In fact, since Lumina is so remarkably lightweight and does not tarnish, Alchemists believe pure Lumina to be the "Essence of Tin", otherwise known as "True Tin."

Anyone can shape pure Lumina (True Tin) by pounding it with a hammer, since it is so soft. For this same reason, unalloyed Lumina is useless for making weaponry. It is, however, sometimes used to fashion sculptures and other valuable items.

Mercury, Essence of (Liquid Light)

Essence of Mercury, or True Mercury, is believed to be common mercury purified to its most basic form. It is a clear liquid that looks similar to water. However, it has a silvery metallic sheen and it gives off a bright glow the color of starlight (to be more accurate, it is the color of light reflected from the planet Mercury). Due to this, Essence of Mercury is also known as *Liquid Light*. If spilled on the ground, Essence of Mercury will tend to ball up in small pools. Though liquid, it is dry to the touch and has no odor.

If held in a glass container, one-half ounce of Essence of Mercury will illuminate to a radius of 20 feet. Every doubling of this quantity will increase the radius of illumination by another 20 feet. Thus, one full ounce will illuminate to a radius of 40 feet, two ounces illuminates to a radius of 60 feet, four ounces lights up a radius of 80 feet, etc. Although Essence of Mercury will detect as slightly magical (and certainly *looks* magical), it does *not* need to be treated as a magic item for *Willpower* purposes (unless somehow enchanted).

Essence of Mercury will adhere to very few surfaces. However, if a copper or bronze item is dipped in the substance, a thin layer of the glowing quicksilver will immediately bind to the surface. If the metal is of the common sort (i.e. not "Essence of Copper"), the reaction will slowly degrade the liquid's power. The item's glow will slowly fade over a period of 1 month until the pure mercury is completely corrupted.

If drunk, Essence of Mercury acts as a slow poison. The imbiber will lose 1d6 *Damage Tolerance* every day. This damage may not be healed in any fashion, magical or otherwise, until a **Neutralize Poison** or other similar magic is cast upon the poisoned individual.

Orichalcum

Also known as "True Copper", or "Essence of Copper", orichalcum is a yellow metal that does not corrode. It is similar in appearance to brass. Orichalcum is a relatively soft metal that is worked as easily as copper. However, once smelted to its pure form, it is completely impervious to magical influences. Although normal flame will soften or melt orichalcum, the hottest magical fires do not even warm the brassy metal. The only noticeable affect that magic has on orichalcum is that the metal will give off a soft reddish shimmering glow when it encounters a magical field or spell. Although the glow is often described as "torch-like", it is very soft and will illuminate an area up to a radius of only 2 feet per spell level of the highest-level spell contacting the metal.

Magic items containing orichalcum can be fashioned, but the items invariably contain some non-orichalcum components on which the enchantments are actually

applied (such as a gemstone or piece of ivory). In items such as these, the orichalcum itself is invariably used in its magic-resistive capacity. Thus, magic lamps capable of imprisoning the most powerful magic-wielding djinni can be fashioned from orichalcum.

The first known discoverers of orichalcum were the people of Atlantis, as reported by Plato. They apparently pounded the metal into sheets of tissue-paper thinness and then applied it to their more important buildings. Studies conducted by contemporary mages have shown that this orichalcum “leaf” is totally impervious to scrying, teleportation, and other penetrating magics. In addition, the gleaming metal can be quite striking at sunset.

The only known source of orichalcum is a pink marble-like stone known as “orichulore.”

Quintessence

Most people believe that the transmuting of base metals into gold is the alchemists’ ultimate dream. It is true that the knowledge of how to accomplish this great feat has as yet eluded discovery and its mastery would be the crowning achievement of even the most renowned alchemist. However, this seemingly impossible dream is not, actually, the ultimate aim of alchemy. Rather, it is the smelting, transmutation, or production by whatever means of the “Essence of Gold”, otherwise known as the “Gold of the Philosophers” or “True Gold.”

In the same fashion that Tanium is considered to be silver in its most purified form, “True Gold” is the most purified form of gold. And, since gold is itself considered to be the most perfect of metals, “True Gold” is perfection purified. The mythical metal is so special to alchemists that the term “Essence” fails to impress its unique qualities upon the listener. So, the potion-brewing mages came up with the name “Quintessence” for the metal after which they all so dearly lust. The production of even the smallest quantity would bring unimaginable power. Anything forged from the substance would be virtually indestructible and would allow an adept to directly wield the forces of the universe. Almost as a side effect, the metal would imbue immortality on whoever held it.

Needless to say, nobody has ever attained this lofty goal. Such a person could not go unnoticed; his influence would be so great. This failing of alchemy is probably fortunate, because power of such magnitude would ultimately corrupt anyone who wielded it.

Tanium

Tanium is an even more remarkable metal than Lumina, its cousin. Alchemists consider Tanium to be the “Essence of Silver.” It is a bit heavier than Lumina, being about half the weight of steel, but it’s easily twice as strong and, like Lumina, does not tarnish.

Even in its pure form Tanium is extremely hard. However, the addition of a small amount of Lumina (about 6%) makes an even stronger alloy known as Mithril (see the description of Mithril below for more details). This fact is a powerful argument that Lumina is the “Essence of Tin”, since Tin transforms Copper into Bronze – an alloy metal much stronger than either of its components.

Tanium is smelted from the slag (waste rock) left over from Lumina smelting. Extracting the Tanium, though, requires much higher temperatures than that required for Lumina smelting. Consequently, the fact that an alchemist can smelt Lumina is no indication of whether he is capable of smelting Tanium. Very few alchemists are powerful enough to accomplish the deed.

Only the most highly skilled master smithies can work this exceptionally difficult metal. The dwarves are the best Tanium and Mithril smiths. Unfortunately, the rarity of the material and the required skills to fashion it make Mithril and Tanium items some of the scarcest in the world. To work pure Tanium, a smithy must meet the same requirements as those for Mithril.

Alchemical Alloys

The seven “true” alchemical metals are often used in alloys to produce new metals that have new or enhanced properties. This section describes some of the better know alloys.

Like alchemical metals, alchemical alloys have unique properties. Any weapon fashioned from an alloy containing 95% or more of pure alchemical metals can strike creatures that can otherwise only be struck by magical weapons (all of the alloys in this section qualify). Even so, such weapons do not count as magic items unless they have been otherwise enchanted. Alchemical alloys will detect as slightly magical even when they are not enchanted as true magic items.

Adamantine (Glassteel)

Adamantine is the only known metal to exceed the strength and durability of Mithril. It has a smoky black color and a very smooth, glassy appearance, which has earned the metal its other name of “Glassteel.” Adamantine is commonly known to be an alloy of Tanium, Nickel, Orichulcum, and Adamant (a rare form of diamond). How the alloy is fashioned is a great mystery, though. Of the great races, only the dwarves have mastered the secret.

What is known is that Adamantine has about the same weight (density) as Mithril, but it is much stronger. Estimates on its strength range from 25-100% stronger than Mithril, but nobody is volunteering their adamantine sword to see how much force is required to bend it to find

out for sure. This strength automatically gives any bladed weapon forged from Adamantine a +3 damage bonus, even if it has not been enchanted in any way.

If an Adamantine item is re-forged, the metal degrades to a low-quality Mithril (treat it as equivalent to a Bright Steel weapon). In the hands of a master smith that knows the secrets of Adamantine, a degraded item like this can be restored to its original condition. Of course, only the greatest of the dwarven smithies are given the knowledge of its crafting. To forge Adamantine, a smithy must not only have great knowledge, but must also have great endurance and strength (a minimum *Brawn* of 10).

It is believed that the Grecian Cyclopes were the first to discover the secrets of adamantine. They used their knowledge to forge many of the weapons used by the Greek gods. How the dwarves came by the knowledge, whether independently or by somehow “acquiring” it from the Cyclopes, is information that was lost to history long ago.

Bright Steel

When mixed with other certain metals, Lumina becomes as strong and hard as steel with only a third of the weight. Lumina alloy is known as “Bright Steel” due to its remarkably brilliant appearance. (Bright Steel actually contains no iron, so it is not really a form of steel.) Like Lumina, Bright Steel does not tarnish.

Of course, the strength of the metal depends greatly on the formula used to make the alloy. The elves have perfected the best of these formulas and jealously guard them as national secrets. Anybody that points out the fact that elves are the best Lumina smiths to a dwarf will only get the reply that dwarves concern themselves with more “important” metals. And, the fact is, dwarves actually do a fairly descent job of Lumina forging, thank-you very much. Even so, weapons made from Elven Bright Steel have their *Recovery Times* reduced by 1 (to a minimum of 3). Non-elven Bright Steel gains no such benefit.

Forging Bright Steel demands a smithy to have a *Brawn* of 3 and to have gained the requisite levels in the skill of *Smithery*.

Mithril

Although the alchemical metal of Tanium is extremely strong in its pure form (essentially equivalent to Bright Steel), it is greatly strengthened by the addition of a small amount of Lumina (approx. 6%). This Tanium / Lumina alloy is known as “Mithril”, which gets its name from the ancient alchemist Mithras who first created it. Because of its remarkably hard nature, any bladed weapon forged from Mithril automatically gains a +2 damage bonus, even if it has not been enchanted.

Only the most highly skilled master smithies can work this exceptionally difficult metal. The dwarves are the best Mithril smiths. Unfortunately, the rarity of the material and the required skills to fashion it make Mithril items some of the scarcest in the world. To work Mithril, a smithy must have the requisite levels in the skill of *Smithery* and a *Brawn* of at least 7. Obviously, it is an uncommon elf that can forge Mithril.

Starglow

If ordinary gold is dropped into Essence of Mercury, the liquid will slowly dissolve the yellow metal, diluting its own glowing effect. When an amount of gold equal to the mercury's original volume has been added, the resulting golden-silver liquid amalgam stops glowing completely, but takes on special properties. Known as *Starglow*, the liquid acts as magical ink. The ink can bind to virtually any surface and, when dry, is completely invisible. As such, it is a favored ink of Thaumaturgists and other mages that want to keep the runes they inscribe hidden. They simply use *Starglow* as a base to which they add any additional components necessary for specific inscriptions. True to its name, though, the runes will faintly glow if directly exposed to starlight. A successful *Magic Sense* will also, of course, reveal the drawings.

True Bronze

When copper and tin are mixed, bronze is the result. Not surprisingly, then, when orichalcum (true copper) and Lumina (true tin) are mixed, True Bronze is the result. This alloy closely matches the strength and hardness of normal steel. Not surprisingly, it is several times as expensive as steel and, due to its high orichalcum content, cannot be enchanted. Because of these reasons, true bronze in its most basic form is rarely used.

However, if a small amount of gravitus is added to the alloy (80% orichalcum, 15% lumina, 5% gravitus), some surprising things happen. The orichalcum in the alloy, sometimes referred to as “gravi-bronze”, somehow alters the characteristics of the gravitus so that its normal attraction/repulsion properties are thwarted. More unusual, though, is that the inertia of the metal is increased. It takes more force to get it moving and, similarly, more force to slow it down or stop it than its weight would suggest. Thus, blunt weapons fashioned from the alloy strike with greater impact than normal. Small blunt weapons made from true bronze gain a +1 damage bonus. Medium blunt weapons gain a +2 bonus, and large blunt weapons gain +3 on damage. True bronze of this type is never used to fashion armor, since it would do nothing but encumber the wearer more than usual.

True bronze retains the magic resistive properties of orichalcum, including the property of glowing when exposed to a magical field.

Forging True Bronze demands a smithy to have a *Brawn* of 3 and to have gained the requisite levels in the skill of *Smithery* to forge steel.

Special Woods

Virtually all of the wood types listed in this section are associated with arboreal faery creatures. It is assumed that the special wood forms listed here do not come from the common trees of their respective namesakes. Rather, wood that provides an extra 'boost' to enchanted items can be acquired only from *Exceptional* specimens of the respective arboreal species.

The mere acquisition of the proper wood type is insufficient to bring forth its inherent magical properties. The wood must also be prepared and cured by a student of *Wood Lore*. The various wood types listed in this section detail the specific areas of *Arcane Lore* that each wood enhances. However, bringing out the full power of the wood is a difficult process that requires great knowledge and patience. All of the wood types list a number of lore areas that the wood naturally enhances. The individual that cures the special wood must state the lores that he wishes the wood to enhance. Each lore "brought out" in this preparation phase requires the application of special ointments, oils, and waxes and sometimes requires the wood to be treated with heat or frost at various points.

To prepare a wood specimen to enhance a given Arcane Lore, the curer, using his *Wood Lore*, must make a *Success Roll* with *Intelligence Adjustments*. The first lore enhanced in this way requires the preparer to overcome a *Threshold* of 15. The second lore requires an additional roll against a *Threshold* of 20. The third lore enhanced in this fashion demands another roll that beats a *Threshold* of 25. Each additional enhanced lore requires a new roll and each new roll demands a *Threshold* that is 5 greater than the previous. The first failure indicates the wood is incapable of being enhanced in this fashion any further. Each wood type is only capable of being enhanced in the areas associated with the wood type as stated in the descriptions below.

After each preparation step, the preparer is entitled to another *Wood Lore Success Roll* with *Perception Adjustments* to discern whether his latest preparation step was successful. This *Success Roll* must simply beat a constant *Threshold* of 15.

Ash Wood

Ash wood is known for its strength and is associated with healing powers. It is taken from good woodland faeries

having the appearance of normal ash trees (described in *Celtic Creatures and Nordic Nightmares™*). This wood is highly receptive to any magics dealing with healing or that enhance *Physical Strength*. Any spell dealing with strength or healing that is cast from an item made from a properly cured specimen of this special wood has its spell level increased by one. Thus, an ash wand that casts **Dragon's Might** (as described in *The Lexicon of Lore™*) invokes the spell at a spell level of one greater than the enchanter that created it.

Any bow made from this wood automatically has its effective range increased by 50%. In addition, any drawn bow allows full *Physical Strength* adjustments for damage (as opposed to the ½ *Physical Strength* damage normally allowed). Note that the added damage does not apply to crossbows since *Physical Strength* is never a factor in the damage they deliver.

Apple Wood

Wood taken from good woodland faeries known as an Apple-Tree Men (described in *Celtic Creatures and Nordic Nightmares™*) is highly receptive to white magic. Consequently, this wood is the material of choice in the construction of articles of white witchcraft since it 'takes' good faery magic exceptionally well. Any spell dealing exclusively with the arcane lores of Spirit, Spring, Sun, and Star that is cast from an item made from a properly cured specimen of this special wood has its spell level increased by one. Thus, an apple wood staff that casts **Shooting Star** (as described in *The Lexicon of Lore™*) invokes the spell at a spell level of one greater than the white witch/enchanter that created it.

Apple-Tree Men are good woodland creatures (described in *Celtic Creatures and Nordic Nightmares™*). Consequently, they are loath to provide "samples" of their wood to any but personally known good allies.

Birch Wood

Wood taken from an evil tree faery known as a Birch Tree Spirit (described in *Celtic Creatures and Nordic Nightmares™*) is the favored material for the construction of enchanted items dealing with black magic. Similarly, birch wood is the preferred wood for the construction of any witches broomstick. Any spell involving flight or dealing exclusively with the arcane lores of Autumn, Comment, Mind, and Moon that is cast from an item made from a properly cured specimen of this birch wood has its spell level increased by one. Thus, a birch wood wand that casts **Blight** (as described in *The Lexicon of Lore™*) invokes the spell at a level of one greater than the black witch/enchanter that created it.

Obviously, birch tree spirits are far from charitable. Consequently, the only way to obtain the precious wood is by killing one of these formidable monsters.

Elder Wood

Elder wood is the material of choice in the construction of articles of witchcraft since it “takes” faery magic exceptionally well. Any spell dealing exclusively with the arcane lores of Autumn, Spring, Summer and Winter that is cast from an item made from a properly cured specimen of this special elder wood has its spell level increased by one. Thus, an elder wood staff that casts **Inspirit Tree** (as described in *The Lexicon of Lore™*) invokes the spell at a spell level of one greater than the witch/enchanter that created it.

It is to the Elder Tree's detriment that its wood is both highly magical and burns more hotly and for a greater duration than any other wood. It is the fuel of choice for the forges of the great smiths. In fact, it is a virtual necessity for the forging of mithril.

The flowers of the Elder tree can be used to create a green dye. Garments died with this dye gain the same magical properties as the elder wood itself.

Elder trees are woodland creatures that harbor great animosity toward defilers of the forest (described in *Celtic Creatures and Nordic Nightmares™*). Consequently, they are loathe to provide “samples” of their wood to any but personally known allies.

Haunted Wood

Trees in haunted forests are themselves sometimes possessed by ghosts (as described under **Trees of Ghostly Dread**). The angry spirits inhabiting the trees will animate the limbs and attack trespassers. The haunting alters the characteristics of the wood to some degree so that it is more receptive to necromantic magic. Any spell dealing exclusively with the arcane lores of Spirit, Mind, and Dust that is cast from an item made from a properly cured specimen of this haunted wood has its spell level increased by one. Thus, a haunted wood wand that casts **Summon Spirit** (as described in *The Lexicon of Lore™*) invokes the spell at a spell level of one greater than the necromancer that created it.

In cases where the “corpse” of a special wood faery (such as an Elder Tree) is haunted in this fashion, the lores of Spirit, Mind and Dust are *added* to the lores commonly enhanced by the special wood. Needless to say, haunted specimens of special wood types are rare in the extreme.

Hazel Wood

Hazel wood is linked with intelligence and knowledge and is closely associated with lightning and water (hazel is a popular choice for divining rods). As such, it is the wood of choice in the construction of Thaumaturgical, electrical, and aquatic items. Spells dealing exclusively with water or lightning or the arcane lores of Triangle, Tetrangle, Pentacle, Star, Rain, Sea, Spring, Wet, and/or Water are

enhanced. Any such spell that is cast from an item made from a properly cured specimen of this special hazel wood has its spell level increased by one. Thus, a hazel wood wand that casts **Lightning Bolt** (as described in *The Lexicon of Lore™*) invokes the spell at a spell level of one greater than the wizard that created it.

Hazel wood is very strong and bendable. Because of this, the wood is often soaked in water, bent into whatever shape is desired, and held in that shape while slowly drying. When the wood is completely dry, the restraints holding the shape are removed leaving the wood forever after in that form.

Long, thin hazel shoots are commonly used in the weaving of baskets. If the shoots are obtained when green, no special preparation is necessary before weaving. Such weavings have the same magical properties as the wood.

Oak Wood

Oak wood is one of the favored materials for the construction of enchanted items dealing with high witchcraft. Oak trees are commonly defended by antisocial woodland faeries, known as Oakmen, that easily take offense to intruders (described in *Celtic Creatures and Nordic Nightmares™*). Only oak trees that are inhabited by these arboreal faeries are prized for their efficacy since the oakmen apparently imbue the trees with their own innate power. Consequently, finding an appropriate sample of oak wood is not as easy as buying a piece of furniture. Any spell dealing exclusively with the arcane lores of Earth, Moon, and Sun that is cast from an item made from a properly cured specimen of this special oak wood has its spell level increased by one. Thus, an oak wood broom that casts **Flying Balm** (as described in *The Lexicon of Lore™*) invokes the spell at a level of one greater than the high witch/enchanter that created it.

Oak bark can be used to create a brown dye. Textiles dyed with this stain gain the same magical characteristics as the oak wood itself.

Rowan Wood

Rowan wood is known for its soothing effect on the mind and its ability to spurn evil spirits. As such, it is the wood of choice in the construction of many items dealing with ghosts and spirits. Any spell dealing exclusively with the arcane lores of Spirit and Mind that is cast from an item made from a properly cured specimen of this rowan wood has its spell level increased by one. In addition, rowan wood is especially good at disrupting the effects of magic, so that any spell that dispels, hinders, or blocks magic has its spell level increased by one. Thus, a rowan wood wand that casts **Banish** and **Magic Reduction** (as

described in *The Lexicon of Lore™*) invokes both spells at a level of one greater than the mage that created it.

Rowan trees are good woodland faeries that protect the woods from evil spirits. As such they are horrified by the diabolical purposes to which their “limbs” are put by evil spell casters. Consequently, they will voluntarily provide rowan branches only to those individuals that they can absolutely trust with the precious lumber.

The bark and berries of the Rowan tree can be used to create a black dye. Garments colored with this stain gain the same magical properties as the wood itself.

Willow Wood

Willow trees are evil ogriish monsters that have an insatiable thirst for blood. Consequently, willow wood is the wood of choice in the construction of many articles of sorcery since it ‘takes’ to blood-based magic exceptionally well. Any spell dealing with the arcane lore of Blood that is cast from an item made from a properly cured specimen of willow wood has its spell level increased by one. Thus, a willow wood wand that casts **Bloodlust** (as described in *The Lexicon of Lore™*) invokes the spell(s) at a spell level of one greater than the sorcerer/enchanter that created it.

Willow wood is also suited to the crafting of stringed instruments, particularly harps. Any such instrument crafted with willow wood will enhance the effectiveness of magics depending on music to deliver their effects. Thus, a harp enchanted with the mage spell **Slumber** would have its effects increased by one spell level.

The long, thin willow shoots that droop low make exceptional material for the weaving of baskets as well. These baskets possess the same magical properties as the wood.

The bark of the willow can be used to create a reddish brown dye. Any garment made from a cloth stained with this dye will gain the magical properties of the willow wood itself.

Willow trees are evil woodland creatures (described in *Celtic Creatures and Nordic Nightmares™*). They will not take kindly to anyone approaching with pruning shears, but will be more than happy to provide a greeting ‘embrace’.

The Values of Special Materials

As might be expected, the values of the various special materials are substantially higher than that of their mundane counterparts. The exact values will vary from region to region depending on the rarity of the material and the demand. Nevertheless, the following sections should give you a good approximation of their values.

Special Wood Values

As you can see on the table below, the special woods are quite special indeed. Before you start seeing dollar signs, though, please remember that only undamaged samples taken from truly princely (i.e. *Exceptional*) specimens warrant this price. Anything less is merely ordinary wood.

Wood Types Table

<u>Material</u>	<u>Cost Per Pound*</u>
Ash Wood	1,000 s.p.
Apple Wood	1,300 s.p.
Birch Wood	1,200 s.p.
Elder Wood	1,300 s.p.
Haunted Wood	500 s.p.
Hazel Wood	1,800 s.p.
Oak Wood	1,100 s.p.
Rowan Wood	1,100 s.p.
Willow Wood	900 s.p.

* The given cost assumes the wood has been properly cured.

Special Metal Values

Obviously, the various metals and alloys have a wide range of values, based on their usefulness and rarity. The following table lists these values, in terms of coins. A coin is an unusual unit of measure primarily designed to make it easy to determine how much of a material is required to make an item. For gold, silver, copper, and steel, one coin is defined as 1/10 of a pound of the material. (This is mainly for easy determination of treasure weight.) For the more exotic “weapon-worthy” materials, one coin is the amount of material required to replace one coin of steel (roughly by volume). For example, a long sword would demand approximately 40 coins of steel to make (approx. 4 pounds). So, a mithril long sword would demand 40 coins of mithril. The resulting sword would weigh ½ as much as one made from steel and would be twice as strong. The values listed are with respect to ordinary silver.

Special Metal Types Table

<u>Metal</u>	<u>Coin Weight (lbs.)</u>	<u>Coin Value* (s.p.)</u>
Adamantine	1/20	3,500
Bright Steel	1/30	500**
Damascus Steel	1/10	100
Gravitus	1	1,500
Levitus	-1	12,000
Lumina	1/30	400
Mercury, Essence of	1/10	200
Meteoric Steel	1/10	20
Mithril	1/20	1,700
Orichalcum	1/10	160
Starglow	1/10	125

Steel	1/10	2
Tanium	1/20	1,500
True Bronze	1/10	400

* The Coin Value indicates the value of the metal or alloy in raw form. When the material is forged into a usable shape, such as a weapon or armor, its value is twice that listed.

** The Value of Bright Steel assumes the high quality elven form.

The most surprising value on this table is that for ordinary steel, which is listed as twice as valuable as silver. In modern times, this seems quite counter-intuitive. Keep in mind, though, that without the benefit of modern smelting plants, steel is exceptionally difficult to produce. And, to a warrior, his sword is worth way more than twice its weight in silver. The coin weights for the "raw" forms of the exotic alloys (i.e. Lumina for Bright steel, Tanium for Mithril, and Orichalcum for True Bronze) are gauged mainly by how much of the raw material is required to produce one coin of the alloy.

Special Armor Values

The basic descriptions of the various forms of armor in *The Grimoire of Game Rules™* assume the items to be fashioned from ordinary steel or leather. The *Encumbrance* values and costs reflect this assumption. If an item is crafted from some other material, an adjustment in these values must be made. The following table gives a list of multipliers for both *Encumbrance* and *Cost*. For example, to determine the *Encumbrance* value and *Cost* of banded mail, simply multiply the normal *Encumbrance* and *Cost* for this item by the corresponding multipliers in the table.

In addition, the tables indicate the amount of damage a piece of armor can withstand in a single blow before it is damaged. The *Absorption* value of a piece of armor is lowered by 1 point every time it is damaged. The *Absorption* penalty remains until the armor is repaired. The *Encumbrance* of damaged armor remains unaffected.

Special Armor Types Table

<u>Material</u>	<u>Enc. Multiplier</u>	<u>Cost Multiplier*</u>	<u>Blow To Damage</u>
Dragon Leather	1	100	25
Troll Leather	1	20	15
Unicorn Leather	1	200	20
White Stag Leather	1	100	20
Bronze	1.2	0.5	18
Iron	1.1	0.7	22
Meteoric Steel	0.9	20	30
Damascus Steel	0.8	100	35
Bright Steel	0.7	500	40
Mithril	0.6	1700	45
Adamantine	0.5	3500	50

* The Cost Multiplier takes into account the fact that the value of forged metals is twice that of the raw material.

Magical armor (armor actually enchanted by a spellcaster) is more difficult to damage. For every magical bonus of a suit of armor, raise the required severity of a blow to damage the armor by five points. For instance, +2 mithril armor remains unharmed by any blow delivering less than 55 points of damage.

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Quick Reference for Mage Classes

<u>Mage Class</u>	<u>Arcane Lores</u>	<u>Mundane Lores</u>
Aeromancer	Air (v), Cold (r), Sky (r), Smell (r), Wind (v), Winter (r)	
Alchemist	Hot (v), Wet (v), Cold (v), Dry (v)	Herb Lore (r)
Aquamancer	Sea (v), Wet (v), Water (v), Rain (v), Spring (r)	Seafaring Lore (r)
Archmage	Expert in 4 Areas of Arcane Lore of his choosing	
Conjurer	Land (v), Sea (v), Sky (v), Sun (v)	
Creationist	Flesh (v), Bone (v), Earth (v)	Anatomy (s)
Demonologist	Blood (v), Law (v), Spirit (v), Pentacle (v)	Demon Lore (e)
Enchanter	Law (v), Matter (v), Tetrangle (v)	Leather Lore (r), Metal Lore(r), Wood Lore (r)
Geomancer	Land (v), Earth (v), Dry (v), Dust (v)	Stone Lore (v)
High Witch	Sun (r), Moon (r), Earth (r), Specialized in 1 of: Spring, Summer, Autumn, Winter	Faery Lore (s)
Illusionist	Vision (v), Hearing (v), Touch (v), Taste (v), Smell(v), Mind (r), Triangle (r)	
Illusionist's Apprentice	Hearing (r), Touch (r), Smell (r)	
Mage	Specialized in 4 Areas of Arcane Lore of his choosing	
Magus	Wind (v), Rain (v), Dust (v), Flame (v), Matter (r)	Desert Lore (r)
Magician's Apprentice	2 of Wind (r), Rain (r), Dust (r), Flame (r)	
Mystic	Spirit (v), Matter (v), Motion (v), Rest (v)	
Necromancer	Spirit (v), Mind (v), Bone (v), Dust (v)	Ghost Lore (e)
Puffer	Hot (r), Wet (r), Cold (r), Dry (r)	
Pyromancer	Sun (v), Flame (v), Fire (v), Hot (v)	
Sorcerer	Blood (v), Bile (v), Phlegm (v), Flesh (r), Mind (r)	Demon Lore (r)
Sorcerer's Apprentice	2 of Blood (r), Bile (r), Phlegm (r)	
Thaumaturgist	Triangle (v), Tetrangle (v), Pentacle (v), Star (v)	Mathematics (v)
Witch	Spring (v), Summer (v), Autumn (v), Winter (v)	Faery Lore (v), Forest Lore(v)
Witch, Black	Comet (v), Moon (v), Mind (v), Autumn (r)	
Witch Initiate	Spring (r), Summer (r), Autumn (r), Winter (r)	
Witch, White	Sun (v), Star (v), Spirit (v), Spring (r)	
Wizard	Air (v), Earth (v), Fire (v), Water (v), Tetrangle (r)	Dragon Lore (v)
Wizard's Apprentice	2 of Air (r), Earth (r), Fire (r), Water (r)	

Master List of Spells & Requirements

All Spells	New Scroll Cost (silver pieces)	Component Cost (silver pieces)	Lores Needed to Learn Spell
Advancing Flame Wall	1,800	0	Flame: 6
Aerial Bridge	5,500	*20	Wind: 7
Aerial Bubble	10,000	*100	Air: 8 Sky: 8 Wind: 8
Aerial Staircase	1,600	*20	Wind: 4
Agate Stone	250	variable	Earth: 1 Land: 1
Amethyst Stone	450	variable	Earth: 4 Land: 4
Amber Stone	500	*1,000	Dry: 8 Dust: 8 Earth: 8 Land: 8
Anathor	10,000	SB	Cold: 5 Dry: 5 Hot: 5 Spirit: 5
Anemic Hemophilia	8,500	1	Blood: 9
Animal Form	8,000	*200	Spring: 8 Summer: 6
Animal Tongues	200	*50	Autumn: 1 Spring: 1 Summer: 1
Animate the Dead	14,000	100	Bone: 5 Spirit: 5
Annihilation	20,000	200	Land: 12 Sea: 12 Sky: 12 Sun: 12
Aqua Air	200	1	Sea: 1 Water: 1
Armour	300	variable	Earth: 1
Astral Travel	18,000	0	Spirit: 9 Motion: 6
Aura of Deathly Power	16,000	0	Dust: 5 Mind: 7 Spirit: 9
Awaken the Dead	4,000	0	Bones: 1 Dust: 1 Mind: 1 Spirit: 1
Azure Serpent	16,000	*150	Rain: 8 Water: 8
Ball Lightning	13,000	*500	Rain: 8 Water: 8
Banish	19,000	0	Spirit: 10
Bell of Girardius	28,000	*2,000	Dust: 6 Spirit: 7
Black Forest	priceless	0	Autumn: 15 Comet: 14 Mind: 14 Moon: 14
Blade of Bile	150	0	Bile: 1
Blazing Bolts	400	1	Fire: 1
Blight	7,000	0	Autumn: 7 Comet: 7 Moon: 7
Blind	8,000	1	Mind: 7
Blink	16,000	0	Matter: 8 Motion: 8
Blood Boil	19,000	1	Bile: 8 Blood: 11
Bloodlust	200	5	Blood: 1
Bloodlust Potion	25,500	2,000	Blood: 10 Hot: 10 Wet: 8
Bloodstone	500	*100	Dust: 3 Earth: 3 Land: 3
Blue Flame	400	0	Water: 1
Bolt of Force	500	0	Motion: 1
Bone Brittle	17,000	50	Bone: 11
Bound	500	0	Air: 1
Breakfall	200	0	Winter: 1
Burn!	200	1	Sun: 1
Burning Circle	7,000	*500	Fire: 7 Flame: 7 Sun: 7
Burrow	400	5	Earth: 4
Cage Of Cambrensis	29,000	*500	Hearing: 8 Touch: 11 Vision: 10
Cagliostro's Grand Entrance	2,600	0	Air: 3 Earth: 6 Fire: 4
Cagliostro's Spell Projection	4,000	0	Pentacle: 5 Star: 5 Tetrangle: 5 Triangle: 5
Carbuncle Stone	350	variable	Earth: 2 Land: 2
Caustic Mist	12,000	5	Bile: 7

<u>All Spells</u>	<u>New Scroll Cost (silver pieces)</u>	<u>Component Cost (silver pieces)</u>	<u>Lores Needed to Learn Spell</u>
Chameleon's Gamble	3,000	0	Autumn: 5 Spring: 5 Summer: 5 Winter: 5
Charge	16,000	variable	Tetrangle: 8
Charm	8,500	0	Mind: 9
Charm of Ceaseless Concealment	43,500	1,000	Law: 7 Matter: 7 Tetrangle: 9
Charm of Deathless Animation	9,000	0	Law: 10 Matter: 10 Motion: 10 Tetrangle: 10
Charm of Endless Durability	27,000	1,250	Law: 10 Tetrangle: 10
Charm of Eternal Sharpness	11,500	variable	Law: 8 Matter: 11
Charm of Making	66,000	50,000	Law: 13 Matter: 13 Tetrangle: 13
Charm of Perpetual Non-Encumbrance	19,000	variable	Law: 8 Matter: 8 Motion: 8 Tetrangle: 8
Charm of Steadfast Balance	16,000	variable	Law: 6 Matter: 6 Tetrangle: 6
Charm of Untiring Nourishment	300	5	Rain: 3 Wind: 3
Charm Undead	400	0	Mind: 1
Cheat Death	78,000	10,000	Bone: 13 Dust: 13 Spirit: 13
Choke	3,500	*500	Dust: 7 Wind: 5
Cloud Castle	priceless	variable	Land: 18 Law: 16 Matter: 15 Motion: 15 Rain: 14 Sky: 18 Tetrangle: 16 Wind: 16
Command the Dead	24,000	0	Bone: 8 Dust: 8 Mind: 8 Spirit: 8
Commune with the Dead	18,000	0	Mind: 6 Spirit: 6
The Confounding Corridor of Cambrensis	6,000	500	Mind: 6 Vision: 6
Conjure Air Elemental	12,000	100	Sky: 8
Conjure Djinn	44,000	variable	Sky: 11 Wind: 11
Conjure Earth Elemental	12,000	100	Land: 8
Conjure Effreet	44,000	variable	Flame: 11 Sun: 11
Conjure Fire Elemental	12,000	100	Sun: 8
Conjure Spirit	36,000	400	Spirit: 9
Conjure Water Elemental	12,000	100	Sea: 8
The Continual Catoptrics of Cambrensis	60,000	500	Triangle: 10
Convoke Lightning	7,000	1	Spring: 7
Cool of Night	2,500	0	Winter: 6
Cramping Touch	500	0	Flesh: 1
Crimson Death	18,000	5	Blood: 9
Crypt of the Dead	13,000	2,500	Bone: 8 Dust: 5 Spirit: 5
Cyclonic Passage	9,000	0	Air: 11 Sky: 11 Wind: 11
Dancing Blade	200	variable	Wind: 1
Dancing Quill	20,000	50	Pentacle: 10 Star: 10 Tetrangle: 10 Triangle: 10
Darkness	9,000	0	Moon: 6
Death Knell	2,500	0	Bone: 1 Dust: 1 Mind: 1 Spirit: 1
Deathly Moan	8,000	0	Mind: 8 Spirit: 8
Death's Pot Breeze	10,000	*40	Comet: 10 Mind: 9 Moon: 8
Deduce	3,000	50	Tetrangle: 6
Destined Image	3,000	5	Spring: 5
Dimensional Portal	44,000	0	Matter: 9 Spirit: 13
Diminish	500	0	Bone: 1 Flesh: 1

<u>All Spells</u>	<u>New Scroll Cost (silver pieces)</u>	<u>Component Cost (silver pieces)</u>	<u>Lores Needed to Learn Spell</u>
Disenchantment	7,000	0	Law: 10 Tetrangle: 8
Disentangle	1,800	0	Matter: 4 Motion: 5
Disillusion	10,000	*50	Hearing: 6 Smell: 6 Taste: 6 Touch: 6 Vision: 6
Disrupt Magic	16,000	50	Pentacle: 8 Star: 8 Tetrangle: 8 Triangle: 8
Door Keep	700	1	Matter: 1 Rest: 1
Dragon Flight	5,500	5	Air: 9
Dragon Might	2,600	25	Earth: 5
Dragon Roar	3,000	0	Air: 8 Fire: 8
Dragon's Blood	18,000	SB	Air: 12 Earth: 12 Fire: 12 Water: 12
Dragon's Breath: Flame	26,000	10	Fire: 12
Dragon's Breath: Frost	35,000	10	Air: 12
Dragon Sight	4,000	*1,000	Air: 9 Earth: 9
Draining Touch	8,000	0	Mind: 1 Spirit: 1
Dream Speak	6,000	15	Moon: 6 Spirit: 6
Dryad's Disguise	400	0	Autumn: 4 Summer: 4
Dryad's Saddle	800	5	Autumn: 6 Summer: 6
Dust Devil	2,000	0	Dust: 3 Wind: 3
Earth Bubble	13,000	100	Earth: 9 Land: 9
Echo	2,000	5	Spring: 5 Summer: 5
Ecstasy	29,000	0	Hearing: 5 Smell: 5 Taste: 6 Touch: 9 Vision: 7
Ectoplasmic Drain	9,000	0	Spirit: 9
Effreeti Fire	4,000	10	Flame: 7
Elemental Command	8,000	0	Land: 5 Sea: 5 Sky: 5 Sun: 5
Elemental Jar	16,000	250	Land: 8 Sea: 8 Sky: 8 Sun: 8
Elemental Weapon of Air	4,000	*1,000	Air: 8 Cold: 8 Sky: 8 Wind: 8
Elemental Weapon of Earth	4,000	*1,000	Dry: 8 Dust: 8 Earth: 8 Land: 8
Elemental Weapon of Fire	4,000	*1,000	Fire: 8 Flame: 8 Hot: 8 Sun: 8
Elemental Weapon of Water	4,000	*1,000	Rain: 8 Sea: 8 Water: 8 Wet: 8
Elf Shot	8,000	*5	Autumn: 10
Enchanted Forest	priceless	0	Spirit: 14 Spring: 15 Star: 14 Summer: 15 Sun: 14
Enchanted Sea	priceless	0	Air: 13 Bone: 13 Flesh: 13 Sea: 15 Spring: 14 Water: 15
Enchantment	52,000	variable	Law: 9 Matter: 9 Tetrangle: 9
Enlarge	6,000	0	Matter: 3
Enmity Reprisal	6,000	5	Spirit: 6 Star: 7
Essence of Sulfur (Fire Grenade)	15,000	1,700	Hot: 6
Eternal Champion	15,000	0	Hearing: 4 Touch: 8 Vision: 7
Eternal Passage	14,000	0	Matter: 6 Motion: 8 Rest: 6
Eternal Torch	2,000	25	Sun: 5
Everburning Lamp	800	150	Flame: 4
Evil Eye	4,000	0	Comet: 5 Mind: 5 Moon: 5
Invoke the Dead	24,000	100	Bone: 4 Dust: 4 Mind: 4 Spirit: 4
Exhaustion	20,000	1	Bile: 10 Blood: 7 Mind: 8
Extended Force Field	37,000	100	Matter: 13 Rest: 13
Extinguish	500	0	Fire: 1
Faery Dance	12,000	0	Autumn: 11 Spring: 11

<u>All Spells</u>	<u>New Scroll Cost (silver pieces)</u>	<u>Component Cost (silver pieces)</u>	<u>Lores Needed to Learn Spell</u>
Faery Dust	1,000	1	Spring: 6 Summer: 6
Faery Fire	150	0	Summer: 1
Faery Light	7,000	0	Spirit: 7 Star: 7 Sun: 7
Faery Pinch	150	*20	Autumn: 1
Faithful Servant	500	*20	Winter: 5
Familiar's Gambit	3,500	1	Autumn: 6 Spring: 6 Summer: 6 Winter: 6
Faust's Fabulous Facets	9,000	0	Touch: 4 Vision: 5
Faust's Fallacious Facade	29,000	0	Hearing: 4 Smell: 5 Touch: 10 Vision: 12
Faust's Fantastic Footmen	18,000	0	Hearing: 5 Touch: 7 Vision: 6
Fear	12,000	0	Mind: 8
Finger of Flame	7,000	*1,000	Flame: 7
Fire Dart	500	1	Fire: 1
Firelight	100	*150	Summer: 1
Fire Walker	4,000	0	Flame: 8
Fire Wall	8,000	5	Fire: 7
Flying Balm	2,000	50	Earth: 8 Moon: 9 Sun: 6
Flying Carpet	3,500	*750	Wind: 9
Foam Grenade	3,000	250	Wet: 6
Foliage Fiend	12,000	250	Flesh: 5 Summer: 7
Force Field	14,500	50	Matter: 10 Rest: 10
Freezing Touch	200	0	Cold: 1
Front Face	8,000	0	Vision: 4
Frostbite	400	0	Air: 1
Gale	1,200	0	Wind: 6
Gallitrap	120,000	100,000	Autumn: 15 Spring: 15 Summer: 15 Winter: 15
Gargoyle	39,000	3,000	Earth: 9 Flesh: 8
Gargoyle Form	14,000	0	Earth: 7 Flesh: 7
Gecko Gecko	200	2	Autumn: 1 Spring: 1 Summer: 1
Geomantia	18,000	0	Dust: 9 Earth: 9 Land: 9
Ghostly Form	26,000	50	Dust: 9 Spirit: 10
Glamour	50,000	0	Hearing: 10 Smell: 10 Taste: 10 Touch: 10 Vision: 10
Glorious Vision	7,000	30	Spirit: 7 Star: 5 Sun: 7
Glowing Aura	300	0	Air: 1
Glue	500	1	Earth: 1 Water: 1
Glue Grenade	15,000	1,800	Dry: 8 Wet: 10
Glyph	5,000	100	Tetrangle: 3
Golem	16,000	variable	Earth: 5 Flesh: 3
Guardian of the Dead	17,000	2,000	Dust: 8 Spirit: 9
Guise	14,000	0	Vision: 6
Hailstorm	8,000	1	Spring: 8 Winter: 8
Halcyon	13,000	5	Spring: 11 Summer: 11 Sun: 11
Hallucinogenic Potion	27,000	100	Mind: 9 Wet: 9
Hand of Glory	1,600	250	Bile: 4 Blood: 4 Phlegm: 4
Hare's Leap	100	*5	Autumn: 1 Spring: 1 Summer: 1 Winter: 1
Haste	18,000	5	Motion: 9
Haunted Forest	priceless	0	Bone: 14 Dust: 14 Mind: 14 Spirit: 15

<u>All Spells</u>	<u>New Scroll Cost (silver pieces)</u>	<u>Component Cost (silver pieces)</u>	<u>Lores Needed to Learn Spell</u>
Healing Potion	15,000	1,200	Hot: 6 Wet: 6
Hex	5,000	5	Comet: 5
Hexagram	8,000	100	Star: 4
Hold	31,500	0	Matter: 9 Rest: 12
Homonoculus	50,000	0	Cold: 10 Dry: 10 Hot: 10 Wet: 10
Human Fly	600	1	Phlegm: 1
Hyper Potion	58,500	2,900	Motion: 12 Wet: 9
Icy Fingers of Death	400	0	Phlegm: 1
Icy Glaze	100	1	Winter: 1 Spring: 1
Illusionary Beast	36,000	0	Hearing: 6 Smell: 7 Taste: 5 Touch: 11 Vision: 10
Illusionary Boulder	18,000	0	Hearing: 4 Touch: 8 Vision: 6
Illusionary Doppelganger	34,000	0	Hearing: 4 Mind: 12 Touch: 8 Vision: 10
Illusionary Flame	17,000	0	Hearing: 2 Smell: 4 Touch: 6 Vision: 6
Illusionary Fog	3,000	0	Vision: 5
Illusionary Frost	20,000	0	Hearing: 4 Touch: 8 Vision: 6
Illusionary Lightning	17,000	0	Hearing: 8 Smell: 6 Touch: 8 Vision: 8
Illusionary Maze	44,000	0	Hearing: 4 Touch: 10 Vision: 11
Illusionary Nausea	200	0	Smell: 1 Taste: 1
Illusionary Pit	26,000	0	Hearing: 4 Touch: 9 Vision: 9
Illusionary Wall	17,000	0	Vision: 7
Illusionary Weapon	10,000	0	Hearing: 1 Touch: 6 Vision: 3
Imp in a Bottle	4,000	*100	Law: 3 Spirit: 3
Incense of Hallucination	16,500	200	Dry: 10 Hot: 8 Mind: 11
Incense of Healing	27,000	1,900	Dry: 8 Flesh: 10 Hot: 10
Incense of Heightened Perception	43,500	2,400	Dry: 9 Hot: 9 Triangle: 10
Ineffable Awe	15,000	1	Mind: 8
Inspirit Tree	5,000	1	Summer: 8
Intensify Pain	150	0	Touch: 1
Invisibility	23,000	*5,000	Air: 12
Invulnerability Globe	15,000	150	Pentacle: 9 Star: 9 Tetrangle: 9 Triangle: 9
Itching Powder	10,500	560	Dry: 7
Jack-in-the-Box	1,000	1,000*	Autumn: 1 Mind: 1 Summer: 1
Kelpie Steed	5,000	0	Spring: 9
Leech	7,500	1	Blood: 9 Mind: 6
Lesion	200	1	Blood: 1 Flesh: 1
Levitation	1,800	0	Wind: 5
Lichdom	priceless	135,000	Bone: 15 Dust: 13 Flesh: 15 Mind: 15 Spirit: 15
Lifelett	11,000	1	Comet: 11 Mind: 10
Light Flash	300	0	Air: 1 Fire: 1
Lightning Bolt	12,000	2	Water: 8
Linked Lightning	34,000	variable	Water: 12
Liquid Flame	30,000	5	Fire: 12
Liquid Shift	100	0	Spring: 1
Luck of the Leprechaun	4,000	50	Spring: 7 Summer: 7
Lunacy	9,000	20	Mind: 9 Moon: 9

<u>All Spells</u>	<u>New Scroll Cost (silver pieces)</u>	<u>Component Cost (silver pieces)</u>	<u>Lores Needed to Learn Spell</u>
Magic Absorption Potion	60,000	2,700	Pentacle: 12 Star: 12 Tetrangle: 12 Triangle: 12 Wet: 10
Magick Begone!	9,000	5	Pentacle: 10 Star: 10 Tetrangle: 10 Triangle: 10
Magic Lamp	12,500	*5,000	Dust: 9 Wind: 9
Magic Reduction	40,000	50	Pentacle: 11 Star: 11 Tetrangle: 11 Triangle: 11
Magic Scroll	20,000	100+	Pentacle: 5 Star: 5 Tetrangle: 5 Triangle: 5
Mask Aura	7,000	250	Vision: 7
Mask Sound	250	*5	Hearing: 1
Mental Drain	2,000	0	Mind: 7
Merlin's Mount	36,000	*15,000	Air: 13 Earth: 13
Mesmerize	13,000	*1,000	Mind: 4
Metamorphosis	33,000	*variable	Bone: 11 Earth: 5 Flesh: 11
Meteor Shower	36,000	50	Comet: 12 Earth: 14 Fire: 12
Mirage	7,000	0	Dust: 7 Flame: 7 Wind: 7
Miria	1,600	0	Wind: 4
Mirror, Mirror	10,000	*variable	Air: 10 Sky: 10 Wind: 10
Morning Glory	8,000	*5000	Spirit: 8 Star: 8 Sun: 8
Mummify	44,000	10,000	Bone: 11 Dust: 6 Spirit: 5
Murmurings	12,000	0	Mind: 7
Mute	3,500	1	Phlegm: 5
Nature's Bounty	1,200	0	Spring: 4 Summer: 2
Neutralize Poison Potion	2,500	200	Wet: 3
Nightshade	2,000	5	Autumn: 6 Moon: 6
Nixie's Breath	700	1	Spring: 6
Noisemaker	350	*50	Hearing: 3
Noxious Fumes	2,000	1	Bile: 6 Phlegm: 4
Numb Pain	100	5	Touch: 1
Numb Pain Potion	4,000	400	Triangle: 4 Wet: 4
Obscurement	19,000	0	Hearing: 1 Mind: 10 Vision: 9
Ogre Strength	3,400	25	Blood: 5
Oil Slick	400	*20	Earth: 1 Fire: 1
Omnipotent Sphere	40,000	1,000	Matter: 13 Motion: 13 Rest: 13
Open Sesame!	9,000	0	Dust: 9 Wind: 9
Ossuary	6,000	3,000	Bone: 3 Dust: 3 Spirit: 3
Pact	52,000	250	Blood: 6 Law: 7 Spirit: 7
Pallid Eye	3,000	15	Moon: 4
Paralysis	22,000	0	Mind: 12
Pass	2,800	0	Dust: 5 Earth: 5 Land: 5
Pass Through Fire	16,500	0	Fire: 4 Flame: 4 Hot: 4 Sun: 4
Pentagram	8,000	100	Pentacle: 4
Perfume of Irresistibility	25,500	3,200	Mind: 9 Smell: 8 Wet: 8
Peridot Stone	4,000	*1,000	Earth: 7 Land: 7
Petrification Potion	20,000	2,800	Dry: 8
Phantasm	5,000	0	Hearing: 1 Smell: 1 Taste: 1 Touch: 1 Vision: 1
Phantasmagoria	20,000	0	Hearing: 8 Smell: 8 Taste: 8 Touch: 8 Vision: 8

<u>All Spells</u>	<u>New Scroll Cost (silver pieces)</u>	<u>Component Cost (silver pieces)</u>	<u>Lores Needed to Learn Spell</u>
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Phantom Carriage	44,000	*15,000	Dust: 10 Mind: 10 Spirit: 12
Philtre of Love	8,000	200	Mind: 8 Moon: 8
Philtre of Slumber	24,000	2,000	Mind: 12 Moon: 12
Phooka Steed	8,000	0	Autumn: 10 Comet: 10 Winter: 10
Pied Piper	8,000	10*	Hearing: 8 Mind: 8
Pill Form	30,000	900	Dry: 10 Wet: 10
Pixie Led	4,500	0	Autumn: 9
Polymorph	20,000	0	Bone: 8 Earth: 3 Flesh: 8
Poof!	4,400	5	Wind: 8
Portal Blink	18,000	0	Matter: 9 Motion: 9
Pox	12,000	0	Comet: 10
Prank of the Hedley Kow	4,000	0	Autumn: 6 Summer: 6
Protection From Acid Balm	34,500	3,100	Cold: 9 Wet: 9
Protection From Cold	13,000	5	Cold: 7 Wind: 7
Protection From Electricity	14,000	30	Rain: 8 Water: 8
Protection From Flame	14,000	1	Hot: 8 Fire: 8 Flame: 8
Protection From Heat Balm	27,000	2,100	Hot: 9
Protection From Missiles	20,000	0	Air: 11 Wind: 11
Rage	8,000	1	Blood: 5 Mind: 7
Rain Call	9,000	0	Rain: 9
Raise the Dead	22,000	1,500	Bone: 5 Dust: 8 Spirit: 9
Range Deduce	15,000	75	Law: 8 Tetrangle: 8
Rechargeability	43,500	1,250	Law: 10 Matter: 9 Tetrangle: 10
Redcap's Revival	900	*10	Autumn: 8 Blood: 8
Regenerative Charge	68,000	variable	Law: 11 Matter: 11 Tetrangle: 12
Revealing Pool	6,000	50	Spring: 6
Revenancy	priceless	100,000	Bone: 13 Dust: 13 Mind: 13 Spirit: 13
Rigor Mortis	38,000	0	Bone: 11
Rope Trick	2,200	*variable	Matter: 5 Spirit: 6
Runestaff	16,000	5,000	Pentacle: 11 Star: 11 Tetrangle: 11 Triangle: 11
Rust	8,000	0	Dust: 8 Rain: 8
Sacrifice	9,000	100	Spirit: 9
Sand Blast	2,000	0	Dust: 5 Wind: 5
Sand Castle	600	0	Dust: 3 Wind: 3
Scentless Soap	9,000	350	Smell: 3 Wet: 3
Scry	27,000	*variable	Matter: 8 Motion: 8 Spirit: 8
Sculpt	7,000	1	Earth: 10 Land: 10
Semblance of Death	800	0	Blood: 1 Phlegm: 1
Shadow Form	36,000	0	Moon: 9
Shape Change	40,000	0	Bone: 12 Earth: 8 Flesh: 13
Shield of Ignus Fatuus	30,000	25	Mind: 7 Spirit: 8
Shooting Star	4,500	0	Spirit: 7 Star: 7 Sun: 7
Shrapnel Grenade	7,500	800	Dry: 4
Shrink	10,000	0	Matter: 5
Shroud	11,000	0	Wind: 8

<u>All Spells</u>	<u>New Scroll Cost (silver pieces)</u>	<u>Component Cost (silver pieces)</u>	<u>Lores Needed to Learn Spell</u>
Sidestep	10,000	0	Hearing: 3 Mind: 5 Touch: 4 Vision: 8
Signet	14,000	50	Tetrangle: 5
Silence	6,000	1	Air: 8 Wind: 8
Silent Sentry	2,000	*30	Autumn: 4
Silver Weapon	100,000	SB	Star: 13 Sun: 13
Sleep Gas Grenade	39,000	2,100	Dry: 9 Mind: 11 Wet: 6
Slender Elf Cap	600	1	Autumn: 6 Mind: 6
Slow	9,000	1	Matter: 4 Rest: 5
Slumber	2,000	0	Mind: 6
Smoke Grenade	3,000	250	Hot: 3
Snake Charm	200	20	Rain: 1
Snake Oil	300	*50	Rain: 1 Wet: 1
Snakes and Sticks	400	10	Summer: 4
Sneezing Powder	30,000	2,100	Dry: 7
Snowball	700	*200	Winter: 3 Spring: 3
Snow Drift	300	5	Winter: 4 Spring: 4
Sound Barrier	3,500	*25	Wind: 7
Spark	400	1	Fire: 1
Spatial Pocket	16,000	0	Matter: 7 Spirit: 9
Speak, Knock, and Enter	1,000	0	Earth: 8
Spellbind	2,000	*1	Matter: 5 Wind: 5
Spell Vortex	40,000	0	Pentacle: 13 Star: 13 Tetrangle: 13 Triangle: 13
Spider's Thread	2,000	10	Spring: 7 Summer: 7
Spirit Gem	30,000	variable	Law: 9 Spirit: 11
Spontaneous Human Combustion	50,000	300	Bile: 14 Blood: 12
Spying Eye	14,000	20	Bile: 7 Blood: 7 Mind: 7 Phlegm: 7
'Squito Sense	100	1	Summer: 1
Stabbing Pain	4,000	0	Bile: 4 Mind: 6
Star Bright	3,000	250	Star: 1
Starburst	10,000	*5000	Star: 10 Sun: 8
Static Haze	10,500	0	Water: 8
Stinging Nettles	5,500	1	Summer: 9
Strength Potion	27,000	1,400	Hot: 6 Flesh: 7
Stridemaker	2,500	1	Autumn: 5 Spring: 5 Summer: 5 Winter: 5
Summon Imp	400	10	Blood: 1
Summon Pixie	150	1	Autumn: 1
Summon Spirit	14,000	0	Spirit: 5
Suspend Animation	15,000	*500	Matter: 5 Rest: 8
Swarm of Security	6,000	2	Autumn: 6 Summer: 6
Sweltering Heat	700	0	Hearing: 1 Smell: 1 Touch: 4
Symbiosis	18,000	5,000	Bone: 7 Flesh: 7
Talisman	10,000	variable	Pentacle: 10 Star: 10 Tetrangle: 10 Triangle: 10
Tantalus' Gold	9,000	variable	Hearing: 1 Taste: 1 Touch: 3 Vision: 4
Tear Gas Grenade	24,000	1,400	Bile: 9 Wet: 7
Telekinesis	1,900	0	Matter: 2 Motion: 4

<u>All Spells</u>	<u>New Scroll Cost (silver pieces)</u>	<u>Component Cost (silver pieces)</u>	<u>Lores Needed to Learn Spell</u>
Teleport	42,000	0	Matter: 9 Motion: 14
Temporal Stasis	40,000	5,000	Blood: 10 Bile: 10 Phlegm: 10
Temporary Insanity	4,000	0	Mind: 4
Tetragram	8,000	100	Tetrangle: 4
Thorny Tangleroot	2,300	0	Spring: 5 Summer: 5
Thorny Thicket	8,000	0	Summer: 5
Tickle	200	*1	Touch: 1
Time Delay	60,000	*2,500	Matter: 8 Rest: 14
Toadstool Clump	150	1	Autumn: 1
Tree Pass	3,000	0	Summer: 4
Trigram	8,000	100	Triangle: 4
Turquoise Stone	350	variable	Earth: 3 Land: 3
Unicorn Steed	10,000	0	Spirit: 10 Star: 10 Sun: 10
Untiring Nourishment Potion	51,000	1,600	Cold: 7 Rest: 11 Wet: 7
Vanishing Cream	31,500	2,900	Sun: 12 Wet: 9
Vaporous Form	9,500	100	Dust: 10 Spirit: 10
Vaporous Form Potion	66,000	1,400	Cold: 10 Dry: 10
Vapors of Healing	7,500	5	Wind: 5
Veiling Mist	1,000	10	Spring: 4
Ventriloquism	1,000	0	Wind: 5
Vertigo	650	0	Blood: 1
Vibro Shield	19,000	*500	Earth: 11
Vigorous Flora	1,000	15	Spring: 4 Summer: 4 Sun: 4
Visage	4,800	250	Flesh: 6
Voice of Command	15,000	0	Law: 10 Spirit: 9
Wail of the Banshee	30,000	30	Comet: 13 Mind: 12
Wall of Blades	700	variable	Wind: 4 Dust: 3
Warble	400	0	Hearing: 4
Ward	12,000	variable	Pentacle: 8 Star: 8 Tetrangle: 8 Triangle: 8
Warmth of Day	2,500	0	Summer: 6
Water Blast	800	0	Water: 5
Water Strider	300	5	Spring: 3
Water Wings	100	0	Spring: 1
Watery Abode	10,000	50*	Air: 10 Sea: 10 Water: 10
Watery Form	11,000	0	Rain: 11
Weakness	700	1	Blood: 1 Bile: 1 Phlegm: 1
Web	2,000	5	Spring: 5 Summer: 5
Web Wall	8,000	15	Spring: 8 Summer: 8
Wereform	4,000	0	Mind: 5 Moon: 5
Whispering Wind	400	0	Winter: 4
The Witching Hour	12,000	0	Moon: 12
Witch Wind	8,000	variable	Winter: 8
Wither	19,000	*150	Blood: 10 Flesh: 10
Woods Beauty and Bane	100	0	Autumn: 1 Spring: 1 Summer: 1
Words of Opening	2,400	0	Wind: 6
Words of Smothering	10,000	0	Flame: 8
Wormwood	800	0	Autumn: 4

<u>All Spells</u>	<u>New Scroll Cost (silver pieces)</u>	<u>Component Cost (silver pieces)</u>	<u>Lores Needed to Learn Spell</u>
Wreath of Honesty	3,000	15	Spirit: 5 Star: 5
Wyrms Claw	600	*250	Air: 4 Earth: 4
Yellow Fairy Club	400	1	Autumn: 4 Mind: 4

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