

The Ultimate Grimoire

A Collection of Spells for 5th Edition Fantasy HERO

Collated by Mark Doherty

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Introduction

Almost all the spells in this grimoire are listed with "specific modifiers" - that is to say, those advantages and disadvantages that are needed to define the spell. There are also some modifiers which give the spells "feel"—so most mental spells require concentration, most animal spells partially or wholly transform the caster and so on. However, any other limitations or advantages that an individual spell caster has (for instance the use of foci, the need for concentration or gestures) are specific to individual mages and so are not listed here.

Likewise the limitations of certain styles of magic — for example, the Spell Colleges presented in 4th Edition Fantasy Hero — are not given with these spells, since such limitations will vary from campaign to campaign. The limitations or advantages of individual mages or schools of magic are added to the specific modifiers listed to get the total advantages and disadvantages, and therefore the real cost. So the spell colleges from Fantasy Hero can easily be recreated by adding "college specific" limitations (such as "must have X points in school") to the appropriate spells from this list. Alternatively, GM wishing to create a new style for Priests of Set, say, can quickly create a spell book for them by selecting appropriate spells from the list and adding the limitations (and/or advantages) characteristic of that style of magic. Thus the same spell from this list could be cast in two different ways by different spell casters — adding to the variety available.

Finally, these spells are intended as a source of inspiration or for use when a spell-using character needs to be quickly generated. It almost goes without saying that they can be readily altered to suit your whims. Use your imagination!

The length of time required to cast a spell is usually standard — i.e.: ½ phase or zero phase as determined by the power. However, some spells have a base time listed that is greater (i.e. they take the "extra time" limitation). In general, these

are spells which either involve some action component (writing an inscription, rubbing an object with sacred oil, etc.), spells in which the desired object takes some time to attain (the arrival of summoned animals, or a change in the weather) or in which the spell is particularly powerful (in which case it might be reasonable to assume a certain amount of extra time is required). In a few cases, the extra time is given to render a spell with potential combat applications (but which is meant for other uses) unusable in combat. Of course characters can always require a spell to take more time (and thus take a larger limitation), or spend more time casting a shorter spell to increase their spell casting skill roll, if one is used.

Where END cost is listed in brackets, it represents a one-time cost for casting the spell, which then costs nothing to maintain.

Many of the items in this list are conversions of spells described in Fantasy Hero and the two Fantasy Hero Companions. Spells were also contributed by Mike Harvey and a huge number by Robert J. Hall, while I'm responsible for a hundred or so more. Spells were also converted from FRP material for other games, including the infamous Net spell books. The authors of such things are always difficult to trace, but if you see any material here you think may have come from your game, please contact me and I'd be delighted to add your name to the credits!

Mark Doherty

Spell Types

Spells are categorised by type (Enchantment, Divination, etc.) as well as specific kinds of spell. Combat spells are divided into normal combat or non-lethal combat (appropriate to those who espouse a pacifistic philosophy, for instance).

The categories are:

Al	Alchemy
Am	Animal Magic
Ar	Artifice
Dv	Divination
En	Enchantment
El	Elementalism - often combined with a further code to indicate the element: <ul style="list-style-type: none">→ spirit (Sp),→ air (Ai),→ flesh (Fl),→ water (Wa)→ wood (Wo)→ earth (Ea)→ metal (Me)→ fire (Fi)
Il	Illusion
Mm	Metamagic
Ne	Necromancy

Nm	Nature Magic
Pm	Plant Magic
Su	Summoning (also called Conjuration or Invocation)

To aid in identifying spell types to add to a mage's repertoire, the following codes are also provided:

Co	Spells useful in combat
Cn	Spells useful in combat, but non-lethal in effect
Da	Darkness or Shadow magic
Di	Spells that involve travel through, or alteration of, dimensional boundaries
Fo	Spells employing the use of mystical, but tangible, force.
Go	Spells used by "good" organisations - those generally opposing demon-worship and necromancy
He	Healing or Curative magic
Ic	Spells of ice or cold
Li	Spells using light (and sometimes heat, though not fire)
Lt	Spells employing electricity
Lu	Spells which have a lunar component or are affected by lunar cycles
So	Spells employing sound as their major effect, or affecting the perception of sound
Ti	Spells affecting time
Tr	Spells of travel

For details of the Active Point values and Spell Type notes, see the Spell Lists at the back of this book.

A

ACID CLOUD

When this spell is cast, a melon-sized sphere of highly acidic water flies from the hands of the caster, expanding into a cloud of droplets centred on the target hex. The cloud will continue to burn any victims caught within the 4" radius as long as the END pool lasts, unless they manage to douse themselves in water.

Power: 1d6 Energy RKA

Specific Modifiers: Area Effect (Radius x4, +1+½), Armour Piercing (+½), Continuous (+1), Sticky (+½), Uncontrolled (douse with water to negate), (+½); Won't work in very dry areas (-¼), No effect on glass or acid-proof material (-¼).

Active Cost = 75 points; END Cost: 7; Magic Roll: -7; Casting Time: ½ Phase.

ADORATION

If the target of this spell is the opposite gender, he or she will immediately fall in love with the caster. If he or she is the same gender they will treat the caster as their oldest, dearest friend. Virtually anything that the caster asks the target to do will be done in the name of this love or friendship. This spell requires the caster to make eye contact with the target in order to be successful.

Power: 16d6 Mind Control

Specific Modifiers: Caster must seek +20 necessary to make the target think the actions were natural ($\frac{1}{2}$). Requires eye contact with target ($-\frac{1}{2}$).

Active Cost = 80 points. END Cost: 8; Magic Roll: -8; Casting Time: $\frac{1}{2}$ Phase.

AGE

This spell causes materials within the target hex to suffer the effects of rapid ageing, becoming weaker and often crumbling into dust on contact. This spell has no effect on life forms, or materials that withstand ageing well, such as ice and gem stones. Multiple applications of this spell will ruin most objects.

Power: 1d6 RKA Physical Blast

Specific Modifiers: Armour Piercing (+½), Area Effect (Hex) (+½), Trigger(s) (Object(s) disturbed) (+½), x2 Difficult to Dispel (+¼); No effect on materials that do not age (-¼), No effect on life forms (-¼).

Active Cost = 41 points. END Cost: 4; Magic Roll: -4; Casting Time: ½ Phase.

AGONY

Summoning a Demon without a suitable means of control has been the demise of many a Demonologist. When the usual bribes and attempt at mind control fail, the summoner can threaten the Demon with this spell. The mind of the Demon is assaulted by wave after wave of mental anguish, crippling his ability to resist.

Power: 6d6 Ego Attack (Agony)

Specific Modifiers: $\frac{1}{2}$ END ($+\frac{1}{4}$), Continuous (+1); Only versus Demon ($-1-\frac{1}{4}$), IAF - A scroll made from expendable expensive materials containing the demon's name (The scroll takes about an hour to prepare, and is burned in a fire upon casting, $-1-\frac{1}{2}$).

Active Cost = 135 points. END Cost: 7; Magic Roll: -13; Casting Time: $\frac{1}{2}$ Phase.

AID ALLIES

This spell enables the caster to revitalize all friends surrounding the caster. This spell will replace some of the spent energy of the allies around the caster, enabling them to fight longer or cast more spells.

Power: 2d6 END Aid

Specific Modifiers: Area Effect Radius (+1), Increased Range: 8" Radius (+ $\frac{3}{4}$), Selective (+ $\frac{1}{4}$).

Active Cost = 60 points. END Cost: 6; Magic Roll: -6; Casting Time: $\frac{1}{2}$ Phase.

AID THE INJURED

This spell can be used to dramatically increase the healing rate of the target, restoring 1 BODY for each turn the spell is in effect. The caster spends the number of END needed to maintain the regeneration for the required number of turns at the time the spell is cast. Restoring a large amount of BODY in this manner can be quite exhausting to the caster.

Power: Regeneration (1 BODY per turn)

Specific Modifiers: Uncontrolled (+½), Usable by Others (+½).

Active Cost = 20 points; END Cost: 2; Magic Roll: -2; Casting Time: ½ Phase.

AIR ELEMENTAL FORM

Securely connected to the element of air that surrounds, the Wizard can draw upon the powers of the wind to aid his cause. Upon casting this spell, the mage body of the mage becomes wrapped in a swirling wind. Protected against weak attacks, he is able to float lightly through the air and summon winds to move objects about.

First Power: Telekinesis (15 STR)

Specific Modifiers: Affects all parts of target (- $\frac{1}{4}$).

Second Power: 10" Flight

Specific Modifiers: Linked to Telekinesis (- $\frac{1}{2}$).

Third Power: 2 DEF Force Wall

Specific Modifiers: Linked to Telekinesis (- $\frac{1}{2}$).

Combined Specific Modifiers: Doesn't work in rain, underwater, or greater than 10kph winds (- $\frac{1}{2}$).

Active Cost = 22 + 20 + 5 points. END Cost: 5; Magic Roll: -5; Casting Time: $\frac{1}{2}$ Phase.

ALARM

The caster sets up a field of vibrations that senses intruders and screams out warning. It can be cast on a door, a tunnel, etc. It is a favourite way for individual wizards to “set watch” on long journeys.

Power: Images vs. Hearing

Specific Modifiers: Variable Trigger (+½); Only to sound an alarm (-1)

Active Cost = 7 points, END Cost: 1; Magic Roll: -1; Casting Time: ½ Phase.

ALGAE BLOOM

A bloom of algae is created underwater within the radius of the spell target, cloaking any life forms therein with a dense stew of green growth. Visibility within the effected area is reduced to zero, until darkness falls or a strong current sweeps the bloom away.

Power: Darkness to Sight Group, 3" Radius

Specific Modifiers: Only underwater (-1-½), Single Continuing Charge lasting 1 Day (Night time, darkness, or strong current to cancel, 0),
Limitation: only where plants can grow (-¼).

Active Cost = 40 points. END Cost: 4; Magic Roll: -4; Casting Time: ½ Phase.

ALGOR'S AMAZING TRANSFORMATION

This spell is similar to the "shape change" spell, but affects other characters, rather than the caster. This spell can be used as both an attack spell and as a helpful spell which the caster can use to disguise his friends. Like all major transformations, the spell is quite draining on the caster. It also normally takes several repeated castings for the spell to take effect.

Power: 4d6 Cumulative Major Transformation

Specific Modifiers: May transform target into living creatures (+½), x2 END Cost (-½).

Active Cost = 90 points; END Cost: 18; Magic Roll: -9; Casting Time; ½ Phase.

ALTER AURA

This spell alters the “aura” of the target of spells designed to assess his nature. Thus, if a sorcerer-priest cast “Detect Evil” on a suspected miscreant protected by this spell, it would detect whatever he had previously chosen, unless the caster successfully made his PER roll.

Power: Images vs Detects and Mental Awareness, -5 to PER rolls.

Active Cost = 25 points. END Cost: 2; Magic Roll: -2; Casting Time: ½ Phase.

ALTER EXISTENCE

This is one of the more powerful alteration spells and with it the caster can change the very structure of his target. This spell allows the caster to alter an enemy, to change him into something else entirely. The shaper must define what the spell effect will be when he learns the spell, such as "person into stone" or "person into wood".

Power: 3d6 Major Transformation

Specific Modifiers: Cumulative (+½), Change target into anything (+1).

Active Cost = 112 points. END Cost: 11; Magic Roll: -11; Casting Time: ½ Phase.

ALTER OBJECT

A Shaper can use this spell to totally change the nature of an object. The object's size and mass cannot be altered, but its shape may be changed. The spell does not effect people or animals, and the object to be changed must be shaped by hand, as would a clay pot be shaped by a potter.

Power: 2d6 Minor Transformation

Specific Modifiers: Any object into any other object of similar size and mass (+¼), Cumulative (+½); Extra Time: Full Phase (-½), No Range (-½), Not vs. people or animals (-1)

Active Cost = 45 points. END Cost: 4; Magic Roll: -4; Casting Time: ½ Phase.

ALTER VOICE

This spell allows the Caster to change his own voice so that he sounds like a completely different person. The voice change is very difficult to detect, even when impersonating somebody known to observers. The Caster must have previously heard a voice in order to mimic the sound.

First Power: Mimicry

Second Power: +5 to Mimicry roll

Specific Modifiers: Only to change voice ($-\frac{3}{4}$), Gestures ($-\frac{1}{4}$).

Active Cost = 13 points. END Cost: 1; Magic Roll: -1; Casting Time: $\frac{1}{2}$ Phase.

ALZARON'S SPELL OF THE SIEGE'S END

This complex spell completely destroys a castle or other building. The Mage must make a detailed model of the building; the materials for the model must come primarily from the building to be destroyed. Once the model is complete, the mage goes through a lengthy ritual, and then crushes the model. The building will likewise be destroyed.

Power: 7d6 RKA

Specific Modifiers: Area Of Effect (20" radius, +1¼); Extra time (1 week, -4), OAF (model of building, built from bits of the building; fragile, expendable, long and complicated creation process; -1½).

Active Cost = 236 points. END Cost: 23; Magic Roll: -23; Casting Time: 1 week.

ALZARON'S THAUMATURGIC SERVITOR

This most basic spell of Thaumaturgy employs the Principles of Sympathy and Contagion. It is credited to the legendary Alzaron, the so-called father of Thaumaturgy. By means of this spell, a mage can do virtually any sort of work; experienced Mages can lift vast weights and transport huge object with the Thaumaturgic Servitor. The Thaumaturgic Servitor has two important limitations. First, it cannot be used as a direct combat spell—it cannot be used to “crush” opponents and so forth, though it could be used to, for example, undo the buckles on an opponent’s armour, since doing so would not amount to directly attacking him with the spell. Similarly, if the Thaumaturgic Servitor is made strong enough, it could topple siege engines. Second, the Servitor cannot move people at all, except that it can carry something that people are standing or sitting on (for example, a wagon). To directly move a person, for example to slam him against the wall, requires a Thaumaturgic Doll (see the spell of that name).

Power: 20 STR Telekinesis

Specific Modifiers: +1 Variable Advantages (+½), Variable Special Effects (limited group, +¼), 0 END (+½); TK Cannot Be Used To “Crush” People, Directly Move People, Or Otherwise Be Used As A Direct Combat Spell (-¾).

Active Cost = 150 points. END Cost: 0; Magic Roll: -15; Casting Time: ½ Phase.

Options: Increase the STR of the Telekinesis; add Fine Manipulation. Each application of this spell has been given a different name; hence, there are numerous “sub-spells” of this spell. For example:

Caranncol's Cacophonous Carpenters

By means of this spell, the Mage can undertake just about any construction job (though any complex projects will require a PS: Carpentry roll). The Variable Advantage should be set on Area Of Effect, so that nails can driven and beams held up all over the construction site. Because of the caprice of Caranncol, the spell's creator, the spell is accompanied by the sounds of carpenters at work.

The Spell Of The Invisible Ploughman

This spell allows the Mage to quickly and easily plough a field. It requires an actual plough. The Mage starts the plough, and it ploughs the real field in mere minutes.

The Thaumaturgic Box

This spell was originally developed to move crates around in dockside warehouses, and voilà! the object can be carried anywhere effortlessly.

One Wheel For Many

This spell allows the Mage to effortlessly move any wheeled vehicle.

ALZARON'S TURNABOUT TACTIC

This spell has caused many a wizard to rue the day he attacked a mage who knows it. This spell gives the caster the power to absorb magical ranged attacks and launch them back at the one who used them, or even at someone else. Less experienced mages are limited to simply absorbing the energy of the spell and reflecting it back as is; masters can absorb the energy and convert it to some other form (such as converting a flame spell to an ice spell or a wind spell).

Power: Missile Reflection, all missiles, any target

Specific Modifiers: Spell Will Only Reflect Magical Attacks, Not Missile Weapons (-1).

Active Cost = 60 points. END Cost: 0; Magic Roll: -6; Casting Time: ½ Phase.

Options: More experienced Mages add the Advantage Variable Special Effects (any magic spell, +¼), so that they may “switch” the form of energy absorbed to a different form when they attack with it. This makes the Active Cost = 75.

ANALYSE DRINK

This spell requires the caster to sip a drink of any sort. The spell will then analyse all the components of the drink and make them known to the caster. The various liquids that make up the drink are revealed specifically, as well as the proportions in which they are extant. Specific brews, vintages, or brands (if applicable) are known exactly, and any dilution of the drink with water is also revealed. Since the casting requires actually tasting the drink, it is not really useful in safely identifying poisons (although the caster will instantly know what kind of poison just hit him!).

Power: Analyse sense (taste, +2 PER)

Specific Modifiers: only liquids (-½), Costs END (-½)

Active Cost = 14 points; END Cost: 1; Magic Roll: -2; Casting Time; ½ Phase.

ANAESTHETIZE

This spell will allow a healer to perform chirurgy and/or treat wounds without causing the patient pain. The spell will, over the course of the casting time, put the patient to a deathlike sleep that will hold them quite motionless. The spell thus aids the healer in his tasks. The caster must estimate the length of time he requires the patient's unconsciousness to last — once the trance is initiated, it cannot be cancelled until it has run its duration, without the use of a spell such as Dispel Magic.

First Power: Talent: Simulate Death

Specific Modifiers: Usable by (one) other (+¼)

Second Power: +3 to Paramedic (healing) skill roll

Specific Modifiers: For treating wounds only (-½), Linked to Simulate Death (-½)

Active Cost = 4 + 6 points. END Cost: 1; Magic Roll: -1; Casting Time: 5 minutes - time can be reduced with normal penalties for simulate death.

ANIMAL CALLING

This spell sends out an irresistible call to the nearest animal of the specified type (must be specified when spell is learned). Of course, knowing the animal's language and having some food handy will be very important when the summoned creature comes bounding up.

Power: Summoning (specific animal)

Specific Modifiers: Extra Time: 5 minutes (-2).

Active Cost = Animal's points/5 points; END Cost: var; Magic Roll: -var;
Casting Time: 5 Minutes.

ANIMAL CRY

This spell allows the wizard to reproduce the calls of a specific animal. The vocal chords change their form to match those of the creature, so the wizard is unable to speak while maintaining this spell.

Power: Images (Sounds)

Specific Modifiers: Only to imitate calls of animal (-½), No Range (-½), Reforms vocal chords, making speech impossible (-½).

Active Cost = 20 points. END Cost: 2; Magic Roll: -2; Casting Time: ½ Phase.

ANIMAL FORMS

The spell for which Animist wizards are best known. This spell allows the wizard to take the physical form of any animal. The new form does not gain any powers of the copied animal, and the mass of the wizard is not altered.

Power: Shape Shift (to any animal forms), sight and touch groups

Specific Modifiers: Extra time ($\frac{1}{2}$ phase, $-\frac{1}{4}$).

Active Cost = 23 points. END Cost: 2; Magic Roll: -2; Casting Time: $\frac{1}{2}$ Phase.

ANIMAL TONGUES

This spell enables the caster to speak in the languages of the beasts. While the spell is in effect, the caster can communicate with any creature, but only one language may be spoken at a time. The usefulness of this spell depends on the intelligence and perceptions of the target animal; sheep, for instance, probably wouldn't have a great deal of knowledge or interest in anything but grass, other sheep, and predators.

Power: 4d6 Telepathy

Specific Modifiers: Animals Only (-½).

Active Cost = 20 points; END Cost: 2; Magic Roll: -2; Casting Time: ½ Phase.

ANIMATE DEAD

Through the use of this spell the caster is able to cause dead bodies to move to his mental command. This spell differs from the “create undead” spells in that it does not give a corpse an undead life force of its own; the caster merely moves the body like a puppet. It is a useful spell for a necromancer who needs short-term muscle. When this spell is cast, the caster’s eyes, and the eyes of the body he is animating glow with foetid green light.

Power: Telekinesis, 20 STR w/fine manipulation

Specific Modifiers: OIF - corpse (-½), Limitation: does not work in bright sunlight (-¼), Limitation: does not work on ground sanctified to a “good” religion (-¼), Limitation: usable only for animating dead bodies (-1¼), Concentrate: ½ DCV Throughout (-1/2).

Active Cost = 40 points; END Cost: 4; Magic Roll: -4; Casting Time: ½ Phase.

ANIMATE GOLEM

This spell brings to life a large, man-like figure, previously assembled from some material. The mage who constructs the Golem must make a skill roll against the appropriate KS: (i.e.: woodworking, stone working etc.) to determine if the figure is assembled correctly. Once animated, the Golem will initially view instructions from its creator in a favourable light, but will eventually develop its own motivations. If the Wizard fails his Skill roll(s), the Golem animates and goes Berserk, or collapses and is rendered useless due to some defect.

Power: Summon Golem

Specific Modifiers: Loyal (+½), OAF - Golem (-1), Extra Time - 5 Minutes (-2), Requires specific KS (anatomy, stone working , etc.) (-½) Side Effects (Golem goes berserk, or is completely destroyed, -½).

For Cloth Golem (made from cloth or animal hides)

Active Cost = 43 points; END Cost: 4; Magic Roll: -4; Casting Time: 5 Minutes.

For Flesh Golem (made from flesh gathered from various corpses)

Active Cost = 22 points; END Cost: 2; Magic Roll: -2; Casting Time: 5 Minutes.

For Glass Golem (made from blown glass filled with poison gas)

Active Cost = 42 points; END Cost: 4; Magic Roll: -4; Casting Time: 5 Minutes.

For Ice Golem (made from sculpted ice)

Active Cost = 65 points; END Cost: 6; Magic Roll: -6; Casting Time: 5 Minutes.

For Iron Golem (made from forged iron)

Active Cost = 70 points; END Cost: 7; Magic Roll: -7; Casting Time: 5 Minutes

For Stone Golem (made from sculpted stone)

Active Cost = 96 points; END Cost: 10; Magic Roll: -10; Casting Time: 5 Minutes.

ANIMATE OBJECT

This spell will animate an object to a sort of a pseudo-life, with a degree of intelligence and the ability to speak and move. If the original object was not flexible, it will gain extra flexibility or small limbs to allow it movement. Its capabilities in combat will be limited by its original BOD and DEF. The object will have a personality appropriate to its original nature, but never a truly malevolent one (unless the object is a torture device or such). It will be capable of carrying on reasonable and witty (dependent upon personality) conversation despite its inability to truly learn new fields of knowledge. The object will gradually lose animation (or instantly if a successful dispel magic is applied) but in any case the same personality can be re-evoked (along with what pass for memories in the object) with a recasting of the spell. An intelligent being who has somehow been polymorphed into an object or whose soul is trapped in an object can be spoken to and made "active" using this spell, although they are bound to want to become truly free once more. Secluded or eccentric mages will often have houses full of charming little animated companions, because they really are fun to have around.

Power: 1d6 AID to INT and Running

Specific Modifiers: Fade rate 5 points per year (+2 ¼); OAF, difficult to replace - skull and paw of a naturally deceased and well-loved pet (not necessarily the caster's own, -1¼), Side Effects (Object is created, but is hostile to caster (-½), Extra time (5 minutes, -2).

Active Cost = 65 points; END Cost: 6; Magic Roll: -7; Casting Time: 5 minutes

ANIMATE REFLECTION

The mage can take any reflection from a polished surface and give it the appearance of substance. The source of the reflection need not stay present, as long as the caster is within sight of the image.

Power: Images to all sight sense group and normal hearing (-5 to PER)

Specific Modifiers: Bulky OAF — reflecting surface (-1½), Only Images that began as reflections (½).

Active Cost = 30 points; END Cost: 3; Magic Roll: -3; Casting Time: 1 Phase.

ANIMATE SMALL OBJECT

This spell will allow the wizard to move small objects about by merely focusing on the item to be moved. This spell is not especially strenuous to use.

Power: 5 STR Telekinesis

Specific Modifiers: Affects all parts of target (-¼),

Active Cost = 7 points. END Cost: 1; Magic Roll: -1; Casting Time: ½ Phase

ANIMATE STAFF

The staff of the Wizard animates and moves about as a large snake. (See HERO Bestiary for Python, with 0 EGO and 10 INT.) The staff can follow simple commands from the Wizard. The Staff will remain animated for as long as the Wizard maintains the spell, then it returns to its original form. It can grab and squeeze a target with tremendous strength.

Power: Summon Animated Staff (Python, devoted)

Specific Modifiers: Costs END to use (-½), OAF - Staff (-1).

Active Cost = 45 points. END Cost: 4; Magic Roll: -4; Casting Time: ½ Phase.

ANIMATE STATUE

This spell will animate any statue of a non-organic substance up to twice the size of a man (3 levels growth); the statue will then fight as the caster directs. Once cast, the statue will fight as long as the caster powers it and the caster may take other actions while he directs it. This spell is treated as telekinesis, limited by the statue. Base STR is determined by the appearance of the statue. A statue of a normal man would have STR 10, an extremely muscular athlete could have a maximum base of STR 20. 5 STR is added for each level of growth, up to +15 STR. Clay adds +5, stone and marble add +10, and iron adds +15 STR. Maximum total STR is 50. All telekinetic actions are limited by the statue. For instance, a statue with no arms couldn't grab, but could kick or push. Statues move at 6"/Phase on the caster's SPD, and can attack at the end of a full move. Movement might be increased or decreased due to the nature of the statue. If the statue is of poor quality, the TK is at -1 CV; if it is a masterpiece, the GM may allow +1 CV. If the statue is destroyed, the spell is cancelled. Man-sized statues have 10 BODY. • Clay has DEF 3, non resistant • Stone: 4 DEF (resistant) • Marble: 5 DEF (resistant) • Iron: 6 DEF (resistant) The statue fights until all BODY is destroyed, the caster runs out of END or falls unconscious. Stone and marble take +3d6 from any fall. GMs are encouraged to play up the special effects of this spell.

Power: Telekinesis (STR 50)

Specific Modifiers: Continuous (+1), STR limited by statue (-1/2), Actions limited by statue (-1/2), Cancelled by destruction of statue (-1/4),

Active Cost = 150 points; END Cost: 3 per 10 STR; Magic Roll: -15; Casting Time: 1/2 Phase.

ANNIHILATE WORLD

Perhaps the ultimate evil spell, this ritual allows the caster to utterly destroy an entire world. Needless to say, this spell is quite difficult to cast, and usually requires the concentrated powers of many Wizards to accomplish. During the casting period, a strong mental sensation of impending doom is radiated throughout the world, so this spell will inevitably bring the intervention of the world's protectors, including any local Deities, to prevent its annihilation.

Power: 4d6 RKA (Annihilating Energy)

Specific Modifiers: Area Effect (Megascale Planet, +3 ½), x2 Armour Piercing (+1), Continuous (+1), Uncontrolled (+½), Penetrating (+½); 12 Charges (-¼), Gradual Effect (1 Turn, -¼), Costs END to cast (-¼), Mental sensation of impending doom is radiated across the world during casting (-½), Extra Time: 1 Day (-3-½).

Active Cost = 420 points. END Cost: (42); Magic Roll: -42; Casting Time: 1 Day.

ANTI- MAGIC SHIELD

As might be expected, this spell protects the caster against magical effects

Power: 5d6 Suppress

Specific Modifiers: All Magic Effects (+2), area effect, 1 hex (+½); No Range (-½).

Active Cost = 87 points. END Cost: 9; Magic Roll: -9; Casting Time: ½ Phase.

APPRENTICE

This is often the first spell taught to an apprentice. It allows the caster to augment another magic user's powers, allowing them to cast more powerful magics. It can be especially powerful when a coven works together, as they can use this spell to augment the next magician's Apprentice spell, allowing him to increase the next, and so on, so that the final Apprentice spell is awesomely effective. However, since it takes at least a phase to cast the spell, at most 12 phases can elapse before the spells begin to lose their potency - this is why covens traditionally have 12 members.

Note that the maximum of 13 points that can be aided is just enough to add 1d6 Aid, with the associated advantage - so the progression goes 1d6 +7, 2d6 + 7, etc.

Power: 1d6 Aid, +7 maximum

Specific Modifiers: One spell at a time (+¼), No Range (-½).

Active Cost = 16 points. END Cost: 2; Magic Roll: -2; Casting Time: ½ Phase.

ARATHAR'S FARTRAVEL

This is a relatively powerful spell, as well as difficult for the unpractised. It can teleport the recipient(s) up to 100 km - unfortunately it cannot teleport any distance shorter than 10 km. Unless the caster knows his destination well, he is likely to end up close to - but not on - his intended target.

Power: Teleport 10" (up to 400 Kg)

Specific Modifiers: Megascala, 10 Km (+½), safe blind teleport (+¼) Extra Time +1 turn (-1), Half END (+¼).

Active Cost = 52 points END Cost: 3; Magic Roll: -5; Casting Time: 1 Turn.

ARATHAR'S FARTRAVEL II

This is a very powerful spell, capable of transporting the wizard and up to 3 other people anywhere in an earth-sized world. Specifically, it can teleport a straight-line distance of 10,000 km, which is enough to go through a world up to 32,000 km in circumference. However it cannot be used for journeys of less than 1000 km. Also, the caster is likely to end up some distance away from his intended target, unless he knows it well.

Power: Teleport 10" (up to 400 Kg)

Specific Modifiers: Megascale, 1000 Km (+1), safe blind teleport (+¼), Extra Time +1 turn (-1), Half END (+¼).

Active Cost = 67 points END Cost: 3; Magic Roll: -7; Casting Time: 1 Turn.

ARATHAR'S MYSTERIOUS VANISHING

This spell allows the caster to teleport over short distances, up to 160" (1,050 feet). It will not work under direct observation; however, if the caster is obscured in shadow, mist, or peripheral vision, it will function normally. Likewise, on appearance, he cannot appear directly before anyone's eyes. Any attempt to do so will cause the spell to behave unpredictably, usually depositing the caster in an unexpected and lonely place. To use it, the mage simply concentrates for about 12 seconds, then vanishes. Since no one ever actually witnesses this, it tends to give the wizard a certain mystique. It is very useful for spying and discovering information, but not particularly helpful in combat or as a defence. The spell is not normally visible, but anyone in the immediate vicinity will have a certain prickling sensation that magic is in the air, and will suspect that some mysterious forces are at work. However, it will not be obvious exactly what is happening.

Power: Teleport 10" plus 16x non-combat multiplier

Specific Modifiers: Extra Time 1 turn (-1), Will not work when anyone is watching directly (-½), Side effect 60 pt random teleport (-1), Side effect triggered by observation of teleport (-¼)

Active Cost = 40 points END Cost: 4; Magic Roll: -4; Casting Time: 1 Turn.

ARATHAR'S SWIFT JOURNEY

This spell enables the caster to travel at seven times the normal rate. It is not obvious, however; he will appear to be travelling at a normal speed, and any observers will not notice anything unusual. Indeed, the caster himself will not feel himself to be moving faster. However, the spell has the unique property of condensing the "long boring stretches" so that the journey only takes one day per week of normal travel time. The caster will not remember ever "skipping" or moving quickly. (it's kind of like driving 85 MPH and it only feels like 55...) The caster may bestow this power on one other, and continue to use it himself. It cannot be established at range; however (in trade) the recipient does not need to maintain line of sight contact. The wizard may bestow it on animals (such as a horse) too; in this case, he would simply speak to the horse, and it would then carry its rider as usual.

Power: 8x non-combat multiplier for running

Specific Modifiers: usable by (one) other at range (+1), Invisible power effects (all senses, +1); Costs END to cast (-¼), Full phase (-½), limited to only 7x non-combat speed (-¼).

Active Cost = 45 points END Cost: (4); Magic Roll: -4; Casting Time: 1 Phase.

ARCANE SHIELD

This spell brings into being a spherical shield of force that is impenetrable to all but the most powerful magical or mundane attacks. The shield appears as a glowing silvery dome, 5" in radius, and centred on the caster. As more powerful attacks are made against the dome, it glows more brightly and the coruscating colours move up through the spectrum, from red to orange, yellow, white, and blue, before turning violet shortly before it fails. A maximum of 128 beings can be protected within the shield.

First Power: 20PD/20ED Force Wall, plus 12" length

Specific Modifiers: $\frac{1}{2}$ END (+ $\frac{1}{4}$), Hardened (+ $\frac{1}{4}$); Shape cannot be changed: must be a sphere (- $\frac{1}{4}$), No Range (- $\frac{1}{2}$).

Second Power: +10 Flash Defence (Sight/Sound groups); +20 Mental Defence; +20 Power Defence; Life Support (No need to eat, sleep, or breathe, Vacuum/High Pressure, High Radiation, Intense Heat/Cold, Immune to Disease)

Specific Modifiers: Usable by 128 Others at Range (+2+ $\frac{1}{2}$); Only within functioning Force Wall (- $\frac{1}{2}$), Only versus attacks from outside shield (- $\frac{1}{2}$), Each power is linked to Force Wall (- $\frac{1}{2}$).

Combined Specific Modifiers: Difficult to Dispel (+ $\frac{1}{4}$).

Active Cost = 199 + 337 points. END Cost: 53; Magic Roll: -53; Casting Time: $\frac{1}{2}$ Phase.

ARCH GATE

The ultimate in instantaneous transportation, this spell creates a permanent Teleport gate between two fixed locations. One human-sized creature per phase can pass through the one-way portal to the destination, up to 1,300km distant. Upon arrival, the traveller will experience a momentary disorientation, but will otherwise suffer no harm. Constructing the Arch is a lengthy task requiring skilled artisans, the finest materials, and at least one season of planar research by the Wizard. Heavier arches can be built, but the range is halved for each doubling of the mass transported, and the material outlay is correspondingly increased.

Power: Teleport up to 1,300 km, fixed location

Specific Modifiers: Usable by Others (+½), 0 END Persistent (+1); Costs END to start (-¼), Independent (-2), Always On (-½), OAF - Portal, Expensive, Immobile (-2-¼), Extra Time: 1 Season (-5), Limitation: Can only use to teleport to fixed location (-½).

Active Cost = 253 points. END Cost: (25); Magic Roll: -25; Casting Time: 1 Season.

ARION'S ASTRAL AWARENESS

This is the ultimate in sense spells. Through the use of Spatial Awareness, the casting mage becomes fully aware of his surroundings.

Power: Spatial Awareness, 360 degrees, Telescopic +8, +5 to PER rolls

Specific Modifiers: Costs END (-½).

Active Cost = 43 points; END Cost: 4; Magic Roll: -4; Casting Time: 1 Phase.

ARMOUR

This spell conjures up a complete suit of tough Armour, which assumes the form of the selected type and adjusts to fit the wearer. The Armour will be maintained as long as the caster pays the END cost, and can be as ornate or as simple-looking as the caster desires.

Power: Armour

Specific Modifiers: Hardened (+¼), Usable by Another at Range (+¾)

<i>Armour</i>	<i>Active Cost</i>	<i>END Cost</i>	<i>Magic Roll</i>
+2 DEF (Leather)	12	2	-1
+3 DEF (Boiled Leather)	18	4	-2
+4 DEF (Brigandine)	24	5	-2
+5 DEF (Scale)	30	6	-3
+6 DEF (Chain)	36	7	-4
+7 DEF (Plate and Chain)	42	8	-4
+8 DEF (Full Plate)	48	10	-5

ARMY OF DARKNESS

This potent spell can be used to raise a small army of undead beings to serve the Wizard. Any number of undead can be raised, worth a total of 100 points in summoning. (Creature's value /5, +5 for double the number.) Thus, the Necromancer can summon 16,384 Skeletons worth 146 points each, or 2048 Mummies worth 198 points each, or 1024 Lesser Vampires worth 203 points each. Of course, once the undead are summoned, the Necromancer will still need to find some means with which to command the foetid horde.

Power: Summon Undead Army (100 points of summoning)

Specific Modifiers: Any Undead (+ $\frac{1}{4}$); OIF - corpses (- $\frac{1}{2}$), Limitation: only at midnight (-1), Limitation: does not work on ground sanctified to a "good" religion (- $\frac{1}{4}$), Extra Time: 1 hour (-2- $\frac{1}{2}$).

Active Cost = 125 points. END Cost: 12; Magic Roll: -12; Casting Time: 1 Hour.

ARROWSTORM

This spell is cast on an arrow (variant versions exist for other missile weapons), and the final point of the casting is completed when the arrow is fired. This spell converts the single arrow into a terrible hail of missiles. The missiles are scattered over a wide area - they cannot be concentrated onto a single target.

Power: up to 2d6 RKA

Specific Modifiers: Area effect (radius, non-selective $+\frac{3}{4}$), limited to damage of weapon used ($-\frac{1}{2}$), OAF (Weapon, -1).

Active Cost = 52 points. END Cost: 5; Magic Roll: -5; Casting Time: $\frac{1}{2}$ Phase.

ARTHRITIS

Those caught within this pale yellow cone suffer from temporary arthritis. The painful swelling of the joints greatly reduces the mobility of the victims for a period of several days.

Power: 3d6 DEX Drain

Specific Modifiers: Area Effect (Cone) (+1), Return 5 per Hour (+ $\frac{3}{4}$); Only versus jointed life forms (- $\frac{3}{4}$).

Active Cost = 82 points. END Cost: (8); Magic Roll: -8; Casting Time: $\frac{1}{2}$ Phase.

ASHEEM'S MYSTICAL FLYING CARPET

When this spell is cast, a carpet-like field is created which will support anyone who stands on it. The carpet is under the control of the caster, and anyone standing on the carpet moves with the caster.

Power: 10" Flight

Specific Modifiers: Usable on others (+1), Area Effect (one hex, + $\frac{1}{2}$), $\frac{1}{2}$ END cost (+ $\frac{1}{4}$), Anyone standing on the carpet may step off it at any time, even if they are in the air (- $\frac{1}{4}$).

Active Cost = 55 points; END Cost: 5; Magic Roll: -5; Casting Time: 1 Phase.

ASTRAL SIGHT

This spell allows the detection of things in the Astral plane, or otherwise out of phase with the normal world.

Power: Detect Forms in Astral Space, as Sense, Ranged, Discriminatory

Specific Modifiers: Costs END (-½)

Active Cost = 17 points. END Cost: 2; Magic Roll: -2; Casting Time: ½ Phase.

ASTRAL TRAVEL

This spell allows the mage to separate his spirit from his body and travel astrally across the earth. While in this astral form, the mage cannot be seen or heard by normal senses and can pass through physical barriers. The danger involved with this spell is that while the spirit is away, the body is vulnerable. Also, the spirit has no link to the body. So if the mages body is moved while the spirit is away he will have no way of finding it. Most mages using this spell leave someone they trust to guard over their body.

Power: Desolidification, Invisibility to normal sight, hearing and smell and 10" flight (80" non-combat)

Specific Modifiers: $\frac{1}{2}$ END cost ($+\frac{1}{4}$), (Desolidification only) Astral form has no connection to body (-1).

Active Cost = 125 points; END Cost: 6; Magic Roll: -13; Casting Time: 1 Phase.

ATANDT'S SPELL OF FARSPEAKING

By placing himself before a mirror and invoking this spell, the caster can successfully communicate with someone who is sitting before another mirror up to 128 km away. The wizard must first establish a link through the use of Mind Scan. This done, he then must establish a telepathic avenue of communication. Once this is accomplished, he will be able to see and hear the target of this spell through the mirror, as well as communicate telepathically. This spell was developed by the legendary Trader-Wizard Atandt so that he could determine the commodity prices through his agents in distant kingdoms before his competition. Needless to say, Atandt died a very rich man.

First Power: Clairsentience (sight), increased range x 512 (102 km)

First Power: Mind link any one mind, any range

Specific Modifiers: Linked to Clairsentience (-½),

Combined Specific Modifiers: Extra Time: 1 minute (-1½), OAF — mirror (-1).

Active Cost = 65 + 20 points; END Cost: 8; Magic Roll: -8; Casting Time: 1 minute

ATMOSPHERIC LIGHTING

This spell is used to set the stage for various moods at parties and meetings. By using this spell the caster can illuminate a fairly large area for anything – from reading to a romantic love song.

Power: Change Environment 8" Radius

Specific Modifiers: Variable Environment (+1).

Active Cost = 40 points. END Cost: 4; Magic Roll: -4; Casting Time: 1 Phase.

AUGMENT OBJECT

This spell allows the caster to increase the amount of damage that a person or object can take. The spell wears off rather quickly and is therefore most useful on things or people who are about to engage in combat.

Power: 2d6 Body AID

Specific Modifiers: No Range (-½).

Active Cost = 20 points. END Cost: 2; Magic Roll: -2; Casting Time: ½ Phase.

AWE STRIKE

When this spell is cast, silvery beams erupt from the palm of the caster to strike the target. The beams reduce the PRE of the victim and transfer the resulting points to the Presence rating of the magus, making the target particularly vulnerable to Presence attacks by the caster.

Power: 4d6 Transfer (PRE to PRE)

Specific Modifiers: Ranged (+½); PRE increase only versus target (-1).

Active Cost = 45 points; END Cost: 4; Magic Roll: -4; Casting Time: ½ Phase.

B

BACK SLAP

The caster causes the air next to the target to pucker slightly and deliver a strong slap. Little real damage is inflicted by means of this spell, but the target can be distracted and staggered by the force of the blow.

Power: 3d6 Energy Blast versus PD - Compressed Air

Specific Modifiers: Double Knockback (+ $\frac{3}{4}$), Indirect (Any Direction) (+ $\frac{3}{4}$), Penetrating (+ $\frac{1}{2}$); Not in a Vacuum or Darkness to Sound (- $\frac{1}{4}$).

Active Cost = 45 points. END Cost: 4; Magic Roll: -4; Casting Time: $\frac{1}{2}$ phase.

BAD NIGHT

This spell allows the caster to make the victim feel as though he rested poorly the previous night. The victim will feel tired, move sluggishly and yawn continually.

Power: 1d6 Dex Drain

Specific Modifiers: Points return after 5 hours (+1), triggered by waking (+¼); Can only be cast on sleeping target (-2).

Active Cost = 67 points. END Cost: 7; Magic Roll: -7; Casting Time: ½ Phase

BALTHAZAR'S PRESERVING ICE

This complex spell encases a fallen ally in a block of preserving ice, halting any further deterioration due to wounds, disease, or harmful spells. While in the ice, the target need not eat, drink, sleep, or even breathe, and the target does not age in any way. The ice is very fragile, however, and if broken, all beneficial properties of the ice cease.

The target of this spell, be he friend or foe, must be unconscious for the magic to have any effect. The caster must determine how long he wishes the spell to last when it is first cast. The spell will also end if the ice melts.

First Power: Life Support (breathing self-contained; does not need to eat, or sleep; ages at 1/16th normal rate)

Second Power: 2d6 Aid (Any Characteristic Lower than Normal)

Specific Modifiers: Aid affects all Characteristics below normal values (+2), O END (+½), Aid only restores lost Characteristics to level at the time of casting (-½), Linked to Life support (-½)

Combined Specific Modifiers: Continuous (+1), Uncontrolled (turns off if ice melts, +½), Usable Against Others (+1), OAF; Water (-1), Doesn't work if temperature is above 80° or in low humidity (-¼), Target must be unconscious (-¼).

Active Cost = 47 + 100 points, END Cost: 0; Magic Roll: -15; Casting Time: ½ Phase

BANE BLADE

When this spell is cast on a weapon, it becomes magically attuned to a single being, and when in combat with it, will become a very potent weapon, allowing the wielder protection against his foe, a bonus to hit and/or the potential for extra damage.

First Power: +10 5 point combat levels

Specific Modifiers: Trigger (combat with named opponent, $+\frac{1}{4}$), usable by other (one only, $+\frac{1}{4}$): vs a single named opponent only (-1), dispelled by misuse (-1), 1 use lasting 5 minutes ($-\frac{3}{4}$)

Active Cost = 50 points; END Cost: 5; Magic Roll: -5; Casting Time: $\frac{1}{2}$ phase.

BANISHMENT

This ritual is used to banish a Wizard to an alternate plane where magic does not function, and where his spell casting abilities are fully neutralized, or at least greatly impaired. This ritual is usually performed as an act of mercy toward a fallen spell caster, as the majority of less scrupulous Wizards are slain immediately. Indeed, there are some who speculate the Wizard is sent to the plane that best suits his true inner nature. The carefully secured Wizard is surrounded by a 1" radius circle of seven iron blades, all evenly spaced and pointing inward. The caster proceeds to summon his powers by ritual bathing, chanting, and meditating for a period of well over an hour. Finally, the gathered power is unleashed and the Wizard is dispatched to the alternate plane.

Power: 12d6 Suppress

Specific Modifiers: All Magic (+2), 0 END (+½); No Range (-½).

Power: Extradimensional Travel (Any dimension without magic)

Specific Modifiers: Usable Against Others (+1); Linked to Suppress (-½), x3 END (-1), Extra Time: One Hour (-1-½).

Combined Specific Modifiers: Only versus spell caster (-1), OAF 1" Circle of Seven Iron Knives about target, Immobile (-2),

Active Cost = 210 + 60 points. END Cost: (18); Magic Roll: -6; Casting Time: 1 hour

BANISH STORM

This is an enhanced version of the spell Calm, and far more powerful. The scope of this enchantment is easily enough to completely dissipate an entire storm front from horizon to horizon. The spell is very taxing, however, and upon completion the wizard must rest for an entire day.

Power: Change Environment, Calm, 2048" radius

Specific Modifiers: No range (-½), Must rest 1 day afterwards (-2), Extra Time: 1 Turn (-1).

Active Cost = 65 points. END Cost: 6; Magic Roll: -6; Casting Time: 1 Turn

BARRIER OF SILENCE

This spell creates a wavering membrane of perfect vacuum that blocks sound transmission of any type. Sound effects are completely blocked by this thin barrier, unless they can be created indirectly on the opposite side.

Power: Darkness to Sounds

Specific Modifiers: Area Effect (16" Line, +2); Only to block sounds crossing a thin barrier (-¼).

Active Cost = 30 points. END Cost: 3; Magic Roll: -3; Casting Time: ½ phase.

BASIC SUMMONING

This spell allows the Conjurer to summon one or more creatures from among a limited group. The specific group must be selected when this spell is first acquired, but this spell can be learned several times for different groups. When the summoned creature first arrives, it will behave according to its natural temperament. This can range from willing cooperation, to indifference or extreme malevolence. If the Conjurer wants the creature to perform a task, he will need to employ his other powers and abilities to control the being. A small sample of the target creature is required, such as a hair sample, nail clippings, feather, shed skin, egg shell, fresh droppings, etc. No other knowledge of the target creature is required to perform the summoning.

Power: Summoning (variable)

Specific Modifiers: Any Creature from a limited group (+ $\frac{1}{4}$); IAF - Part from creature, expended but easily replaced (- $\frac{1}{2}$)

Active Cost = creatures cost/5. END Cost: creature's cost/10; Magic Roll: - creature's cost/10; Casting Time: $\frac{1}{2}$ phase.

BEARHUG

By drawing upon the power of the bear, the arms and shoulders of the wizard grow large and hairy, allowing him to inflict a powerful hug on an opponent. The arms gradually return to normal at the rate of 5 points of STR per turn.

Power: 2d6 Aid to STR

Specific Modifiers: Only to Grab (-1), Reforms the body into part human, part animal form (-½).

Active Cost = 20 points. END Cost: 2; Magic Roll: -2; Casting Time: ½ phase.

BEARINGS

When the sky is cloudy and the compass is soggy, or when the fog is as thick as the seawater, a wizard may easily determine the compass points and gain accurate bearings with this spell.

Power: Bump of Direction

Specific Modifiers: Costs END (-½).

Active Cost = 3 points. END Cost: 1; Magic Roll: 0; Casting Time: ½ Phase

BEASTMASTER

This Spell allows the caster to befriend a nearby animal for a brief time. The spell is strong enough that the affected creature will obey most commands given to it by the caster. Furthermore, the caster may view the world from the creature's point of view from as far as a kilometre away.

First Power: 12d6 Mind Control

Specific Modifiers: Telepathic Commands (+¼); Cast on animals only (-1).

Second Power: Clairsentience (Sight, hearing, touch, 4x range) Max distance 600"

Specific Modifiers: Must be cast on an animal, the point of view is controlled by the animal's actions (-½), Linked to Mind Control (-½).

Active Cost = 75 + 40 points; END Cost: 7; Magic Roll: -11; Casting Time: ½

BEGONE

Upon casting this spell, the eyes of the target turn golden, and he has a sudden, powerful urge to return home. If the target is already located in his home, den, or natural territory, this spell has no effect. (This includes a seasonal home, such as a migratory nest or hibernation cave.) The spell also has no effect if there is no way for the target to return home, other than a sharp sensation of homesickness.

Power: 12d6 Mind Control

Specific Modifiers: Only to cause return to home (-1), Single Charge lasting 1 hour (Reach home to cancel, $-\frac{1}{2}$), Costs END to cast ($-\frac{1}{4}$).

Active Cost = 60 points; END Cost: (6); Magic Roll: -6; Casting Time: $\frac{1}{2}$ phase.

BEHOLD THE WICKED

This spell allows the caster to see those who would seek to harm others. The individuals glow with a golden-orange fire of malevolence. It remains up to the caster to determine the actual target(s) of the hatred.

Power: Sense Harmful Intent (Discriminatory, 360)

Specific Modifiers: Costs END to use (-½).

Active Cost = 15 points; END Cost: 1; Magic Roll: -1; Casting Time: ½ phase.

BEHOLDEN

This key spell of the Conjurer will cause a creature to come under his direct influence and control. The power is primarily employed on creatures summoned by the caster, and is much less effective against other beings.

Power: 10d6 Mind Control

Specific Modifiers: $\frac{1}{2}$ END (+ $\frac{1}{4}$), Telepathic (+ $\frac{1}{4}$); Target is x2 EGO when not summoned by the caster (- $\frac{1}{4}$).

Active Cost = 75 points. END Cost: 7; Magic Roll: -7; Casting Time: $\frac{1}{2}$ phase.

BELLONA'S BATTLEFIELD

This difficult illusionary spell was created by a legendary sorceress who enjoyed combat in a fanciful arena filled with all manner of unusual obstacles. The summoned illusion is frightfully real, so much so that even the caster is not immune to the landscape. Once cast, the battlefield will remain in place until the caster either falls asleep or is rendered unconscious.

Power: Images to Sight, Sound, and Touch groups, -8 to PER

Specific Modifiers: 8" Radius (+2), 0 END (+½), Uncontrolled (+½); Caster must believe illusion (-1), Costs END to cast (-¼), 0 DCV Concentrate (-½), Extra Time - Full Turn (-1).

Active Cost = 104 points. END Cost: (10); Magic Roll: -10; Casting Time: 1 turn.

BLACK FLAMES

This spell allows the caster to create a small fire that emits black flames, emitting no light but providing warmth to those within its effective radius.

First Power: Life Support, Intense Cold

Specific Modifiers: Area Effect (Radius) (+1)

Second Power: Images: Infra-red, Audible, Tactile Effects)

Combined Specific Modifiers: Costs END to cast (-¼), Single Continuing Charge lasting 12 hours (Douse source with water to cancel) (+0).

Active Cost = 4 + 20 points. END Cost: (2); Magic Roll: -2; Casting Time: ½ phase.

BLACK TOUCH OF THE LOTUS

The touch of the lotus is one of the Dark plant spells. It is mainly used by evil wood mages to cause rotting of flesh or the weakening of the target's body.

Power: 2d6 Drain of Characteristics.

Specific Modifiers: Drain any single Characteristic (STR, CON, BODY, PRE, COM, END, and STUN) (+¼), Recover 5 pts/hour (+¾),

Active Cost = 40 points. END Cost: 4; Magic Roll: -4; Casting Time: ½ Phase

BLESS

This spell, when cast on a character, boosts his mental and spiritual defences against evil (or alternately against a specific named foe, if the spell has been learned that way by the caster). Since this is a very powerful spell, it is normally only cast on the most powerful defenders of the caster (or his temple).

Power: 2d6 Aid Mental and Power Defence

Specific Modifiers: lose 5 pts/year (+2 ¼); Aid only vs. Evil Magic, only on Ego Roll (-1)

Active Cost = 65 + 65 points; END Cost: 15; Magic Roll: -15; Casting Time: ½ phase.

BLESSING

The caster bestows the blessing of his god.

Power: 4d6 Luck

Specific Modifiers: Usable by Others (+¼), Costs Endurance (-½).

Active Cost = 25 points; END Cost: 2; Magic Roll: -2; Casting Time: ½ Phase.

BLESSING OF THE MOTHER

Restores the health of a plant or tree, causing it to gradually recover from damage and return to normal growth. The focus for this spell is some water, which is sprinkled over the plant while the Wizard his making his incantation.

Power: Healing, 2 BODY per Turn

Specific Modifiers: Usable at Range (+½); Only on living plants or trees (-½), OAF - Water (-1).

Active Cost = 30 points. END Cost: 3; Magic Roll: -3; Casting Time: ½ phase.

BLESSINGS OF NATURE

This spell calls upon the spirit of Nature to bless the ground and the people with a bountiful harvest of crops. This will bring, overnight a bountiful harvest of crops.

Power: 2d6 Transformation (minor)

Specific Modifiers: Area Effect radius, 96" radius (+2 ¼), Cumulative (+½), Only where plants can grow (-¼), Extra Time: 5 Hours (-2 ½).

Active Cost = 75 points. END Cost: 7; Magic Roll: -7; Casting Time: 5 hours

BLIGHT OF NIGIL

Plants effected by this spell begin to wither and rot, turning to decaying matter. This spell is equally effective against live or dead wood, although especially hardy plants and trees may survive and recover from the damage. See the HERO Rulebook for the DEF and BODY ratings of various trees, bushes, and other forms of wood.

Power: 2d6 Energy RKA

Specific Modifiers: Area Effect (hex, $-\frac{1}{2}$); Limitation: only to cause vegetable matter to wither and rot ($-\frac{3}{4}$), Extra time - 1 turn ($-\frac{1}{2}$).

Active Cost = 45 points. END Cost: 4; Magic Roll: -4; Casting Time: $\frac{1}{2}$ phase.

BLIGHT

When this spell is cast, all life in the area of effect to start to sicken and die. Within a short space of time, the area of effect will have been turned to a desolate desert - except for the area exempted by the mage in the centre. This spell is similar to, but more devastating than, DESOLATION.

Power: 1d6 Energy RKA

Specific Modifiers: Area Effect (Megascale, 10 km radius , +1 ½), Hole in the middle (+¼), Invisible effects (Sight group, +½), Penetrating (+½), Continuous (+1), Uncontrolled (remove sacrifice from altar to halt, +½), Reduced to 0 END (+½); Focus (OIF Immobile, Sacrificial altar plus sacrifice (expensive or hard to get, expendable), -1 ½), Only affects living things (-¼), Extra Time - 1 day (-3 ½), 1 use per day (-2), Does no stun (-½), Costs END to cast (-¼)

Active Cost = 86 points; END Cost: (9); Magic Roll: -9; Casting Time: 1 day.

BLIND

This spell creates cataracts in the eyes of the target, inducing permanent blindness. The spell must be cast on a being, rather than a hex, and has no effect on other creatures in the vicinity. In addition, this spell is somewhat unreliable in practice as the target can resist the effects with a CON roll, and it is relatively easy to cure the condition by using suitable magic. Obviously this spell has no effect if the target is already completely blind.

Power: Darkness (Sight Group)

Specific Modifiers: 0 END (+1), Persistent (+½), Uncontrolled (+½), Invisible Powers Effects (Sight Group) (+½); Must target a being (normal DCV) (-½), Only to blind the target (-½), CON roll to resist (-¾), Easy to Dispel (Dispel ½ Active Cost or Heal Real Cost in BODY) (-½), Costs END to cast (-¼).

Active Cost = 35 points. END Cost: (7); Magic Roll: -7; Casting Time: ½ phase.

BLIND

This spell renders the victim instantly, permanently and completely blind.

First Power: 9d6 minor transformation (normal person to blind person)

Specific Modifiers: All or nothing (-½), only beings with normal eyes (-¼), Blindness can reputedly be removed by a variety of means - washing the eyes with holy water, the kiss of a blind priest, etc.

Active Cost = 90 points. END Cost: 90; Magic Roll: -9; Casting Time: ½ Phase

BLINDING FLAMES

The caster throws a ball of fire at the target. At the last second, the ball explodes in a flash of bright light, which can blind everyone standing nearby.

Power: 4d6 Flash

Specific Modifiers: Explosion (+½); Doesn't work in rain or underwater (-¼)

Active Cost = 30 points END Cost: 3; Magic Roll: -3; Casting Time: ½ Phase.

BLINDSIDE

This power enables the mage to animate a target's hair, helmet or other object so that it blocks the targets vision.

Power: 4d6 Flash

Specific Modifiers: OIF - items on target (-½).

Active Cost = 20 points. END Cost 2; Magic Roll: -2; Casting Time: ½ Phase

BLIZZARD

This powerful spell creates a Blizzard within a 5 km radius of the target hex at a point in time selected by the spell caster. The blowing snow limits visibility, while the howling wind deadens sound, makes movement very difficult through the deepening snow, and creates a severe wind chill. A total of 10cm of snow is deposited for each hour the spell is in effect.

First Power: Change Environment (Snowfall: causes -3 to sight and hearing PER rolls, -3 " running, -3 temperature levels, 2d6 EB, NND; Defence is Warm Clothing or Immunity to Cold,)

Specific Modifiers: Megascala 10 km (+½), Time Delay (+¼), Single Continuing Charge lasting 4d6 hours (Dispel or Average Temperature Above Freezing to Cancel, +0); Costs END to Start (-¼), Will not work in temperatures above 0°C or in low humidity (-1), Only works outdoors (-¼), Extra Time - 5 Minutes (-2).

Active Cost = 107 points; END Cost: (11); Magic Roll: -11; Casting Time: 5 Minutes.

BLOODHOUND

This spell allows the caster to track odours as efficiently as a Bloodhound. However, he will still be unable to identify any odours unless they have been smelled previously. Due to the enhance olfactory sense, powerful odours cause STUN damage.

Power: +5 PER Tracking Scent

Specific Modifiers: Power costs END to start (-¼), Odour Flash Attack cause STUN damage (-¼), Doesn't work in rain, underwater, or greater than 10kph winds (-½).

Active Cost = 10 points; END Cost: (1); Magic Roll: -1; Casting Time: ½ Phase.

BLOOD OF THE EARTH

This spell allows a Geomancer to draw mana up out of the earth to fortify his body - making him as tough as the mountains.

Power: 1d6 Aid to BOD, +20 Maximum

Specific Modifiers: Continuous (+1), Caster must be in contact with natural earth or rock (-½).

Active Cost = 40 points; END Cost: 4; Magic Roll: -4; Casting Time: ½ Phase.

BLUE MOON

This very powerful spell allows the caster to re-enact the current phase. The trigger for the spell must be decided when it is cast, and should be written down. The caster does not escape any of the harmful effects from the first time through this phase, he merely has the opportunity to avoid his mistakes. This spell will only function on the day of a full moon.

Power: 200kg Extra-Dimensional Movement (Time Travel)

Specific Modifiers: Trigger (+½); Only backwards 1 phase (-1), Only during Full Moon (-4).

Active Cost = 60 points; END Cost: 7; Magic Roll: -7; Casting Time: ½ phase.

BLUR

An illusion is cast over the mage's image, blurring his actual position, making him very hard to hit in combat.

Power: +4 Combat Skill Levels, only for DCV

Specific Modifiers: Limitation: levels for DCV only (-1).

Active Cost = 20 points; END Cost: 2; Magic Roll: -2; Casting Time: ½ Phase.

BODY OF WATER

When this spell is cast, the body and possessions of the Wizard appear to melt into a pool of dark liquid. The fluid can move about the floor at the same movement rate as the caster, and can flow through even very small cracks. If the liquid becomes divided, then the drops flow back together (at the movement rate of the caster) to form a single pool. Should parts of the pool become permanently separated from one another, then the caster is contained in the largest remaining body of fluid. While the Wizard is protected from normal combat attacks, he is vulnerable to heat or cold. Should he contact a sufficient quantity of dry, moisture absorbent material, such as wool or cloth, then his movement drops to zero and the spell is cancelled.

First Power: Desolidification (vulnerable to heat or cold attacks)

Specific Modifiers: can only pass through narrow spaces (-½).

Second Power: Shape Shift (sight and touch, pool of liquid).

Specific Modifiers: linked to desolidification (-½).

Combined Specific Modifiers: Won't work in very dry areas (-¼), Stopped by water-absorbent material (-¼).

Active Cost = 40 + 15 points; END Cost: 5; Magic Roll: -5; Casting Time: ½ phase.

BOLT OF DECAY

The cast fires a bolt of pure entropy at a target, causing it to begin decaying rapidly. The caster can maintain the rotting effect by continuing to supply END each phase.

Power: 2d6 EB (Decay)

Specific Modifiers: AVLD, (+1 ½, immunity to ageing), Does Body (+1), Continuous (+1); x2 END (-½).

Active Cost = 45 points. END Cost: 9; Magic Roll: -4; Casting Time: ½ phase.

BOLTS OF POWER

Several small bolts of sparkling magical energy are launched from the fingertips of the caster, quickly striking his opponent. These bolts will burn the flesh when they strike, but do not cause lasting damage.

Power: 2d6 Energy Blast versus ED - Magic Energy

Specific Modifiers: Autofire (+½); Beam Attack (-¼), No Knockback (-¼).

Active Cost = 15 points. END Cost: 1 Each; Magic Roll: -1; Casting Time: ½ phase.

BORING BEETLES

A swarm of digging insects is called forth by the conjurer, and they begin tunnelling their way through a surface. Although the tunnel is slow to appear, the insects are relentless and continue to dig for as long as the caster pays the END cost. The material component for this spell is a piece of a paper insect nest. This spell is affected by Adjustment powers directed at Summoning.

Power: 2" Tunnelling through 4 DEF

Specific Modifiers: OAF - Paper insect nest (-1), Affected by Summoning Adjustment powers (+0).

Active Cost = 19 points. END Cost: 1 per 5"; Magic Roll: -2; Casting Time: ½ phase.

BRAVERY

This spell makes the recipients braver and better prepared to withstand any intimidation.

Power: 2d6 Aid to Presence

Specific Modifiers: Area Effect (variable) (+1), x8 Area of Effect (8 hexes) (+¾), Return rate once per minute (+¼).

Active Cost = 60 points. END Cost: 3; Skill Roll: -3; Casting Time: ½ phase

BREATHE UNDERWATER

The caster casts this spell on a group of people that he wishes to enchant. If the spell is cast successfully, the entire group of people will be able to breathe underwater as long as they stay close to the mage. Not only does the spell allow the characters to breathe underwater but it also protects them from the crushing pressures and cold temperatures found at deep depths.

Power: Life Support (breathe underwater, withstand severe pressure, and intense cold - 4" radius)

Specific Modifiers: Usable by others (up to 4 other people) (+1 ½).

Active Cost = 20 points; END Cost: 4; Magic Roll: -4; Casting Time: ½ Phase.

BREATH OF SLEEPINESS

While casting this spell, the caster inhales a deep breath of a specially prepared powder, then exhales a cone-shaped cloud of sparkling gas. The gas gradually creates a lethargic state in victims caught in the cone, clouding their thoughts and causing them to lose coordination. The gas remains in place as long as the Wizard continues to spend END, and victims becoming increasingly sleepy if they remain in the cone. (See the HERO System Almanac for the effects of negative characteristics.) Anyone warned beforehand, or entering the gas-filled cone after the spell is cast, can hold their breath and avoid the effects of the gas. However, those who take damage from an attack must make an EGO roll to avoid inhaling. An airtight head cover, a Fresh Air spell, or lack of need to breathe will provide immunity to the effects of the gas.

Once the caster exhales the powder, he cannot avoid the effects if he then inhales the gas.

First Power: 1d6 Drain Dexterity.

Specific Modifiers: 1d6 Drain Intelligence

Specific Modifiers: Linked to Dexterity Drain (-½).

Combined Specific Modifiers: No Normal Defence (life support, holding breath, +1), Area Effect (cone, +1), Continuous (+1); IAF - special expendable powder (-¾), Doesn't work in rain, underwater, or greater than 10kph winds (-½).

Active Cost = 40 + 40; END Cost: 8; Magic Roll: -8; Casting Time: ½ Phase.

BRITTLE

With this spell, the wizard summons primitive Elemental Earth forces to cause stone to become soft or brittle. Glass and crystals become soft and pliant, while objects made of rock or baked clay will crumble like dirt. Stone surfaces affected by this spell are quite hazardous to scale, requiring extraordinary feats of climbing. This spell can be used to create a rock slide on a mountain face by weakening a carefully selected point. The Brittle spell has no effect on metals or metal-rich ores, although it could be used to make mining easier by loosening the surrounding rock. Because of primal nature of this spell, any +1 advantage can be applied while casting. The price of this flexibility, however, is a longer time needed to cast it.

Power: 2d6 Minor Transformation (Weaken Stone)

Specific Modifiers: Variable Advantage (+2).

Active Cost = 60 points; END Cost : 6; Magic Roll: -6; Casting Time: 1 Phase.

BROOMSTICK

This spell is an improved version of the Share Flight spell that uses a Broom Stick to reduce the fatigue of the Wizard. A total of two passengers can ride the stick.

Power: 9" Flight (18" non-combat)

Specific Modifiers: Usable by 2 Others including Wizard (+¾); Only fly while seated on broom stick (-¼), OAF - Broom Stick (-1), Extra Time: Full Phase (-½).

Active Cost = 18 points; END Cost: 2; Magic Roll: -2; Casting Time: 1 phase.

BUG EYES

The eyes of the caster bulge outward and wrap around his head, forming a honeycomb of visual senses that can see all sides. While this sight prevents the caster from being surprised from the back, his sight is somewhat hindered by the smaller individual facets.

Power: 360 degree Vision

Specific Modifiers: Limitation: -2 PER to vision ($-\frac{1}{2}$), Costs END ($-\frac{1}{2}$),
Limitation: Reforms the body into part human, part animal form ($-\frac{1}{2}$).

Active Cost = 10 points. END Cost: 1; Magic Roll: -1; Casting Time: $\frac{1}{2}$ phase.

BUG ZAPPER

This utilitarian spell is especially handy for those summer days when the bugs really begin to swarm. Any insect that attempts to land on the wizard receives a nasty jolt of electricity, sufficient in most instances to kill the bug.

Power: 1 pip RKA versus ED (Electricity)

Specific Modifiers: Damage Shield (+½), Single Continuing Charge lasting 5 hours (Cancel by immersion in water) (-¼), Costs END to cast (-¼).

Active Cost = 7 points. END Cost: (1); Magic Roll: -1; Casting Time: ½ phase

BUMPER CROP

Through carefully study of herbs and crops, wizards have learned to magically double the gross food yield from a season of plant growth. This spell is effective on all types of edible plants, including grains, vegetables, fruit trees and wild berries. However, excessive use of this spell can seriously unbalance the local ecology, leading to such problems as blight, or a plague of locusts or rats.

Power: 3d6 Cosmetic Transform (Improve Yield for Season)

Specific Modifiers: Any Edible Plant (+¼), Area Effect (Megascale, 1km Radius) (+1 ¼); No Range (-½)

Active Cost = 37 points. END Cost: 4; Magic Roll: -4; Casting Time: ½ phase

BURKHARDT'S ENCHANTING MELODIES

Developed by the bard Burkhardt, this spell allows the caster to communicate his ideas through music and lyrics. By simply playing or singing, the caster can make his ideas clearly understood or influence an audience.

First Power: 5d6 Telepathy

Second Power: 10d6 Mind Control

Combined Specific Modifiers: Explosion (+½), 0 END Cost (+½), Only Communicates Ideas and Emotions (-¼), Extra Time: 1 Minute (-¾), Telepathy is Linked to Mind Control (-½).

Active Cost = 100 + 40 points; END Cost: 0; Magic Roll: -14; Casting Time: 1 Minute.

BURNING BOLO

This spell creates three globes of lightning, each attached to a common centre by sparkling blue strands. The entire creation is whirled about the head, then hurled towards the foe. The spinning globes wrap about the creature, and then explode in a blaze of electricity. While effective against most targets, this spell has no effect on targets that do not conduct electricity or are grounded. The whirling strands make this weapon especially effective against beings who are relying on a shield for protection.

Power: 4d6 Energy Blast versus ED - Electricity

Specific Modifiers: NND (Non-Conducting or Insulated) (+1), Ignore DCV of shield (+ $\frac{1}{4}$); Not in rain or underwater (- $\frac{1}{4}$).

Active Cost = 45 points. END Cost: 4; Magic Roll: -4; Casting Time: $\frac{1}{2}$ phase.

BURNING EYES

When this spell is cast, narrow red beams radiate from the caster's eyes. Wherever they contact a nearby surface, the material begins to heat up - burning, then turning white hot within a few moments. The beams can be used to ignite fires, burn ropes, and even cut through metal.

Power: 1d6 RKA (Heat)

Specific Modifiers: Armour Piercing (+½); Reduced by range (-¼), Doesn't work in rain, underwater, or under obscured conditions (-½).

Active Cost = 22 points; END Cost: 2; Magic Roll: -2; Casting Time: ½ phase.

BUSH FORM

The caster alters his form and appearance, becoming indistinguishable from a bush or a sapling. The Wizard retains this shape for as long as he maintains this spell and does not move from his current location. The species of the plant matches the spell focus.

Power: Shapeshift (Any bush or tree, affects sight, smell touch)

Specific Modifiers: OIF - Leaf from Tree or Bush, Fragile ($-\frac{3}{4}$), Limitation: only where plants can grow ($-\frac{1}{4}$), Limitation: must remain stationary ($-\frac{1}{2}$).

Active Cost = 40 points. END Cost: 2; Magic Roll: -2; Casting Time: $\frac{1}{2}$ phase.

C

CAGE OF FIRE

Upon casting this spell, a 2" radius (and 2" height) cage of flame appears, centred on the target hex and capturing anybody therein. The walls of the 7-hex cell are made of leaping flames.

Power: 3d6 RKA

Specific Modifiers: Area affect (Line, +1), 0 END (+½) ; No knockback (-¼), Will not work in rain or underwater (-¼).

Active Cost = 112 points; END Cost: 0; Magic Roll: -8; Casting Time: ½ Phase.

CALL FRIEND

This spell allows the caster to contact someone over great distances. The person to be contacted must be preselected. The Caster constructs two magical bells (or similar apparatus), giving one to the person whom he wishes to call. To cast the magic, the Caster simply rings his bell, and the bell given to his friend will ring (or similar function). The two have but to talk into the apparatus and they can hear each other's voices. The Caster's friend cannot call the Caster.

Power: Mind link

Specific Modifiers: Any One Mind, Any Distance, Gestures (to activate item) (-¼), OAF (-1).

Active Cost = 15 points. END Cost: 1; Magic Roll: -1; Casting Time: ½ Phase

CALL COLD

With this spell, the caster can lower the temperature to below freezing within a limited area, producing a coating of frost, that makes the ground slippery underfoot.

Power: Change Environment Radius 4", temperature -1, DEX roll -1 to move on.

Specific Modifiers: Doesn't work if temperature is above 80° or in low humidity (-¼).

Active Cost = 26 points; END Cost: 3; Magic Roll: -3; Casting Time: ½ Phase

CALL OF THE VOID

A fearsome weapon of last resort, this spell is usually only cast once in any mage's lifetime. When cast, an explosion of complete blackness engulfs the caster and all around him. Everything within the radius (including the caster) is drawn into The Void, a terrible dimension of utter nothingness. Only those with transdimensional teleportation may escape from within (except for the caster, who can never escape). Among other reasons, the magician must inflict a great deal of damage on his own person to cast this spell, so the spell is normally cast by necromancers in a no-win situation who "want to take as many of them with me" as possible.

Power: Extradimensional Teleport, 1 Fixed Location, up to 128x human mass

Specific Modifiers: Area Effect 14" Radius (+1), Transdimensional (+½), Usable against others (+1); Limitation: caster must let his own blood (at least 6 BOD damage, -½), Limitation: does not work in bright sunlight (-¼), Limitation: does not work on ground sanctified to a "good" religion (-¼), Concentrate: 0 DCV Throughout (-1), Only to The Void (-2).

Active Cost = 196 points. END Cost: 20; Magic Roll: -20; Casting Time: ½ phase

CALL SPIRIT

This spell allows the mage to pull a spirit from his home and bring him to this world. The spirit is in no way obligated to do what the mage asks, and may even be upset at having been brought here. The mage can, of course, bribe or force the spirit to cooperate.

Power: Summon Ghost

Active Cost = Ghost's cost/5 points. END Cost: Ghost's cost/10; Magic Roll:
- Ghost's cost/10; Casting Time: ½ Phase.

CALLING THE PACK

This spell will cause the nearest pack of predators Up to 200 point creatures, such as Lions, wolves, etc.) to rush to the spell caster. The pack will number at least four on arrival, because if the pack is larger than four, those not under the Call will usually break off to deal with personal matters. Making a deal with the pack will depend on recognizing the pack leader and befriending him.

Power: Summoning (four animals)

Specific Modifiers: Expanded class (pack predators, $+\frac{1}{4}$), Extra Time: 5 minutes (-2), Animals must be in area (-1), must arrive under own power ($-\frac{1}{2}$).

Active Cost = 60; END Cost: 6; Magic Roll: -6; Casting Time: 5 Minutes

CALL WARRIOR

To distract a foe, a wizard may resort to this spell, which allows him to summon any warrior that is native to the region. The fighter is not subject to the whims of the caster, but will act according to its own whims. If suitably induced, however, this fighter can prove a serious nuisance to the opponent.

Power: Summoning (up to 200 point warrior)

Specific Modifiers: Any native warrior (+¼).

Active Cost = 50 points. END Cost: (5); Magic Roll: -5; Casting Time: ½ phase.

CALLED SHOT

On occasion, a wizard may be called upon to strike a very difficult target. This spell allows the caster to hurl a fragile crystalline dart with great precision. While this dart will inflict little real damage, with careful choice of location it can hinder the victim for a short time.

Power: 2d6 Energy Blast versus PD - Crystal Dart

Specific Modifiers: Beam Attack (-¼), Linked to Levels (-½).

Power: +8 OCV w/ Energy Blast

Specific Modifiers: Only for Placed Shot (-½), Costs END (-½).

Active Cost = 10 + 16 points. END Cost: 2; Magic Roll: -2; Casting Time: ½ phase.

CALM AIR

Within the 8" radius where this spell is cast, the air around the Wizard becomes calmed and disturbance by outside winds is all but eliminated. The calm air remains centred on the caster even when he is moving. This spell has almost no effect on power-based winds.

Power: Change Environment, 8" radius

Specific Modifiers: 0 END (+½); No Range (-½), Extra Time (1 Minute, -1-½)

Active Cost = 30 points; END Cost: 0; Magic Roll: -3; Casting Time: 1 Minute.

CALM

This spell is useful for smoothing choppy seas around the ship, or settling harsh crosswinds. Rain will continue, but the effects of storm winds, gusts, violent waves, currents and rapids, natural lightning and other such phenomena will cease. The radius of this spell is large enough to aid several ships if they are close together.

Power: Change Environment, Calm, 32" radius

Active Cost = 30 points. END Cost: 3; Magic Roll: -3; Casting Time: ½ Phase

CALM ANIMAL

Occasionally a mount or farm animal will spook and become dangerous to its owner. This spell can be used to calm the creature and bring it back under control. It has also proved useful when a wild animal wanders into a village and threatens its residents. This spell is less effective against more intelligent beings, as the INT score is added to the Mental Defence rating.

Power: 7d6 Mind Control

Specific Modifiers: Only to calm nerves (-½), Add INT score to Mental Defence (-½),

Active Cost = 44 points. END Cost: 8; Casting Time: ½ phase.

CHAIN LIGHTNING

A bolt of lightning flashes out in a line from the caster until it strikes the target, then bounces toward the nearest untouched target, bouncing in this fashion for a total of 24". If the lightning misses a target, it continues on in a straight line until it runs out of range or strikes a new target. The lightning is grounded if it strikes a stone or earth wall, or a piece of metal attached to the ground.

Power: 2d6 RKA Energy Blast (Lightning)

Specific Modifiers: Area (Any Area, 24", Non-selective, +1+ $\frac{3}{4}$); limited control beyond first target ($\frac{3}{4}$), (+1 Body Outside, -1 Indoors, 0), Grounded by metal or stone (- $\frac{1}{4}$).

Active Cost = 83 points; END Cost: 8; Magic Roll: -8; Casting Time: $\frac{1}{2}$ Phase.

CHAMELEON

This spell allows the caster to assume the form of any humanoid race, but not a specific member of that race.

First Power: Shapeshift, sight and touch, any humanoid

Specific Modifiers: 0 END (+½); Costs END to cast (-¼).

Active Cost = 37 points. END Cost: (3); Magic Roll: -3; Casting Time: ½ Phase

CHANGE OF SEASONS

This spell will cause plants and trees within the radius of the spell to change their form to match a different season of the year, such as budding flowers during spring, or falling leaves during the fall. Though little practised, this spell has proven useful for specialized tasks, such as growing fruit in winter or saving plants from a late frost. Since plants are not quick to respond in this manner, this enchantment is tedious to cast.

Power: 3d6 Cosmetic Transform (Change Plant Season)

Specific Modifiers: Area Effect 1 hex Megascale 2 km, $+\frac{3}{4}$), Cumulative ($+\frac{1}{2}$); No Range ($-\frac{1}{2}$), $\frac{1}{2}$ DCV Concentrate Throughout ($-\frac{1}{2}$), Only where plants can grow ($-\frac{1}{4}$), Extra Time - 1 Turn (-1).

Active Cost = 34 points. END Cost: 5; Magic Roll: -5; Casting Time: 1 turn.

CHANGELING

This is an enchantment of infiltration. The Changeling spell allows the wizard to snatch a person away and take his place as a duplicate. If properly performed, the deception will only be noticed by someone who is watching at the exact moment of the exchange, at which time the target will be seen in double. To prepare for the switch, a special mark must be placed on the target. The spell caster then transforms into the likeness of the target, appears beside him, touches him, and the target vanishes to reappear where the ritual was cast. The target need not be within sight of the wizard when the spell is cast. The wizard must remain in his new form until he confronts the original target, or until he is called by his true name. Note that this spell does not impart the mannerisms or the exact looks of the target. Much research should be carried out to convincingly carry off the deception, and the skill Disguise would greatly help. Now you know why most Changelings are babies!

First Power: Shape Shift, any humanoid

Specific Modifiers: Reduced END: 0 END (+½), Persistent (+½); Must remain Shape Shifted until called by true name, or meets duplicate, at which point the spell is cancelled (-½), only after Teleport(+½)

Second Power: 40" Teleport, 2 floating locations

Specific Modifiers: Usable Against Others (+1), Only usable to appear next to victim and teleport him back to ritual point (-1), Victim must be marked (-½), Increased END: x2 END (-½).

Active Cost = 147 points. END Cost: 15; Magic Roll: -15; Casting Time: ½ phase

CHANGE WATER TEMPERATURE

This basic spell allows the wizard to change the temperature of water, from freezing to extremely hot (but not dangerous).

Power: Change Environment 8" radius

Specific Modifiers: Vary environment (freezing to extremely hot) (+½), OAF; Water (-1).

Active Cost = 30 points. END Cost: 4; Magic Roll: -4; Casting Time: ½ phase

CHARIOT OF THE SUN

This impressive spell conjures a fiery chariot, pulled by winged steeds - Dragons, Pegasi or whatever. The caster and up to 4 companions can ride in this vehicle, which offers both protection and also some destructive capabilities

First Power: 10" Flight

Specific Modifiers : Usable by up to 4 others (+ $\frac{3}{4}$); Other users cannot move away from caster's hex (- $\frac{1}{2}$), Linked to Force wall (- $\frac{1}{2}$).

Second Power: 6 PD/ED Force wall

Specific Modifiers : Reduced to 0 END (+ $\frac{1}{2}$); Linked to Flight (- $\frac{1}{2}$), Unranged (- $\frac{1}{2}$), Costs END to cast (- $\frac{1}{4}$).

Third Power: 1 d6 Energy RKA

Specific Modifiers : Area Effect : Explosive (+ $\frac{1}{2}$), Reduced to 0 END (+ $\frac{1}{2}$), Hole in middle (1 hex, + $\frac{1}{4}$); Linked to Force wall (- $\frac{1}{2}$), Unranged (- $\frac{1}{2}$), Costs END to cast (- $\frac{1}{4}$).

Active Cost = 35 + 45 + 30 points; END Cost: 3 + (7); Magic Roll: -10;
Casting Time: $\frac{1}{2}$ phase.

CHARISMA

This spell grants the caster the look of true command, and if he has the oratory skill, lifts him to unbelievable flights of speech - unless his hearers have sufficient will to overcome the glamour, in which case they are likely to be unimpressed.

First Power: 4d6 Aid to PRE

Second Power: +4 to Oratory skill

Combined Specific Modifiers : Only to offensive PRE-attack or Oratory rolls (-½), Those making Ego-roll at -3 are unaffected (-½), costs END (-½).

Active Cost = 80 + 8 points; END Cost: 9; Magic Roll: -9; Casting Time: ½ phase.

CHARM

Charm can be used as a favour or as a weapon. The spell caster chants his incantation, points to the target's heart and fires into it a stream of sparkling light, and then either points to another person or speaks out a name. The other person so designated instantly becomes the object of infatuation for the target. Charm can be cast without designating another person; in such a case, the target will become enamoured of the first person he sees.

Power: 8d6 Mind Control

Specific Modifiers: Telepathic Command (+1/4), Single Command (Immediately infatuated with specified person or first person seen if no one is specified, -1/2).

Active Cost = 50 points. END Cost: 5; Magic Roll: -5; Casting Time: ½ Phase

CHILL BLOOD

The caster chills his opponent, slowing him down and making him sluggish. This spell can be especially effective against cold-blooded opponents. In any case, the target will end up with a light dusting of frost.

Power: 3d6 SPD Drain

Specific Modifiers: Doesn't work if temperature is above 80° or in low humidity (-¼).

Active Cost = 30 points; END Cost: 3; Magic Roll: -3; Casting Time: ½ Phase

CHOKING CLOUD OF SMOKE

This spell causes a camp-fire or larger fire to emit a thick, choking, incendiary cloud of smoke in a 3" radius centred on the fireplace. (It is a derivative of the Smoking Fire spell, but more effective.) The Energy Blast is ineffective on anyone with an airtight head covering, using a Force Field, or with no need to breathe.

First Power: 3" Darkness (Impervious to Sight)

Specific Modifiers: Linked to Energy Blast (-½).

Second Power: 2d6 Energy Blast (Smoke)

Specific Modifiers: NND (life support protects, +1), Area Effect (3" Radius, +1+¼).

Combined Specific Modifiers: Olf: Fire, immobile (-1-½), Doesn't work in rain or underwater (¼), No knockback (-¼).

Active Cost = 30 + 33 points; END Cost: 6; Magic Roll: -6; Casting Time: ½ phase.

CHORES

This spell is so named because it is chiefly used by the weary, the crippled and the very old. The caster need but point, and he can command objects to move at a distance with enough deftness to prepare food, wash glassware or even write.

Power: 10 STR Telekinesis, Fine Work

Specific Modifiers: No squeeze/punch (-½).

Active Cost = 25 points. END Cost: 2; Magic Roll: -2; Casting Time: ½ Phase

CLAWS OF THE BEAR

As the wizard draws on the power of the bear, his body grows slightly larger, his back hunches slightly, and his hands and arms become massive and hairy. Fingers are replaced by claws, which can now crush almost any opposition. The claws remain as long as the wizard wills

Power: 1d6 HKA (2x 1d6 with 10 STR) HKA

Specific Modifiers: Continuous (+1), Reduced Penetration (-¼), Visible (-¼), Reforms the body into a part human, part animal form (-½)

Active Cost = 40 points. END Cost: 4; Magic Roll: -4; Casting Time: ½ Phase

CLEANSE

This handy spell removes all those little annoying forms of life that people or animals can occasionally become host to. It is much favoured by house-proud wizards and the better sort of wise-woman - however, it is important not to use this spell on small or delicate pets!

Power: $\frac{1}{2}$ d6 Energy RKA

Specific Modifiers : Area Effect (+1), Only affects living things ($-\frac{1}{4}$), Does no damage if target is not killed (all or nothing, -1).

Active Cost = 20 points; END Cost: 2; Magic Roll: -2; Casting Time: $\frac{1}{2}$ phase.

CLEANSE AIR

This spell is the most powerful of the spells that remove pollutants. In addition to removing smoke, pollen and other irritating impurities, it will detoxify any and all poisonous gases, both those which act by inhalation and those which act by skin contact. By removing impurities released by breathing, it will supply fresh air even in an enclosed space indefinitely, but it will not supply air in a vacuum, or underwater.

Power: 10d6 Dispel

Specific Modifiers: Works against all powers of a given special effect (Gases, +2), explosive area effect (+½); unranged (-½).

Active Cost = 105 points; END Cost: 10; Magic Roll: -10; Casting Time: ½ Phase.

CLEANSE THE MIND

This spell enables the caster to purify the mind of any outside influences.

Power: 15d6 Dispel

Specific Modifiers: Affects any single magical spell (+¼); Only vs Mental Powers with a continuous effect on a target (-1).

Active Cost = 56 points; END Cost: 6; Magic Roll: -6; Casting Time: ½ Phase

CLEANSE THE SPIRIT

To cast this spell, the caster must clear his mind of all dark thoughts. The caster is then protected from all forms of mental assault. Any word, thought, or deed related to harming another is sufficient to cancel this spell.

Power: +20 Mental Defence

Specific Modifiers: $\frac{1}{2}$ DCV Concentrate throughout ($-\frac{1}{2}$).

Active Cost = 20 points; END Cost: 2; Magic Roll: -2; Casting Time: $\frac{1}{2}$ phase.

CLEAR AIR

This cantrip will remove any dust, odorous chemicals, and impurities from the air. This can be useful for removing an obnoxious odour or clearing a room of smoke. It has no effect on most magical poisonous gases or similar attacks, however.

Power: Change Environment, 2" Radius

Active Cost = 12 points. END Cost: 2; Casting Time: ½ phase.

CLOAK OF SPARKS

The caster is wrapped in a cloak of electrical sparks that burn any opponents that strike the wizard. This spell will fail to function if the wizard is wearing any form of metallic armour that could serve as a conductor for the electricity.

Power: 4d6 Energy Blast (Lightning)

Specific Modifiers: Continuous (+1), Damage Shield (+½); Gestures (-¼), Incantations (-¼), Requires Magic Skill Roll (-½), Grounded by metallic armour (-¼), Does not work in rain or underwater (-¼).

Active Cost = 50 points. END Cost: 5; Magic Roll: -5; Casting Time: ½ Phase.

CLOUD EMOTIONS

Through the use of this spell the caster completely covers up his emotions. In essence he radiates no emotions for other people to pick up. As a result, he is undetectable by people trying to sense his emotions. As a by-product, no one can mentally detect if he is lying. Nor can he be located by any mental senses.

Power: Invisibility to Detect powers based on intent or emotion and all Mental senses

Active Cost = 20 points; END Cost: 2; Magic Roll: -2; Casting Time: ½ Phase.

CLOUD WRITING

On occasion, Air Wizards need to leave a message for all to see. This spell allows the Wizard to leave clearly visible writing high overhead using wisps of vapour gathered from the air. The maximum altitude that a message can be written is 7 kilometres, while the largest radius is ½ kilometre

Power: Images to Sight

Specific Modifiers: 256" Radius (+2), 0 END (+½), x16 Increased Range (+1); Only to write with clouds (-1), Not in low overcast or foggy weather, indoors, or underwater (-½), Extra Time -1 Minute (-1-½).

Active Cost = 45 points. END Cost: 5; Magic Roll: -5; Casting Time: 1 Minute.

CLUMSY

This spell robs the target of whatever natural grace it might have had, rendering them slow and vulnerable.

Power: 6d6 suppress vs DEX

Specific Modifiers: 1 point regained per minute (+½)

Active Cost = 45 points. END Cost: 4; Magic Roll: -4; Casting Time: ½ Phase

COLDFIRE

This spell draws the heat from any blaze, whether magical or natural. It allows the caster (or anyone else) to walk through the affected flame without harm. The spell is also accompanied by a feeling of intense cold, as though the fire had been "inverted" and was sucking heat in, but this is not strong enough to do much harm

First Power: 15d6 dispel vs KA

Specific Modifiers: Flames only (-1)

First Power: Change environment (4" radius)

Specific Modifiers: Linked to dispel (-½), area affect is proportional to size of fire - 1" per d6, (-¼)

Active Cost = 45 + 20 points. END Cost: 6; Magic Roll: -6; Casting Time: ½ Phase

COLD IRON

After successfully striking a magic-using target with a weapon bearing this spell, the resulting wound will continue to burn painfully for as long as the Caster pays the END cost. The Caster must prepare this power beforehand, then strike while the iron is hot, so to speak. It will have no effect on any target lacking the skills needed to cast spells.

Power: 2d6 EGO Attack (Psychic Energy)

Specific Modifiers: Continuous (+1), $\frac{1}{2}$ END (+ $\frac{1}{4}$); No effect on non-spell casters (-1), Only when focus does BODY (- $\frac{1}{2}$), specific focus (- $\frac{1}{4}$), Visible (- $\frac{1}{4}$), Mental Powers Based on CON (- $\frac{1}{2}$).

Active Cost = 45 points. END Cost: 2; Casting Time: $\frac{1}{2}$ phase.

COMPACTMENT

This spell does just the opposite of the Enlargement spell, it shrinks an object or opponent down to size.

Power: 1 Level of Shrinking

Specific Modifiers: Usable Against Others (+1), Up to 200 Kg mass for inanimate objects (+¼).

Active Cost = 22 points. END Cost: 2; Magic Roll: -2; Casting Time: ½ Phase

COMPANY OF HEROES

With this spell, the Wizard is able to multiply the numbers of a group 8-fold so that a small war band can become an army. The spell as written is for 150 point characters - if more powerful characters are in the area of effect, weaker (150 point) duplicates of them are formed. At the spell's end (when the caster wills it, or is incapacitated) the duplicates all combine and the points totals are averaged. This may result in the death of surviving copies, if sufficient injuries have been suffered.

Power: Duplication (8 copies of up to 150 points each)

Specific Modifiers : Usable by Others (+2, up to 128 individuals); 1 charge lasting 20 hours (+0), Extra time (1 hour, -2½) Duplicates cannot recombine until end of spell (-1).

Active Cost = 135 points; END Cost: 13; Magic Roll: -135; Casting Time: 1 hour.

COMPULSION OF PURE REASON

This spell, when directed out toward intelligent targets, will cause them to be immediately dominated by the force of logic. Targets must be truly intelligent and must have thought patterns which run along roughly humanoid lines (so it will not affect extremely alien creatures).

The magic of the spell is such that it stills all emotion, causing a crystal-clear rationality to take hold of the targets' minds. Lycanthropes can resist an involuntary change, berserkers will have their rages stopped in mid-hack, and spells which cause fear or emotion will have no effect. It causes the creatures affected to be temporarily emotionless.

The logic will last until it is disrupted by the target succumbing to strong emotions. Each time something happens which would normally evoke a strong emotional response in the target, they must make an EGO roll. A failed check will cause the effect to end with respect to that target.

Power: 10d6 Mind Control.

Specific Modifiers: Only to suppress emotion (-1), Effect is cancelled by EGO roll on emotional stimulus rather than the usual rolls with time (0).

Active Cost = 50 points; END Cost: 5; Magic Roll: -5; Casting Time: 1 Phase

CONE OF COLD

Upon casting this spell, a 14" long, milky-white cone of pure cold projects out from the fingertip of the Wizard, freezing anything in its path.

Power: 6d6 Energy Blast (Cold)

Specific Modifiers: Area Effect (Cone, Doubled, +1+¼); No Knockback (-¼), No Range (-½), Will not work in temperatures above 25° C or in low humidity (-¼).

Active Cost = 67 points; END Cost: 7; Magic Roll: -7; Casting Time: ½ Phase.

CONE OF DARKNESS

The hand of the caster projects a cone of darkness that hides everything inside from sight. The cone moves at the direction of the Mage, much as a flashlight would project light. Only magically attuned vision can pierce this gloomy ray.

Power: Darkness to Sight Group, 4" Radius

Specific Modifiers: Personal Immunity (+¼); Only dark within a cone inside the radius (-¼), Only targeted on caster (-¼), No Range (-½).

Active Cost = 50 points. END Cost: 5; Magic Roll: -5; Casting Time: ½ phase.

CONFLAGRATION

The destruction caused by this spell is terrible to behold. By calling down the fires of the sun in an incinerating sphere, the wizard can cause the burning destruction of a small city, or annihilate an assembled army. The pitiful survivors on the outskirts of the spell effect, blinded by the flash and burned by the intense heat, must yet deal with the lingering effects of the radiation.

First Power: 8d6 RKA

Specific Modifiers: Area Effect, 1 hex, Megascale (2 km radius, $+\frac{3}{4}$), Penetrating ($+\frac{1}{2}$); Reduced by Range ($-\frac{1}{4}$)

Second Power: 3d6 Flash to Sight Group

Specific Modifiers: Area Effect, 1 hex, Megascale (2 km radius, $+\frac{3}{4}$), Continuous, uncontrolled at 0 END (+2); Linked to RKA ($-\frac{1}{2}$)

Third Power: 1d6 CON Drain

Specific Modifiers: Area Effect, 1 hex, Megascale (2 km radius, $+\frac{3}{4}$), Recover every Week ($+1+\frac{3}{4}$), Continuous Uncontrolled ($+1+\frac{1}{2}$); Gradual Effect (Every 5 hours, $-1-\frac{1}{4}$), 8 charges ($-\frac{1}{2}$), Linked to RKA ($-\frac{1}{2}$)

Combined Specific Modifiers: Extra Time: 5 Minutes ($-1-\frac{1}{2}$).

Active Cost = 270 + 41 + 50 points. END Cost: 36; Magic Roll: -36; Casting Time: 5 Minutes.

CONTACT PLANE

This spell translates the Wizards' consciousness to a fixed location of a known dimension, where he is able to see, hear, and speak normally. Any inhabitants that attend to the Wizard will be able to converse with him, although whether they actually choose to do so is another matter. Most Powers employed in the alternate dimension will have no direct effect on the Wizard, unless they have the proper Transdimensional advantage.

First Power: Clairsentience, Other Known Dimensions, Sight/Sound Groups

Second Power: Images, Sound only

Specific Modifiers: Transdimensional (Other Known Dimension, $+\frac{3}{4}$); Linked to Clairsentience ($-\frac{1}{2}$), Same dimension as Clairsentience ($-\frac{1}{4}$), Only to speak with voice of Wizard (-1).

Active Cost = 40 + 20 points. END Cost: 6; Magic Roll: -6; Casting Time: 1 Phase.

CONTINUAL DRUNKENNESS

This spell can be directed at any creature who looks the caster in the eyes; only one being can be affected per casting of the spell. The caster's eyes look watery and swirly at the completion of the casting, at which time the gaze can be used. A creature affected is made mystically drunk, and will remain so indefinitely; an analysis of the being's aura or any magic designed to detect charms will reveal the spell's existence.

A mirror or gaze reflection spell may be able to make the spell backfire on the caster. To rid oneself of the effects, a successful dispel magic or similar will be needed - or a strong purgative.

Power: 2d6 Transform (minor - sober person to drunk person)

Specific Modifiers: Continuous (+1), uncontrollable (cancelled by purgative, + $\frac{1}{2}$), 0 END (+ $\frac{1}{2}$), cumulative (+ $\frac{1}{2}$); Side Effect (caster affected, +1), Side effect can be triggered by reflective surface (- $\frac{1}{2}$)

Active Cost = 75 points; END Cost: 7; Magic Roll: -7; Casting Time: $\frac{1}{2}$ Phase.

CONTRACT

When an intelligent creature is summoned and bent to the will of the Conjurer, he can use the following power as a means to enforce the completion of a task. The contract must be written up and signed by both the caster and the target before this spell will go into effect. Once this has been done, the caster forms a mental tie to the target, allowing the Conjurer to know when the contract has been broken. If this occurs, the target will be wracked by violent magical energies, usually resulting in death within a short period. The difficulty and duration of the Contract will have a direct bearing on the willingness of the summoned being to sign. Clever beings can escape punishment by means of loopholes, so the agreement must be carefully written by the caster.

First Power: 10d6 Telepathy.

Specific Modifiers: 0 END (+½), Transdimensional (All) (+1); Only to activate trigger (-1).

Second Power: 2d6 BODY Drain w/ Charges

Specific Modifiers: Invisible Power Effects (All Senses) (+1), Trigger: When the subject reneges on the contract as written (+¼), 32 Charges (+¼); Costs END to cast (-¼), Gradual Effect: Every Turn (-¼), Linked to Telepathy (-½).

Combined Specific Modifiers: Only versus being summoned by caster (-¼), OAF signed contract, fragile (-1-¼), Extra Time: 5 Minutes (-2).

Active Cost =125 + 50 points. END Cost: (5); Magic Roll: -17; Casting Time: 5 minutes.

CONTRACT OF DOOM

To cast this spell, the Demonologist prepares a sheet of parchment with a written contract for the death of a specific target. When the sealed contract is accepted by the victim, a powerful demon is summoned who hunts down and attempts to slay him. Once the attempt has been made, the demon returns to the plane from whence he was summoned. If the caster cannot control the demon, it makes a single attack against the Wizard before disappearing.

Power: 4d6 RKA (Demon)

Specific Modifiers: Delayed Effect (+¼), Trigger (Contract accepted by chosen victim, +¼); No Range (-½), No Control Over Delay (1d6-1 Days, -¼), Requires Magic Skill Roll (-½), Gestures (¼), Incantations (-¼), Extra Time - 1 hour (-2-½), Side Effects (Attack vs. Wizard, -½), IAF - Expendable expensive writing materials (-1-¼).

Active Cost = 90 points. END Cost: (9); Magic Roll: -9; Casting Time: 1 Hour.

CONVERSPHERE

The wizard generates an area in which all languages are mystically translated. The persons in the area must number eight or less, not counting the wizard and must be willing to have their words translated.

Power: Mind Link (any minds), up to eight others

Specific Modifiers: Limited to 2" radius (-1), Costs END (-½).

Active Cost = 25 points; END Cost: 2; Magic Roll: -2; Casting Time: 0 Phase

COOL DOWN

This spell allows the caster to cool his target down. The target's blood will start to run cold, and his body will not respond as quickly as it once did. The effects are only temporary.

Power: 1d6 DEX Drain

Active Cost = 30 points. END Cost: 3; Magic Roll: -3; Casting Time: ½ Phase.

CO-ORDINATION

This spell sets up a subconscious link between a group of people so that their actions will be maximally co-ordinated. No information can be exchanged through the link, but the people involved will get a "bad feeling" when one of their actions would impact adversely on another of the group. This spell is often used in battles to allow units to manoeuvre as one, and it is equally useful for a pack of thieves on a midnight raid.

Power: Mind link - any (up to 64) minds, any distance

Specific Modifiers: only for co-ordination (-½)

Active Cost = 40 points; END Cost: 8; Magic Roll: -8; Casting Time: ½ Phase

COUNT HOARD

With an incantation, the caster can immediately inventory the contents of his lair to determine if anything is missing. To make this spell possible, he must first meticulously memorize each and every object in its hoard. This spell will not notice the presence of any additional matter, but it will know exactly whether or not the predetermined objects are present. New objects may be added to the magical inventory at a rate of 1 item per Phase.

Power. Detect "Inventory", Range, Discriminatory

Specific Modifiers: All items in inventory must be previously memorized (-¼), costs END (-½),

Active Cost = 15 points. END Cost 1; Magic Roll: -1; Casting Time: ½ Phase.

CREATE ELEMENT

This spell creates a small amount of a specific element - ice, water, air or whatever the caster chooses when he first learns the spell.

Power: 5d6 Minor Transformation

Active Cost = 50 points. END Cost: 5; Magic Roll: -5; Casting Time: ½ phase

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CREATE GREATER UNDEAD

This spell is the most powerful undead-creation spell in common usage by death-wizards. With 5 hours preparation, the necromancer can create a single 150 pt. automaton, which will be completely under his sway.

Power: Summon (150 pt automaton, devoted).

Specific Modifiers: OIF; A corpse (-½), Limitation: does not work in bright sunlight (-¼), Limitation: does not work on ground sanctified to a "good" religion (-¼), Extra Time: 5 Hours (-3).

Active Cost = 60 points. END Cost: 6; Magic Roll: -6; Casting Time: 5 hours

CREATE HOMUNCULUS

This spell invests magical life into an alchemical stew, producing the miniature, gnarled humanoid form of a Homunculus (See the HERO Bestiary for stats.) The constant desire of a Homunculus is to slay his creator, hence the wizard must maintain constant control of his creation.

Power: Summon Homunculus

Specific Modifiers: Hostile (-½), Requires Magic Skill Roll (-½), Gestures (-¼), Incantations (-¼), Extra Time - 1 hour (-2-½), IAF - Expensive, expendable materials (-1-½).

Active Cost = 11 points. END Cost: 4; Magic Roll: -4; Casting Time: 1 Hour.

CREATE ICE

With this spell, the wizard can concentrate and freeze the humidity in the air around him into some useful object. This includes such things as an ice bridge which spans a bottomless chasm, ice stairs which wind out of a pit, an ice coating over the slope between the characters and their foes, and so on.

This spell may not be used to simulate the effects of another spell. For example, the caster cannot create a defensive wall of ice with this spell, although he could create a barrier for hiding the party or keeping out the wind. Anything created with this spell is somewhat fragile (the ice is being created with moisture from the air, after all) and will shatter if hit by even an average blow.

This spell differs mechanically from the normal Transform rules. The amount rolled on the dice does not have to exceed the target's BODY; rather the resulting amount indicates just how much ice has been created. For every 3 BODY rolled on the effect dice, the caster creates one cubic hex (1") of ice, in any form he wishes. This ice has 3 BODY and 0 DEF per cubic hex. This ice melts at the rate of one cubic hex per hour.

Power: 4d6 Major Transform; air to ice

Specific Modifiers: Cumulative (+½), Change to Limited Class (ice forms, +¼), Doesn't work if temperature is above 80° or in low humidity (-¼), Limited: Results are fragile (-½).

Active Cost = 105 points; END Cost: 11; Magic Roll: -11; Casting Time: ½ Phase

CREATE LESSER UNDEAD

This spell is a staple of Necromancy. The caster can take an ordinary dead body and imbue it with undead life force. This normally requires quite a bit of time. The focus for this spell is, of course, the remains that the caster wishes to animate.

The spell listed below allows the caster to create eight low-powered, 50 pt. undead (skeletons, zombies, etc.)

Power: Summon (8 x 50 pt creatures)

Specific Modifiers: Devoted (+1); OIF; corpses ($-\frac{1}{2}$), Limitation: does not work in bright sunlight ($-\frac{1}{4}$), Limitation: does not work on ground sanctified to a ~good" religion ($-\frac{1}{4}$), Extra Time: 5 minutes (-2).

Active Cost = 50 points. END Cost: 5; Magic Roll: -5; Casting Time: 5 minutes

CREATE STRONG UNDEAD

This spell is a more powerful version of the Create Lesser Undead spell. This spell allows the caster to create four 100 pt undead. The spell takes much more time and preparation to cast than its weaker counterpart.

Power: Summon (4 x 100 pt. creatures)

Specific Modifiers: Devoted (+1); OIF; corpses (-½), Limitation: does not work in bright sunlight (-1/), Limitation: does not work on ground sanctified to a ~good" religion (-¼), Extra Time: 1 hour (-2 ½).

Active Cost = 60 points. END Cost: 6; Magic Roll: -6; Casting Time: 1 hour

CREATE ZOMBIE

By using this spell, the mage can cause a corpse to rise from the dead and act as the caster's servant.

Power: Summon one 125-point zombie

Specific Modifiers: Devoted (+1); Extra time (1 minute, -1 ½), Requires A Sufficiently Intact And Undecayed Corpse (-1).

Active Cost = 50 points. END Cost: 5; Magic Roll: -5;- Casting Time: 1 Minute

CREEPING FROST CURSE

This spell is a relatively insidious and nasty way to render a building useless. The mage casting it touches a portion of a man-made structure (castle, etc.) and casts the spell. A patch of frost in the shape of the mage's hands will then form. Every hour thereafter, the patch will grow irregularly, covering 1" of additional radius, and unless stopped, will coat the entire structure, inside and out, with an exceptionally cold layer of icy frost. Dispel magic, if successful, will destroy the frost within its radius, as will fire spells, but if any frost remains it will regrow at the same rate. A structure coated in this ice will be at least 20 degrees lower in temperature than the surrounding climate, and even lower in a hot area - leading to damage to life-forms in the frosted area. The ice is also very slick, making movement upon it hazardous.

First Power: Change Environment (lower temperature -2 levels, 64" radius)

Second Power: 1d6 EB

Specific Modifiers: NND - defence is warm clothes or immunity to cold (+1), area affect, radius x 64 (+2 ½); Linked to change environment (-¼).

Third Power: 1d6 Running Drain

Specific Modifiers: Area affect, radius x 32 (+2 ¼); Linked to change environment (-¼).

Combined Specific Modifiers: Continuous (+1), Uncontrollable (+½), 0 END (+½); Costs END to cast (-¼), Only on man-made structures (-¼), up to size of building or area affect, whichever is smaller (-¼), Gradual - effect is on full, but takes 1 week to grow to full size (-3 ½), Unranged (-½).

Active Cost = $76 + 27 + 42$ points. END Cost: (14); Magic Roll: -14; Casting Time: $\frac{1}{2}$ phase

CREVASSE

When this spell is cast, the Wizard speaks a word of ancient power, points at a location on the ground within range, and causes the Earth to split open into a crevasse. Victims caught within the spell area fall into the hole and become jammed where the crack narrows. Anybody caught in the crevasse can attempt to climb out again, if they survive the fall. The crevasse is wedge-shaped, with a depth determined by the tunnelling rate through the material. Small targets will fall further into the 1" wide crevasse than larger victims. (A hex of packed earth has a DEF rating of 4.) Over time the crevasse will fall in upon itself, or become filled with water or debris.

First Power: 2" Tunnelling through 7 DEF

Specific Modifiers : Ranged (+½); Only wedge downward from surface (-1), Causes Falling Damage (0).

Second Power: 1d6 Entangle (Wedge)

Specific Modifiers : Both take damage (+¼); Linked to Transform (-½), brittle (1 BODY, -½), Only by falling into crevasse (-½).

Combined Specific Modifiers: Area (Line, +1); Caster must have connection to the earth (-¼), Only works on natural surfaces (-¼).

Active Cost = 70 + 22 points; END Cost : 9; Magic Roll: -9; Casting Time: ½ Phase

CRUCIFY

This spell conjures several bolts of force directed at one creature within range. The victim is knocked against the floor by a blast of force (or against a wall if more convenient) and nailed to it by glowing force spikes.

The force blast will knock a creature into the best possible surface, but causes no actual damage. The bolts will impale the creature's various limbs (or body, if no limbs are available) to the surface in question, causing $\frac{1}{2}$ d6 RKA per hit. This serves to (painfully) immobilize the target creature, although typically it will not kill, due to the location of the damage.

The spell lasts until one of the spikes is removed. A creature may attempt to remove the spikes by itself, but each attempt may cause damage to the limb in question.

First Power: $\frac{1}{2}$ d6 RKA

Specific Modifiers : Autofire, 5 shots (+ $\frac{1}{2}$); All successful attacks only strike limbs (-1), Linked to Entangle (- $\frac{1}{2}$).

Second Power: 3d6 Entangle

Specific Modifiers : Both take damage (+ $\frac{1}{4}$), Entangle has backlash (+ $\frac{1}{2}$).

First Power: 20 STR Telekinesis

Specific Modifiers : Does no damage - only to move target (-2), Linked to Entangle (- $\frac{1}{2}$).

Combined Specific Modifiers: Only if suitable surface available (- $\frac{1}{2}$).

Active Cost = 15 + 52 + 20 points; END Cost : 9; Magic Roll: -9; Casting Time: $\frac{1}{2}$ Phase

CRUSHING PUNCH

By directing a fist in a punching motion, a mage can use this spell to project a powerful punch of magical force toward his foe. The force punch appears as a colourful, glassy bubble that takes the same shape as a fist, but grows in size as it hurls across the space between the caster and the target. However, this fist of force grows thinner and weaker as it increases in size, so the Crushing Punch spell is best used at close range.

Power: 9d6 Energy Blast versus PD - Force Punch

Specific Modifiers: Reduce by Range ($-\frac{1}{4}$), Beam Attack ($-\frac{1}{4}$).

Active Cost = 45 points. END Cost: 4; Magic Roll: -4; Casting Time: $\frac{1}{2}$ phase.

CRYSTALLIZE

A mage can render an enemy virtually harmless in no time with this spell, by transforming the enemy's weapon (or anything else) into a very brittle piece of crystal. This new crystal is extremely brittle and any pressure exerted on the crystal will cause it to shatter.

Power: 2d6 Major Transformation

Specific Modifiers: Into crystal, Cumulative (+½).

Active Cost = 45 points. END Cost: 4; Magic Roll: -4; Casting Time: 1 Phase

CURE DISEASE

This spell enables the caster to cure a person of disease.

Power: 17d6 Dispel vs. Diseases

Specific Modifiers: Any Disease ($-\frac{1}{4}$); No Range ($-\frac{1}{2}$), Extra Time: One Turn (-1).

Active Cost = 64 points. END Cost: 6; Skill Roll: -6; Casting Time: 1 Turn

CURE ILLNESS

While inadequate against a serious plague or advanced medical condition, this spell can be used to cure most minor illnesses, such as a cold, infection, or childhood ailment.

Power: 8d6 Dispel Disease

Specific Modifiers: Any Disease (+¼); Gradual Effect (5 Hours -1-¼), No Range (-½)

Active Cost = 60 points. END Cost: 12; Skill Roll: -6; Casting Time: ½ phase.

CURSE

The ultimate in damning an enemy, this powerful curse mercilessly depletes its victim of physical and/or mental abilities. However, like many of the most powerful spells, when cast the mage must accept that the spell's effects will return to him threefold at some time in the future. To effect this spell, the caster must procure the victim's most personal, most highly-cherished possession.

Power: 5d6 Drain vs. any 3 Characteristics

Specific Modifiers: Affects any 3 Characteristics (+½), Recover 1 point per year (+2 ½), Caster will succumb to triple the spell's effects at some time (GM's discretion) in the following 20 years (-2), Must rest for 1 day afterwards (-1), Extra Time: Full phase (-½), Linked (2 Drains Linked to third, ½), OAF (victim's most personal effect, Expendable, -2).

Active Cost = 561 points. END Cost: 56; Magic Roll: -56; Casting Time: 1 Phase.

CURSE

This spell calls upon a major power of the lower planes to curse the target with a serious affliction. The caster has little actual choice about the type, the actual affliction being determined by the evil spirit performing the task. To determine the type, roll on the table below:

3D6 Affliction

- | | |
|----|---|
| 3 | Blindness (All the time, fully impairing) |
| 4 | -10 CON: Wasting Disease. |
| 5 | Claustrophobia (Uncommon, Total) |
| 6 | -5 DEX: Clumsiness 7 Deafness (Frequently, greatly impairing) |
| 8 | -10 STR: Weakness |
| 9 | -10 EGO, Only versus fear (-1): Cowardice |
| 10 | -10 COM, Disfigurement from Warts, Boils, etc. |
| 11 | Age Disadvantage, 5 point |
| 12 | -10 CON, Only versus disease (-1): Poor Health |
| 13 | -1 SPD: Gout |
| 14 | Muteness (Frequently, greatly impairing) |
| 15 | Amnesia (Common, Total) |
| 16 | 5d6 Unluck, only for financial matters |
| 17 | Caster can choose one |
| 18 | Make two rolls on this table |

The curse can only be lifted by a blessing from a god or holy artefact

Power: 6d6 Major Transform

Specific Modifiers: Limited Class (+¼); No choice over type (-¼), Requires Magic Skill Roll (-½), Gestures (-¼), Incantations (-¼), Extra Time - 1 Minute (-1-½).

Active Cost = 112 points. END Cost: 11; Magic Roll: -11; Casting Time: 1 Minute.

CURSE OF FROGS

This power gifts its victim with a plague of very large warts, which only slowly vanish - although the warts can be removed by bathing in fresh dew.

First Power: 2d6 Drain to COM

Second Power: 1d6 Drain to PRE

Specific Modifiers: Regain 1 point per year (+2 $\frac{3}{4}$); Regained totally by bathing in dew (-1)

Active Cost = 37 + 18 points; END Cost: 5; Magic Roll: -5; Casting Time: $\frac{1}{2}$ phase.

D

DAGGER OF MIGHT

This spell converts a dagger into the largest sword that the wielder's STR is capable of using without penalty. The caster must do a total of 7 body to convert the dagger. The sword will shrink back to a dagger if the command "Return to your former state" is given, or in 5 minutes anyway.

Power: 2d6 Minor transform (dagger to sword)

Active Cost = 20 points. END Cost: 2; Magic Roll: -2; Casting Time: ½ Phase

DAMPEN ABILITIES

As a mage gives power, so can he take it away. This spell allows the caster to suppress a person's abilities, making them appear weak, slow or stupid.

Power: 3d6 Suppress

Specific Modifiers: Drain Points, Any single characteristic (+¼), 0 END (+½).

Active Cost = 26 points. END Cost: 0; Magic Roll: -3; Casting Time: ½ Phase

DANCING FLAME

This spell is used primarily as a parlour trick by Wizards to impress visitors. However, once in a while it comes in useful out in the field. The wizard can take an image from an existing flame, such as that from a torch or camp fire, and have it move about within a hex and change shape at the whim of the caster. The flame never grows larger than a spread human hand. It feels hot to the touch and seems to radiate warmth, but causes no burn damage.

Power: Images (sight and touch senses)

Specific Modifiers: IAF - flame (-½), Limited to a small flame (-1), Will not work in rain or underwater (-¼).

Active Cost = 15 points; END Cost: 1; Magic Roll: -1; Casting Time: 1 phase.

DANCING FLAMES

This is a non-combat spell, used by wizards to impress or entertain. With this spell, a skilful wizard can tell a story or set a scene. Of course, less reputable wizards can use the spell to hide themselves in swirling flames.

Power: Images, (sight and touch senses) -4 to PER Roll

Specific Modifiers: Doesn't work in rain or underwater (-¼), Images are recognizably flames (-1).

Active Cost = 27 points END Cost: 3; Magic Roll: -3; Casting Time: ½ Phase.

DARK FEAR

This spell calls upon the nightmares and fears hidden deep within the pits of the mind. Those who are not strong enough to deal with the experience immediately stop whatever activity they are performing and run away from the caster at full speed, attempting to flee from the fears within them.

Power: 8d6 Mind Control

Specific Modifiers: Telepathic command (+¼,), Single Command "Flee" (-½), x2 END in direct sunlight (-¼).

Active Cost = 50 points; END Cost: 5; Magic Roll: -5; Casting Time: ½ Phase

DARK SIGHT

When he casts this spell, the caster's eyes emit a light only he can see. If another person is in contact with the caster, both can see in the dark.

Power: Nightvision

Specific Modifiers: Usable by 1 other (+½), Difficult to Dispel (+¼), Costs END (-½).

Active Cost = 7 points; END Cost: 1; Magic Roll: -1; Casting Time: 0 Phase

DARKLIGHT'S ILLUSION OF TASTE

This spell creates the culinary illusion that the meal being eaten is very tasty indeed. The nature of the taste mimicked is up to the caster, so a nasty taste could be simulated, but in practice this is rarely done. The texture of the food is not changed much, either, so the taste must be logically connected somehow. If this spell is used to mask poison, the person eating gets a PER roll to notice the taste of the poison.

Power: Images (taste)

Active Cost = 5 points; END Cost: 1; Magic Roll: -1; Casting Time: ½ Phase

DARKLOCK'S DISMAL DISCORD

The target of this spell will suffer such extreme emotional anguish that he will be unable to concentrate on anything. This will reduce his ability to think on his feet, and will make it nearly impossible to properly cast spells. Because this spell exposes the caster to extremely volatile emotions, it may only be safely cast once per day; any more would severely risk the sanity of the caster. A night's sleep followed by meditation is required to properly calm the caster's mind and allow another attempt at the spell.

Power: 5d6 Magic Drain linked with a 2d6 Intelligence Drain

Specific Modifiers: Magic Drain affects all magical powers at once (+2); 1 Charge; costs END (-2 ½).

Active Cost = 170 points. END Cost: 17; Magic Roll: -17; Casting Time: ½ Phase.

DARTOUN'S ETHEREAL MANSION

This complex and difficult spell requires significant time in casting. First, an ornate, rune-encrusted stone archway must be built, with an iron door hinged therein. The runes follow a prescribed pattern, but the door may be decorated as the designer wills. The spell is then cast, and during the process the mage must not be interrupted. When the spell is finished, the door may then be opened into an extradimensional space of extensive volume, in a simple shape of the caster's choosing. No complex forms may be made; thus, cubes, domes, and other simple, continuous shapes are the only possibilities. The space is featureless and black; not even the edges of its "walls" are visible, although they are certainly solid to the touch. However, since the space is permanent and stable, the mage can have facilities built within, regardless of the weight brought inside. Note that it does not matter where the arch is set up, in the side of a wall, or even free-standing, it is only accessible from one side, the other becomes non-existent on completion of the spell. The space maintains the last temperature and atmosphere verbally requested by the mage, the environment shifting instantly, with conditions anywhere between 0° and 50°C, with atmosphere ranging from high-altitude to thick, sea-level, from extremely foggy to pristine, and from muggy to desert dry. Deadly conditions and extreme weather may NOT be set up therein.

First Power: Extradimensional movement (single dimension, up to 1600 kg)

Specific Modifiers: OAF - immovable gate (-1 ½), Extra Time: 5 hours (-3).

Second Power: Change environment (8" radius)

Specific Modifiers: Variable effects (+½), 0 END, persistent (+1) Linked to extradimensional movement (-¼).

Active Cost = $40 + 50$ points; END Cost: 8; Magic Roll: -8; Casting Time: 5 hours

DEAD MAN'S CANDLE

The severed right hand of a convicted murderer is cooked to remove the fats and oils. The resulting lard is used to produce a Dead Man's Candle. Burning the Candle increases the wizard's magical powers while performing evil rituals.

Power: +4d6 Character Points of Aid to Magic Skill

Specific Modifiers: Loss rate 5 per Minute (+ $\frac{1}{4}$); Only when casting spells of Darkness (- $\frac{1}{2}$), Single Continuing Charge lasting for 5 Minutes (Extinguish to Cancel, - $\frac{3}{4}$), Costs END to cast (- $\frac{1}{4}$), Requires Magic Skill Roll (- $\frac{1}{2}$), Gestures (- $\frac{1}{4}$), Incantations (- $\frac{1}{4}$), Extra Time - 1 Turn (-1), OAF - Candle prepared from the right hand of a convicted murder killed within the past 24 hours (-1- $\frac{1}{2}$).

Active Cost = 50 points. END Cost: (5); Magic Roll: -5; Casting Time: 1 Turn.

DEAFEN

This unpleasant spell renders the victim instantly and completely deaf.

First Power: 9d6 minor transformation (normal person to deaf person)

Specific Modifiers: Deafness can reputedly be removed by a variety of means - listening to a whole service of a church of healing, listening to a seashell into which a charm of healing has been recited, etc.

Active Cost = 90 points. END Cost: 9; Magic Roll: -9; Casting Time: ½ Phase

DEAFEN

This spell clogs up the inner workings of the target's ear, inducing permanent deafness. The spell must be cast on a being, rather than a hex, and has no effect on other creatures in the vicinity. In addition, this spell is somewhat unreliable in practice as the target can resist the effects with a CON roll, and it is relatively easy to cure the condition by using suitable magic. Obviously this spell has no effect if the target is already completely deaf.

Power: Darkness (Sound Group)

Specific Modifiers: 0 END (+1), Persistent (+½), Uncontrolled (+½), Invisible Powers Effects (Sight Group) (+½); Must target a being (normal DCV) (-½), Only to deafen the target (-½), CON roll to resist (-¾), Easy to Dispel (Dispel ½ Active Cost or Heal Real Cost in BODY) (-½), Costs END to cast (-¼).

Active Cost = 70 points. END Cost: (7); Magic Roll: -7; Casting Time: ½ phase.

DEAFENING SHOUT

The caster speaks at an ear-splitting level, stunning anybody caught in the effected area and inflicting temporary deafness. The shout is emitted in a cone-shaped area out to a maximum range of 10".

First Power: 4d6 Flash Against Hearing group

Second Power: 3d6 Energy Blast versus ED (Sonic Blast)

Specific Modifiers: Linked to Flash (-½).

Combined Specific Modifiers: Area Effect (10" Cone, +1); No Range (-½).

Active Cost = 40 + 30 points. END Cost: 7; Magic Roll: -7; Casting Time: ½ phase.

DEATH FOG

A sickly yellow mist rolls forth from the caster, enveloping and poisoning everything in its path. The only hope for survival lies in fleeing the expanding cloud. After two minutes the poisonous effect dissipates, leaving a dense yellow fog that covers the area for up to an hour.

First Power: 4d6 BODY Drain

Specific Modifiers: Area Effect (440" Cone, $+1+\frac{3}{4}$), NND (Life Support, +1), Recover every 5 hours (+1), Continuous Uncontrolled ($+1+\frac{1}{2}$); Gradual Effect (Every turn, $-\frac{1}{4}$), 10 Charges ($-\frac{3}{4}$).

Second Power: Darkness to Sight Group

Specific Modifiers: Area Effect (640" Cone, $+2+\frac{3}{4}$); Single Continuing Charge lasting 1 Hour (Dispersed by Strong Winds, $-\frac{1}{4}$), Linked to Drain ($-\frac{1}{2}$)

.

Combined Specific Modifiers: Cone only advances 4" per segment (-1), No Range ($-\frac{1}{2}$).

Active Cost = 375 + 55 points. END Cost: 43; Magic Roll: -43; Casting Time: $\frac{1}{2}$ phase.

DEATH LORD

By summoning the powers of an angel of death, this spell grants the Necromancer command over free willed Undead within the affected area. The undead can then be controlled for as long as they remain within sight.

Power: 9d6 Mind Control

Specific Modifiers: Area Effect (9" Cone, +1); Limitation: does not work in bright sunlight (-¼), Limitation: does not work on ground sanctified to a "good" religion (-¼), Undead Only (-1).

Active Cost = 90 points. END Cost: 9; Magic Roll: -9; Casting Time: ½ phase.

DEATHSLEEP

A clever mage can dupe his enemies into thinking that he lies dead, when in fact this spell only gives the appearance of death. Failing a skill roll results in the dangerous effects outlined in the HERO System Rulebook under Simulate Death.

Power: Simulate Death

Specific Modifiers: Costs END to activate (END is subtracted after awakening, $-\frac{1}{2}$), Side Effects (same mechanics as for rushing; see Simulate Death in the HERO System Rulebook, p .50, $-\frac{1}{2}$), Requires a skill roll (physiology, or the specific feign death skill, $-\frac{1}{2}$).

Active Cost = 3 points. END Cost: 1; Magic Roll: 0, Casting Time: 5 Minutes (see HERO System Rulebook).

DEBILITATING DISEASE

By means of this spell, the caster can touch a target and inflict a debilitating disease. The muscles of the victim will wither and he will suffer gradual loss of strength, usually becoming as weak as a child. It will require several weeks for this spell of weakness to pass.

Power: 1d6 Strength Drain

Specific Modifiers: Recover 5 per Week (+1+½), Continuous, Uncontrolled (+1+½); Costs END to use (-½), No Range (-½), Gradual Effect (every 5 hours) (-1-¼), 6 uses (-¾).

Active Cost = 60 points. END Cost: 6; Magic Roll: -6; Casting Time: ½ phase.

DECAY

This spell will make an area appear to be suffering from lack of use and proper upkeep. Surfaces will be covered in dust and dirt, cobwebs will hang from corners, walls and ceilings will appear to be crumbling, tools will look corroded or broken, and so on. Although this spell will hide visual signs of recent passage through the area, it will not prevent tracking by scent.

Power: Images (Visual Group and Touch)

Specific Modifiers: 2 hex radius (+¼), Uncontrolled (+½); Only to make area appear to be decaying (-1), Single Continuing Charge lasting 1 day (+0), Costs END to cast (-¼).

Active Cost = 26 points. END Cost: (3); Magic Roll: -3; Casting Time: ½ phase.

DECEIVE THE SENSES

Through the use of this spell a mage can make people see and hear what is not there. To cast it the mage need only visualize what he wishes people to see.

Power: Images to normal sight and hearing, +6 PER roll

Active Cost = 33 points; END Cost: 3; Magic Roll: -3; Casting Time: ½ phase

DEEP FREEZE

The caster slowly lowers his opponent's temperature, making him painfully cold. Unlike normal attacks, armour does nothing to protect the target, Instead he must wear warm clothing.

Power: 2d6 EB

Specific Modifiers: NND (not vs. warm clothing or immunity to cold, +1), 1 hex area effect (+½), Continuous (+1); Doesn't work if temperature is above 80° or in low humidity (-¼).

Active Cost = 35 points; END Cost: 3; Magic Roll: -3; Casting Time: ½ Phase

DEEP SHADOWS

This spell causes an area of shadows to expand and throw a 1" radius area into utter darkness. Only the eyes of the caster, attuned to the world of darkness, can pierce the gloom.

Power: Darkness to Sight (1" radius)

Specific Modifiers: Personal Immunity (+¼); Must have deep shadows or darkness within radius (-½).

Active Cost = 12 points. END Cost: 1; Magic Roll: -1; Casting Time: ½ phase.

DEEP SLEEP

This spell bestows upon the target the ability to sleep soundly without snoring or disturbing nightmares. He will gain the benefit of a full night of rest for as long as the spell remains in effect.

Power: 4d6 Mind Control

Specific Modifiers: Only to sleep soundly (-½).

Active Cost = 30 points. END Cost: 3; Magic Roll: -3; Casting Time: ½ phase.

DEHYDRATE

This simple offensive spell causes the target to suddenly become dehydrated and be weakened.

Power: 3d6 Character Point STUN Drain

Specific Modifiers: Ranged (+½).

Active Cost = 45 points. END Cost: 4; Magic Roll: -4; Casting Time: ½ phase

DELAYED BLAST FIREBALL

This spell is identical to the Fireball spell. However, the caster can specify a time delay of up to 5 minutes when the Fireball will go off.

Power: 6d6 Energy Blast (Fire)

Specific Modifiers: Explosion (+½), Time Delay (+¼); must be within 5 minutes (-¼), Doesn't work in rain or underwater (-¼).

Active Cost = 52 points; END Cost: 5; Magic Roll: -5; Casting Time: ½ phase.

DELUDE

The target of this spell will come to believe that a single characteristic has been significantly decreased, as if by a 6d6 Drain attack. The characteristic will gradually return to normal at the rate of 5 points per turn while the spell is maintained. Any power defences the target may possess will appear to operate normally against the illusionary drain attack.

Power: 10d6 Mental Illusions

Specific Modifiers: Only to Drain a single characteristic (-1-½), Visible (-¼)

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Active Cost = 50 points. END Cost: 5; Magic Roll: -5; Casting Time: ½ phase.

DEMON HORDE

This spell allows the caster to open a portal to the lower planes and draw through a gibbering horde of lesser demons. The demons will want to slay the wizard, so he will need an immensely large sacrifice with which to bargain. This is a desperate act under almost any circumstances, and is only used as a last resort to strike at powerful foes.

Power: Summon 250 Hordelings

Specific Modifiers: Antagonistic (-½), Extra Time - 1 Hour (-2-½), 0 DCV Concentrate while casting (-½), IAF - Precious sacrifice (-1 ¼).

Active Cost = 62 points. END Cost: 9; Magic Roll: -9; Casting Time: 1 Hour.

DEMON LOCUSTS

This spell summons a swarm of demon locust, which bite and gnaw upon everything in their way. The locusts can be destroyed by anything effective against swarms of small creatures.

Power: 1d6+1 RKA Physical

Specific Modifiers: Continuous (+1), Area Effect Radius 3" (+1), Any Area Effect attack on the locusts will kill them (-¼), Extra Time: One Phase (-½)

Active Cost = 60 points; END Cost: 6; Magic Roll: -6; Casting Time: 1 phase.

DEMON VISION

With this spell the caster beseeches his demon lord to provide him with a quick vision of some distant event. The caster must make a small sacrifice, a goat or some such. The spell only works once per day when the demon lord decides to allow it, and so it is very unreliable.

Power: Clairsentience, 820 km range

Specific Modifiers: One charge, lasts 1 Turn (-1 $\frac{1}{4}$), Costs END (- $\frac{1}{2}$), Activation roll 12- (- $\frac{3}{4}$), Extra Time: One Hour (-2 $\frac{1}{2}$).

Active Cost = 80 points; END Cost: 8; Magic Roll: -8; Casting Time: 1 hour.

DEMON WINGS

See the spell *Wings of the Bat*, which is essentially identical.

DESOLATION

When this spell is cast, all creatures in the area of effect to start to sicken and die. Within a short space of time, all animal life will have fled the area. While plants are unaffected, the absence of insects to pollinate them, or worms to till the soil will lead eventually to an area in which flowering plants disappear and rank undergrowth and fungi are present in greater than usual numbers - warning all travellers that this is not a healthy neighbourhood!

Power: 1d6 Energy RKA

Specific Modifiers: Area Effect (Radius, 2 km Megascale, +1 ¼), Hole in the middle (+¼), Invisible effects (Sight group, +½), Penetrating (+½), Continuous (+1), Uncontrolled (remove sacrifice from altar to halt, +½), Reduced to 0 END (+½); Focus (OIF Immobile, Sacrificial altar, -1 ½), Only affects animals (-½), Extra Time - 1 day (-3 ½), 1 use per day (-2), Does no stun (-½), Costs END to cast (-¼).

Active Cost = 82 points; END Cost: (8); Magic Roll: -8; Casting Time: 1 day.

DESTROY

The mage who casts this spell can completely disintegrate any article that he touches. The object rusts, crumbles and finally blows away with the wind. When the spell is learned, the material that the wizard can affect must be specified (i.e.: metal, wood, stone etc.)

Power: 8d6 Transform, all or nothing (material object to dust)

Specific Modifiers: Only against objects of specified nature (-½), Extra Time: Full Phase(-½)

Active Cost = 120 points; END Cost: 12; Magic Roll: -12; Casting Time: 1 Phase

DETECT AILMENT

This spell enables the caster to determine if the person touched is suffering from some sort of ailment.

Power: Detect Ailment, +6 to PER Roll

Specific Modifiers: Extra Time: full phase (-½).

Active Cost = 9 points. END Cost: 1; Magic Roll: -1; Casting Time: 1 Phase

DETECT ELEMENT

With this spell, the caster is capable of detecting the presence of a specific element (determined when the spell is learnt) nearby. The perception roll receives a +8 modifier to any range penalties.

Power: Detect (360 degree, telescopic +8)

Specific Modifiers: Costs END (-½).

Active Cost = 26; END Cost: 3; Magic Roll: -3; Casting Time: ½ Phase.

DETECT ENEMIES

This spell allows the caster to detect the presence of creatures with malevolent intent nearby - it will not detect non-sentient beings, such as constructs.

Power: Detect (360 degree, Ranged, as Sense)

Specific Modifiers: Costs END (-½).

Active Cost = 10; END Cost: 2; Magic Roll: -2; Casting Time: ½ Phase.

DETECT GATE

This spell allows the caster to view nearby gates leading to alternative universes, extradimensional pockets or planes, or to distant locations. The gate will be limned by an eerie glow that is visible only to the Wizard, with colours that hint at the nature of the gate. The ability to sense gates requires steady concentration by the Wizard and is a constant drain on his energy.

Power: Sense Gates, Discriminatory, 360 Degree

Specific Modifiers: All Dimensions (+1); Costs END to Use (-½), ½ DCV Concentrate throughout (-½).

Active Cost = 15 points. END Cost: 1; Magic Roll: -1; Casting Time: 1 phase.

DETECT LIFE

This spell allows the caster to detect the presence of living creatures nearby.

Power: Detect (360 degree, as Sense)

Specific Modifiers: Costs END (-½).

Active Cost = 10; END Cost: 1; Magic Roll: -1; Casting Time: ½ Phase.

DETECT MAGIC

The caster simply views an object. If it is indeed magical, the object will seem to glow.

Power: Detect Magic, +4

Active Cost = 7 points; END Cost: 1; Magic Roll: -1; Casting Time: 0 Phase

DETECT MIRAGE

By carefully focusing upon a natural illusion, such as a mirage, the Air Wizard can determine if the image is real, or just an atmospheric phenomenon.

Power: Detect Mirage

Active Cost = 3 points. END Cost: 0; Magic Roll: -1; Casting Time: ½ Phase.

DETECT WEATHER MANIPULATION

With this spell, the caster may determine if the surrounding weather conditions are the result of natural causes or magic. Furthermore, if magic is being used to manipulate the weather, the caster can determine what kind of magic is being used and how powerful it is.

Power: Detect Weather Manipulation, Discriminatory

Specific Modifiers: Will not function in Enclosed Environments (-1), Costs Endurance (-½).

Active Cost = 8 points. END Cost: 1; Magic Roll: -1; Casting Time: ½ phase

DETERIORATE

This spell can be cast only on inanimate objects; it causes rapid deterioration.

Power: 2d6 BODY Drain

Specific Modifiers: Return rate once per 5 hours (+1); Inanimate objects only (-1), extra time (full phase, -½).

Active Cost = 40 points; END Cost: 4; Magic Roll: -4; Casting Time: Full Phase

DETOXIFY

This useful spell instantly clears the caster's body of any and all toxins imbibed or insinuated, from alcohol to snake venom.

Power: 12d6 Dispel poison

Specific Modifiers: Works against all powers of a given special effect (+2): Caster only (-½).

Active Cost = 108 points; END Cost: 11; Magic Roll: -11; Casting Time: ½ Phase.

DEVIL CURRENT

The evil-sounding name of this spell originates from the mouths of sailors frightened by its power; but it is usually quite benevolent. After the wizard completes the preparatory ritual, he summons out of the sea a short column of water which lifts up the caster's ship and carries it along at a high rate of speed. Theoretically this spell could also be used to smash an enemy's ship against the jagged breakers, but since it has no range, the wizard would have to be on board. In fact, when moving at non-combat speeds the wizard must always be careful not to smash his own ship into a land mass! (The Eye of the Hawk spell could be a valuable accessory.)

Power: 15" Flight, 240" Non-combat

Specific Modifiers: Usable Against Others (x 64 mass, +2 ½), Only usable vs. floating objects (-2), Only across the surface of a large body of water (-2).

Active Cost = 157 points. END Cost: 10; Magic Roll: -16; Casting Time: ½ Phase

DIAGNOSE

This dweomer will tell the caster (assuming the target is ill with something) precisely what the disease is. It will work only for mundane diseases - unnatural diseases - lycanthropy and the like - are curses rather than diseases and should be treated by a skilled priest.

Power: Detect Disease, discriminatory (+3 to PER roll)

Specific Modifiers: No range (-½).

Active Cost = 11 points. END Cost: 1; Magic Roll: -1; Casting Time: ½ phase.

DIG TRENCH

Digging a ditch is filthy, back-breaking labour that can be greatly eased through magic. This spell allows the wizard to tunnel easily through most dirt and clay.

Power: 3" Tunnelling through 1 DEF

Active Cost = 20 points. END Cost: 2 per 5" tunnelled; Casting Time: $\frac{1}{2}$ phase.

DIMENSION DOOR

This spell opens a warp hole through which the Wizard can pass to a nearby location within view. The Wizard can carry up to an additional 100 kilograms through the portal, but the mage and any passengers are mildly disoriented for a full phase.

Power: 20" Teleport, x2 Mass

Specific Modifiers: At $\frac{1}{2}$ DCV for 1 phase after Teleport ($-\frac{1}{2}$), $\frac{1}{2}$ DCV Concentrate ($-\frac{1}{4}$).

Active Cost = 45 points. END Cost: 4; Magic Roll: -4; Magic Roll: -2; Casting Time: $\frac{1}{2}$ phase.

DIMENSIONAL PASSAGE

The Wizard uses this simple spell to pass through to an alternate dimension. The specific plane must be selected when this power is acquired, usually after an extensive period of research by the Wizard. If the Wizard has previously visited the dimension, this research period can be much shortened. Before casting this spell, the Wizard will usually first learn how to return to his native plane, unless he has no intention of returning.

Power: Extradimensional Movement, Single Dimension

Active Cost = 20 points. END Cost: 2; Magic Roll: -2; Casting Time: ½ phase.

DIMENSIONAL STORM

This exceptionally powerful and dangerous spell calls into being a small but violent storm cloud, shot through with lightning of peculiar hues. It lasts but a few moments and then clears up - but many things which once occupied the space will be gone - to unknown destinations in the multiverse.

First Power: Extra-dimensional movement (any dimension).

Specific Modifiers: Area effect radius (6" Radius, 1 hex hole in middle, non-selective, +1), Usable against others (+1); Extra time (Full Phase, -½), Caster cannot control destinations (-¼).

Second Power: Darkness (6", affects normal sight and hearing).

Specific Modifiers: 1 hex hole in middle, +¼); Extra time (Full Phase, -½).

Active Cost = 120 + 50 points; END Cost: 17; Magic Roll: -17; Casting Time: 1 Phase.

DISCERN UNDEAD

This spell of detection will reveal to the caster the presence and location of undead nearby. The entities, when viewed by means of a cracked mirror, glow with a sickly-green, ghostly after-image that resembles their form at the moment of death.

Power: +5 Detect Undead (bought as sense)

Specific Modifiers: OAF - cracked mirror (-½), Limitation: does not work in bright sunlight (-¼), Only see undead through mirror (-¼).

Active Cost = 10 points. END Cost: 1; Magic Roll: -1; Casting Time: ½ phase.

DISCOVER FLAW

The caster of this spell has the ability to see the forces which protect an enemy and to analyse those protective powers to the fullest. There is no room for error in the practise of magic, and this spell will make sure the same goes for the battlefield.

Power: Find Weakness (11-)

Specific Modifiers: For All attacks, Spell Costs END (-½).

Active Cost = 30 points. END Cost: 3; Magic Roll: -3; Casting Time: ½ Phase

DISGUISE

Speaking a magic word, the wizard traces a new outline for himself, which immediately becomes his new form. His original form will return instantly once the spell is cancelled.

Power: Shape Shift sight and touch, any humanoid

Active Cost = 23 points. END Cost: 3; Magic Roll: -3; Casting Time: 0 Phase

DISGUISE

The caster creates an illusory mask that superimposes itself over his own features, thereby disguising him. If the caster wishes to copy someone's features, he must make an INT Roll, modified by how well the caster knows the person (-3, met only once, -1, an acquaintance, +3, his mother, etc.).

Power: Images (sight)

Specific Modifiers: Limitation: only to produce disguise on caster (-1 ½).

Active Cost = 10 points. END Cost: 1; Magic Roll: -1; Casting Time: ½ Phase

DISINTEGRATE

This powerful spell does just what it says. A target struck with this spell, even if protected by armour, will disappear into a cloud of fine dust. Fortunately, the drain on the wizard's stamina is so enormous, this spell is rarely used.

First Power: 3d6 Energy RKA

Specific Modifiers: Penetrating (+½), Autofire 10 (+¾); Does no stun (-1), Can only be shot at a single target (-¼).

Second Power: +5 OCV with attack

Active Cost = 101 + 10 points; END Cost: 10; Magic Roll: -11; Casting Time: ½ phase.

DISMISS

The caster can use this spell to dismiss a summoned creature, returning the beast from whence it came. Steady concentration is required, and the spell is more strenuous than normal to cast. The spell can penetrate most intervening barriers, with the exception of hardened defences. The dismiss is less effective when the Conjuror did not summon the target.

Power: 12d6 Dispel Summoning

Specific Modifiers: Indirect (Any distance, away from caster) (+½); Target is x2 Difficult to Dispel when not summoned by the caster (-½)

Active Cost = 54 points. END Cost: 5; Magic Roll: -5; Casting Time: ½ phase.

DISMISS THE UNCLEAN

This spell can be used to dismiss any creature summoned through the dark arts of magic. A golden sheet flies from the praying hands of the caster toward the target, wrapping it in the folds and vanishing with a flash of light. This spell will normally dismiss all but the most powerful foes.

Power: 25d6 Dispel Summoning

Active Cost = 75 points; END Cost: 7; Magic Roll: -7; Casting Time: ½ phase.

DISMISS UNDEAD

A little-used Necromantic spell, this incantation allows the Wizard to dismiss an undead entity to the nether plane from whence he was summoned. This spell is more effective on ground sanctified by a "good" religion, but is seriously weakened on the holy ground of an "evil" religion.

Power: 10d6 Dispel Summoning

Specific Modifiers: +2d6 on "good" sanctified ground, -2d6 on "evil" ground, (+0).

Active Cost = 30 points. END Cost: 3; Magic Roll: -3; Casting Time: ½ phase.

DISPATCH

This spell is used to return an extra planar creature to its native plane. If the creature is already in its native plane, then the spell has no effect. When the target creature has resided in a dimension for at least a year prior to the casting of this spell, then it can make an EGO roll to resist the spell effects. Note that the Wizard can cast this spell upon himself should he desire to return to his home plane.

Power: Extra planar Travel, Any Dimension, x2 Mass

Specific Modifiers: Usable Against Others (After one year on this plane, target can make EGO roll to resist , +1), Ranged (+½); Only to return creature to its native plane (-¾).

Active Cost = 100 points. END Cost: 10; Magic Roll: -10; Casting Time: ½ phase.

DISPEL ILLUSION

The caster focuses the power of the target illusion back upon itself, overloading the energies involved and destroying the illusion.

Power: 6d6 Dispel

Specific Modifiers: Affects any single magic spell (+¼); Limitation: vs. illusions only (-1½).

Active Cost = 22 points. END Cost: 2; Magic Roll: -2; Casting Time: ½ Phase

DISPEL FATIGUE

This spell allows the caster to temporarily negate the need for sleep in either himself or for another. The spell will last for 24 hours, after which the recipient must rest.

Power: Life support: No sleep or food required

Specific Modifiers: Usable on Others ; up to eight people at the same time at range (+1 $\frac{3}{4}$), Only lasts 24 hrs. (- $\frac{1}{2}$).

Active Cost = 5 points. END Cost 1; Magic Roll: -1; Casting Time: 1 Phase

DISPEL MAGIC

When this spell contacts any target bearing some form of dweomer, it will attempt to remove it. Magic items that are quenched by this spell lose their power permanently.

Power: 6d6 Dispel

Specific Modifiers: Affects any single magical spell (+¼)

Active Cost = 24 points; END Cost: 2; Magic Roll: -2; Casting Time: ½ phase

DISPLACEMENT

Upon casting this spell, the Wizard becomes invisible to both sight and sound, and his form is replaced by a matching image. The image remains within 4" of the Wizard, and exactly matches his motions and sounds.

If the Wizard fails his Magic Skill roll (if skill rolls are used), the spell still functions but the Wizard also suffers any effects inflicted upon the displaced image. The image has 0 DEF and is $\frac{1}{2}$ DCV of the caster, unless the Wizard concentrates on avoiding blows to his duplicate image.

First Power: Invisibility to Sight and Sound w/o Fringe.

Second Power: Images, Sight/Sound

Specific Modifiers: 4" Radius centred on caster (+ $\frac{1}{2}$); Linked to Invisibility (- $\frac{1}{2}$), Only to match image and sounds of caster (- $\frac{1}{2}$).

Combined Specific Modifiers: Side Effect (Wizard suffers same effects as the image, -1).

Active Cost = 40 + 22 points; END Cost: 6; Magic Roll: -6; Casting Time: $\frac{1}{2}$ phase.

DISSIPATE

This spell utilizes the foci theory in reverse. The caster uses this spell to release the magic of his target, be it spell or item. This spell can be used on any magic effect encountered.

Power: 12d6 Dispel

Specific Modifiers: vs. any magical power effect (+¼).

Active Cost = 45 points. END Cost: 4; Magic Roll: -4; Casting Time: ½ Phase

DISSUADE OBJECT

Incoming attacks are usually a nuisance, and this spell helps the caster rid himself of a pest. When physical objects are coming in to strike, the caster can use this spell to convince the objects to veer off and miss or to strike another target.

Power: Missile Deflection. Thrown objects and projectiles, Reflect to any other target

Specific Modifiers: Spell Costs END (-½).

Active Cost = 40 points. END Cost: 4; Magic Roll: -4; Casting Time: ½ Phase

DIVERT TELEPORT

Gatemasters use spells such as this to prevent unannounced teleportation into their sanctum. Anybody doing so will be diverted to a location selected by the Wizard, usually a jail or death trap. Of course, it is relatively easy to overload this spell by repeated teleportations, making this a more appropriate defence against individual intruders. The location of the diversion must be visible from the location of the initial teleport, or the spell will fail to function.

Power: Teleport 10" within view

Specific Modifiers: Area Effect (4" Radius , +1), Usable Against Others (Double human mass , +1), Trigger (Teleport into area , +¼).

Active Cost = 65 points. END Cost: 6; Magic Roll: -6; Casting Time: ½ phase.

DOGS OF WAR

With this spell the caster summons war dogs. These dogs will attack anyone the caster wishes in a certain area. They will continue to attack as long as the caster maintains the spell. The dogs can be killed by normal weapons, and are DCV 3, DEF 6 and have 12 BOD.

Power: 1d6+1 RKA (Physical)

Specific Modifiers: Area effect, radius, selective (+1 ¼), Continuous (the caster can be forced to make a new attack roll on a target being attacked if the dog attacking is killed, +1).

Active Cost = 65 points. END Cost: 6; Skill Roll: -6; Casting Time: ½ phase.

DOMINATE

Controlling the minds of others is perhaps the most famous talent of Enchanters. This spell allows the caster to take charge of another's actions. Any commands must be verbal and spoken in a language which the target can understand.

Power: 9d6 Mind Control

Active Cost = 45 points; END Cost: 4; Magic Roll: -4; Casting Time: ½ Phase

DOMINATE SENSES

By taking over the neural switching pathways of the Thalamus, an Enchanter can direct full illusionary sensations into the mind of the target. The nature of the sensations is fully determined by the caster, but requires complete concentration by him to effect.

Power: 16d6 Mental Illusions

Specific Modifiers: 0 DCV Concentrate Throughout (-1), Requires Magic Skill Roll (-½).

Active Cost = 80 points. END Cost: (8); Magic Roll: -8; Casting Time: ½ phase.

DOOMKILL

This violent spell generates an enormous explosion that comes into being at the point desired by the caster - intervening barriers not withstanding. It is hazardous to use, however as the caster must concentrate on causing the explosion at the right place. If his aiming is off, the explosion could occur anywhere - even on top of him!

Power: 4d6 RKA

Specific Modifiers: Area Effect (explosion, $+\frac{1}{2}$), Indirect (away from caster, $+\frac{1}{2}$); Side effect (triggered by missing target, same attack against caster at OCV 0, If this misses, then check for scatter along a line to his intended target, $-\frac{1}{2}$).

Active Cost = 120 points. END Cost: 6; Magic Roll: -6; Casting Time: $\frac{1}{2}$ phase.

DOPPELGANGER

This spell allows the caster to divide himself into two exact duplicates. Each duplicate is free-willed and has the same physical abilities as the original, although no magical abilities come across. Though there is no absolute time limit on this spell, after a week apart from the caster, the duplicate begins to develop independence, and may no longer desire to rejoin.

Power: Duplication, 1 (up to) 200 point duplicate

Specific Modifiers: Duplicate is exactly the same as the caster but has no magical abilities (-½), Duplicate develops independence after one week (-¼), 3X END Cost (-1).

Active Cost = 80 points; END Cost: 24; Magic Roll: -8; Casting Time: ½ Phase

DOUBLE

This spell is an advanced version of the Disguise spell, and allows the caster to turn himself into a near duplicate of a person or creature he has met. However, this spell does not give the mage any of the abilities of the being he is copying.

First Power: Shapeshift, Sight and touch groups, imitation.

Specific Modifiers: 0 End (-½).

Active Cost = 49 points; END Cost: 5; Magic Roll: -5; Casting Time: ½ phase.

DOUBLE VISION

This spell will cause the target to view two images of the world, causing imbalance and uncertainty that reduces movement and makes most physical activities difficult. After a few minutes, the vision of the spell target will return to normal. This spell has no effect on unseeing creatures, including those that are blinded by darkness. Note that one-eyed creatures will still suffer from this effect.

First Power: 3d6 Drain DEX

Second Power: 1d6 Drain Running

Specific Modifiers: Linked to DEX Drain ($-\frac{1}{2}$).

Combined Specific Modifiers: No effect on unseeing creatures ($-\frac{1}{4}$).

Active Cost = 30 + 10 points. END Cost: 4; Magic Roll: -4; Casting Time: $\frac{1}{2}$ phase.

DOWSING

This spell enables the caster to locate water. Using a dowsing stick, the caster walks about till the stick moves; water will be found below the stick.

Power: Detect Water

Specific Modifiers: OAF; Dowsing Stick (-1), Won't work in very dry areas (-1/4)

Active Cost = 3 points; END Cost: 1; Magic Roll: -1; Casting Time: 1/2 Phase.

DRAWING DOWN THE MOON

This spell is an evocation of great power. The ritual requires a great deal of time and its effects are not always predictable, but nevertheless it is one of the great spells. During the ritual the caster calls on the Power being invoked to enter his body, and then concentrates on influencing the outcome of a certain event. This event can be anything: a battle, an adventure, a meeting, the healing of a sick person, a financial crisis, etc. There will generally be no immediate effect after the spell is completed. However, if the ritual was successful, at some point in time an extremely fortunate turn of events will occur, in favour of the caster's desired effect.

Note that this spell has two forms: Black Moon and White Moon. Black Moon is a spell of negative energy that tends to cause ruin or hardship. White Moon is a spell of Positive energy that brings relief or good fortune. Besides their general intents, these spells differ greatly because, as with many of the most powerful spells, their effects will return to the caster three fold at some point in the future. Black Moon is a simpler spell to master, but obviously its quicker power comes at a cost.

Drawing Down the Black Moon

Power: 8d6 Luck

Specific Modifiers: Variable Advantages (GM's discretion on exactly how the Luck is applied to serve the caster's purpose - using up to +2 worth of Power Advantages, +3), Only to cause ruin, hardship or other negative effects (-½), No Conscious Control (-2), Extra Time: 5 Hours (-3), 1 Charge (-2), Charge does not recover (-2), Caster will suffer a 10d6 Unluck bad occurrence 3 times in the following 20 years (-1), OAF: Magic Circle (Immobile, Expendable, -2), Costs 2x END to cast (-¾).

Active Cost = 160 points. END Cost: 0/32; Magic Roll: -16; Casting Time: 5 Hours

Drawing Down the White Moon

Power: 8d6 Luck

Specific Modifiers: Variable Advantages (GM's discretion on exactly how the Luck is applied to serve the caster's purpose using up to +2 worth of Power Advantages, +3), No Conscious Control (-2), Extra Time: 5 Hours (-3), 4 Charges: 1 charge for spell's purpose +3 charges to help the caster sometime in the next 20 years (-1), Charges do not recover (-2), OAF: Magic Circle (Immobile, Expendable, -2), Costs 2x END to cast (-¾).

Active Cost = 160 points. END Cost: 0/32; Magic Roll: -16; Casting Time: 5 Hours.

DREAM FEAR

This spell causes the victim to recall the feeling of helplessness often associated with scary dreams. The victim will be unable to move, despite the knowledge that danger is near. Once the victim physically overcomes his fear, he will be entirely free.

Power: 4d6 Entangle

Specific Modifiers: Takes no Damage from outside attacks (+½), Entangle has 1 body (-½).

Active Cost = 60 points. END Cost: 6; Magic Roll: -6; Casting Time: ½ Phase

DREAM SIGHT

While in a dreamlike trance, the caster is able to use this spell to see and hear events in distant locations.

Power: Clairsentience, Sights and Sounds

Specific Modifiers: 0 END (+½), Extra Time: Full Phase (-½), Concentrate: 0 DCV throughout (1).

Active Cost = 37 points. END Cost. 4; Magic Roll: 4; Casting Time: Full Phase

DREAM WEAPON

A Sorcerer is never completely helpless while he has this spell. The caster has but to imagine a weapon, utter its name and motion as though he had the actual weapon, and he is able to launch an attack against an opponent. The weapon is not really there, but the caster must be able to call out its name and move as though he were actually wielding the weapon.

Power: 2d6 RKA

Specific Modifiers: Incantation (weapon's name $-\frac{1}{4}$), Gestures (during attack, $-\frac{1}{4}$).

Active Cost = 30 points. END Cost: 3; Magic Roll: -3; Casting Time: $\frac{1}{2}$ Phase

DRIFT

This spell lowers the density of the Wizard so he can drift lazily in the wind. Due to his lightened condition, however, he is more vulnerable to Knockback. He also suffers 1 point of Long Term

END loss every 5 minutes, so this spell can be exhausting to maintain for more than a few hours.

Power: 5" Flight

Specific Modifiers: 0 END (+½); Can only drift with wind (-½), Double Knockback from Attacks (-¾), Long Term END loss every 5 minutes maintained (-¾).

Active Cost = 15 points; END Cost: 1; Magic Roll: -1; Casting Time: ½ phase.

DROUGHT

The air within the radius of the spell target is turned bone dry, causing plants to wilt and animals to rapidly dehydrate. It requires several minutes for those caught in the area to recover, unless a plentiful supply of drinking water is available.

First Power: 1d6 REC Drain

Specific Modifiers: Area Effect (2" Radius) (+1), Sticky (+½), Recover 1 point per minute (+½); Recover 1 point per quart of water consumed (-1), Gradual Effect (1 Minute) (-1).

Second Power: Change Environment (Desiccated Air)

Specific Modifiers: Linked to Drain (-½).

Active Cost = 30 + 10 points. END Cost: 4; Magic Roll: -4; Casting Time: ½ phase.

DROWN

The wizard completely envelops the target with water. If the water works its way into his lungs, the victim drowns. However, the target can hold his breath to escape the effects of the drain. (See the drowning rules in the HERO rulebook) Once the BODY has been drained to zero or less, the victim begins dying - losing 1 BODY each turn. Anyone who is able to breathe water or has no need to breathe, is not effected by the BODY Drain. Power defence will disrupt the watery envelopment, allowing some respiration.

First Power: 2d6 BODY Drain

Specific Modifiers: Continuous (+1), Recover each minute (+¼); No effect when water-breathing, using life support, or holding breath (-1).

Second Power: 1d6 Major Transform (Air to Water)

Specific Modifiers: Cumulative (+½); Linked to Drain (-½), Only about target (-1).

Combined Specific Modifiers: Won't work in very dry areas (-¼),

Active Cost = 45 + 22 points; END Cost: 6; Magic Roll: -6; Casting Time: ½ phase.

DUMAR'S INNER LIGHT OF PURITY

When casting this spell, the caster uses his inner purity to grow bright with a golden light, blinding those who look upon him.

Power: 4d6 Flash

Specific Modifiers: Personal Immunity (+¼), Area Effect Radius (+1), x2 Area (4", +1/ 4), No Range (-1/ 2).

Active Cost = 50 points; END Cost: 5; Magic Roll: -5; Casting Time: ½ Phase

DUPLICATE

The caster creates illusory duplicates of anything that he can currently see. Since the caster is merely duplicating something he can see, the duplicates are very accurate and convincing.

Power: Images (sight), -3 to PER Rolls

Specific Modifiers: Limitation: only to create multiple images of objects already present (-1).

Active Cost = 19 points. END Cost: 2; Magic Roll: -2; Casting Time: ½ Phase

E

EARTH PASSAGE

This spell allows the caster to create a tunnel through the ground at the rate of 4"/Phase. The spell will tunnel through rocky soil, clay even sandstone, but it will not tunnel through solid granite or stone walls.

Power: 4" Tunnelling (DEF 4)

Active Cost = 29 points. END Cost: 3; Magic Roll: -3; Casting Time: ½ Phase

EARTH READING

The caster can sense the identity of the last person or creature to pass over the section of ground he is casting over.

Power: 40 pts Clairsentience (Retrocognition)

Specific Modifiers: Retrocognition only (-1), Last one to pass over that position only (-1), Character Must Have Connection to the Earth (-¼), Extra time (½ phase, -¼)

Active Cost = 40 points. END Cost: 4; Magic Roll: -4; Casting Time: ½ Phase

EARTHQUAKE

This spell creates an earthquake with a 2" radius around the target hex. Once cast the spell may be maintained by paying END without further Skill or targeting rolls.

People in the area of the earthquake must resist a STR 15 by bracing or grabbing hold of something, or be thrown to the ground. Inanimate objects will be knocked over. If the floor is rigid (like stone) it will crack, causing bad footing even after the quake. Unless people in the target area can resist the quake with their casual STR they will have a -3 penalty to every roll they make, requiring coordination or concentration.

Note that the caster is not personally immune.

Power: Telekinesis (STR 15)

Specific Modifiers: Area Effect (2" radius) (+1), Continuous (+1), Only to knock down and shake up (-1), Character Must Have Connection to the Earth (-¼)

Active Cost = 67 points. END Cost: 7; Magic Roll: -7; Casting Time: ½ Phase

EAVESDROP

This is a good spell for gathering information. It allows the caster to pick up on conversations in the distance by magically enhancing his hearing.

Power: +5 Hearing Perception, +10 Telescopic.

Specific Modifiers: Concentrate to O DCV (-1), Extra END: x2 END Cost (-½).

Active Cost = 25 points. END Cost: 4; Magic Roll: -2; Casting Time: ½ Phase.

ECHOES FROM THE PAST

This spell allows the caster to hear the faint echo of sounds made in the near or distant past. The further back in time the Caster attempts to listen, the more difficult it is to discern the fading sounds. All modifiers for Hearing Perception are applied, including distracting noises from the past. This spell is most effective when used to listen to recent conversations, or sounds in an otherwise silent location such as a tomb.

Power: Auditory Retrocognition

Specific Modifiers: -1 PER per step down the time chart beyond 1 turn (-½), No Range (-½).

Active Cost = 40 points. END Cost: 4; Magic Roll: -4; Casting Time: ½ phase.

ECLIPSE

This impressive incantation causes the sun to be totally eclipsed by a circular body, causing a large area to grow as dark as late evening for as long as the spell is maintained. All vision PER rolls receive a -1 modifier within the darkened area, during the daytime.

Power: Change Environment (Darken, -1 PER roll)

Specific Modifiers: Megascale 100 km (+ $\frac{3}{4}$), Extra Time: 1 hour (-2), Only once per month (-2).

Active Cost = 21 points; END Cost: 2; Magic Roll: -2; Casting Time: 1 hour.

EDIT DOCUMENT

By combining this spell with a certain skill in forgery, an Illusionist can alter a document in subtle and often damaging ways.

Power: 3d6 Cosmetic Transform - Alter text on a document

Specific Modifiers: Requires Forgery Skill Roll (-½), Extra Time - 1 Turn (-1).

Active Cost = 15 points. END Cost: 1; Magic Roll: -1; Casting Time: 1 Turn.

ELECTRIC EEL SHOCK

The skin of the wizard expands and transforms into a slick grey hide, then begins to build up a powerful electrical charge. This current is discharged within a volume of water, shocking anybody nearby who occupies the liquid.

Power: 6d6 Energy Blast

Specific Modifiers: Explosion (+½), Personal Immunity (+¼); Only works in water (-1-½), No Range (-½), No Knockback (-¼), Limitation: Reforms the body into part human, part animal form (-½), Extra Time (1 phase) (-½).

Active Cost = 52 points. END Cost: 5; Magic Roll: -5; Casting Time: 1 phase.

ELEMENTAL TRANSFORMATION

This very powerful spell will transform the caster into a weak elemental of the type specified when the spell was learnt. Although the caster will gain certain powers appropriate to the form of the desired Elemental, he will not have all the powers of the full-fledged elementals (unless he is very powerful!) The elemental will faintly resemble the caster, although a PER roll is needed to recognize the caster as the elemental he has become. Since this spell depends to some extent on the caster's innate power, the strength of the spell depends on the caster's overall points (see below)

Power: Multiform

<i>Elemental's points</i>	<i>Active Cost</i>	<i>END Cost</i>	<i>Mag ic Roll</i>	<i>Caster's minimum points</i>
100	20	(2)	-2	120
125	25	(2)	-2	150
150	30	(3)	-3	180
175	35	(3)	-3	205
200	40	(4)	-4	240
225	45	(4)	-4	270
etc...				

Casting Time: ½ phase.

ELF EARS

With oil rubbed on the ears, the caster enchants himself with excellent hearing. The caster can even attack, based on hearing.

First Power: +3 Hearing perception

Second Power: Targeting Hearing

Combined Specific Modifiers: OAF; specially prepared oil, expensive and hard to find (-1 ¼), Extra time (½ phase, -¼), Costs END (-½).

Active Cost = 6 + 20 points; END Cost: 2; Magic Roll: -2; Casting Time: ½ Phase

ELIAS'S WONDROUS TRANSFORMATION

Elias's Wondrous Transformation allows the caster to take the form of one kind of animal. The animal form of the caster must be chosen when the spell is first learned. Before this spell is cast, however, the wizard must have a large base of knowledge concerning the creature. He must completely understand the beast's anatomy, habitat, diet and lifestyle. Anyone who casts this spell without the proper preparations risks permanent injury and disfigurement. A caster who has broad knowledge of animals may be able to learn to alter himself into more than one form.

Power: Multiform (One Kind of Animal, extra forms with adder)

Specific Modifiers: Caster Must make KS Roll for Animal Form ($-\frac{1}{4}$), Side Effects: 1d6 Body Drain (Recovers per Year. Affects character if the KS roll is failed, $-\frac{1}{2}$), Costs END to Shift Forms ($-\frac{1}{2}$).

Active Cost = Most expensive animal's active points /5, + 5 points per extra form; END Cost: 4; Magic Roll: -4; Casting Time: $\frac{1}{2}$ Phase

ELMO'S LIMNING FIRE

Upon casting this spell, the Wizard's target (or targets) become limned in a greenish flame, which flickers about their forms. While the flames do no actual damage, obviously they make hiding impossible, and also reveal invisible or otherwise hidden objects (while the object remains invisible, the flames outline the contours of the target). Once cast on a target, the spell will remain in effect as long as the wizard maintains it - even if the victim leaves the target hex, he will still be covered in flames. The spell has the potentially useful side effect, that a living target will be blinded by the flames, unless it makes a PER roll.

Power: Images (sight)

Specific Modifiers: Uncontrolled (+½); Only to outline targets in flames (-½).

Active Cost = 15 points; END Cost: 1; Magic Roll: -1; Casting Time: ½ phase.

EMPATHIC HEALING

Through the use of this spell the caster can heal someone else's wounds by taking them on himself. He can then heal his own body.

Power: 3d6 Healing

Specific Modifiers: side effect (caster takes same damage, -1)

Active Cost = 30 points; END Cost: 2; Magic Roll: -2; Casting Time: ½ Phase.

EMPEROR OF THE BEASTS

Among all the creatures of the Earth, the Dragons are unchallenged masters. It takes a wizard of great power and skill to gain this spell. The wizard's form becomes very dragon-like, but he does not become a true dragon.

First Power: Growth - 9 Levels (16 meters, 50,000 kg, Body & Stun +9, DCV -6. PER +6, Reach +4", STR +45, KB -9)

Second Power: Wings - Flight 10" (Non-combat 40")

Third Power: Breath Weapon - 8d6 Energy Blast

Specific Modifiers: Cone Area Effect (+1).

Fourth Power: Tail and Wings -Extra Limbs

Specific Modifiers: Limitation: No fine manipulation (-½)

Fifth Power: Scaly Hide - 9 PD / 9 ED armour

Combined Specific Modifiers: Limitation: Reforms the body into a part human, part animal form (½), Linked to Breath weapon (for all except Breath weapon, -½).

Active Cost = 45 + 25 + 80 + 5 + 27 points. END Cost: 14; Magic Roll: -17; Casting Time: ½ Phase

EMPEROR'S WARDROBE

This common spell allows the Wizard to change his clothes in an instant to any garb. The spell will create any garments, from the most sumptuous to filthy rags, or even armour, but it will not create "real" armour, or clothing of enormous value. The metal of created armour is cunningly wrought pasteboard, the gems glass, etc. However, while it will stand up to detailed scrutiny, over time, it will slide back into its original form.

Power: 2d6 Cosmetic transform (any clothes) - heals normally.

Specific Modifiers: Improved target group: any clothes (+¼)

Active Cost = 12 points; END Cost: 1; Magic Roll: -1; Casting Time: ½ Phase.

ENCODE

This spell enables the caster to transform any writing into any other writing that the caster knows. The writing is transformed back when a trigger word is spoken. This is an extremely secure way to send and receive secret messages, a valuable skill for negotiators and traders alike.

Power: 2d6 Cosmetic Transform; writing to other writing (change back with trigger word)

Specific Modifiers: Extra Time: 5 minutes (-2).

Active Cost = 10 points; END Cost: 1; Magic Roll: -0; Casting Time: 5 minutes

ENDLESS NIGHT

The target of this spell is enshrouded in an endless, pitch-black void, which no sight can penetrate. Movement is not possible within this void, although the target can believe he is advancing. He can attack and defend normally, although with less effect due to sight restrictions.

First Power: 3d6 Entangle, blocks sight group.

Specific Modifiers: Entangle and character both take damage (+½); Set effect, Head only (-1), can use foci (-1), Limitation: entangle takes x2 BODY from light or fire-based attacks (-½), Costs END to maintain (-¼).

Power: Images versus tactile group

Specific Modifiers: Linked to Entangle (-½), Only to cause perception of movement (-½).

Active Cost = 60 + 20 points. END Cost: 8; Magic Roll: -8; Casting Time: ½ phase.

ENDLESS VOID

If the target of this spell fails his EGO roll, he suddenly finds himself floating in darkness above a lifeless grey landscape. From the outside, the target becomes englobed by a mottled grey sphere which then rises 5" above the ground. When the spell is terminated, the target floats gently back to the ground.

First Power: Images (Sight and sound), -3 PER rolls

Specific Modifiers: Only simulate floating in void (-1), Target must fail EGO roll to be affected (-½).

Second Power: 5" Flight

Specific Modifiers: Usable against any Target at Range (+1); Linked to Images (-½), Only to float target 5" off the ground (-1), Float to ground upon normal spell termination (-¼).

Active Cost = 24 + 20 points; END Cost: 4; Magic Roll: -4; Casting Time: ½ phase.

ENDURE THE FLAMES

This spell covers the caster in a polished golden sheen, allowing him to endure intense heat and flame with minimal damage. This reduction works against normal and magical fire, including killing attacks.

Power: 50% Resistant Damage Reduction

Specific Modifiers: Only against fire (-½)

Active Cost = 30 points; END Cost: 3; Magic Roll: -3; Casting Time: ½ phase.

ENFEEBLE

When this spell is cast at a target it temporarily ages him. The effect is physical, and the target's body weakens and loses vigour

First Power: 1d6 BODY Drain

Second Power: 1d6 STR Drain

Third Power: 1d6 END Drain

Specific Modifiers: Return 5 per minute (+¼); Linked (only for STR and END Drain, -½).

Active Cost = 12 + 12 +12 points; END Cost: 4; Magic Roll: -4; Casting Time: ½ Phase.

ENHANCE FERTILITY

This spell can be used to make any one animal more fertile. The odds of becoming pregnant are doubled, as are the odds of having twins or larger batches of offspring. If a creature is currently infertile due to age or medical problems, this spell will restore the normal level of fertility. Additional use of this spell on the same creature has no further effect beyond those already listed.

Power: 3d6 Cosmetic Transform (Repair or Double Fertility)

Specific Modifiers: Cumulative (+½).

Active Cost = 22 points; END Cost: 2; Magic Roll: -2; Casting Time: ½ phase.

ENHANCE MAGIC

The caster uses this spell to augment other magic. The spell can augment any magic spell, but only one spell at a time may be enhanced.

Power: 3d6 Aid

Specific Modifiers: 0 END (+½), Any Single Magic Spell (+¼).

Active Cost = 52 points. END Cost: 0; Magic Roll: -2; Casting Time: ½ Phase

ENHANCE PEOPLE

This spell allows the Caster to help people. With this spell a mage can enhance the abilities of others around him, making them stronger, faster or smarter. The effects are only temporary, but much can be accomplished in a short time.

Power: 3d6 Aid

Specific Modifiers: 0 END (+½), Any Single Characteristic (+¼).

Active Cost = 52 points. END Cost: 0; Magic Roll: -3; Casting Time: ½ Phase.

ENLARGE ELEMENT

With this spell, the Wizard is able to increase the size of a single piece of a given element (which must be specified when the spell is chosen) weighing 100 kg or less. The dimensions of the piece increase four fold, and the total mass increases by a factor of sixteen. This is sufficient to completely fill a single hex.

Power: Growth (6 levels)

Specific Modifiers: Usable Against Others (+1); Only affects a single element (fire, water, etc., -1)

Active Cost = 60 points; END Cost: 6; Magic Roll: -6; Casting Time: ½ Phase.

ENHANCED INVISIBILITY

A more potent version of Invisibility, this spell will hide the Illusionist from view, and will muffle any sounds or odours that he might emit. There is no fringe about the Illusionist to give away his location, and the spell is relatively easy to maintain. However, it requires a full turn to cast this spell.

Power: Invisibility to Sight, Sound, and Smell Groups

Specific Modifiers: ½ END (+¼); Extra Time - 1 Turn (-1).

Active Cost = 50 points. END Cost: 4; Magic Roll: -7; Casting Time: 1 turn.

ENLARGEMENT

The spell caster can use his magic to temporarily increase the size of someone or something. The target must be touched for the magic to work.

Power: 3 Levels of Growth

Specific Modifiers: Usable Against Others (+1), Up to 200 Kg mass for inanimate objects (+¼).

Active Cost = 34 points. END Cost: 3; Magic Roll: -3; Casting Time: ½ Phase

ENTOMB

The earth suddenly gapes to swallow down the victim of this spell if he is not swift to move.

Power: 6" tunnelling

Specific Modifiers: Usable Against Others at Range (+1 ½, negated by making successful dive for cover), 0 END Persistent (+1); Victim Must Have Connection to the Earth (-¼).

Active Cost = 42 points; END Cost: 4; Magic Roll: -4; Casting Time: ½ Phase.

ENTROPY

This spell summons chaotic forces to cause random failures of the next four magical powers the target attempts to employ. Each time such a power is used, the activation roll is used to determine if the dispel attempt is made. Regardless of the result, a single charge is used up for each such activation roll.

Power: 10d6 Dispel

Specific Modifiers: Any Magical Powers, one at a time (+¼), Continuous (+1), Trigger: by magic use by the target (+¼); Activation Roll (per charge) 11- (-1), Costs END to cast (-¼), 4 Charges (-1).

Active Cost = 75 points. END Cost: (7); Magic Roll: -7; Casting Time: ½ phase.

ERADICATION

The darkest wizards possess great magic that allow them to exist beyond death and to continue employing their powers. This ritual will completely eradicate such an abomination, extinguishing both the physical body and life spirit of the being. The fiend is caged in a psychic ward, wracked with unearthly energies, then finally and completely annihilated.

First Power: 6d6 Entangle

Specific Modifiers: transparent to attacks (+½).

Second Power: 1d6+1 RKA Energy (Annihilation)

Specific Modifiers: Continuous (+1), Penetrating (+½); Linked to Entangle (-½).

Combined Specific Modifiers: Affects Desolidified (+½), ½ END (+¼); Only versus magic-using creatures (-1).

Active Cost = 135 + 75 points. END Cost: 10 to cast, 3 to continue; Magic Roll: -21; Casting Time: ½ phase

ERCON'S MYSTICAL WARDING SPIKES

With this spell, the caster can enchant a set of four metal spikes to sound an alarming trumpet note should anyone come within 100 meters (50" r max.) of his camp without announcing the password aloud. The wizard can place the four spikes at the four corners of the camp's perimeter and upon placing the fourth spike utter that day's password. Of course, the spell can only trigger if the mage's normal perceptions would have detected the intruder.

Power: Images vs. normal hearing

Specific Modifiers: Trigger: Anyone who approaches within 50" without saying the password (+½); Extra Time: Full Phase (-½)

Active Cost = 7 points. END Cost: 1; Magic Roll: -1; Casting Time: 1 Phase

ESP

This spell allows the caster to read the surface thoughts of anybody in the immediate vicinity. The rush of thoughts from multiple minds comes at him indiscriminately, and he must concentrate to pick out the thoughts of a particular individual from among a group. Deeper probing requires more powerful Telepathic ability than this spell allows.

Power: 4d6 Telepathy

Specific Modifiers: Explosion (1d6 per 4", +1+¼); No Range (-½), Only to read surface thoughts (-¾), ½ DCV Concentrate to pick out thoughts of individual from a group (-¼).

Active Cost = 45 points. END Cost: 4; Magic Roll: -4; Casting Time: ½ phase.

ETERNAL EXILE

This spell is used to punish an individual who has perpetrated a serious crime against a temple or similar. The criminal is banished for all time from a 100km radius centred on the ground where the spell is cast. To exile the target, the caster will need a piece of the body of the criminal, such as a lock of hair, some nail clippings, or even a finger or other appendage. The body part is planted 6' under the holy ground, packed with ash and salt, then buried by rocks. (Destroying the body part is sufficient to cancel the spell.) By tradition, the exile is escorted from the area before the curse is put into effect. Whenever the criminal returns to the area, his flesh acquires a burning glow and the mark of the temple appears upon his forehead. The magical curse will not allow him the mercy of unconsciousness, and he must watch as his flesh burns and falls off.

Power: 1d6 RKA

Specific Modifiers: Area Effect (Area Affect Radius, Megascale 100 km +1 $\frac{3}{4}$), Penetrating (+ $\frac{1}{2}$), 0 END Persistent (+1), Continuous (+1); No Range (- $\frac{1}{2}$), No Knockback (- $\frac{1}{4}$), No STUN (- $\frac{3}{4}$), Independent (-2), Only versus a banished criminal (- $\frac{1}{4}$), OIF Piece of Criminal buried on Holy Ground (-1- $\frac{1}{2}$).

Active Cost = 79 points; END Cost: 0; Magic Roll: -8; Casting Time: $\frac{1}{2}$ phase.

ETERNAL SLEEP

This spell forces the victim into a magical deep sleep. The caster has to touch the target for the spell to work. The victim can only be awoken by the fulfilment of a special condition - chosen by the caster when learning the spell.

Power: 3d6 Major Transformation (target into sleeper)

Specific Modifiers: Cumulative (+½); No Range (-½).

Active Cost = 67 points. END Cost: 7; Magic Roll: -7; Casting Time: ½ Phase

EVER WATCHFUL

This spell creates an invisible guardian that will watch over an area to look for a specific event. The type of event must be specified when the spell is cast, but it can be anything stated at the time the spell was cast. (Players should write down the event at the time the spell is cast.). When the event occurs, the caster is aware of it (if in range). The maximum range of the spell is 250m.

Power: Clairsentience (Sight/Sound)

Specific Modifiers: Invisible Power Effects (All Senses, +1), Trigger (Any, +½)

Active Cost = 62 points; END Cost: 6; Magic Roll: -6; Casting Time: 1 turn.

EVIL EYE

The Evil Eye is a powerful weapon that the caster should use sparingly at most. The mage's face becomes the picture of sorcerous fury, casting down upon his victim a spell of damnable unluck. The victim may remove this curse through a holy blessing, three days of continuous prayer and fasting, an exceptionally good deed, a Dispel Magic, or (of course) by placating the caster.

Power: 6d6 Minor Transformation (Same character, adds 3d6 Unluck)

Active Cost = 60 points. END Cost: 5; Magic-Roll: -5; Casting Time: ½ Phase.

EXALTED HEALING

This is the most powerful healing spell generally available. It can heal even the deepest wounds, repair missing limbs, etc. It does not replace Stun, however.

Power: 6d6 Healing to BOD can heal limbs

Specific Modifiers: Extra time (full phase, $-\frac{1}{2}$).

Active Cost = 65 points. END Cost: 6; Skill Roll: -6; Casting Time: 1 Phase

EXPLOSIVE AIR BLAST

Upon casting this spell, a sphere of highly compressed air flies from the fingertips of the caster to the target hex. The air explodes in a blast of winds that will snuff any unshielded, non-magical light sources, and can knock down anybody standing in the vicinity.

First Power: 3d6 Energy Blast to PD

Specific Modifiers: Double Knockback (+ $\frac{3}{4}$); Reduced Penetration (- $\frac{1}{4}$).

Second Power: 6d6 Dispel

Specific Modifiers: Any open, non-magical flame (+ $\frac{1}{4}$); Linked to EB (- $\frac{1}{2}$).

Combined Specific Modifiers: Explosion (+ $\frac{1}{2}$), Doesn't work in rain, underwater, or in greater than 10kph winds (- $\frac{1}{2}$).

Active Cost = 34 + 31 points. END Cost: 5; Magic Roll: -5; Casting Time: $\frac{1}{2}$ Phase.

EXTINGUISH FIRE

With this spell, the caster can extinguish fires within a 2" radius of the target hex. Since extinguishing fires is always harder than starting them, it requires additional endurance.

Power: 5d6 Dispel

Specific Modifiers: Dispel vs. Fire, any power, one at a time (+¼), Area Effect (+1); x2 Increased Endurance (-½).

Active Cost = 34 points. END Cost: 6; Magic Roll: -3; Casting Time: ½ phase.

EXTRACT POISON

Occasionally a villager will fall victim to a snake bite, or ingest a poisonous herb. In such cases, Magic can be used to draw a natural poison or venom from the body. This spell is usually only effective against poisons that are weak and slow to work, and is ineffective against man-made toxins.

Power: 10d6 Dispel Poison or Venom

Specific Modifiers: Any Natural Poison/Venom (+¼); Gradual Effect (1 Minute, -½), No Range (-½).

Active Cost = 37 points. END Cost: 4; Magic Roll: -4; Casting Time: ½ phase.

EXTRADIMENSIONAL BUBBLE

This spell summons a bubble of Elemental material. Any creature(s) caught inside this bubble will suffer the effects of unprotected exposure to the element in question (unless, of course, they possess applicable protection). Anyone caught in the bubble will have difficulty escaping, as the bubble's boundary solidifies. There is a small chance of accidentally catching a creature native to the element in question inside the bubble. It will usually react in a hostile and aggressive manner.

First Power: Change Environment

Specific Modifiers: Any environment of a given element (+1), Caster must know specific plane desired (-¼), Linked to entangle (-¼).

Second Power: 4d6 Entangle

Specific Modifiers: Area affect, 1 hex (+½); Linked to Summon (-¼).

Third Power: Summon (up to 100 point individual)

Specific Modifiers: Related group (inhabitants of element +¼); activates 8- (-2).

Second Power: 2d6 EB

Specific Modifiers: Area affect, 1 hex (+½), +1 variable advantage (+2); Linked to Summon (-¼), No knockback (-¼).

Active Cost = 10 + 25 + 62 + 35 points. END Cost: 13; Magic Roll: -13;
Casting Time: ½ phase

EXTRAPLANAR FLIGHT

This spell enables the caster and those he is touching to travel through the astral plane to other dimensions. The caster must know his destination and point of departure. The spell is extremely dangerous to cast because if the destination is wrong, the caster can be flung randomly through astral space and end up almost anywhere

Power: Extra-Dimensional Movement to any dimension, 400 kg maximum.

Specific Modifiers: Side Effects (caster and those with him end up in some other dimension as chosen by the GM, plus the Astral Flight spell is automatically jammed, -1), Jammed 12- (-1 ¼).

Active Cost = 50 points; END Cost: 5; Magic Roll: -5; Casting Time: ½ Phase

EYE OF THE BEAST

This spell allows the caster to establish a mental link between himself and an animal familiar. In addition, the caster can hear through the ears and see through the eyes of his familiar. For many mages it is fairly common to have a night-time creature as a familiar (Owl, bat, ferret, black cat, black panther, raven etc.), giving him the additional ability to see in darkness.

First Power: Mind Link (one subject, any distance)

Specific Modifiers: Costs END (-½).

Second Power: Clairsentience (hearing, sight sense group)

Specific Modifiers: 25x Normal Range (+½); Only usable through senses of familiar (-1).

Combined Specific Modifiers: (all powers): 0 END Cost (+½); Extra Time: 1 Turn (-1).

Active Cost = 15 + 60 points; END Cost: 0; Magic Roll: -7; Casting Time: 1 Turn

EYEBITE

When this spell is cast, a flock of birds surrounds the target, pecking at him mercilessly. The birds will try and strike the eyes, but are not particularly picky. This spell is most effective when used against unarmoured opponents.

First Power: 1d6 Flash vs Normal Vision

Second Power: 1 pip RKA

Specific Modifiers: Continuous (+1), Autofire (+½), ½ Endurance (+½), Killing Attack is Linked to Flash (-½).

Active Cost = 30 + 15 points; END Cost: 4; Magic Roll: -4; Casting Time: ½ Phase

EYES OF THE HAWK

This spell allows the sense mage to see far-away things as if they were very close.

Power: Telescopic vision, +6

Specific Modifiers: Costs END (-½), extra time (½ phase).

Active Cost = 9 points; END Cost: 1; Magic Roll: -1; Casting Time: ½ Phase

F

FAERIE BANQUET

During the casting of this spell the wizard entertains up to 15 people in a grand, lavish banquet. This feast lasts for at least five hours, during which time lesser magic may also be cast (if such is required to keep the diners from leaving). At the end of the banquet, all those who have partaken of the entire feast (including allowances for privy breaks, etc.) and are within the proper radius at the exact moment of completion wander away from the scene to discover that a far greater amount of time has passed. The exact amount of time passed is entirely up to the wizard. Sometimes a few extra hours is all that is needed, but days, weeks, years and even centuries and millennia maybe traversed through this spell. Naturally, the spell caster himself is also subject to these effects.

Power: Extra-Dimensional Movement, Through time, Anywhere in the future, +1600 kg mass

Specific Modifiers: Area Effect: 8" radius (+1), Usable Against Others (+1), Extra Time: 5 Hours to cast (-3), OAF: Banquet, Immobile, Expendable) (-1 ½), Others must partake of banquet for the entire 5 hours (-2).

Active Cost = 210 points. END Cost: 21; Magic Roll: -21; Casting Time: 5 Hours.

FAERIE FOOD

Sometimes hunting for meals several times a day can become quite tedious. To remedy this nuisance, the recipe for Faerie Food was developed. A few bites of these tasty concoctions are enough to sustain a person for one full week. The spell caster must prepare any sort of food, and the enchantment is placed on the ingredients during the casting. One preparation of Faerie Food will serve up to 8 people.

There is another sort of Faerie Food, which has the reverse effect. The unlucky person who eats enough of this cursed food will be seized by a ravenous hunger. He must consume 10 meals every day for an entire week, lest the hunger pains grow intolerable. Under the effects of this spell, it is literally possible to starve to death in a matter of hours! The curse will be lifted if a Dispel Magic is cast upon the victim, if he eats a bite of the benevolent Faerie Food, or after one week has passed.

Benevolent Faerie Food

Power: Life Support: Character doesn't need to eat for one week

Specific Modifiers: Usable By Others (up to 8 people) (+1 ¼), Extra Time: 5 Minutes to prepare (-2), must prepare actual food (-½), food must be eaten (-¼).

Active Cost = 2 points. END Cost: 0; Magic Roll: -0; Casting Time: 5 Minutes

Cursed Faerie Food

Power: 2d6 Major Transform (Same character except add the Disadvantage: Susceptibility (Must eat 10 meals a day or take 3d6 damage per minute); Transform fades after 1 week has passed, if a Dispel Magic of 45 pts. or greater is cast upon the victim, or if benevolent faerie food is eaten)

Specific Modifiers: Cumulative (+ $\frac{1}{2}$), Extra Time: 5 Minutes to prepare (-2), must prepare actual food (- $\frac{1}{2}$), food must be eaten (- $\frac{1}{4}$).

Active Cost = 45 points. END Cost: 4; Magic Roll: -4; Casting Time: 5 Minutes

FAERIE RING

Faerie Rings look like simple circles of mushrooms, flowers, stones, or other inoffensive objects. However, they can actually serve as gateways to other faerie rings (within a kilometre and a quarter). Often faerie rings are used to whisk away the unwary, by luring them inside with delightful dances, songs, food, etc. (The Glamour spell is very handy for this purpose.) All that is required is to stand within the ring for twelve seconds (1 Turn), and the target finds that he can no longer see beyond its boundaries. For a few moments the person has the illusion that the world has disappeared; a new environment then spreads out around him. Only the spell caster may select which nearby faerie ring to travel to. He may also instruct the ring to take its passengers to a specific faerie ring determined beforehand. Otherwise, the ring sends each passenger to a random faerie ring within its range. (If there are no other faerie rings nearby, the spell has no effect.)

To create a Faerie Ring, the wizard must spend five hours performing an intense invocation of the forces of nature, during which he cannot be disturbed. He may place his own ring of stones or other markers, he may use existing features such as a small clearing, a pond or puddle, etc., or he may simply cast the spell without an existing ring. In the last case, a circle of mushrooms, flowers, vines, moss, or other appropriate growth will arise at the completion of the invocation. Removing these physical markers will not destroy the faerie ring; they will simply regrow with uncanny speed (in the case of hand-placed markers, they will be replaced by some kind of growth as though the wizard had cast the spell without his own markers). Faerie Rings must be roughly horizontal, and can only be placed in a stationary place (not in a wagon, on a ship, etc.).

Power: 10" Teleport

Specific Modifiers: Megarange 1 km (+¼), Usable Against Others (+1), Area Effect: radius (+1), Reduced END: 0 END (+½), Persistent (+½), Continuous (+1), Can only transport characters to another faerie ring (-1 ½), Non-combat movement only (-¼), Concentration (0 DCV, -1), Character must remain inside ring for 1 Turn to be affected (-1), Always On (-¼), Extra Time: 5 Hours to cast (-3).

Active Cost = 95 points. END Cost: 0; Magic Roll: -22; Casting Time: 5 hours.

FAERIE SIZE

To use this spell, the wizard begins by slowly intoning an arcane phrase, sluggishly tracing patterns in the air. He then repeats the phrase and the patterns twice as fast, then doubles his speed again and again until twelve seconds have passed. Once the casting is complete, the wizard is surrounded by a sparkling glow and he shrinks to one-sixteenth his normal size. A normal man will end up about five inches high. A small faerie will finish at half an inch high! However, there are drawbacks to being so small: the wizard's strength and toughness decrease as well, and he will be stuck at his smaller size until the hour of midnight strikes (at which point he can choose to restore himself to normal, or continue at this size until the following midnight).

Power: 40 points Shrinking (5" tall)

Specific Modifiers: Reduced END: 0 END (+½), Extra Time: 1 Turn to cast (-1), Must remain shrunk until midnight (-½) ¼ x STR, CON, STUN, PD and ED while shrunk (-1).

Active Cost = 60 points. END Cost: 0; Magic Roll: -6; Casting Time: 1 Turn

FALLING LEAF

When this spell is cast, the caster becomes like a leaf in the wind. In addition to falling gently, he can direct his movements, although he must always continue moving downward.

Power: 10" gliding

Active Cost = 10 points; END Cost: 0; Magic Roll: -1; Casting Time: 0 Phase

FALSE ILLUSION

In contrast to normal illusion spells, the False Illusion spell is used to make a real object or creature appear to be an improperly crafted illusion. Upon casting this spell, the object will occasionally flicker and distort, as if an image was being projected. The effectiveness of this spell is enhanced if the observes know in advance that they are dealing with an Illusionist.

Power: Images to Sight, -3 PER

Specific Modifiers: Only to make an existing object or being flicker slightly (-1).

Active Cost = 19 points. END Cost: 2; Magic Roll: -2; Casting Time: ½ phase.

FALSE LIMB

When an individual has lost a limb through amputation, the Wizard can use this spell to actuate a temporary replacement. The wizard who constructs the prosthesis must make a skill role against KS: Build Prosthesis to determine if the limb is constructed correctly. When using the limb, reduce the DEX by -1 for each point by which KS: Build Prosthesis was failed. This spell can be used to actuate multiple limbs on the same target.

Power: Extra Limbs

Specific Modifiers: 0 END (+½), Usable by one other (+¼); Costs END to start (-¼), Only to replace missing limb(s), (-¼), Caster must have KS: Build Prosthesis (-¼).

Active Cost = 9 points; END Cost: 1; Magic Roll: -1; Casting Time: ½ Phase.

FAMILIAR

A wizard is often surrounded by one or more small companions who serve him as agents, and sometimes as his source of power. This ritual allows the caster to summon a small creature (worth a maximum of 100 character points) from the local area, then attempt to establish a mental link with the creature. The animal will initially be in favour of establishing this link. Once he has done so, it is up to the wizard to maintain a friendship with the creature. Casting this spell requires a pentacle constructed from natural materials, with an animal lard candle burning in each corner, and various herbs, animal parts, and incense placed in the centre

First Power: Summon Familiar

Specific Modifiers: Any local animal (+ $\frac{1}{4}$); amiable (+ $\frac{1}{4}$) Creature selected at random from appropriate area (- $\frac{1}{2}$).

Second Power: Mind Link (familiar)

Specific Modifiers: Linked to Summon (- $\frac{1}{2}$).

Combined Specific Modifiers: OAF - Summoning Materials, immobile (-2), Activate (14-, chance for animal to be in area, - $\frac{1}{2}$), Extra Time: 1 hour (-2- $\frac{1}{2}$).

Active Cost = 25 + 5 points. END Cost: 7; Magic Roll: -7; Casting Time: 1 hour.

FARHEARING

This spell allows the caster to listen and hear things from far away. This could be very useful for eavesdropping.

Power: Clairsentience for hearing sense group, Max distance 200"

Specific Modifiers: Concentrate: $\frac{1}{2}$ DCV throughout ($-\frac{1}{2}$).

Active Cost = 25 points; END Cost: 3; Magic Roll: -3; Casting Time: 1 Phase.

FARSEERING

This spell allows the caster to gaze into a mirror, piece of crystal, or similar substance and see things that are happening far away. The range is limited, but a clever mage could use it to find out where the treasure lies, or how many guards await inside a castle.

Power: Clairsentience for sight sense group, max. distance 200"

Specific Modifiers: OAF; Mirror, piece of crystal, or the like (-1),
Concentrate: $\frac{1}{2}$ DCV throughout(- $\frac{1}{2}$), Extra time (full phase, - $\frac{1}{2}$).

Active Cost = 25 points; END Cost: 3; Magic Roll: -3; Casting Time: 1 phase

FAR SIGHT

This spell allows the caster to use the surface of calm water to observe events happening far away. By staring into the water the caster can see and hear what is happening. It should be noted that only the caster can see and hear, to everybody else the caster is simply staring at his own reflection in the water.

Power: Clairsentience (sight and sound) 125" range

Specific Modifiers: OAF; Water (-1).

Active Cost = 25 points. END Cost: 2; Magic Roll: -2; Casting Time: ½ phase

FEAR

This spell causes the subject to experience extreme fear and act accordingly. Usually this involves running away, but other reactions are possible.

Power: 10 d6 Mind Control

Specific Modifiers: Telepathic (+¼), Only to cause a fear reaction (-½).

Active Cost = 62 points; END Cost: 5; Magic Roll: -5; Casting Time: ½ Phase.

FEATHER FOOT

When this spell is cast, the caster is can walk just above any horizontal surface without touching the surface or leaving any tracks. With this spell the caster could walk on water or even lava or acid without taking damage (although he had better be careful of the superheated air or poisonous fumes he might be breathing).

Power: 8" Flight

Specific Modifiers: Can only be used to move just above a substantially horizontal surface (i.e. not up a steep mountain face or a wall, $-\frac{1}{2}$), Caster cannot move faster than he can run ($-\frac{1}{4}$)

Active Cost = 16 points; END Cost: 2; Magic Roll: -2; Casting Time: 0 Phase

FEIGN DEATH

The mystical self-control of the Caster allows him to slow down his bodily functions to the point where he appears dead. This inactive condition allows him to survive without air for hours at a time. However, the Caster must retain total concentration and pay the END cost for as long as he maintains this power.

First Power: Invisibility to Mental Senses and Life Detection, no Fringe

Specific Modifiers: $\frac{1}{2}$ END ($+\frac{1}{4}$).

Power: Life Support (No need to sleep or breathe)

Specific Modifiers: Linked to Invisible ($-\frac{1}{2}$).

Combined Specific Modifiers: 0 DCV concentration throughout (trance-like, -1)

Active Cost = 62 + 15 points. END Cost: 3; Magic Roll: -8; Casting Time: $\frac{1}{2}$ phase.

FIELD OF NORMALITY

This spell creates a subtle field of illusion/enchantment around up to 8 creatures. This field clings to each being touched, whether they remain in a group or not, and radiates an insidious message to all who encounter or view the affected beings. This message reassures onlookers that there is nothing out of the ordinary about these beings. Thus, the most bizarre of beings may enter crowded cities and not be subject to undue attention or attack. A side effect of this is that all reaction modifiers are nullified, negating bonuses for high COM or PRE. When an observer is questioned later about a being under the field's protection, they remember the event precisely, and may become puzzled at their lack of reaction!! The magic of the field tends to prevent this realization from becoming traumatic, however.

Power: 6d6 Mind Control

Specific Modifiers: Area effect (radius, + 1), Usable (by up to 8) others (+ 1), 0 END (+½); only to make users seem ordinary (-1), User cannot gain COM or PRE bonuses (-¼), costs END to cast (-¼)

Active Cost = 105 points; END Cost: 10; Magic Roll: -10; Casting Time: ½ Phase

FINGER OF DEATH

When this powerful spell is cast, the mage points his finger at the target and commands its heart to stop. If he commands sufficient power, his victim will usually collapse, to die soon after. If not, the victim is unaffected.

Power: 6d6 RKA

Specific Modifiers: Invisible effects (to sight, $+\frac{1}{2}$); All or nothing (-2), Does no knockback ($-\frac{1}{4}$)

Active Cost = 135 points; END Cost: 13; Magic Roll: -13; Casting Time: $\frac{1}{2}$ Phase

FINNEGAN'S FINDER SPELL

Named for the spell's absent-minded inventor, this spell allows the wizard to locate any lost item by tracing its aura. The wizard, or the being on whom the spell is cast, must have contacted the item recently. The further back in time the subject last contacted the lost item, the more difficult it is to locate.

Power: Detect Lost Item (Sight), 360 Degrees, +4 Telescopic

Specific Modifiers: Indirect (Any location) (+½), Usable by Other (+¼); Costs END to use (-½), -1 PER for each step down time chart beyond 1 hour the item was last touched (-¼).

Active Cost = 28 points. END Cost: 8; Magic Roll: -4; Casting Time: ½ phase.

FIREBALL

This common spell creates an explosion of flame that burns anyone in its radius. The caster points his finger, and with a "whoosh" the fireball flies toward the target and explodes. The fireball frequently sets its target on fire.

Power: 6d6 Energy Blast (Fire)

Specific Modifiers: Explosion (+½); Doesn't work in rain or underwater (-¼)
.

Active Cost = 45 points END Cost: 4; Magic Roll: -4; Casting Time: ½ Phase.

FIRE BLESSING

This spell makes the caster nearly immune to any fire attack. The caster has small flames crackling off his body while this spell is in effect.

Power: 30 ED Force Field

Specific Modifiers: Only vs Fire and Heat attacks (-1), Extra Time: One Turn (-1).

Active Cost = 30 points. END Cost: 3; Magic Roll: -3; Casting Time: 1 turn

FIRE EAGLE

This spell creates a winged figure of fire that pursues its victim, attempting to burn him. As long as the target continues to run away or dodge, the fiery figure will swoop and threaten, but not actually burn the target. For this reason, it is sometimes used by mages who wish to dispose of a foe without actually harming them (unless they stop, of course). Since the target must do more than a half move to avoid attack, their other options are severely limited.

Power: 3d6 RKA (energy)

Specific Modifiers: Trigger (+¼, trigger is target using a half move or less - thus dodges only count if the target moves as well), Power stopped by water or non-flammable material (-¼).

Active Cost = 56 points; END Cost: 6; Magic Roll: -6; Casting Time: ½ Phase.

FIRE EATER

Some mages can swallow burning swords or walk across hot coals, apparently without discomfort. This spell will protect the caster from such heat-based damage, allowing him to walk through even large fires with no damage.

First Power: 10 ED Force Field

Specific Modifiers: Only versus Fire and Heat (-1).

Second Power: Life Support: Intense Heat

Specific Modifiers: Linked to Force Field ($-\frac{1}{2}$), Costs END ($-\frac{1}{2}$)

Active Cost = 10 +2 points. END Cost: 1; Magic Roll: -1; Casting Time: $\frac{1}{2}$ phase.

FIRE SIGHT

This spell allows the caster to look into a fire, and see out of a different fire. For example, a wizard could stare into his camp-fire and see out of a baron's fireplace. Similarly, a wizard could stare into his pipe, and see out of a torch on the other side of a door. Anyone else looking into the flames will see nothing out of the ordinary.

Power: Clairsentience (sight). Max distance 100".

Specific Modifiers: Fragile OAF - open flame (-1 ¼), Doesn't work in rain or underwater (-¼), Concentration: ½ DCV for duration of spell (-½), Only from fire to fire (-2).

Active Cost = 20 points. END Cost: 2; Magic Roll: -2; Casting Time: ½ Phase.

FIRE TRAP

This is a spell of warding, used by magi to protect chambers or compartments from prying eyes. The trap is activated when the door is opened by anyone other than the spell caster. If the spell caster is invisible or in disguise, the trap will go off anyway.

Power: 4d6 Energy Blast (Fire)

Specific Modifiers: Explosion (+½), Trigger - opened by non-caster (+¼); x2 END (-½), Only on an inanimate, stationary surface (-¼), Doesn't work in rain or underwater (-¼).

Active Cost = 35 points; END Cost: 8; Magic Roll: -3; Casting Time: ½ phase.

FIRE WARDING

This spell creates an animated wall of flame (or vaguely man shaped figure) that serves to keep the target immobilised. It will dart about the target, frustrating any effect to move away, unless the victim is willing to plunge into the flame.

Power: 3d6 RKA (energy)

Specific Modifiers: Trigger (+¼, trigger is target attempting to move).

Active Cost = 56 points; END Cost: 6; Magic Roll: -6; Casting Time: ½ Phase.

FISHER

This amusing spell calls into being a long, faintly glowing line of force. Typically, the line is cast into an area (a building, a pool of water and so on) where one suspects interesting and/or valuable objects might be found. The caster then patiently waits for a "bite". Every phase spent fishing gives the caster a chance for a 'bite'; roll the luck roll for each bite. Dependant on the number of "6's", the "bite" is something along the lines of what the caster was seeking, based on what the GM decides is actually around. Note that the caster does not have to be particularly near or in line to the object (thus the indirect advantage), but that the line must be able to go in an uninterrupted path - through windows, over counters, and the like to bring out an object. Of course the type of objects sought for must actually exist and lie within range of the casting site. An alternate use of the Rod is for actual fishing, with similar chances of catching "something". No bait is needed for this use of the spell.

First Power: Telekinesis (30 STR)

Specific Modifiers: Indirect (any direction, $+\frac{3}{4}$), 5 x Range ($+\frac{1}{4}$); No control over object seized ($-\frac{1}{2}$), Affects all parts of Target ($-\frac{1}{4}$), Only to lift and carry objects (-1), Extra time (full phase, $-\frac{1}{2}$).

Second Power: 4 d6 Luck

Specific Modifiers: linked to Telekinesis ($-\frac{1}{2}$), Only for "finding" objects (-2), Costs END to cast ($-\frac{1}{4}$), Extra time (full phase, $-\frac{1}{2}$).

Third Power: Clairsentience

Specific Modifiers: linked to Telekinesis ($-\frac{1}{2}$), Only for allowing the TK to work "out of sight" - no visuals (-2), Costs END to cast ($-\frac{1}{4}$), Extra time (full phase, $-\frac{1}{2}$).

Active Cost = $60 + 45 + 20$ points; END Cost: $6 + (6)$; Magic Roll: -12 ;
Casting Time: 1 phase.

FLAMING WEAPON

This allows the caster to wreath the business end of a weapon in flames, increasing the damage to any targets struck by the wielder. The weapon must be touched by the caster, but it can be used anywhere in line of sight of the caster. Wooden weapons are quickly burnt by this spell, while most metal weapons become hot to the touch and require gloves to handle.

Power: 1d6 HKA (Fire)

Specific Modifiers: Damage shield, on attacks other than grab (+ $\frac{3}{4}$), continuous (+1), Usable by Others (+ $\frac{1}{4}$); Only on own attacks (-1), HKA - strength does not add (- $\frac{1}{2}$), Can burn/melt weapon (- $\frac{1}{4}$), Will not work in rain or underwater (- $\frac{1}{4}$), OAF (weapon, -1)

Active Cost = 45 points; END Cost: 4; Magic Roll: -4; Casting Time: $\frac{1}{2}$ Phase.

FLIGHT

This is one of the favourite spells, since it enables the caster to emulate the birds and soar through the clouds.

Power: 10" flight

Active Cost = 20 points; END Cost: 2; Magic Roll: -2; Casting Time: 0 Phase

FLOATING DISK

This spell brings into existence a slightly concave, circular disk of force which floats just above the ground. The disk will follow the Wizard about, hovering just above the ground, and can be used to transport 100kg worth of equipment and treasure. If the Wizard moves out of range for any reason, the disk is instantly dispelled.

Power: 10 STR Telekinesis

Specific Modifiers: Area Effect (hex, $+\frac{1}{2}$), 0 END ($+\frac{1}{2}$); Costs END to activate ($-\frac{1}{4}$), Affects all parts of Target ($-\frac{1}{4}$), Only to lift and carry objects (-1), Range Limited to 10" ($-\frac{1}{4}$)

Active Cost = 30 points; END Cost: 0; Magic Roll: -3; Casting Time: $\frac{1}{2}$ Phase.

FLOOD

This spell will inundate an area with a powerful flood of water. The blast of water emerges from a single hex and flows outward in the direction(s) of least resistance at the rate of 6" per segment until the flow fades away past 32". Knockback occurs in the direction of the flow. Underwater, this spell creates a strong current flowing out radially from the target hex.

Power: 8d6 Energy Blast vs PD - wave flowing outward at 6"/segment

Specific Modifiers: Explosion (-1 DC per 4", +1+¼); Only within range of a large water body (-½), Extra Time (Full Phase, -½).

Active Cost = 90 points; END Cost: 9; Magic Roll: -9; Casting Time: 1 Phase.

FLYING CASTLE

This spell allows the caster to enchant a Castle and its surrounding grounds so as to rise up and float permanently in the sky. The base of the Castle will be wrapped in a permanent cloud formation, hiding its existence from viewers underneath. The path of the Castle is controlled from the command throne, which also provides the pilot with a stereo view of the surrounding area. Casting this spell requires a suitable existing Castle. The Castle becomes a Vehicle with 28 BODY, 7 DEF, 2,000 hexes (8,000 hex Grounds), -13 DCV, 100 STR, 10 DEX, 1 SPD, -18 KB, 5" Flying (Limited Manoeuvre, 0 END Persistent), and no Ground Movement. The command throne must be selected before the spell is cast.

First Power: Change Environment (Cloud below Castle, -3 PER)

Specific Modifiers: Megascala 1 km (+ $\frac{1}{4}$), 0 END Persistent (+1), Invisible Powers Effects (All, +1); Only beneath Castle (- $\frac{1}{4}$).

Second Power: Vehicle (Flying Castle)

Specific Modifiers: Controlled from Command Throne (- $\frac{1}{4}$), Linked to Change Environment (- $\frac{1}{2}$).

Third Power: Clairsentience (Sight, x2 Range), 360 Degree Sensing

Specific Modifiers: Usable by Other (+ $\frac{1}{4}$); must sit on Command Throne (- $\frac{1}{2}$).

Combined Specific Modifiers: Difficult to Dispel (+ $\frac{1}{4}$); OAF - Castle (-2), Extra Time: 5 Minutes (-2), Independent (-2).

Active Cost = 22 + 105 + 75 points. END Cost: 20; Magic Roll: -20; Casting Time: 5 Minutes.

FOG BANK

The caster causes the moisture to condense out of the air around a target, causing an extremely thick cloud to form which blocks normal sight and vision that relies on heat.

Power: Darkness vs. normal sight and IR vision, 3" radius

Specific Modifiers: Won't work in very dry conditions (-¼).

Active Cost = 35 points; END Cost: 3; Magic Roll: -3; Casting Time: ½ Phase.

FOOL'S GOLD

This spell is the reason all respectable mercantile establishments keep a "change table" onto which all coins are tossed before the seller will pick them up. This table is enchanted to dispel magic, and will cause coins altered with this spell to revert to their original form

Power: 2d6 cosmetic transformation - any coins to gold coins

Specific Modifiers: Cumulative (+½); Targets revert to original form in one hour (-1).

Active Cost = 15 points, END Cost: 1; Magic Roll: -1; Casting Time: ½ Phase.

FORCE GLOVE

Upon casting this powerful spell, a giant glove of force is created that mimics any actions made by the caster's hand. Because the glove is invisible and there is no tactile feedback, it is incapable of fine actions. Fortunately, the force is powerful enough that detail work is often unnecessary. The glove weakens with increasing distance from the caster. Lesser versions of this spell are known to exist at lower increments of STR.

Power: 40 STR Telekinesis

Specific Modifiers: Invisible Power Effects (Sight, $+\frac{1}{2}$); Reduced by Range (lose 10 STR for each doubling of range past 4", $-\frac{1}{4}$).

Active Cost = 90 points, END Cost: 9; Magic Roll: -9; Casting Time: $\frac{1}{2}$ Phase.

FORCE HAMMER

This spell creates a hammer of pure magic energy. The hammer can be hurled at a foe each phase the spell is maintained, and it automatically returns to the caster's hand.

First Power: 1d6+1 RKA

Second Power: +2 OCV with War Hammer

Specific Modifiers: Linked to RKA (-½).

Combined Specific Modifiers: OAF (Small metal war hammer, expended but easily replaced, -1).

Active Cost = 20 +10 points. END Cost: 2; Magic Roll: -2; Casting Time: ½ phase.

FOREST WALK

The caster of this spell is able to move through wooded or brush covered areas invisibly and without sound, passing through brambles and thickets with ease, leaving no trail.

First Power: Desolidification

Specific Modifiers: Only to pass through natural plant-created obstacles, and to avoid leaving a trail (-2)

Second Power: Invisibility to normal sight, sound and smell

Specific Modifiers: linked to Desolidification (-½)

Combined Specific Modifiers: Only within confines of wooded areas (-1)

Active Cost = 40 + 30 points. END Cost: 7; Magic Roll: -7; Casting Time: ½ phase.

FOREWARN

The caster of this spell can receive a premonition when wizardry is about to be unleashed against their person. This sensation also allows the Caster to forecast the nature of the spell with a successful PER roll, and make appropriate preparations. This sense is limited in duration, only allowing a phase in which to forestall the magic.

Power: Danger sense, out of combat, any danger, Analyse

Specific Modifiers: Only to sense spells (- $\frac{3}{4}$).

Active Cost = 35 points. END Cost: 3; Magic Roll: -3; Casting Time: $\frac{1}{2}$ phase.

FORGET

The victim of this spell has his memory of recent events wiped completely from his mind, as if he had sleep walked through the experience. He may wonder about what happened, but will have no means to recall the memory short of psychic surgery. The amount of time lost will depend on the success of the Transformation roll. If successful at 5-9 points, the victim will forget the events of the previous Turn. For each additional 5 points a step is taken down the time chart, so that at 35-36 points the victim has completely forgotten the past seven days.

Power: 6d6 Cosmetic Transformation - Erase short term memory

Specific Modifiers: Invisible Power Effects (All Senses, +1); Not invisible to Mental Powers (-¼).

Active Cost = 60 points. END Cost: (6); Magic Roll: -6; Casting Time: ½ phase.

FORGIL'S SPELL OF REDOUBLED EFFORT

This spell improves the combat abilities of the mage or one of his allies. It channels the force of blows delivered to the enemy back into the strength of he who dealt the blow, making later blows all the more effective. The spell continues in effect (no more Magic Rolls needed) until the person using the spell misses a blow, at which point the magic dies away.

Power: +10 STR

Specific Modifiers: 0 END (+½), Continuous (no need to recast the spell, +1) Usable By Others At The Same Time At Range (+1), Only Applies To Attacks With Weapons (-¼), Spell Ends If An Attack Is Missed (-½).

Active Cost = 35 points. END Cost: 4; Magic Roll: -4; Casting Time: ½ phase

FORLORN ENCYSTMENT

This dire spell imprisons its victim far under the earth. However he does not die - the enchantment also prolongs his life, dooming him to a long, tortuous imprisonment.

First Power: 1" tunnelling, fills in, through 7 DEF

Specific Modifiers: Megamovement 1 Km (+¼), Usable as attack at Range (+1 ½, negated by making successful dive for cover); only downwards (-¼).

Second Power: Life support, longevity (1600 year lifespan), does not need to eat or breathe.

Specific Modifiers: Linked to Tunnelling (-½)

Active Cost = 63 + 18 points; END Cost: 7; Magic Roll: -7; Casting Time: ½ Phase.

FOUL AIR

This spell temporarily fouls the air in a 2" radius around the target hex.

Anyone in the target area can hold his breath safely if warned before hand. However, anyone holding his breath who takes damage from an attack must make an EGO roll to avoid taking a breath. Also, anyone with a airtight head covering, no need to breathe, or using the Fresh Air Spell are immune (people with Force Fields are still breathing the foul air).

Note that the caster is not personally immune.

Power: 2d6 EB

Specific Modifiers: No Normal Defence (Defence is air-tight helmet, no need to breathe, Fresh Air Spell, or holding breath in time) (+1), Area Effect (2" Radius) (+1 ½).

Active Cost = 35 points. END Cost: 3; Magic Roll: -3; Casting Time: ½ Phase

FREE ACTION

This power allows the Caster to escape from any form of magical bonds or entanglement created by a Wizard. This power is quite ineffective against mundane bonds, such as a rope, net, or gaol.

Power: Teleport 10"

Specific Modifiers: Armour Piercing (+½); Only to escape magical entangles and bonds (-1).

Power: Contortionist 17-

Specific Modifiers: Costs ½ END to use (-¼), Only versus magical bonds (-1), Linked to Teleport (-½).

Active Cost = 30 + 19 points. END Cost: 2+; Magic Roll: -5; Casting Time: ½ phase.

FREE THE BODY

This spell allows the trapped caster to escape physical imprisonment by spirit passage to a nearby location. Casting this spell is fatiguing and requires total concentration until the mage is free.

Power: 1" Tunnelling through 20 DEF, closes behind

Specific Modifiers: Only to escape imprisonment (-1), 0 DCV Concentrate throughout (-1), x5 END (-2).

Active Cost = 72 points; END Cost: 1 per 1" tunnelled; Magic Roll: -7;
Casting Time: ½ phase.

FREEZE LIQUID

With this spell, the Wizard can freeze a volume of liquid. To determine the volume of liquid that is frozen, use the BODY rolled and refer to the Object Body Table in the HERO System Rulebook (a solid hex of water has 13 BODY). For liquids other than water, the GM may want to increase or decrease the target's total BODY (e.g., oil, wine, molten rock, etc.).

Power: 3d6 Minor Transform

Specific Modifiers: Doesn't work if temperature is above 25°C or in low humidity (-¼).

Active Cost = 30 points; END Cost: 3, Magic Roll: -3; Casting Time: ½ Phase

FREEZING WEAPON

This allows the caster to turn a weapon abysmally cold, increasing the damage to any targets struck by the wielder. The weapon must be touched by the caster, but it can be used anywhere within sight of the Wizard. Immunity to cold, or warm gloves are required to protect the wielder from the freezing weapon.

Power: 1d6 HKA (Cold)

Specific Modifiers: Damage shield, on attacks other than grab (+ $\frac{3}{4}$), continuous (+1), Usable by Others (+ $\frac{1}{4}$); Only on own attacks (-1), HKA - strength does not add (- $\frac{1}{2}$), Will not work in temperatures above 25°C or in low humidity (- $\frac{1}{4}$), Limitation: Cold damage to wielder (2d6 NND - Cold - prevented by insulation, - $\frac{1}{2}$), OAF (Weapon, -1).

Active Cost = 45 points; END Cost: 4; Magic Roll: -4; Casting Time: $\frac{1}{2}$ Phase.

FRESH AIR

The Caster constructs a piece of magical cloth for use with this spell. The cloth is tied around the caster's face, covering his mouth. The caster can then breathe through the cloth, and it will filter out any bad material such as pollen, gas or even water.

Power: Life Support

Specific Modifiers: Breathing is Self Contained, 0 END (+½) OAF Item (-1)

Active Cost = 15 points. END Cost: 1; Magic Roll: -1; Casting Time: ½ phase.

FRESH AIR

This spell refreshes enough air for the caster to survive indefinitely in enclosed areas. The caster can also hold his breath indefinitely, under water, in a poisonous cloud, or in any other conditions.

However, the caster can be startled or stunned into losing his breath, causing him to take damage from any adverse conditions until he can recast the spell.

Power: 5 pts Life Support

Specific Modifiers: Costs END (-½), Character loses breath if startled or stunned (-¼).

Active Cost = 5 points. END Cost: 1; Magic Roll: -1; Casting Time: ½ Phase

FRIENDLY MEETING

This spell will help calm an agitated animal, making it more friendly to the wizard. If the wizard can speak the animal's language, he might gain information or a temporary ally.

Power: 8d6 Mind Control

Specific Modifiers: Animals Only ($-\frac{1}{2}$), only to befriend ($-\frac{3}{4}$).

Active Cost = 40 points; END Cost: 4; Magic Roll: -4; Casting Time: $\frac{1}{2}$ Phase

FRIENDLY RIDE

When this spell is cast, the caster establishes a link between himself and a nearby animal. As long as the caster maintains the spell, and the animal does not leave the spell's range, the caster can communicate with the animal and see the world from its viewpoint. It should be noted that though the caster can communicate with a given animal, he cannot control it in any way.

First Power: Mind link with any animal

Second Power: Clairsentience (Normal sight and hearing)

Combined Specific Modifiers: Must be cast on an animal and then the viewpoint is controlled by the animal's actions (-½).

Active Cost = 20 + 20 points; END Cost: 4; Magic Roll: -4; Casting Time: ½ Phase

FRIENDSHIP

This spell will make the target believe that the caster is a dear friend. Any reasonable request made of the target will be honoured in deference to this friendship. However a request that the target finds particularly distasteful may snap him out of the spell and cause him to realize what has happened. Also, once the spell has ended, the target will fully realize what has happened and may be none too pleased. This spell is further complicated by the fact that it requires eye contact between the caster and the target. Thus it is not very good at long ranges.

Power: 6d6 Mind Control

Specific Modifiers: Requires eye contact with target (-½), Only to make target feel friendly (-½), requires eye contact (-½).

Active Cost = 30 points. END Cost: 3; Magic Roll: -3; Casting Time: ½ Phase

FRUITFUL

This spell will instantly make any crop ripen to fullness all at once, allowing the caster to sup on strawberries in midwinter if he so desires.

Power: 2d6 Minor Transform (unripened crop to ripened crop)

Specific Modifiers: Cumulative (+½); OIF - living plants of the desired type (-½).

Active Cost = 30 points. END Cost: 3; Magic Roll: -3; Casting Time: ½ phase.

FUR OF THE POLAR BEAR

The hair on the wizard's skin grows long and dense, providing him some additional protection against damaging blows and keeping him warm even in freezing temperatures.

First Power: +3 rPD / +3 rED Damage Resistance.

Second Power: Survive Intense Cold

Specific Modifiers: Costs END to use (-½), Linked to DR (-½).

Combined Specific Modifiers: Limitation: Reforms the body into part human, part animal form (½).

Active Cost = 3 + 3 points END Cost: 1; Magic Roll: -1; Casting Time: ½ phase.

FUTURE SELF

This spell is a very strange temporal conjuration. It causes a future self of the caster to appear at a place to which the caster is travelling and make arrangements for his arrival. The caster must be able to reach the place to which the double is sent within the time allotted, or else the spell will fail. So, if a caster, planning a trip, casts future self and is then detained past his arrival date, the spell will fail (and the side effect will be invoked). The destination could be a city, village, town, or trading post, or even an isolated person's house. Even if the caster has no idea what exact business he has to do or at what inn he will stay, the double will "know" and will have spoken to the right people and made the right arrangements. Therefore, when the caster arrives and enters an inn, the caster's preferred overnight arrangements will have been worked out; people with whom the caster wishes to speak with or trade with will meet him at the time the caster realizes he needs to speak or deal with them. The arrangements cannot be spread over a time period of more than one day. The caster must "set aside" an amount of money in a specially prepared, sealed pouch or box upon the spell's casting, and it is in a state of flux until the events play themselves out, at which point the proper change will be left in the container at the end of the spell's duration. Purchases or accommodations costing more than the reserved funds will simply be reserved by the double, unless the caster will not be able to afford them (ack! strangeness!). The double will only be seen by the people with which transactions or business arrangements are made, since it is weaving back and forth through time, and so does not "exist" in any other localities in the area. After the expiration of the appointed day of arrival, the caster will "disappear" briefly - during which time he is making his previous arrangements. Since time is irrelevant here, this allows him time to travel great distances, find strangers etc. However, if the spell fails, either through delay or miscasting, the caster will find things gone mysteriously awry - his arrangements will not be made, and enemies may be ready to greet him, he may have

mysteriously incurred the wrath of a powerful figure, aged several years etc. He will only learn how these occurrences were triggered at the end of the appointed day, after his brief "disappearance".

Power: Extradimensional travel (through time, a variety of set dates)

Specific Modifiers: Side effect (peculiar happenings, $-\frac{1}{2}$), OAF, enchanted cash box (-1), Extra time (5 minutes, -2), Only to make arrangements - caster is instantly returned to site (-1).

Active Cost = 50 points; END Cost: 5; Magic Roll: -5; Casting Time: 5 minutes.

G

GALE WIND

This spell summons a gale-force wind more powerful than the Gust spell, and more difficult to control. The wind blows for 6" along a path 2" wide. People are picked up and thrown 4" (unless they successfully resist as under Gust). This does 4d6 damage. The spell can also be useful for tossing opponents into lava pits and such. Note that the caster is not personally immune, even if the spell is cast successfully.

Power: Telekinesis (STR 20)

Specific Modifiers: Area Effect (6" x 2" Line, +1); Can Only Push in Designated Direction (-½), (+1" Length of Area Outside, -1" Indoors) (-0).

Active Cost = 60 points. END cost: 6; Magic Roll: -6; Casting Time: ½ Phase

GAS BARRIER

This spell creates a 2" x 2" sparkling, transparent wall which blocks the passage of all types of gas in both directions. However, denser objects, including fluids and dust, can cross, as can containers and non gaseous beings. This spell is useful, for example, to seal a passage from a harmful gas, or to prevent air from leaking off into a vacuum.

Power: 4 PD Force Wall

Specific Modifiers: Transparent to Energy attacks (+½); Transparent to non-Gaseous solid attacks (-¼).

Active Cost = 15 points; END cost: 1; Magic Roll: -1; Casting Time: ½ Phase.

GAZE REFLECTION

The Caster projects a silvery surface that will reflect any type of Gaze or Magical Light Attack back upon the attacker. The Caster will need to manoeuvre the mirror in the appropriate direction, however, or he will suffer the full effects of the attack.

Power: Reflect Missile Attacks back at Attacker, Any Ranged Attack

Specific Modifiers: $\frac{1}{2}$ END (+ $\frac{1}{4}$), Only versus Magical Gaze or Vision Attacks (-1), Costs END to use (- $\frac{1}{2}$).

Power: Images vs. Sight Group

Specific Modifiers: $\frac{1}{2}$ END (+ $\frac{1}{4}$), Only to display a 1" mirror surface (-1), Linked to Missile Reflection (- $\frac{1}{2}$), No Range (- $\frac{1}{2}$).

Active Cost = 50 + 12 points. END cost: 3; Magic Roll: -7; Casting Time: $\frac{1}{2}$ phase.

GEYSER

This spell will create a geyser where the caster wills. Hot, sulphurous water will begin spurting out of the ground forcefully and spraying the surrounding area. The geyser will take a day to subside, and while active, the sprays of hot water will inflict harm on anyone moving within its area of effect. In addition, clouds of steam will obscure the area around the geyser, making movement in its vicinity hazardous.

First Power: 2d6 RKA (boiling water)

Specific Modifiers: Area effect (explosive $+1/2$), penetrating ($+1/2$).

Second Power: Images (vs normal sight and IR vision)

Specific Modifiers: Increased area (8" radius, +1), linked to RKA ($-1/2$).

Combined Specific Modifiers: 1 charge lasting 1 day (+0), Costs END to cast ($-1/4$), Only on solid ground ($-1/4$).

Active Cost = 60 + 30 points; END Cost: (9); Magic Roll: -9; Casting Time: $1/2$ phase.

GHOST BLADE

Upon casting, this spell creates a shimmering field vaguely resembling a weapon the caster is familiar with. It can be used as a normal weapon, but its special potency is that it will also affect disembodied spirits, astral travellers and the like.

Power: 2d6 HKA.

Specific Modifiers: Affects desolid (+½), ½ END (+¼); only up to limit of weapon caster is familiar with (-½).

Active Cost = 52 points; END cost: 2; Magic Roll: -5; Casting Time: ½ phase.

GLAMOR

It is common for a spell caster to completely alter the appearance of himself and his surroundings. Glamour is one of the most useful and one of the most powerful spells available for this. The only weakness of Glamour is that illusory substances have no taste, and illusory surfaces have no texture or temperature.

Power: Images vs. normal sight, hearing & smell, -4 PER

Specific Modifiers: 8" radius (+ $\frac{3}{4}$), Reduced END: $\frac{1}{2}$ END (+1/4).

Active Cost = 64 points. END cost: 3; Magic Roll: -6; Casting Time: $\frac{1}{2}$ Phase

GLARE

The caster surrounds himself with a bright glow of light which makes him hard to look at and thus hard to hit.

Power: +4 DCV

Specific Modifiers: If used near reflective surfaces causes side effect (same effect) to caster ($-\frac{1}{4}$), 1 Continuing Charge, lasts 1 Turn ($-1\frac{1}{4}$), Costs END ($-\frac{1}{2}$).

Active Cost = 20 points. END cost: 2; Magic Roll: -2; Casting Time: 1 Phase

GLASS AIR

In the area where this spell is cast, the air around the Wizard begins to change density and distort visibility, making the area appear glassy.

The distortion increases the difficulty of making ranged attacks at targets inside or beyond the radius of the Glass Air. When calculating the range to a target for purposes of aiming, the Glass Air effectively doubles the width of each hex to 2". Thus, if the range to a target is 12" and five of the hexes lie within the Glass Air, then the effective range is 22".

Power: Change environment (8" radius, air appears glassy, +3 DCV)

Specific Modifiers: 0 END (+½); Only for purpose of modifying range (-1).

Active Cost = 52 points; END cost: 2; Magic Roll: -5; Casting Time: 1 turn.

GLEAN INTENT

With this spell, the caster can get a vague notion of the target's thoughts and emotions. He can't delve very deep, but in many circumstances, this usually isn't necessary.

Power: 6d6 Telepathy

Specific Modifiers: Invisible Power Effects (+½), Target must engage in conversation (-½), Extra Time: 1 minute (-1 ½), Cannot achieve higher than base EGO effect (-½).

Active Cost = 45 points; END cost: 4; Magic Roll: -4; Casting Time: 1 minute

GLIDE

This spell summons an updraught that allows the caster to glide.

The caster must drop 1" in altitude each Phase to maintain his forward velocity, and from the ground starts with altitude and velocity equal to his upward leap. A common tactic is to use a Gale Wind spell to lend an initial boost.

Power: 10" Gliding

Specific Modifiers: Costs END (-½), (+1" Outside, -1" indoors, -0).

Active Cost = 10 points. END cost: 1; Magic Roll: -1; Casting Time: ½ Phase

GLOOM

With this spell, the caster causes the immediate area to become dim and foreboding. A shadow falls across the sun and lanterns grow smoky. The air is chilled, and fog creeps along the ground. In short, this spell creates a perfect environment for undead.

Power: Change Environment (Gloom), 128" radius

Specific Modifiers: Limitation: does not work in bright sunlight (-¼),
Limitation: does not work on ground sanctified to a "good" religion (-¼),
extra time (½ phase, -¼).

Active Cost = 40 points. END cost: 4; Magic Roll: -4; Casting Time: ½ Phase

GLOWING TRACKS

This spell causes the target's tracks to glow, even if they were made a long time previously. This makes it simple for the caster to follow the target.

Power: Tracking sight (+10 PER)

Specific Modifiers: Costs END (-½).

Active Cost = 20 points. END cost: 2; Magic Roll: -2; Casting Time: 1 Phase

GLYPH OF SANCTION

This spell creates a golden sigil of warning on any surface, such as a door or floor. Anybody touching the sigil without speaking a key phrase will trigger an attack placed by the caster. The attack is a one-sided explosion, and the number of DC drops by one per hex of distance from the sigil. Note that eventually this spell will be discharged when an unfortunate animal touches the sigil, unless they are kept out of the hex by some means. Also, any creature with more than 50 points of shrinking (smaller than a mouse) will not trigger the sigil. There are a number of different variants of this spell, using different sigils, each of which must be learned as a new spell.

Power: 40 point Attack (any)

Specific Modifiers: Explosion (lose 1d6 per 2", $+\frac{1}{2}$), Trigger (Mouse-sized or larger creature touches Sigil hex surface without using key phrase, $+\frac{1}{4}$); No Range ($-\frac{1}{2}$), Only on a flat surface ($-\frac{1}{4}$), Only explodes on side facing Sigil ($-\frac{1}{4}$), Extra Time - 1 Turn (-1).

Active Cost = 70 points; END cost: 7; Magic Roll: -7; Casting Time: 1 turn.

GOSSIPING WIND

To cast this rather long spell, the magus must prepare a small figurine, a brazen mask or similar object that can serve as the voice of the gossiping wind. When the spell is cast, he can then interrogate the object as to its observations in any place that the wind blows. Of course the caster must know the specific area he wishes the wind to scan. There is the further disadvantage that the wind spirit which is employed for this spell is, like all of its kind, naturally capricious and, if improperly controlled, (failed magic skill roll, if used, or else presence roll) will give false or irrelevant information.

Power: Clairsentience (sight, smell and hearing) range ~ 600 Km

Specific Modifiers: OAF - "mouthpiece" (-1), Information is received "second hand" (- $\frac{1}{4}$), Concentration - $\frac{1}{2}$ DCV (- $\frac{1}{2}$), Extra time - 5 minutes (-2), Side Effect - untruthful information (- $\frac{1}{2}$).

Active Cost = 85 points; END cost: 8; Magic Roll: -9; Casting Time: 5 minutes.

GREAT BANQUET

When cast upon a simple meal, this spell gives the food and setting the appearance of an expensive banquet for a great lord. The food will taste as if produced by the finest chef, and any drinks will be top quality. However, this spell will not protect anybody enjoying the meal from the effects of spoiled food or poisoned drinks.

There is reputed to be a variation of this spell that turns a grand dinner setting into a pitiful meal barely fit for prisoners and slaves.

Power: Images, Sight/Heat/Smell/Taste

Specific Modifiers: 4" Radius (+½), ½ END (+¼); Only to turn meal setting into an expensive banquet (-1), Extra Time - 1 Turn (-1).

Active Cost = 43 points; END cost: 2; Magic Roll: -4; Casting Time: ½ phase.

GREAT SIEGE WALL

This spell can be used to create a strong, 14" long wall made from any nearby material, including wood, metal, stone, glass, bones, bamboo, and so on. The wall can be any shape, including a 3" radius sphere. The wall will eventually be knocked apart with repeated battering by a sufficiently strong force.

Power: 12 DEF Force Wall

Specific Modifiers: Hardened (+¼), ½ END (+¼); Ablative (-1), Requires material that can be assembled into a wall (-¼).

Active Cost = 97 points; END cost: 5; Magic Roll: -10; Casting Time: ½ phase.

GREATER PENTACLE OF BINDING

This spell allows the caster to create a powerful pentacle to hold a particular type of demon and prevent it from attacking the caster or escaping. Once held like this, the demon will be much more willing to negotiate with the caster. To use this spell the caster must have drawn a pentacle on the floor first. The force wall will be the same shape as the pentacle. Making this pentacle requires the use of special drawing tools (brushes made from human hair with human blood used as the inks, or etched by specially prepared blades etc.), and it requires about an hour.

Power: 18 PD / 16 ED Force Wall

Specific Modifiers: 0 END Cost (+ $\frac{1}{2}$), Hardened (+ $\frac{1}{4}$), Delayed Effect (Only one Pentacle at a time can be prepared) (+ $\frac{1}{4}$), Only affects a Particular Demon Type, Chosen at the time of Casting (-2), IAF plus drawings of the floor made from expendable expensive materials (The drawing is immobile and takes an hour to draw but drawing materials can be easily carried) (-1 $\frac{1}{2}$), costs END to cast (- $\frac{1}{4}$).

Active Cost = 170 points; END cost: (17); Magic Roll: -17; Casting Time: $\frac{1}{2}$ phase.

GROUP INVISIBILITY

This spell allows the caster to make up to 16 people invisible to sight, including the Illusionist. The invisibility remains in effect as long as the targets remain within sight of the Illusionist, if such were possible without the invisibility.

Power: Invisibility to Sight

Modifiers: Usable by 16 others at Range (+2), cancelled if target moves out of line of sight (-¼).

Active Cost = 60 points. **END cost:** 6; **Magic Roll:** -6; **Casting Time:** ½ phase.

GROW VINE

This utility spell causes a length of sturdy vine to grow from the earth. For each phase the spell is maintained, the vine will grow an additional 10" vertically. The vine is sufficiently strong to be employed for climbing. The focus for this spell is the seed of a vine, which is planted in the earth at the location where the spell is cast.

Power: Summon Vine

Specific Modifiers: Incantations (-¼), OIF - Vine seed, fragile (-¾),
Limitation: only where plants can grow (-¼).

Active Cost = 10 points. END cost: 1; Magic Roll: -1; Casting Time: ½ phase.

GROWTH

With this powerful spell, the caster causes himself to grow to huge proportions. This also has the effect of making the caster stronger and tougher as well. This Growth is tiring to maintain.

Power: 30 points Growth (x 64 mass, +30 STR, +6 BODY, +6 STUN, -6 KNB, +4 PER Rolls against, -4 DCV, x4 height, 2 hexes reach)

Specific Modifiers: ½ END (+¼); Extra Time: 1 Turn (-1).

Active Cost = 38 points; END cost: 1; Magic Roll: -4; Casting Time: ½ phase.

GUARDIAN WIND

This spell summons a protective wind that can be used to deflect ranged attacks aimed at the caster or at others (with appropriate range mods). It is effective against thrown objects, bows, slings, Magic Bolts, etc., but not guns, lasers, or other post-gunpowder, high-tech weapons.

Power: Missile Deflect, +5 to roll, Non-Gunpowder Projectiles

Specific Modifiers: Usable at Range (+1); Costs END (-½).

Active Cost = 40 points. END cost: 4; Magic Roll: -4; Casting Time: ½ Phase

GUIDE

This spell provides the Wizard with an intuitive knowledge of the land within a days travel. He can use this flash of knowledge to find a suitable place to hide, an escape route, locate large buildings or landmarks, or determine the best places to hunt or forage, etc. Quickly sifting through this rush of information is a tremendous mental strain, costing much higher than normal END.

Power: AK: Local Countryside 11-

Specific Modifiers: x4 END (-1-½)

Active Cost = 9 points; END cost: 4; Magic Roll: -1; Casting Time: ½ Phase.

GUIDE WEAPON

This spell gives the caster an improved chance of landing what could be the crucial hit. It is not realistically possible to cast the spell during combat due to the length of the spell and because of the need for the caster to stand still. The spell is good for the one attack the assassin makes following the casting of the spell. After that the weapon becomes as it was before the spell was cast. The bonus also applies to any bonuses the weapon may naturally have including any magic bonus.

Power: +4 to OCV (for any weapon)

Specific Modifiers: Trigger (attack, $+\frac{1}{4}$); Concentrate (0 DCV) ($-\frac{1}{2}$), One Shot Only ($-\frac{1}{4}$), IAF weapon ($-\frac{1}{2}$).

Active Cost = 25 points. END cost: 1; Magic Roll: -1; Casting Time: $\frac{1}{2}$ Phase

GUST

This spell summons a strong gust of wind blowing for 6" along a 1" path. It will blow everything in its path in the direction of the wind (indicated by the caster) with a 10 STR. It has more effect against objects of wide surface area (such as a door) than small, dense objects (such as a paperweight).

People caught in the gust will often be knocked over unless they brace themselves or grab hold of something. (The spell and the resisting person roll 1d6 per 5 STR and compare BODY. The spell's roll must exceed the target's resistance to knock him over.)

Note that the caster is not personally immune.

Power: Telekinesis (STR 10)

Specific Modifiers: Area Effect (6" Line, +1), Can Only Push in Designated Direction (-½), (+1" Area Outside, -1" Indoors) (- 0).

Active Cost = 30 points. END cost: 3; Magic Roll: -3; Casting Time: ½ Phase

H

HAIL STORM

Within the 8" radius of this spell, everybody is continually pummelled by giant hail stones while the spell is maintained.

Power: 2d6 Energy Blast vs. PD (Hail Stones)

Specific Modifiers: Area Effect (x4 Radius, +1+½), Continuous (+1); No Knockback (-¼), Will not work in temperatures above 25° C or in low humidity (-¼).

Active Cost = 35 points; END Cost: 3; Magic Roll: -3; Casting Time: ½ Phase.

HAIRWEB

This spell causes the hair of the caster's head to greatly elongate, shooting out to entangle one or more victims. The spell grants the hair magical strength, making it hard to break. Further, the hair will crawl over the entangled victims, pouring into their nose and mouth, or wrapping tightly around the throat, until they are suffocated.

First Power: 3d6 Entangle

Specific Modifiers: Auto fire (+¼), Reduced END (½ END, +½); Cannot form barriers (-¼), Vulnerable to flame (-½), Caster cannot move out of range without cancelling entangle (-¼).

Second Power: 2d6 EB

Specific Modifiers: NND (defence is "sealed" protection - force-field or force wall - or no need to breathe, +1); Linked to Entangle (-¼).

Combined Specific Modifiers: Concentrate, ½ DCV (throughout, -½), Extra Time - full phase (-½), Range limited to 10" (-¼).

Active Cost = 52 + 40 points; END Cost: 9; Magic Roll: -9; Casting Time: 1 phase.

HAIRY HAND

The hair of the caster becomes animated, allowing him to manipulate objects much like a hand. This spell requires no gestures, so the wizard can perform tasks even if his other limbs are secured. Naturally, the types of actions are limited by the length and strength of the hair strands. This spell requires constant energy from the caster to maintain.

Power: Extra Limb - Hair

Specific Modifiers: Use with -10 STR penalty ($-\frac{1}{2}$), Costs END to maintain ($-\frac{1}{4}$), OIF - Hair ($-\frac{1}{2}$), Extra Time - Full Phase ($-\frac{1}{2}$).

Active Cost = 5 points. END Cost: 1; Magic Roll: -1; Casting Time: 1 Phase.

HAND SWORD

This spell transforms the wizard's arm into a short sword, which is fully capable of doing damage and parrying attacks.

First Power: 1 d6 HKA

Second Power: 5 PD/ 4 ED Force Field

Specific Modifiers: Arm Only (-2), Linked to HKA (-½).

Active Cost = 24 points; END Cost: 2; Magic Roll: -2; Casting Time: ½ Phase

HANNIBAL'S SONIC PARALYSIS

This spell creates a piercing paralysing noise that is heard as a high-pitched whine to all but the victim. The target is wracked with shrieks that disorient and deafen him.

Power: 2d6 Entangle, impervious to hearing sense group

Specific Modifiers: Entangle takes no damage from attacks (+½), Based on EGO Combat Value (+1), Based on EGO, not STR (+¼), Must be able to hear to be affected (-¼).

Active Cost = 82 points. END Cost: 8; Magic Roll: -8; Casting Time: ½ Phase

HARDEN

When this spell is cast upon a surface of stone, it makes the material as tough as the finest steel. Mud will harden into rock, and sand will solidify into a block. The spell can protect a 1" radius sphere of rock or earth, or any surface totalling 6 hex sides.

Power: 4 PD Force Wall

Specific Modifiers: Transparent to Energy Attacks (+½), Invisible Power Effects (All, +1); only affects earth or stone (-1).

Active Cost = 25 points; END Cost: 2; Magic Roll: -2; Casting Time: ½ Phase.

HARVEST MOON

This spell causes the moon to appear many times larger than normal, increasing the level of illumination within the 128" radius target area to the equivalent of dusk. This spell is most useful at night in full moonlight. During the daylight hours, the effect is primarily used to impress worshippers and visitors.

Power: Images

Specific Modifiers: 128" Radius (+2+ $\frac{3}{4}$), $\frac{1}{2}$ END (+ $\frac{1}{4}$); Only in clear moonlight (- $\frac{1}{2}$), Only to enlarge size of moon (- $\frac{1}{2}$)

Active Cost = 40 points; END Cost: 2; Magic Roll: -4; Casting Time: $\frac{1}{2}$ phase.

HASTE

This powerful spell allows the Wizard to greatly speed up the target, adding two to his SPD rating. The spell requires a lot of energy from both the Wizard and the target, making it difficult to maintain for a long duration.

Power: 7d6 Aid to SPD

Specific Modifiers: (Standard effect +0, adds 2 to SPD), Usable by other (+¼); x3 END (-1).

Active Cost = 87 points; END Cost: 27; Magic Roll: -9; Casting Time: ½ phase.

HAUNTED WOODS

This dark spell turns a 10 km diameter area of normal woods into a haunted forest. The trees bend and twist into gnarled, sinister forms, and the area radiates a constant, sickening aura of fear. Only a short time after the spell is cast, many of the forest animals will have fled, save for the most feisty creatures, such as boars and wolves. The focus for this spell is a nut fallen from a tree that was struck by lightning.

First Power: 4d6 Mind Control

Specific Modifiers: Only to cause a fear reaction (-½).

Second Power: 3d6 Cosmetic Transform (Sinister Forest)

Specific Modifiers: Cumulative (+½), Any Plant or Tree (+¼); Linked to Mind Control (-½).

Combined Specific Modifiers: Area Effect (1 hex Megascale, +½); Independent (-2), Gestures (-¼), Incantations (-¼), OIF - nut from a Tree struck by lightning (expendable, difficult to replace -1 ¼), Limitation: only on a forest (-½), Extra Time - 1 Hour (-2-½).

Active Cost = 30 + 26 points. END Cost: 6; Magic Roll: -6; Casting Time: 1 hour.

HEARTREND

This evilly impressive spell is normally used only by those mages who care little about their reputation - or those who require a fresh heart for their experiments - since it turns the caster's hand partially ethereal, enabling him to reach into an opponent's chest and drag forth his living heart.

Power: 4d6 Body Drain

Specific Modifiers: Points return delayed 5 days (+1 ½).

Active Cost = 100 points; END Cost: 10; Magic Roll: -10; Casting Time: ½ Phase

HEAT METAL

The wizard who created this spell originally thought that if a person couldn't hold a weapon, he couldn't use it either. So the expression "too hot to handle" might just apply.

This spell will cause any metal object to become red hot and burn anyone who touches it. This spell is particularly useful against opponents in armour, since it takes time to strip it off!

Power: 1½ d6 HKA

Specific Modifiers: Continuous (+1), Sticky (+½), only against opponents touching metal object (-1).

Active Cost = 62 points. END Cost: 6; Magic Roll: -6; Casting Time: ½ Phase

HEAT SENSE

This spell allows the caster to sense radiated heat, allowing him to distinguish warm and cold objects at night.

Power: Enhanced Sense (Infra-red Vision).

Specific Modifiers: Costs END to use ($-\frac{1}{2}$), Will only work in near or total darkness ($-\frac{1}{2}$).

Active Cost = 5 points; END Cost: 1; Magic Roll: -1; Casting Time: $\frac{1}{2}$ Phase.

HEAVENLY BRIDGE

This spell enables the caster to create a glimmering magical bridge that will support those who walk upon it. The bridge can be dispelled or destroyed by damage; it will also disappear if the caster goes unconscious. Just before the bridge disappears (the spell runs out), it will begin to fade and tremble slightly.

Power: 10 PD/ 10 ED Force Wall (1" x 10")

Specific Modifiers: 0 END (+½); Horizontal Only (-½).

Active Cost = 75 points. END Cost: 0; Magic Roll: -7; Casting Time: 1 Phase.

HEIGHTENED AWARENESS

This spell allows the caster to "see" mental powers anywhere within line of sight and determine which Power is being used.

Power: Discriminatory Mental Awareness

Specific Modifiers: Costs END (- ½).

Active Cost = 8 points; END Cost: 1; Magic Roll: -1; Casting Time: 0 Phase

HIBERNATE

Some creatures spend the winter in a state of dormancy resembling sleep. At this reduced level of activity, the animals need less food and can survive through the harshest weather by sheltering underground. Upon casting this spell, the body of the wizard grows a dense coat of fur, and his body changes into a bear-like form.

Power: Life Support, No need to eat, Survive intense cold

Specific Modifiers: Single Continuing Charge lasting 3 months (Awaken to end, $+\frac{3}{4}$); DCV0 concentrate throughout (-1), Costs END to start ($-\frac{1}{4}$), Reforms the body into part human, part animal form ($-\frac{1}{2}$).

Active Cost = 21 points. END Cost: (2); Magic Roll: -2; Casting Time: $\frac{1}{2}$ phase.

HIBERNATION

This allows the Wizard to place up to four voluntary targets in a state of suspended animation for a period of up to three months. In this state, the sleeping targets have no need to eat or drink, and they are protected from non-magical freezing cold.

Power: Life Support (No need to eat or drink; Protected from freezing cold)

Specific Modifiers: 0 END Persistent (+1), Usable by 4 Others including wizard (+1), Single Continuous Charge lasting 1 season (Awaken to Cancel, + $\frac{3}{4}$); Costs END to start (- $\frac{1}{4}$), Will not work in temperatures above 25°C (- $\frac{1}{4}$).

Active Cost = 30 points; END Cost: (3); Magic Roll: -3; Casting Time: $\frac{1}{2}$ Phase.

HIDDEN GROVE

Creates an illusion of dense, impassible undergrowth in a forest. Most wild predators will avoid the growth, making it an ideal place for a brief rest.

Power: Images (Sight group/Smell)

Specific Modifiers: 3 hex radius ($+\frac{1}{2}$), Hole in the middle (2 hex, $+\frac{1}{4}$), $\frac{1}{2}$ END ($+\frac{1}{4}$); Limitation: only illusion of dense undergrowth ($-\frac{3}{4}$), Limitation: only on a grove of trees ($-\frac{1}{2}$).

Active Cost = 50 points. END Cost: 2; Magic Roll: -5; Casting Time: $\frac{1}{2}$ phase.

HIDDEN SUGGESTION

This spell allows the caster to plant a post-hypnotic suggestion within the mind of his victim. The suggestion can be whatever the caster desires, but the victim won't act on it until a key event occurs in the victim's presence, such as a key word being spoken or at the toll of a bell.

Power: 10d6 Mind Control

Specific Modifiers: Trigger (+ $\frac{1}{4}$), Only vs. sleeping target (- 1 $\frac{1}{2}$), Extra Time: Full Phase (- $\frac{1}{2}$).

Active Cost = 62 points. END Cost: 6; Magic Roll: -6; Casting Time: Full Phase

HIDE OF THE CHAMELEON

The skin of the caster becomes grey-hued and rough-mottled, allowing him to change his appearance to blend into the background. This talent is limited, however, as he must remain motionless and not display a silhouette that can be seen against the sky line.

Power: Invisibility to Sight w/ Fringe

Specific Modifiers: Only while viewed standing still next to a blocked hex (-1), Limitation: Reforms the body into part human, part animal form (-½).

Active Cost = 20 points. END Cost: 2; Magic Roll: -2; Casting Time: ½ phase.

HIDE THOUGHTS

This spell is primarily intended to counteract the effects of spells which detect truth or similar. No serious Wizard Negotiator is without some method of masking his thoughts.

Power: 10 points Mental Defence (plus Character's EGO/5)

Specific Modifiers: Costs END (-½), vs. Mind Control & Telepathy only (-1).

Active Cost = 10 points; END Cost: 1; Magic Roll: -1; Casting Time: ½ phase.

HIDEOUS RENDING

This spell requires full concentration on the part of the caster for its entire duration. Each phase, a gruesome attack may be carried out. The mage makes grasping and pulling motions with his hands in the direction of a single creature, and rolls to hit. A successful hit will do damage to the creature, as a 'handful' of flesh is teleported away from the unfortunate's body. One rending attack may be made per round while the spell lasts. Armour is no protection against this attack. If a target dies or falls comatose, the mage may move his focus to a new victim, and so on, for as long as the spell continues.

Power: 2d6 Body Drain

Specific Modifiers: Points return delayed 5 days (+1 ½), Usable at range (+½); Concentrate, 0 DCV (throughout, -1).

Active Cost = 60 points; END Cost: 6; Magic Roll: -6; Casting Time: ½ Phase

HOLD PORTAL

This spell allows the caster to summon a force to hold a door or lid closed until released.

Power: 30 STR Telekinesis

Specific Modifiers: Uncontrolled (+½), ½ END (-¼); Only to hold a specific door closed (-1).

Active Cost = 67 points; END Cost: 3; Magic Roll: -7; Casting Time: ½ phase.

HOMEKEEPER

Homekeeper is a security spell which protects all the doors and windows of a room, a wagon-home, or even a small cottage. These portals become glazed with a sheet of floating dust which does not allow entry. In addition, Homekeeper stops creatures such as ghosts and spirits from intruding. (Note that Homekeeper must be cast upon at least the equivalent of three walls to constitute a room, and it does not strengthen existing walls.)

Power: 7 PD/7 ED Force Wall, 11" long

Specific Modifiers: Affects Desolid (+½); Only to plug up openings such as doors & windows and to keep out Desolid things.

Active Cost = 67 points. END Cost: 7; Magic Roll: -7; Casting Time: ½ Phase.

HOOVES OF THUNDER

This spell magically enchants the iron shoes of up to 8 horses, allowing the animals to gallop much faster than would normally be possible and leap across large gaps. However, this enhanced movement exhausts the beasts, costing them 10 points of Long Term END loss every 5 minutes the spell is maintained. While the horses are galloping, their shoes flash sparks and make noises like thunder whenever they strike the ground.

First Power: +12" Running (+24" non-combat)

Specific Modifiers: Turn Mode (-¼).

Second Power: +10" Leaping (+20" non-combat)

Specific Modifiers: Linked to Running (-½).

Combined Specific Modifiers: 0 END (+½), Usable by 8 Others at Range (+1+½); Costs END to Start (-¼), Only on iron shod horses (-¾), OIF - Shoes (-½), Shoes shoot sparks and make noise like thunder while running (Sight, Sound and Smell Images, 2" Radius, -½), Long Term END loss every 5 minutes maintained (-¾).

Active Cost = 72 + 30 points; **END Cost:** (10); **Magic Roll:** -10; **Casting Time:** ½ phase.

HORNS OF THE RAM

The curved horns of the Ram are large and hard, allowing them to deliver a walloping blow. Upon casting this spell, large curved horns grow out from the side of the wizard's head. He can deliver a stunning blow with a head butt attack.

First Power: +4d6 HA - Horns

Specific Modifiers: HA limitation (-½).

Second Power: +2 OCV w/ Move By

Specific Modifiers: Costs END (-½), Linked to HA (-½).

Combined Specific Modifiers: Limitation: Reforms the body into part human, part animal form (½).

Active Cost: 20 + 4 points. END Cost: 2; Magic Roll: -2; Casting Time: ½ phase.

HORRIBLE STENCH

With this spell, the caster can create a powerful odour around the target hex. The odour can be anything emitted by the caster or his possessions, and the scent will be strong enough to overwhelm the sense of smell. The odour remains at the site where it was cast until the Wizard is either asleep or unconscious.

Anyone warned before hand, can hold their nose and avoid the effects of the gas. However, those who take damage from an attack must make an EGO roll to avoid inhaling. An airtight head cover, a Fresh Air spell, or lack of ability to smell will confer immunity to the effects of the gas.

First Power: 4d6 Flash Attack (Smell)

Second Power: 1d6 STUN Drain (Nausea)

Specific Modifiers: Linked to Flash Attack (-½).

Combined Specific Modifiers: No Normal Defence (avoid breathing, +1), 0 END (+½), Explosion - extended range (+¾); Must be able to create the required odour (-¼).

Active Cost = 65 + 32 points; END Cost: 0; Magic Roll: -9; Casting Time: ½ Phase.

HORSELESS CARRIAGE

To use this spell, the Wizard must have a wheeled cart or small wagon available. The spell provides the propulsion for the vehicle, providing the equivalent of a single horse-power. The caster can only propel the cart forward or backward - any steering must be provided by mechanical means. The vehicle can move at the same rate as a horse-drawn carriage. Because of the fatigue caused by maintaining this spell for long periods, the Wizard suffers 9 points of Long Term END loss every 5 hours the spell is maintained.

Power: 30 STR Telekinesis

Specific Modifiers: 0 END (+ $\frac{1}{2}$); Affects all parts of target (- $\frac{1}{4}$), Costs End to Start (- $\frac{1}{4}$), Only to propel a wheeled vehicle (-1), OAF - Vehicle (-1), Long Term END loss every 5 hours maintained (- $\frac{1}{4}$)

Active Cost = 90 points; END Cost: (9); Magic Roll: -9; Casting Time: $\frac{1}{2}$ phase.

HOUSE SPIRIT

This spell allows the wizard to call upon the house spirit to protect a dwelling from intruders, which it does with a well aimed barrage of pots, pans and other household items . This incantation is little used by most wizards, except in border or wilderness areas.

Power: 3d6 Energy Blast versus PD (House Spirit)

Specific Modifiers: Trigger (uninvited entry, +¼), Indirect (Any location or direction) (+¾); Only in a dwelling (-½) 16 uses (-0), Costs END to cast (-¼) , requires objects to throw (-½).

Active Cost = 30 points. END Cost: (3); Magic Roll: -3; Casting Time: ½ phase.

HRAG'S GRAND ANNOUNCEMENT

When a mage needs to make a grand announcement to everybody within a day's ride of his current location, he can call upon this spell. Naturally, local residents usually disapprove of the frequent or inappropriate use of this spell. Scholar Hrag the Pompous created this spell when he discovered his long winded pontifications were being rudely ignored by fellow academicians. He was soon removed from his comfortable post and sent to teach literature in a remote whaling village along the northern coast.

Power: Images (Sounds)

Specific Modifiers: 64km Radius (+3+¼); No Range (-½), Only to repeat caster's speech (-½).

Active Cost = 42 points. END Cost: 4; Magic Roll: -4; Casting Time: ½ phase.

HUMBLE

The caster becomes more and more impressive in the eyes of the target, while the target feels himself terribly humiliated and susceptible to intimidation. This spell can force political or economic opponents to back down and feel very foolish, but is pretty much useless in combat situations.

Power: 2d6 Character Points PRE Transfer

Specific Modifiers: Fully Invisible Power Effects (+1), Target must engage in conversation (-½), Extra Time: 1 minute (-1 ½), Cannot be used for combat PRE attacks (-½).

Active Cost = 60 points; END Cost: 4; Magic Roll: -4; Casting Time: 1 minute.

HUNGER

The target of this spell begins to suffer from intense hunger pangs, causing him to eat any available foods to the exclusion of all other activities until fully sated.

Power: 8d6 Mind Control

Specific Modifiers: Telepathic Contact (+¼); Single Command - Intense Hunger (-½), Mental Power Based on CON (-½), Dispelled when fully sated (-1).

Active Cost = 50 points. END Cost: 5; Magic Roll: -5; Casting Time: ½ phase.

HURRICANE

The dread Hurricane, or Typhoon as it is known in the southern lands, is the most powerful storm known to humankind. This ritual will summon a Hurricane weather system to devastate the local area. The caster can roll to hit up to 5 hexes, using Autofire The 100km diameter storm begins at sea or near a coast, then advances through the hexes successfully targeted by the caster. After four to five days, the Hurricane will begin to dissipate and merge with the local weather patterns.

First Power: Change environment - Howling winds and water (-5 PER, Sight and Hearing groups)

Specific Modifiers: Megascale 100 km ($+3/4$); Linked to EB ($-1/2$).

Second Power: 30 STR TK

Specific Modifiers: Area Effect (explosive, Megascale 10 km + 1), Continuous (+1).

Combined Specific Modifiers: Single Continuing Charge lasting 4-5 days ($+1/4$), Indirect ($+3/4$), Autofire ($+1/2$), Hole in the Middle (5km Eye of Storm, $+1/2$); Must begin at sea or along coast ($-1/2$), Advances 10km per hour along designated path ($-1/4$), Costs END to cast ($-1/4$), Extra Time: 1 Hour ($-2-1/2$).

Active Cost = 112 + 225 points. END Cost: (34); Magic Roll: - 34; Casting Time: 1 Hour.

HYPNOSIS

This power is not so much a spell as an unusual skill. The Hypnotist gradually places the subject in a state of hypnotic sleep by rhythmically moving a device and speaking a steady stream of monotonic instructions. Once in this state, the subject is highly susceptible to suggestions from the Hypnotist. Since the subject must concentrate on the Hypnotist for the full minute required to enter the state, it is difficult to hypnotize unwilling subjects with this skill, especially the strong willed. An 11- activation roll is required to achieve the successful hypnotic trance. Once hypnotized, the subject can be given a post-hypnotic suggestion that will return him to a hypnotic state upon seeing or hearing a specific trigger in the future.

First Power: 2d6 EGO Suppress, Maximum 16

Specific Modifiers: Attack Versus Limited Defence (Mental Powers, +1+½); Gestures (-¼), Incantation (-¼), ½ DCV Concentrate while Hypnotizing Subject (-¼), OAF Hypnotizing Device (-1), 11- Activation Roll Required (-1), Subject must concentrate (½ DCV) on Hypnotist throughout (-1-½).

Second Power: 3d6 Mind Control

Specific Modifiers: Only when EGO is at zero (-1), Linked to Suppress (-½).

Combined Specific Modifiers: Extra Time: 1 Minute (-1-½), Single Continuing Charge lasting 5 hours (Cancelled when instructed by Hypnotist, -¼).

Active Cost = 55 + 30 points. END Cost: 0; Magic Roll: -8; Casting Time: 1 Minute.

HYPNOTIC FLAMES

This spell creates dancing flames that can entrance a chosen viewer (to anyone other than the target, the flames appear normal). To work, the victim must be able to see the flames. Once hooked, the target will stand motionless until he breaks free from the trance

Power: 8d6 Mind Control

Specific Modifiers: Telepathic Command (+¼); Doesn't work in rain or underwater (-¼), Single Command (Stop Moving, -½), Target Must be able to see flames (-½).

Active Cost = 50 points END Cost: 5; Magic Roll: -5; Casting Time: ½ Phase.

HYPNOTIC GAZE

Often times, brutishly slaying an enemy is not sufficient when more a delicate approach is required, especially when the enemy is small and fragile. This spell allows the caster to freeze a group of people in their tracks with a hypnotic stare, immobilizing them.

Power: 3d6 Entangle

Specific Modifiers: Area Effect: 7" cone (+1), Entangle takes no damage (+½), Works against EGO not STR (+¼); Must keep eye contact on each person or Entangle disappears for that person (-1), No range (-½).

Active Cost = 82 points. END Cost: 8; Magic Roll: -8; Casting Time: ½ Phase.

I

ICE BOAT

This spell allows the caster to create a 3" radius ice raft. The boat will immediately begin to melt from contact with the surrounding liquid, lasting at most a number of hours equal to the BODY of the Ice.

Power: 2d6 Entangle (Ice)

Specific Modifiers: Area Effect (Radius, +1); Only to create barrier (-1), Only on a water surface (-½), vulnerable to Heat (-½), In temperatures above freezing, the boat loses 1BODY per hour, plus one per +10°C (-¼), Extra Time - 1 Turn (-1).

Active Cost = 40 points; END Cost: 5; Magic Roll: -5; Casting Time: 1 Turn.

ICE GLITTER

The Ice Wizard throws a shimmering ball of ice at the target hex which bursts as it arrives, blinding all within a certain area.

Power: 4d6 Flash against sight

Specific Modifiers: Explosion (+½); Gestures (-¼), Incantations (-¼), Doesn't work if temperature is above 25°C or in low humidity (-¼).

Active Cost = 30 points; END Cost: 3; Magic Roll: -3; Casting Time: ½ Phase

ICE MISTS

Chilling damp mists begin to swirl at the caster's feet, and then coalesce into a clinging fog that is impossible to see through.

Power: 2" Radius Darkness (impervious to normal sight)

Specific Modifiers: Doesn't work if temperature is above 25°C or in low humidity (-¼).

Active Cost = 20 points; END Cost: 2; Magic Roll: -2; Casting Time: ½ Phase

ICE SHARDS

A shower of ice slivers fly from the caster's hands and fly at the target. At short range against unarmoured opponents, this can be deadly, but the slivers lose their potency the farther they travel.

Power: 2d6 RKA (Ice shards)

Specific Modifiers: Five Shot Autofire (+½); ½ End Cost (+ ½), Reduced by Range (-¼), Doesn't work if temperature is above 25°C or in low humidity (-¼), Reduced Penetration (-¼).

Active Cost = 60 points; END Cost: 1(5); Magic Roll: -6; Casting Time: ½ Phase

ICE SIGHT

By means of this spell, the Ice Wizard is able to see clearly through all forms of snow or ice.

Power: N-Ray Vision (Only through frozen water)

Specific Modifiers: Costs END to Use (-½).

Active Cost = 10 points; END Cost: 1; Magic Roll: -1; Casting Time: ½ Phase.

IGNITE FLAME

Useful for impressing ignorant peasants or just starting a fire without tools, this spell allows the wizard to ignite any flammable material, such as a candle, torch, or kindling.

Power: 1 pip RKA (Fire)

Specific Modifiers: Only to ignite flammable object (-½).

Active Cost = 5 points. END Cost: 1; Magic Roll: -1; Casting Time: ½ phase.

ILLUSION

This spell represents your basic high-powered illusion. It can be anything, and affects everyone within an 8" radius. Why, you might ask, don't all illusionists just take this spell? After all, it can do everything, or at least almost everything, that the rest of the spells of this type can do. The reason is simple. It's hard to cast and uses gargantuan amounts of END. Only true masters can learn and successfully cast this spell.

Power: 12d6 Mental Illusion

Specific Modifiers: Area Effect (6" Radius) (+1).

Active Cost = 120 points. END Cost: 12; Magic Roll: -12; Casting Time: ½ Phase

IMAGES

With this simple spell, the caster can create an image that is both visible and audible to onlookers.

Power: Images (sight and sound), 1" area

Active Cost = 15 points. END Cost: 1; Magic Roll: -1; Casting Time: ½ Phase

IMMUNITY TO DISEASE

By casting this spell the caster can make himself and up to two other people immune to diseases. Although the caster needs to touch the other recipients, after that, they need not remain in range

Power: Immunity to all terrestrial diseases and biowarfare agents

Specific Modifiers: Usable by up to two others, caster can still use (+ $\frac{3}{4}$), Persistent (+ $\frac{1}{2}$), Extra Time: full Phase (- $\frac{1}{2}$), Only natural diseases (-1)

Active Cost = 22 points. END Cost: 2; Magic Roll: -2; Casting Time: 1 Phase

IMMUNITY TO SPELLS

This power protects the Caster from the effects of any one known spell. To use this power, he must have previously experienced the spell directly, or observed its manifestation and effects. (Such as by means of the Forewarn spell.) The protection afforded by this power gradually decreases over the course of several hours, until finally it fades away.

Power: 20d6 Dispel

Specific Modifiers: Any One Magic Spell (+¼), Trigger (Selected spell cast on Caster) (+¼); Lose 1d6 Dispel per hour (-½), No Range (-½).

Active Cost = 75 points. END Cost: (7); Magic Roll: -7; Casting Time: ½ phase.

IMPRISON

The victim of this spell is swallowed whole by the earth and pulled downward, where he is held and kept alive with minimum life support.

First Power: 6d6 Entangle (Stops Sight and Smell)

Second Power: Life Support (Does not need to eat or breathe)

Specific Modifiers: Usable By Others at Range (+¼), 0 END Persistent (+1); Linked to Entangle (-½), Independent (-2), Only used by Entangled victim (-1).

Combined Specific Modifiers: Victim Must Have Connection to the Earth (-¼), Extra Time (phase, -½).

Active Cost = 60 + 29 points; END Cost: 9; Magic Roll: -9; Casting Time: Full Phase.

IMPROVED VENTRILOQUISM

With this spell, the Caster can overcome the limitations of the Ventriloquism skill, and broadcast his voice a greater distance without loss of effectiveness. The caster need merely mouth the words he is projecting, and they will be spoken at the target location.

Power: -5 PER Sound Images

Specific Modifiers: Invisible Power Effects (All Senses, +1); Only vocal sounds that can be generated by caster (-½), Incantations throughout (Caster must mouth the words to be spoken, -½).

Active Cost = 40 points. END Cost: 4; Magic Roll: -4; Casting Time: ½ phase.

IMPULSE

This simple cantrip allows the caster to animate any small, light objects within reach. Any manipulated items must remain within 4" of the caster while the spell is being maintained.

First Power: 2" Stretching

Specific Modifiers: Only with extra limb (-¼).

Second Power: Extra Limb

Specific Modifiers: Linked to Stretching Costs END to maintain (-¼), Use at -10 STR (-½).

Combined Specific Modifiers: Invisible Power Effects (Sight) (+½)

Active Cost = 15 + 7 points. END Cost: 2; Magic Roll: -2; Casting Time: ½ Phase.

IMRIC'S PROOF AGAINST SCRYING

This is an all-important spell for anyone who wishes to be free from magical scrying. When cast, this spell creates a dead zone for all but the most powerful scrying spells. Because it is a very draining spell mentally, a given mage may only cast it once a day and the spell lasts but an hour. However it gives a full hour free of magical eavesdropping. Powerful leaders often keep several experienced mages around to cast continual spells against scrying when important negotiations are going on.

Power: Invisibility against clairsentience, no fringe

Specific Modifiers: Area affect, 4" radius (+1), Continuous (+1), 1 continuing charge per day, lasts 1 hour (-½), Concentrate: 0 DCV (-½), Extra Time: 1 turn (-1),

Active Cost = 90 points; END Cost: 9 ; Magic Roll: -9 ; Casting Time: 1 turn

INCINERATION STRIKE

The powerful spell creates a column of intensely hot flames in the target hex. These flames are hot enough to incinerate normal flesh, and will cause iron objects to glow red.

Power: 3d6 RKA (Fire)

Specific Modifiers: Penetrating (+½), Area Effect (hex, +½); Extra Time: phase (-½), Doesn't work in rain or underwater (-¼).

Active Cost = 90 points; END Cost: 9; Magic Roll: -9; Casting Time: 1 Phase.

INCOMING!

This spell animates objects to attack the wizard's foes. Once commanded, an object near the mage will launch itself at a designated target causing considerable damage should the target be hit. The object will take a moment to get its bearings, then look out!

Power: 6d6 Physical Blast

Specific Modifiers: OIF - items around target (-½), only up to BOD + DEF of objects (-½).

Active Cost = 30 points. END Cost: 3; Magic Roll: -3; Casting Time: ½ Phase

INCREASE MASS

This spell permits the caster to momentarily alter the physical mass of a person or object. No more than 200 Kg can be altered at a time.

Power: 2 Levels Density Increase

Specific Modifiers: Usable Against Others (+1), Up to 200 Kg for inanimate objects (+¼).

Active Cost = 22 points. END Cost: 2; Magic Roll: -2; Casting Time: ½ Phase

INCREASED AWARENESS

Through the use of this spell, the caster increases his general awareness of the world around him. Once cast, the mage will notice more.

Power: +3 to Perception rolls

Specific Modifiers: Costs END (-½).

Active Cost = 9 points; END Cost: 1; Magic Roll: -1; Casting Time: 0 Phase

INEXPLICABLE MANIFESTATION

This spell is cast upon an inanimate object so that when a being next touches it, a limited illusory manifestation of the caster's choosing occurs. The manifestation can be of almost any nature the caster desires, but cannot be designed to fool or scare anyone, as it is clearly some sort of phantom sensation. The manifestation can be visual, sonic, or olfactory; it will appear or manifest near or around the creature touching the enspelled object. It could be, for example, the image of a white rose, the scent of the ocean, or the sound of a crying kitten. Their reaction may vary; although they may not associate the image with the thing touched, they are aware that a distinct "something" has happened to deliver this manifestation - usually this seems to be some sort of ghostly phenomenon. The nature of the image also affects their reactions; the image of a pink bunny rabbit is less disturbing than that of a looming skull.

This spell is often made permanent for various reasons. First, so that every creature touching an object causes the same manifestation. Secondly, it is often incorporated into the enchantments of a magic item (often swords) to give the item personality and flair.

Power: 6d6 Mental Illusion

Specific Modifiers: Trigger (when item touched, +¼)

Specific Modifiers (Permanent version); Continuous (+1), Uncontrollable (negated by target releasing item, +½), 0 END (+½)

Active Cost = 37 points; END Cost: 4; Magic Roll: -4; Casting Time: ½ Phase

Active Cost (Permanent version) = 97 points; END Cost: 10; Magic Roll: -10; Casting Time: ½ Phase.

INFESTATION

A swarm of vermin crawl through any holes in the armour of the target, producing a number of nasty bites and stings until they are removed. The vermin will continue their attack for as long as the caster pays the END cost. The insects can also be removed manually, but this requires a half phase action per pest.

Power: 1d6 RKA

Specific Modifiers: Continuous (+1), Penetrating (+½), ½ END (+½);
Remove insects to prevent further damage (2 full Phases) (-1).

Active Cost = 37 points. END Cost: 2; Magic Roll: -4; Casting Time: ½ phase.

INK OF THE OCTOPUS

While swimming underwater, the wizard may find it helpful to employ this spell to escape a predator. The casting of the spell turns his skin slimy and slightly opalescent, and he gains two large glands on the side of his neck from which the ink is ejected.

Power: Darkness to Sight, 2" Radius

Specific Modifiers: No Range (-½), Only Underwater (-¼), Not in Strong Current (-¼), Limitation: Reforms the body into part human, part animal form (-½),

Active Cost = 20 points. END Cost: 2; Magic Roll: -2; Casting Time: ½ phase.

INSATIABLE THIRST

The target of this spell suddenly develops an insatiable thirst, and must drink whatever fluids are at hand in preference to any other activity. Obviously, the target will be strongly opposed to drinking any liquids that are obviously harmful. It is possible, but not likely, that the target could drink himself to death given a sufficient quantity of liquid, and failed CON rolls.

Power: 10d6 Mind Control

Specific Modifiers: Mental Power based on CON ($-\frac{1}{2}$), Only single command - insatiable thirst ($-\frac{1}{2}$), Does not work in water ($-\frac{1}{4}$), No effect on water denizens or creatures that do not drink ($-\frac{1}{4}$).

Active Cost = 50 points; END Cost: 5; Magic Roll: -5; Casting Time: $\frac{1}{2}$ phase.

INSECT PLAGUE

This powerful spell draws all the flies (or similar small biting insects) around into a huge cloud approximately 1 km in diameter, that then descends upon any unfortunate in its area. The insects will swarm over every available surface, and into every orifice, blinding, deafening and eventually suffocating their victims. This spell is (of course) associated with darkest sorcery, and can be cast but once per day, since there will not be sufficient insects in the area to produce a second cloud.

First Power: Images (to normal sight and hearing) with -5 on PER roll

Specific Modifiers: Megascale, 1 km (+ $\frac{1}{4}$)

Second Power: 3d6 EB

Specific Modifiers: Area effect, (1 hex Megascale, 1 km, + $\frac{3}{4}$), Penetrating (+ $\frac{1}{2}$); linked to Images (- $\frac{1}{4}$).

Combined Specific Modifiers: 1 use/day, lasts 1 hour (- $\frac{1}{2}$), $\frac{1}{2}$ DCV Concentrate (- $\frac{1}{4}$), does not affect targets with force field, force wall, that do not breathe, or are within 1" of open flames or heavy smoke (- $\frac{3}{4}$), Extra Time: 1 turn (- $\frac{1}{2}$), Costs END to cast (- $\frac{1}{4}$).

Active Cost = 37 + 33 points. END Cost: (7); Magic Roll: -7; Casting Time: 1 turn.

INSTANT REPLAY

This spell acts like a recorder, allowing the Illusionist to observe a sequence of sights and sounds, then play them back when a particular trigger event occurs. This can be used, for example, to allow the Illusionist to appear to be doing one thing while he is actually doing another, such as shuffling a deck of cards while reordering the deck.

Power: Images, Sight/Sound, -5 to PER Rolls

Specific Modifiers: Trigger (Any, +½); Only to replay a viewed series of events (-½), Extra Time - 1 Turn (-1).

Active Cost = 37 points; END Cost: (3); Magic Roll: -3; Casting Time: 1 turn.

INTIMIDATE

The caster appears to his foes to be truly invincible, causing them to reconsider or even completely abandon their attack.

Power: 4d6 Character Points PRE Aid

Specific Modifiers: Only for use in Presence Attacks (-1).

Active Cost = 40 points; END Cost: 4; Magic Roll: -4; Casting Time: 1/2 Phase

INVEST OBJECT

This is a useful spell learned by many Wizards. The caster creates a physical conduit through which magical energy can flow. The conduit must be valuable to the caster, such as a gem stone, precious metal ornament, animal familiar, or a unique family heirloom. Once invested, anybody who touches the object can draw END to cast spells. However, only the wizard is capable of recharging the object. Once each day that the Wizard maintains physical contact with the charm, he can make an EGO roll to determine if the object was recharged by the amount of REC. Note - only one of these objects can be created by the wizard at one time unless the number of "others" who can use it is increased. If two objects are created, the magical energy will arc from one to the other until one object (randomly) is consumed.

Power: End Reserve, 15 END, 5 REC

Specific Modifiers: Usable by Others (+½); Recover END reserve once per day (-1-¼), Requires physical contact and EGO roll by caster to recover END (-½), OAF - Invested Object, valuable (-1-¼), Extra Time: 1 hour (-2-½).

Active Cost = 20 points. END Cost: 2; Magic Roll: -2; Casting Time: 1 hour.

INVISIBLE TENT

This spell is most handy for outdoor events where the weather is going bad or where the insects are becoming too much to bear. The spell creates a magical shelter of gold-hued glassy walls.

Power: 2PD/2ED Force Wall, 10" width.

Specific Modifiers: 2 Charges for 5 hrs (-0), Concentrate 0 DCV (-½), One Turn Start-up (-½), Lim: Only keeps out weather and pests (-½).

Active Cost = 30 points. END Cost: 0; Magic Roll: -3; Casting Time: 1 turn

INVISIBLE SERVANT

This spell allows the caster to create an Invisible Servant to do the Wizard's bidding. The servant can only perform one task at a time, and will not engage in combat. (See the stats below. Note that the low strength of the Servant limits the types of tasks that can be performed.)

Invisible Servant

An Invisible Servant is not a living being in the normal sense, but is a magical force summoned to the bidding of a Wizard. The Servant will not engage in any form of combat, but will follow any orders given by its master even at the cost of its own existence.

Powers

STR	5	30	Takes no STUN. Takes only BODY (Automaton)
DEX	10	40	Invisible to sight group, 0 END Persistent (+1), Always On (-1/2)
CON	0	20	END w/ STR
BODY	10	60	END w/ Running
INT	10	21	Life Support (Immune to Disease, Immune to Ageing, Doesn't Eat,
EGO	0		Sleep, Breath, or Excrete)
PRE	10	6	PS: Servant 15-
COM	10		
PD	1		
ED	1		
SPD	4		
REC	0		
END	0		

STUN 0

50

Disadvantages

+

20

Psych. Limitation: Will Not Fight (Common, Total)

2

Creature Bonus

OCV

5

DCV

5

Total points: -33 + 105 = 72

Power: Summon Invisible Servant

Specific Modifiers: (slavishly devoted, +1), Extra Time - 1 Turn (-½), Single Continuous Charge lasting 1 hour (also ends when Servant is at 0 BODY, -½), Must Remain Within Range (5 x points, -½).

Active Cost = 29 points; END Cost: 3; Magic Roll: -3; Casting Time: 1 Turn.

INVISIBILITY

A mage who casts this spell becomes virtually undetectable by normal sight. The mage can still be heard, and anyone close enough to the caster will notice a disturbance in the air and will be alert.

Power: Invisibility to normal sight

Specific Modifiers: Extra Time: Full Phase (-½).

Active Cost = 20 points; END Cost: 2; Magic Roll: -2; Casting Time: 1 Phase

INVISIBILITY TO ANIMALS

This spell allows the wizard to bend the perceptions of animals away from himself. As long as the wizard maintains the spell and remains beyond arm's length, the animals will pay no attention to him.

Power: Invisible (Sight, hearing, and smell/taste sense groups)

Specific Modifiers: Spell turns off if the wizard starts to attack any animal (-¼). Only works on living creatures of 7 INT or less (-1).

Active Cost = 50 points; END Cost: 5; Magic Roll: -5; Casting Time: 0 Phase

IRON SOUL

The caster receives greatly enhanced defences against attempts to steal or drain his powers, or to dispel his personal spells

Power: 20 pts Power Defence

Specific Modifiers: Costs END (-½), Extra time (½ phase, -¼)

Active Cost = 20 points. END Cost: 2; Magic Roll: -2; Casting Time: ½ Phase

IRON WARRIOR

The Caster can reach a heightened state of battle frenzy that allows him to ignore wounds that would stagger a normal being. This power halves the normal STUN damage from any non-mental attack. Once he drops this power, however, the Caster takes any absorbed STUN damage. Hence he will usually attempt to maintain this power until it is safe to rest.

Power: 50% Physical/Energy Resistant Damage Reduction

Specific Modifiers: $\frac{1}{2}$ END ($+\frac{1}{4}$); Only versus STUN damage (-1), Takes any absorbed STUN damage once power is dropped ($-\frac{3}{4}$), Costs END ($-\frac{1}{2}$).

Active Cost = 75 points. END Cost: 4; Magic Roll: -7; Casting Time: $\frac{1}{2}$ phase.

IRON WILL

This spell enables the caster to fortify his mind against mental attacks.

Power: 10 points Mental Defence ($10 + \text{EGO}/5$)

Specific Modifiers: $\frac{1}{2}$ END ($+\frac{1}{4}$); Costs END ($-\frac{1}{2}$), Extra time ($\frac{1}{2}$ phase, $-\frac{1}{4}$)

Active Points = 12 points; END Cost: 0; Magic Roll: -1; Casting Time: $\frac{1}{2}$ Phase

J

JET OF AIR

This spell creates a thin, powerful jet of air that is strong enough to cause physical STUN damage and hurl back the target. The jet thins and becomes less effective with increasing range.

Power: 8d6 Energy Blast (Wind)

Specific Modifiers: Double Knockback (+ $\frac{3}{4}$); Beam Attack (- $\frac{1}{4}$), Does not work in water (- $\frac{1}{4}$), Reduced by Range (- $\frac{1}{4}$).

Active Cost = 70 points; END Cost: 7; Magic Roll: -7; Casting Time: $\frac{1}{2}$ Phase.

K

KALAN'S CRYPTIC CHORDS

This spell was created by a Faerie enchanter who was best known for his love of music. When cast, this spell mystically alters the caster's ears and vocal chords to make it easy for the caster to determine the difference between musical notes. With this spell, even the most tone-deaf wizard can seem a musical genius.

Power: Perfect Pitch, +3 Hearing Perception, +3 with all Musical Skills

Specific Modifiers: Hearing Perception is only useful to determine minute differences in sounds (-1).

Active Cost = 24 points; END Cost: 2; Magic Roll: -2; Casting Time: ½ Phase

KHAMSHEEN

This powerful spell is very similar to the spell *Blizzard* in all ways except that it can only be cast in desert areas instead of areas of cold (same limitation value) and raises a violent dust storm that blinds and suffocates its victims, rather than freezing them.

KNOW AIR

When this spell is cast, the Wizard gains information about the composition of air nearby, including the presence of unusual or poisonous gases, the amount of humidity, dust and pollen, and so on. This spell will not allow the caster to detect the use of invisibility, but he can sense gaseous beings.

Power: Detect Gas (Discriminatory, Range)

Specific Modifiers: Costs END (-½), ½ DCV Concentrate throughout (-½)

Active Cost = 13 points; END Cost: 1; Magic Roll: -1; Casting Time: ½ Phase.

KNOW DIRECTION

This spell is highly useful to the travelling Wizard, allowing him to accurately determine the direction of north.

Power: Detect North

Active Cost = 3 points; END Cost: 1; Magic Roll: -1; Casting Time: ½ phase.

KNOW MOON

This spell allows the caster to know the direction and current phase of the moon. This in turn will allow him to know the approximate period of the month within a day or two. If he can determine the time of the day, then he will also be able to orientate himself. Finally, he can determine the current state of the tides and the effectiveness of lunar magic.

Power: Detect Moon (Ranged, Discriminatory)

Specific Modifiers: Costs END to use (-½)

Active Cost = 13 points; END Cost: 1; Magic Roll: -1; Casting Time: ½ phase.

KNOW PLANE

Casting this spell within a plane, or upon an extra planar creature or object, will give the Wizard something akin to a "smell" for the place, so that he will know the plane again should he ever visit. The planar knowledge will allow the Wizard to attempt to find the plane again in the future, or at least give him a clue about how to reach it.

Power: +3 Plane Tracking Scent, Discriminatory

Specific Modifiers: Transdimensional (All, +1); Only to find plane (-½),
Extra Time: 1 turn (-½).

Active Cost = 42 points. END Cost: 4; Magic Roll: -4; Casting Time: 1 turn.

KNOW THE SIZE OF THE HIDDEN

Occasionally when one comes across a partially buried object or a deposit of some substance, it would be beneficial to know the general size and shape of the thing. When a mage casts this spell and touches a continuous substance or artefact, he obtains a clear idea of the thing's size and shape. Continuous mineral deposits, buried buildings, continuous wall systems, and other such objects of uniform make or substance can be subjects for this spell. Their extent is revealed to the mage instantly, but if the PER roll is failed, or if the object is extradimensionally active, then the casting mage is stunned by sensory overload, after which their idea of its extent can be summed up as "Pretty darn big!"

Power: Detect Size (discriminatory, PER +5)

Specific Modifiers: Extra Time - full phase ($-\frac{1}{2}$), Side effect (6d6 STUN drain, +1), Side effect triggered if PER roll failed or if object contacts other dimensions ($-\frac{1}{4}$).

Active Cost = 13 points; END Cost: 1; Magic Roll: -1; Casting Time: 1 phase.

KNOWING

This spell enables the caster to detect and identify animals in the nearby area.
This spell does not allow communication or command of those beasts.

Power: Detect Animals (+6 to PER, Discriminatory, Range)

Specific Modifiers: Costs END (-½)

Active Cost = 25 points; END Cost: 2; Magic Roll: -2 Casting Time: 0 Phase

KORNAR'S GREASE SPOT

With this spell the caster shoots forth a liquid spray that covers a surface with super-slick grease. Anyone stepping on that area will be have their feet covered by the grease, slowing movement until the grease wears off or until the character removes his shoes.

Power: 2d6 Running Drain

Specific Modifiers: Area Effect (variable, 5 hexes, +1), Continuous (+½), Uncontrolled (can be removed like any grease using a cleaning solution, soap and water for example, +½), 0 END (+½), Only affects those touching the surface of the effected hex (-¼), Characters can regain their normal movement (get back the lost running) by removing the article which is covered by the grease (-¼).

Active Cost = 70 points; END Cost: 7; Magic Roll: -7; Casting Time: ½ Phase

L

LAND HAVEN

Land Haven is the name given by sailors to the caves and canals which are made possible by this spell. When the wizard completes his casting, he may open before him a wide canal in a land mass, or even a tunnel-like cavern stretching into a cliff face. Naturally, water from the river, lake or sea in which his ship is floating will rush in, probably carrying the vessel with it. He may even close up the cave or canal behind him, so that the craft is floating within. This spell has also proven useful in capturing pirates.

Power: Tunnelling, 8 DEF, 5" movement, Fill In Behind

Specific Modifiers: Area Effect: 26" line (+1), Tunnel must be connected to a large body of water (-2).

Active Cost = 132 points. END Cost: 4; Magic Roll: 13; Casting Time: ½ Phase.

LAVA PIT

This powerful spell causes the earth to spew forth lava and vapours, forming a growing pit. The Lava pit will grow outward to form a pit, unless there is a downward slope. The lava will take a day to cool and solidify, unless doused by an equal quantity of water. While active, the heat of the Lava Pool will inflict great harm on anyone moving through its centre, and lesser damage on the edges of the pit, plus further damage from the effect of the gases within the pit.

First Power: 3d6 RKA (heat)

Specific Modifiers: Area effect (explosive, + $\frac{1}{2}$).

Second Power: 2d6 Energy Blast

Specific Modifiers: NND (Fumes, negated by not breathing, +1), Area effect (radius x2, +1 $\frac{1}{4}$), linked to RKA (- $\frac{1}{2}$).

Combined Specific Modifiers: 1 charge lasting 1 day (+0), Doused by an equal quantity of water (- $\frac{1}{2}$), Costs END to cast (- $\frac{1}{4}$), Only on solid ground (- $\frac{1}{4}$).

Active Cost = 67 + 32 points; END Cost: (10); Magic Roll: -10; Casting Time: $\frac{1}{2}$ phase.

LEGERDEMAIN

The magician is versed in a wide variety of parlour tricks, ranging from causing a bundle of flowers to appear, to vanishing from the stage in a cloud of smoke. This spell will allow the caster to perform amazing acts of legerdemain, with the particular effects determined by the act.

Power: Teleportation 10”

Specific Modifiers: Usable Against Another (+1), Variable Special Effects (Any) (+½); Requires a Sleight of Hand Skill Roll (-½).

Active Cost = 50 points. END Cost: 5; Magic Roll: -5; Casting Time: ½ phase.

LEVITATE

When this spell is cast, the target is surrounded by a glowing field and is able to gently climb and descend, but not move horizontally. The user must concentrate intensely to maintain this power

Power: 5" flight

Specific Modifiers: Usable by others (if given to another the caster cannot use it, $+\frac{1}{4}$), maintainable at range ($+\frac{1}{2}$), Usable only for moving up or down ($-\frac{1}{4}$), Concentrate: 0 DCV constant concentration (-1).

Active Cost = 17 points; END Cost: 2; Magic Roll: -2; Casting Time: 0 Phase.

LICH TRANSFORMATION

Long a closely held secret of a few select Magi, this dark ritual allows the Necromancer to transform himself into the dreaded Lich. The transformation is total, and can only be reversed by raising the Lich from the dead. The focus for this spell is a 100 year-old grave stone which is used to store the 'soul' of the Necromancer, plus various rare essences.

Power: Lich Multiform

Specific Modifiers: Limitation: does not work in bright sunlight (-¼), OIF - 100 year old grave stone plus mystical essences (expendable, rare and expensive, defined by GM -1), Limitation: Requires resurrection to return to life (-1), Extra Time - 1 day (-3 ½).

Active Cost = 89 points. END Cost: 9; Magic Roll: -9; Casting Time: 1 day.

LIFE TRANSFER

The caster steals the target's life force with a touch, causing the target to grow older while the caster grows younger by a like number of years. This spell is the most difficult of necromantic spells to cast, but is sought after by all evil wizards, since it is a reliable way to offset the destructive effects of ageing. As long as the caster can find a supply of youthful victims, there is no reason he could not extend his life indefinitely. If a Dispel (of any size) is cast upon the target while on holy ground, he will gain back the lost years, and if the necromancer is treated similarly, all of his stolen youth will vanish.

First Power: 6d6 minor Transformation (target ages d6 years)

Second Power: 6d6 minor Transformation (caster becomes 1d6 years younger)

Specific Modifiers: Linked to first transform (-½)

Combined Specific Modifiers: Cumulative (+½), Limitation: does not work in bright sunlight (-¼), Limitation: does not work on ground sanctified to a "good" religion (-¼).

Active Cost = 90 points. END Cost: 9; Magic Roll: -9; Casting Time: 5 minutes.

LIFELEECH

This potent spell allows the caster to draw life force from his enemies and transfer it to himself.

Power: 2 d6 Body Transfer

Specific Modifiers: At Range (+½), return rate delayed to 1 day (+1 ¼).

Active Cost = 82 points; END Cost: 8; Magic Roll: -8; Casting Time: ½ Phase

LIGHT

This spell allows the caster to create a globe of cool, white light that illuminates the surrounding area as brightly as a lantern. This spell is often made into permanent lights for temples, the houses of the wealthy and important city thoroughfares.

Power: Change environment (light), 3" radius

Specific Modifiers: No Range (-1/2)

Active Cost = 15 points; END Cost: 1; Magic Roll: -1; Casting Time: 1/2 phase.

LIGHTEN BURDEN

This spell is a favourite of travelling Wizards forced through choice or circumstances to journey on foot. Upon casting this spell, the pack of the Wizard, along with a total of 50kg in contents, will become virtually weightless.

Power: 6 STR Telekinesis

Specific Modifiers: Affects all parts of target (-¼), Only to lighten the backpack and its contents (-1), No Range (-½)

Active Cost = 15 points; END Cost: 1; Magic Roll: -1; Casting Time: ½ phase.

LIGHTEN METAL

When this spell is cast upon a metal object (armour, sword, or a pouch of coins), that object's weight is lightened by half. Multiple uses of this spell will continue to lighten to object by half up to the limit of the spell.

Power: 20 STR Telekinesis

Specific Modifiers: Continuous (+1), Uncontrolled (+½), 0 END (+½); Only to decrease weight by ½ (-1 ½), Only against metal objects (-½).

Active Cost = 90 points; END Cost: 0; Magic Roll: -6; Casting Time: 1 Phase

LIGHTNING BOLT

Opposing winds summoned by the caster generate a large static charge that is channelled through the caster at the target - a lightning bolt.

If the caster fails to hit his target, he'll suffer a large shock, unless he is wearing no metal, in which case the full force of the spell will be turned on whatever piece of metal nearby that the GM feels is appropriate.

Power: 2 ½ d6 RKA Energy Blast (Lightning)

Specific Modifiers: Side Effects (6d6 Energy Blast or Random discharge, -½), side effect triggered if targeting roll fails (-½), +1 Body Outside, -1 Indoors (-0).

Active Cost = 40 points. END Cost: 4; Magic Roll: -4; Casting Time: ½ Phase

LIGHTNING FLASH

This spell is very much like lightning bolt except that the caster does not strike the target with the bolt, he cause the bolt to strike in front of the target. The bright light is generally enough to blind anyone in the near vicinity.

Power: 2d6 Flash

Specific Modifiers: Explosion (+½), Extra Time: full Phase (-½), Will not function in Enclosed Environments (-1).

Active Cost = 30 points. END Cost: 3; Magic Roll: -3; Casting Time: 1 phase

LIGHTNING ROD

This spell turns the Wizard into a walking lightning rod. Any lightning or electrical charge that strikes the caster is immediately grounded, as long as he is connected in some manner to the earth.

Power: 12d6 Dispel

Specific Modifiers: Dispel vs. Special Effect (Electricity, $+1/4$), $1/2$ END ($+1/4$); No Range ($-1/2$), Must be grounded ($-1/4$).

Active Cost = 54 points; END Cost: 3; Magic Roll: -5; Casting Time: $1/2$ Phase.

LIKE A ROCK

This spell allows the caster to suffer any environment a stone could. The caster could literally reach into a fire and pick up a burning coal with his bare hand, or sleep on a bed of nails. However he will still take damage from the sudden shock of attacks.

Also, conditions too severe for even a rock will harm him (lava pits, the surface of a sun, the pressure of a steel press).

Power: Life Support: Self contained breathing, Intense heat and cold, Vacuum and high pressure, High radiation.

Specific Modifiers: Costs END (-½).

Active Cost = 19 points; END Cost: 2; Magic Roll: -2; Casting Time: ½ Phase.

LION'S ROAR

The awesome roar of the Lion will intimidate all but the mightiest foes. This spell will cause the face of the wizard to sprout hair and acquire the features of this big cat. He can then deliver a roar that will cause many an opponent to flee in fear.

Power: +15 PRE

Specific Modifiers: Only to create fear (-½), Only while roaring (-¼),
Limitation: Reforms the body into part human, part animal form (-½)

Active Cost = 15 points. END Cost: 1; Magic Roll: -1; Casting Time: ½ phase.

LITTLE FRIENDS

This spell summons a group of small animals from the nearby area. While these creatures are not of much use in combat, they can help the caster in many ways. A deer might know the way through a strange forest, thus helping a lost wizard. A group of rabbits might be able to tell a starving mage where a carrot patch could be found. Birds could be called upon to scout a path for bandits. A group of fish might be able to tell the caster where a sunken ship is. And so forth. Of course, the caster will have to figure out a way to communicate and befriend the creatures, or else they will only give him cursory help.

Power: Summoning (16 50-pt Animals)

Specific Modifiers: Amicable (+ $\frac{1}{4}$) Any small animals (+ $\frac{1}{2}$), Must inhabit locale (- $\frac{1}{2}$), must arrive under own power (- $\frac{1}{2}$)

Active Cost = 52 points; END Cost: 5; Magic Roll: -5; Casting Time: 1 Turn

LIVING WOOD

The trees themselves become alive and grab or hit the caster's enemies.

Power: 15 STR Telekinesis.

Specific Modifiers: Indirect ($+\frac{3}{4}$), Area Effect one hex ($+\frac{1}{2}$); Only where plants can grow ($-\frac{1}{4}$).

Active Cost = 49 points. END Cost: 5; Magic Roll: -5; Casting Time: $\frac{1}{2}$ Phase

LOCATE NEMESIS

Sometimes a single person in the world of men will attract a mage's interest, particularly if that person is an age-old enemy. This spell searches the countryside in an attempt to discover the person's whereabouts.

Power: 5d6 Mind Scan

Specific Modifiers: +10, Concentrate (0 DCV) (-½).

Active Cost = 45 points. END Cost: 4; Magic Roll: -4; Casting Time: ½ Phase.

LOCATE OBJECT

With this spell a mage can call upon the knowledge of the dead to locate a lost object. The object can be anything, but the mage must describe it in detail to the spirits before they can locate it. The mage must be in the general vicinity of the lost object, or the spirits will lose their purpose as they wander.

Power: Detect Object

Specific Modifiers: Ranged, Discriminatory, +1 PER, Any Single Object (+¼).

Active Cost = 19 points. END Cost: 2; Magic Roll: -2; Casting Time: ½ Phase

LOFTY EYE

This unusual spell gives the caster an elevated view of his surroundings. The caster must stand still with eyes closed for the duration; he is then able to look down from a point hundreds of feet directly above the spot where he is standing. Needless to say, the spell's utility is limited by visibility conditions-- it does not grant the ability to see through trees, clouds, smoke, etc. It will not function at all if cast indoors or underground. Trees are not a barrier to the spell's operation, but it does not lend any special visual acuity, so fine details of things on the ground may not be picked out. The duration is limited by caster concentration.

Power: AK: Local Countryside 14-

Specific Modifiers: Varies with area (+2); only information visible from above (-½), Concentration - 0 DCV (-1).

Active Cost = 15 points; END Cost: 1; Magic Roll: -1; Casting Time: ½ Phase.

LONG SLEEP

This spell puts the wizard into a trance-like state in which he appears to actually be dead. During this period, his bodily functions are greatly reduced, and he can thus survive long periods unattended. This spell is used to avoid starvation, or tedious periods such as long ship voyages, or even simply for a rest. When the spell is cast, the wizard must specify some event that will arouse him.

Power: Simulate death

Specific Modifiers: Cannot voluntarily turn off (-¼).

Active Cost = 5 points; END Cost: 0; Magic Roll: -1; Casting Time: ½ phase.

LORE OF THE PLANTS

This power allows the Wizard to determine the properties of a particular plant or tree through physical contact. This information can include whether parts of the plant are edible or poisonous, any health effects, what types of objects the plant is suitable for constructing, and so on. Any skills associated with plant knowledge are complementary to this spell.

Power: Detect Plant Properties w/ touch, Analyse

Specific Modifiers: Costs END to use (-½).

Active Cost = 13 points. END Cost: 1; Magic Roll: -1; Casting Time: ½ phase.

LOVE SPELL

A long and complex ritual is performed over some object - a potion, a piece of fruit, a pair of scissors, a stick pin, or any other small item the witch selects. This item is then given to the "customer" who wishes love. The customer must then approach the object of his desire and carry out an action with the item, also decided by the witch - have the target drink the potion or eat the fruit, cut off a lock of the target's hair with the scissors, prick them with the pin, or whatever. At this point the magic descends upon the target, who falls hopelessly in love with the customer.

Power: 10d6 Mind Control

Specific Modifiers: Telepathic Command (+ $\frac{1}{4}$), Trigger (variable) (+ $\frac{1}{2}$), "Customer" must personally see that Trigger is set off (- $\frac{1}{2}$), Single Command ("Love this person", - $\frac{1}{2}$), Extra Time: 5 Minutes (-2), IAF (variable, expendable, - $\frac{3}{4}$).

Active Cost = 87 points. END Cost: 9; Magic Roll: -9; Casting Time: 5 Minutes

LUCK CHARM

In a matter of a few seconds, the caster can fashion a small knot of cording, feathers, beads and a lock of a certain person's hair, casting over it peculiar verses. When that person carries this charm, he will be followed by great luck. However, the caster must ask of him what is his greatest vice, and he must answer truthfully; and should he commit that vice thereafter, the charm will fall apart and its magic will disappear. The caster may only create one of these charms at a time.

Power: 6d6 Luck

Specific Modifiers: Usable By Others (+ $\frac{1}{4}$), Extra Time: 1 Turn to prepare (-1), User must carry charm (- $\frac{1}{2}$), Costs END to create (- $\frac{1}{4}$), Cancelled if user commits a predetermined vice (- $\frac{1}{2}$), IIF (Luck charm) (Expendable) (- $\frac{1}{2}$)

Active Cost = 37 points. END Cost: 4; Magic Roll: -4; Casting Time: 1 Turn

LUNATIC

This spell causes the target to go berserk (as per the Character Disadvantage), attacking the nearest target(s). The spell will only function during the week of a full moon.

Power: 12d6 Mind Control

Specific Modifiers: Telepathic Communication (+¼); Single Command: Only to go berserk (-½), only functions during period of full moon (-1).

Active Cost = 75 points; END Cost: 7; Magic Roll: -7; Casting Time: ½ phase.

M

MAELSTROM

This is one of the most powerful spells in the arsenal of Water Wizards. Once cast, a powerful downward current is created in the target hex, causing a huge, rotating vortex of water to form. At the centre of the vortex the strength of the flow is 36, but it decreases outward at the rate of 1 per 1" of radius. Ships caught within the vortex must escape or they will be dragged down to a watery grave. Because the spell is stationary, it is most effective when cast upon a narrow channel or harbour. Victims caught in the centre are grabbed and dragged underwater, suffering normal STR damage from the Telekinesis. If the water is shallow enough, victims will also be dashed against the sea bottom. However, the current slows at the same rate as the vortex, so the victims will be unharmed if the depth is greater than 36". Of course, then they have another problem - how to breathe.

Power: 36 STR Telekinesis

Specific Modifiers: $\frac{1}{2}$ END ($+\frac{1}{4}$), Explosive (36" Radius, $+\frac{1}{2}$); Only in direction of rotation and down at the centre ($-\frac{1}{2}$), Extra time - 5 minutes (-2), Can only be used on large bodies of water ($-\frac{1}{4}$).

Active Cost = 94 points; END Cost: 4; Magic Roll: -9; Casting Time: 5 minutes.

MAGE'S BANE

This spell has been developed by certain paranoid spell-casters to defend against magically-protected foes. When the attack strikes a target it is enveloped in pale flames which appear to spring from every source of magic - including spells which are currently operative! Shutting off or discarding all active magic is the only way to cancel the spell.

Power: 3d6 EB

Specific Modifiers: NND (defence is no active magic, +1), continuous (+1), uncontrollable (+½), Reduced to 0 END (+½).

Active Cost = 60 points; END Cost: 6; Magic Roll: -6 ; Casting Time: ½ Phase.

MAGIC DOOR

When cast upon a wall, this spell creates a plain door that opens to the other side. If the wall is too thick, then the door merely opens onto a surface of blank wall. The spell is difficult to cast, requiring total concentration and extra END.

Power: Tunnel (1") through 9 DEF, filled in with sealed door

Specific Modifiers: Area Effect (+½); x2 END (-½), Concentrate: 0 DCV while casting (-½), x2 END (-½).

Active Cost = 63 points; END Cost: 12; Magic Roll: -6; Casting Time: ½ phase.

MAGIC DOOR

This spell enables the caster to open a magical portal to a distant area. The focus is a brass door handle and the caster merely places the handle against a real door to activate the spell. Once the spell is activated the door becomes a magic portal, and those that enter will appear at the destination selected by the caster.

Power: 10" Teleport, 1 floating fixed location, up to eight People

Specific Modifiers: Megarange (1 km, $+\frac{1}{4}$); OAF Item (-1), Charges: 1 use (-2), Expendable Focus: Requires a skill roll to construct a new item ($-\frac{1}{4}$), Full Phase to cast ($-\frac{1}{2}$).

Active Cost = 56 points. END Cost: 6; Magic Roll: -6; Casting Time: 1 Phase

MAGIC FREE ZONE

This spell will create a permanent dead zone where all but the most powerful forms of Magic will fail to function. Even artefacts, when they work at all, will be considerably weakened within this zone. This spell is especially useful when cast upon a strategic fortification that is difficult to defend against magical attacks, but not against mundane forms of assault.

Power: 20d6 Suppress Magic

Specific Modifiers: All Forms of Magic (+2), Area Effect (1 hex, Megascale, 1 km, $+\frac{3}{4}$), Difficult to Dispel ($+\frac{1}{4}$), 0 END Persistent (+1); Costs END to cast ($-\frac{1}{4}$), Extra Time: 1 Hour ($-2-\frac{1}{2}$).

Active Cost = 300 points. END Cost: (30); Magic Roll: -30; Casting Time: 1 Hour.

MAGIC HEARTH

Particularly useful in the winter, this spell causes all stone within its radius to warm as though a fire glowed within. The warmth is not enough to burn, yet even a single stone will be enough to heat the local area.

Power: Change Environment, Warmth (up to 3 temperature levels), 4" radius

Specific Modifiers: OIF (any amount of stone) (-½).

Active Cost = 24 points. END Cost. 2; Magic Roll: -2; Casting Time: ½ Phase

MAGIC MOUSETRAP

Mages who leave their homes for long periods often use this spell to protect their possessions. The Caster casts his spell and sets a circumstance for the trap to watch for, such as "anyone who enters but me," or "anyone who opens this chest." Once the event occurs, the trap catches whoever or whatever is near. The spell is difficult to cast and requires a few seconds, but if it saves the Caster's goods, it's probably worth it.

Power: 4d6 Entangle

Specific Modifiers: Trigger (+½), Extra Time: 1 Turn (-1), Concentrate to 0 DCV (-½).

Active Cost = 60 points. END Cost: 6; Magic Roll: -6; Casting Time: 1 Turn

MAGIC POOL

This spell steals magical power in order to fuel the wizard's own sorcerous energies. The pool is not a constant, it does not recharge on its own.

Power: 50 pt END Reserve

Specific Modifiers: 15 REC, END only recovers when magic is Absorbed, Aided or Transferred (+2).

Active Cost = 65 points. END Cost: 0; Magic Roll: 0; Casting Time: N/A

MAGIC TAR

One of the worst occurrences on a ship is a breach in the hull. Magic tar is designed to plug up the holes in an existing surface such as a ship's hull. When the wizard performs the spell, a cascade of thick, black tar sprays onto the surface, hardening instantly and covering over any holes, including doors, portals or windows, breaks or breaches, etc. Magic tar was created for use on a seagoing vessel, but it is equally effective when applied to paper, fabric such as curtains and tapestries, surfaces with many openings such as nets and shrubbery, and even the surface of the water itself.

Power: 5 PD/5 ED Force Wall, 7" long, opaque to sight group.

Specific Modifiers: Must be cast on a surface, can't stand on its own (-1).

Active Cost = 39 points. END Cost: 3; Magic Roll: -3; Casting Time: ½ Phase

MAGICAL AURA

With this spell, the caster can cause Detect Magic spells to incorrectly detect magic on a mundane object or location. This false aura is triggered when the target is exposed to a Detect Magic spell, and the target of the illusion is the wizard using the Detect spell. The magical aura is considered a cosmetic change to the setting.

Power: Images to Detect, -5 PER roll

Specific Modifiers: Trigger (Detect Magic, $+\frac{1}{4}$); Only to give target false positive from Detect Magic ($-\frac{1}{2}$).

Active Cost = 25 points; END Cost: (2); Magic Roll: -2; Casting Time: $\frac{1}{2}$ phase.

MAJOR HEALING

This spell enables the caster to correct grievous wounds that the target has suffered.

Power: 4d6 Healing to BOD

Specific Modifiers: Extra time (full phase, $-\frac{1}{2}$).

Active Cost = 40 points. END Cost: 2; Magic Roll: -2; Casting Time: 1 Phase

MALEDICTION

This spell will cause an individual to suffer an unfortunate accident some time in the near future. A malevolent spirit is called upon to stalk the victim and inflict the accident at an especially bad moment (hence the Penetrating advantage.) The total number of dice rolled indicates on how successful the Caster was at targeting the victim during the spell casting.

Power: 2d6 Physical EB (Accident)

Specific Modifiers: Autofire (5 Shots) (+½), Invisible Power Effects (All Senses) (+1), Penetrating (+½), Time Delay (+¼); Only versus a single target (-¼), Delay is random (within 1d3 days) (-¼).

Active Cost = 32 points. END Cost: 3; Magic Roll: -3; Casting Time: ½ phase.

MALEKITH'S METEOR SWARM

One of the most powerful fire spells commonly known, this spell allows the caster to call down a devastating hail of burning meteors. Because of its large area, this spell has very limited usefulness in combat, but is extremely dangerous in a non-combat setting. Its original casting left an entire town devastated, with each building either destroyed or burning. Obviously, use of this spell is frowned upon by most reputable wizards, except in the best of causes.

Power: 3d6 RKA

Specific Modifiers: Area Effect (1 hex Megascale, 1 km, $+\frac{3}{4}$), indirect (from above $+\frac{1}{4}$); Doesn't work in rain or underwater ($-\frac{1}{4}$), Extra time (5 minutes, -2)

Active Cost = 90 points END Cost: 8; Magic Roll: -8; Casting Time: 5 minutes.

MAOKAR'S GREAT LEAP FORWARD

The caster of this spell gains the ability to leap enormous distances. The spell is based upon an ancient myth about a legendary hero who leaped into the future, dragging his nation behind him.

To perform this spell the caster squats like a frog and then lets out a loud grunt, followed by the great leap.

Power: +10" Leaping and x64 non-combat leap

Specific Modifiers: x5 END cost (-2), Extra Time: Full Phase(-½).

Active Cost = 35 points; END Cost: 15; Magic Roll: -3; Casting Time: 1 Phase

MARATHON

This spell allows the target to run continuously for two days without the need to stop for rest, food, or sleep. However, lengthy runs will cause 7 points of Long Term END loss to the target every five hours. If the spell is still in effect when the runner does stop to rest, the Aid to REC will restore Long Term END loss at the higher rate.

First Power: +3d6 Aid to REC

Specific Modifiers: Return 5 points per day (+1).

Second Power: Life Support (Doesn't eat, or sleep)

Specific Modifiers: Linked to Aid (-½).

Combined Specific Modifiers: Usable by Others (+½), Uncontrolled (+½); Extra Time - 1 Turn (-1), Long Term END loss to target every 5 hours maintained (-¼).

Active Cost = 60 + 6 points; END Cost: (7); Magic Roll: -7; Casting Time: 1 Turn.

MARCHING FOREST

This impressive spell causes all trees and bushes within a 1km diameter of the Wizard's location to uplift their roots and begin marching in the designated direction. The trees march at a leisurely 2" movement pace, and they cannot cross deep water, barren rock, or any other ground where they are unable to grow. The moving forest can be easily avoided by most creatures, unless they are surprised (an unlikely occurrence) in which case they can be crushed by massive tree roots.

It requires a minute to animate the trees, as the roots of each plant must be transformed so it can perambulate in the indicated direction. The largest trees will have a BODY of 11, requiring 22 points of cumulative transformation before they are ready to move. Once the spell expires, the trees and shrubs plant their roots once more and become static.

First Power: 1d6 Major Transform (Remove 'Unable to Walk' limitation)

Specific Modifiers: Cumulative (+ $\frac{1}{2}$); Single Continuing Charge lasting 1 Minute (-1), Transform removed after spell is cancelled (- $\frac{1}{4}$).

Second Power: +2" Running

Specific Modifiers: Usable Against Others (+1); Extra Time - 1 Minute (-1- $\frac{1}{2}$), Linked to Transform (- $\frac{1}{2}$).

Combined Specific Modifiers: Area Effect (1 hex, Megascale 1 km, + $\frac{3}{4}$); Only to move in designated direction at a 2" movement rate (- $\frac{3}{4}$), No Range (- $\frac{1}{2}$), Only effects trees and bushes (-1), Limitation: only where trees and bushes can grow (- $\frac{1}{2}$).

Active Cost = 34 + 11 points. END Cost: 4; Magic Roll: -4; Casting Time: $\frac{1}{2}$ phase plus 1 minute.

MARKOTH'S ROTTING CURSE

This spell is greatly feared, as it causes the target to suffer a slow, painful, lingering death. The caster has but to touch the target and speak the incantation, and the spell is set in motion. Over the next several days the target will become ill and begin to suffer from a gangrenous, leprosy-like disease. Unless a magical cure can be found, the target's body will rot away entirely. As the magic of the spell keeps the target alive to the bitter end, the experience is quite painful and horrifying.

Note: The active point totals of this spell do not accurately reflect its power level. This spell is meant to be used as a GM plot device, and GMs should never allow PCs to possess a spell of this active point total without extreme scrutiny

Power: 12d6 RKA

Specific Modifiers: Penetrating (+½); Decreased stun multiplier (1d6-5, -1), No Range (-½), Limitation: does not work in bright sunlight (-¼), Limitation: does not work on ground sanctified to a "good" religion (-¼), Gradual Effect: 1 week (-3 ½).

Active Cost = 270 points. END Cost: 27; Magic Roll: -27; Casting Time: ½ phase

MARTIAL SKILL

The casting of this spell gives everyone in an area the blessing of the God of War so that their weapons strike true and their opponents miss the mark.

Power: 3d6 Aid to Dexterity

Specific Modifiers: Area Effect (any, +1), x4 Area of Effect (12 hexes) (+½), Return rate once per minute (+¼).

Active Cost = 82 points. END Cost: 8; Magic Roll: -8; Casting Time: ½ phase

MASK INEBRIATION

This spell creates a shell of illusion focused upon one drunken (but conscious) creature. Its purpose is to cause all observers to look upon the affected creature as entirely sober. It insidiously affects their perceptions so that they will interpret the person's actions and statements as those of a rational, sober individual. Any slurring of the speech, inconsistencies in statements, wobbling, or weaving will be overlooked or ascribed to some other factor. There is a reversed version of this spell, Unbelievable Sobriety, which will convince observers that a sober creature is hopelessly drunk, and works on their perceptions in similar (but opposite) ways. In all other respects it is as the former spell.

Power: 4d6 Mental illusions

Specific Modifiers: Invisible to normal sight (+ $\frac{1}{4}$), Usable against others (+1), Continuous (+1), Uncontrollable (negated by target sobering up, + $\frac{1}{2}$), 0 END (+ $\frac{1}{2}$), Area affect - radius (+1); Only on drunken targets (-1 $\frac{1}{2}$), Only to convince viewers of sobriety (-2), Unranged (- $\frac{1}{2}$)

Active Cost = 105 points; END Cost: 10; Magic Roll: -10; Casting Time: $\frac{1}{2}$ phase.

MASS FEAR

Through the use of this spell, the caster can cause whole armies to run in terror. This could turn the tide of a battle.

Power: 10d6 Mind Control, 20" long cone

Specific Modifiers: Area of effect - cone (+1), Double size of cone (+ $\frac{1}{4}$). Only to cause a fear reaction (- $\frac{1}{2}$)

Active Cost = 125 points END Cost: 12; Magic Roll: -12; Casting Time: $\frac{1}{2}$ Phase.

MASS INVISIBILITY

With this spell, the wizard can endow four other willing individuals (in addition to himself) with the power of invisibility.

Power: Invisibility to normal sight

Specific Modifiers: Usable by four others (+1), At Range (+½).

Active Cost = 55 points; END Cost: 5; Magic Roll: -5; Casting Time: 0 Phase

MASS SILENCE

With this spell, the wizard can endow four other willing individuals (in addition to himself) with the power of silence.

Power: Invisibility to Hearing

Specific Modifiers: Usable by four others (+1), At Range (+½).

Active Cost = 55 points; END Cost: 5; Magic Roll: -5; Casting Time: 0 Phase

MATERIALIZER

The Conjurer can summon a desolidified being wholly into the current realm, making it more vulnerable to normal attacks. The caster must be close to the target for this spell to be fully effective.

Power: 12d6 Suppress Desolidification

Specific Modifiers: Affects Desolidified (+½), ½ END (+¼);

Active Cost = 105 points. END Cost: 5; Magic Roll: -10; Casting Time: ½ Phase.

MATLOQUE'S CURSE OF SILENCE

This is a spell that is only taught to sonimancers of the highest achievement. It causes a magically induced deafness to fall upon the target, which can only be cured through magical music. Since the ability to hear is considered paramount by most Sonimancers, this spell is shunned by most.

Power: 9d6 Minor Transform (Deafness); restored by magical music.

Specific Modifiers: Extra Time: Full Phase (-½), No Range (-½).

Active Cost = 90 points; END Cost: 9; Magic Roll: -9; Casting Time: 1 Phase

MATLOQUE'S IMPEDIMENT OF THE TONGUE

This spell causes the target to be unintelligible when speaking. The person speaks in a nonsensical, alien tongue, which is extremely difficult to understand.

Power: Images versus Hearing, -4 to PER Rolls

Specific Modifiers: Power Based on EGO Combat Value (+1), $\frac{1}{2}$ END Cost ($+\frac{1}{4}$), Only distorts speech of target ($-1\frac{1}{2}$).

Active Cost = 49 points; END Cost: 2; Magic Roll: -5; Casting Time: 1 Phase

MELD

This spell allows the Wizard to join together two separate, inanimate objects. The points of contact between the two objects flow together to form a permanent bond. The strength of the connection depends on the types of materials. Identical materials, or substances that have a strong affinity for each other, will form a better bond. Forming a meld requires greater time and endurance than normal.

Power: 2d6 Minor Transformation (Meld)

Specific Modifiers: Change Anything (+1); x2 END (-½), Only to meld two solid, inanimate objects (-1), Extra Time - 1 Turn (-1).

Active Cost = 40 points; END Cost: 8; Magic Roll: -4; Casting Time: 1 Turn.

MEMORY

This spell enables the caster to read and memorize almost any amount of text. Both merchants and diplomats are often required to carry sensitive information into hostile environments. This spell insures that this information will not be compromised (barring torture, of course).

First Power: Eidetic Memory

First Power: Speed Reading

Specific Modifiers: Linked to Eidetic memory (-½)

Combined Specific Modifiers: Extra Time: 1 minute (-1 ½), Costs Endurance (-½).

Active Cost = 5 + 4 points; END Cost: 1; Magic Roll: -1; Casting Time: 1 minute

MEMORY SURGERY

Upon completing this spell, the Enchanter touches the head of the subject, and he is able to probe deeply into his memories. He can add, delete, and alter selected memories, as they are discerned through the Telepathic probe. If the target is able to mount any mental defences, however, he can employ them against both the Telepathy and the memory Transformation.

First Power: 10d6 Telepathy

Specific Modifiers: Only to read target's memory ($-\frac{3}{4}$).

Second Power: 2d6 Minor Transformation: Modify Memories

Specific Modifiers: Cumulative ($+\frac{1}{2}$); Linked to Telepathy ($-\frac{1}{2}$), Stopped by Mental Defence(s, $\frac{1}{2}$).

Combined Specific Modifiers: No Range ($-\frac{1}{2}$), Must touch head ($-\frac{1}{4}$).

Active Cost = 50 + 30 points. END Cost: 8; Magic Roll: -8; Casting Time: $\frac{1}{2}$ phase.

MEND

A wizard can mend damaged or broken articles back to their original form with the use of this spell. The wizard needs all pieces of the article in question to perform the task.

Power: 2d6 Minor Transformation

Specific Modifiers: Cumulative (+½); Extra Time: 1 Turn (-1), Only to fix - needs all parts (-½).

Active Cost = 30 points; END Cost: 3; Magic Roll: -3; Casting Time: 1 Turn

MENTAL CLOAK

This spell dulls the perception of any observers, masking the caster's presence. The caster remains undetected by spells which would ordinarily reveal his mental energies.

Power: Invisibility vs. Normal Vision and Mental Sense Group, No Fringe

Specific Modifiers: 0 END (+½), Extra time (½ phase, -¼).

Active Cost = 60 points; END Cost: 0; Magic Roll: -6; Casting Time: ½ Phase

MENTAL PARALYSIS

This spell stiffens the muscles of the target, rendering him incapable of voluntary movement - even of the eyeballs. However, involuntary functions such as breathing and heartbeat are unaffected.

Power: 4d6 Entangle

Specific Modifiers: Takes no damage from physical attacks (+¼), based on ECV (+1), works against EGO not STR (+¼), Invisible (to all but mental sense group, +1)

Active Cost = 140 points. END Cost: 14; Magic Roll: -14; Casting Time: ½ Phase

METAL SHAFT

When this spell is cast, a thin shaft of incredibly sharp metal shoots out of the caster's finger tips and strikes the intended victim. The shaft, while small, is still quite deadly and can penetrate almost any form of armour

Power: 2d6 RKA Physical (Metal Shaft)

Specific Modifiers: Armour Piercing (+½).

Active Cost = 45 points; END Cost: 4; Magic Roll: -4; Casting Time: ½ Phase

METAL SKIN

The caster of this mighty spell can endow his skin with the natural properties of metal (e.g.: STR, PD etc.).

First Power: Density increase (10 points)

Specific Modifiers: Density increase is visible - subject turns to metal (-½)
.

Second Power: Force Field (5 PD/4ED)

Specific Modifiers: Force Field linked to Density increase (-½).

Active Cost = 10 + 9 points; END Cost: 2; Magic Roll: -2; Casting Time: ½ phase

MIGHTY LEAP

After casting this spell, the caster is empowered with the ability to jump a tremendous distance. The spell only allows one leap, however, and must be recast for successive leaps. The caster's legs grow and become much more muscular for the short duration of this spell, and thus no restrictive leg armour may be worn.

Power: Leaping +20

Specific Modifiers: Not while wearing leg armour (-¼).

Active Cost = 20 points; END Cost: 4; Magic Roll: -2; Casting Time: 0 Phase

MIND MISSILE

The caster flings an illusory missile from his hand at the target. Exactly what sort of missile this is, is up to the caster. The caster must roll EGO+20 for this illusion to take effect if he wants the missile to do STUN damage, EGO+30 if he wants the missile to do STUN and BODY damage. If he makes this roll, then the missile automatically hits for whatever damage it would normally do, up the total of the illusion dice in Active Points.

Power: 12d6 Mental Illusions

Specific Modifiers: Limitation: only for creating illusory missiles (-1 ½).

Active Cost = 60 points; END Cost: 6; Magic Roll: -6; Casting Time: ½ Phase.

MIND SPEAK

The ability to read another's innermost thoughts is one claimed by many but mastered by few. Even those mages who have this spell are loathe to publicize it.

Power: 6d6 Telepathy

Active Cost = 30 points; END Cost: 3; Magic Roll: -3; Casting Time: ½ Phase

MIND TRAP

Some spell casters have mastered the art of stealing an enemies thoughts through the use of this spell. The caster has but to cast the spell and touch his target. The target's mind will then be trapped within a prepared "mind trap".

Power: 8d6 Mental Illusions

Specific Modifiers: 0 END (+½), OAF (prepared trap, -1), Illusion that victim is entrapped in object only (-½), No Range (-½).

Active Cost = 60 points. END Cost: 6; Magic Roll: -6; Casting Time: ½ Phase

MINOR HEALING

This is the most basic spell of Healing - a spell which will correct minor wounds.

Power: 2d6 Healing to BOD

Specific Modifiers: Extra time (full phase, $-\frac{1}{2}$).

Active Cost = 20 points. END Cost: 1; Skill Roll: -1; Casting Time: 1 Phase

MIRAGE

For anybody within the effected area, this spell creates the illusion of a distant feature within the radius of the spell, but outside the hole in its middle. This illusion is usually some type of terrain, but can include a city, army, large creatures, or even a weather disturbance. The primary use of this spell is to serve as a distraction - to mislead others and buy the caster some time. Because of the large distance from the viewer to the image, normal PER rolls are more difficult.

Power: Images to sight group.

Specific Modifiers: (Megascale 10 km, $+\frac{1}{2}$), $\frac{1}{2}$ END ($+\frac{1}{4}$), hole in the middle (5 km, $+\frac{1}{4}$).

Active Cost = 20 points; END Cost: 1; Magic Roll: -2; Casting Time: $\frac{1}{2}$ phase.

MIRROR IMAGE

Upon casting this spell, four images of the Wizard step out of his body and begin to duplicate his actions. On the Wizard's first phase of each turn, the illusionary constructs merge back into his body, then step out again. By mimicking the actions of the Wizard, the images make it very difficult to determine who is the actual Illusionist, unless he makes it obvious by using a ranged weapon or a Power with visible effects. The images are usually $\frac{1}{2}$ DCV of the Illusionist, unless he concentrates on avoiding blows to a particular image, in which case it receives the full DCV. In addition, the images are fragile and will vanish upon receiving 1 point of BODY.

Power: Images to sight group, -4 t o PER

Specific Modifiers: 4 hex radius ($+\frac{1}{2}$); Images remain within 2" of Wizard and return on first phase ($-\frac{1}{2}$), Images match actions of Wizard ($-\frac{1}{2}$), Images banished upon taking 1 point of BODY ($-\frac{1}{4}$).

Active Cost = 33 points; END Cost: 4; Magic Roll: -4; Casting Time: $\frac{1}{2}$ phase.

MIRROR PLANE

This spell creates a mirror gate to an alternative time line and draws forth a duplicate of the Wizard through the surface. When the spell charge expires, or both Wizards step back through the silvery plane, the duplicate returns to his normal time line, even if slain. However, since the duplicate time line is very similar, his counterpart is also probably in trouble, so the Wizard must make an EGO Skill roll. If he fails, he passes through the same Mirror Plane to aid his counterpart.

Power: Duplication

Specific Modifiers: Single Continuing Charge lasting 5 hours (Dispel or both step through mirror, $-\frac{1}{4}$), Costs END to cast ($-\frac{1}{4}$), Requires an EGO roll ($-\frac{1}{2}$), Side Effects (Wizard passes through to mirror plane, $-\frac{1}{2}$), Extra Time: 1 turn ($-\frac{1}{2}$).

Active Cost = Caster's points/5 points. END Cost: (4); Magic Roll: -4;
Casting Time: 1 turn.

MIRROR WALK

The caster can step into a mirror with a blinding flash of light and instantly step out from any mirror that he has previously memorized.

First Power: 10" Teleportation, floating location, 16x distance (160")

Specific Modifiers: Needs mirrors at both ends (-½).

Second Power: 4d6 Flash

Specific Modifiers: Linked to Teleport (-½).

Combined Specific Modifiers: OAF, bulky: Mirror (-1 ½).

Active Cost = 58 points; END Cost: 4; Magic Roll: -6; Casting Time: ½ Phase

MISCAST

This devious power causes the Wizard to be particularly inept with his spell casting, often bumbling the attempt and suffering the backfire results. The Caster must be able to target the Wizard, but suffers no penalty from range.

Power: 2d6 character points of Magic Skill Drain

Specific Modifiers: $\frac{1}{2}$ END ($+\frac{1}{4}$), Ranged ($+\frac{1}{2}$), No Range Penalty ($+\frac{1}{2}$), Invisible Power Effects (Only mental) ($+\frac{3}{4}$).

Active Cost = 60 points. END Cost: 3; Casting Time: $\frac{1}{2}$ phase

MIST FORM

This popular water spell causes the caster's body and belongings to become a cloud of mist which can move about. When used in combat the wizard is protected from physical attacks, and they pass through him without effect. However the mage is still vulnerable to energy attacks. As a non combat spell, the mage can move about silently and get into places where he may not be welcome. The caster should remember though that he is not invisible and that he can't pass through solid physical barriers.

Power: Desolidification (vulnerable to energy attacks)

Specific Modifiers: Won't work in very dry areas (- $\frac{1}{4}$), Cannot move through solid objects (- $\frac{1}{2}$).

Active Cost = 40 points; END Cost: 4; Magic Roll: -4; Casting Time: $\frac{1}{2}$ Phase.

MONKEY SWING

This spell allows the Wizard to brachiate rapidly through the treetops like an agile monkey. If vines or branches are available, the caster can swing from tree to tree. When gaps occur in the forest, the Wizard can glide to the next tree.

Power: 10" Swinging

Power: 10" Gliding

Specific Modifiers: Only from tree branch or vine (-1), Linked to Swinging (-½).

Active Cost: 10 + 10 points; END Cost: 2; Magic Roll: -2; Casting Time: ½ phase.

MOON DANCE

The target of this spell is able to leap and jump about in spectacular fashion, as if he weighed much less than normal. However, this lightened state makes the target more vulnerable to Knockback.

Power: 14- Acrobatics

Specific Modifiers: (+1 during Full Moon, -1 during New Moon, 0).

Power: +5" Leaping

Specific Modifiers: Linked to Acrobatics ($-\frac{1}{2}$), (+2" during Full Moon, -2" during New Moon, 0).

Combined Specific Modifiers: Usable by Others at Range (+1); Double Knockback from Attacks ($-\frac{3}{4}$).

Active Cost = 20 + 10 points; END Cost: 3; Magic Roll: -3; Casting Time: $\frac{1}{2}$ phase.

MUD TRAP

The caster summons mud from the ground to stream over his opponent in sticky tendrils. The mud is clinging rather than hard, allowing the target to be struck without disrupting its clinging sticky tendrils.

Power: 2d6 Entangle

Specific Modifiers: Entangle takes no damage (+½), Character Must Have Connection to the Earth (-¼).

Active Cost = 30 points. END Cost: 3; Magic Roll: -3; Casting Time: ½ Phase

MUTE

This spell renders the victim unable to speak, although he can still make sounds.

First Power: 9d6 minor transformation (normal person to mute person)

Specific Modifiers: Muteness can reputedly be removed by a variety of means - wearing a blessed necklace, etc.

Active Cost = 90 points. END Cost: (9); Magic Roll: -9; Casting Time: ½ Phase

MYSTERIOUS MANSERVANT

This spell is a favourite of eccentric or showy mages. The spell calls into being an invisible, intangible force, which is imbued with a limited intelligence. It is similar to, but more powerful than the "Invisible Servant" spell, and the summoned force has the same stats. The force obeys verbal commands and is able to produce a variety of useful, usually mundane objects. It tends to become confused if the request is not specific, however: due to its comprehensive knowledge of the multiverse, the request "give me my hat" might result in a black top-hat or a Stetson rather than the wizard's favourite pointy cap. No information about other people, places, or things can be surmised from quizzing the manservant, however. Mages who use this spell tend to anthropomorphize the force, carrying on one-sided (to others) arguments with it over misguided conjurations, such as the Stetson mentioned earlier. Strangely enough, they speak as if they receive actual replies, even though no other person can hear them, and they themselves do not recall actually hearing anything. Any conjured object leaving the mage's possession or which the mage tells the manservant to get rid of immediately vanishes. Conjured objects are limited in size to the weight that the servant can shift, but since nothing conjured can be given away and expected to exist any more, value matters little. Also, no magic items, or expendable foci may be conjured.

First Power: Summon Invisible Servant

Specific Modifiers: Extra Time - 1 Turn (-½), Single Continuous Charge lasting 1 hour (also ends when Servant is at 0 BODY, -½), Must Remain Within Range (5 x points, -½), Costs END to cast (-¼), Linked to Transformation (-½).

Second Power: 2d6 Transformation (Major - air to mundane objects)

Specific Modifiers: Cumulative (+½), Variable (+1); Single Continuous Charge lasting 1 hour (Ends when Servant is at 0 BODY, -½), Costs END to cast (-¼).

Active Cost = 15 + 75 points; END Cost: (9); Magic Roll: -9; Casting Time: 1 Turn.

MYSTIC FORTRESS

Within the area where the spell is cast, a hexagonal fortress materializes. The walls of the fortress are plate metal, with no exits or windows, except an opening onto the roof. On the third floor, the walls are crenellated. The interior is divided into six primary chambers, each furnished plainly with built-in benches, beds and tables. There is also a stable on the first floor with room for four mounts. Spiral staircases run between the floors.

Power: 9d6 Entangle, impermeable to sight

Specific Modifiers: Area effect (radius, 9”), Hole in the middle - fortress template (+¼), Single Continuous Charge lasting 1 day (Unoccupied by caster for 1 turn to cancel, 0), No Range (-½), Extra Time - 5 Minutes (-2).

Active Cost = 225 points; END Cost: 0; Magic Roll: -22; Casting Time: 5 Minutes.

N

NACRE'S SAVAGE ATTRACTION

This spell was designed as a nasty attack upon an unsuspecting person. When cast, the spell will make the person magnetic; all metal objects will fly at him at their maximum velocity. Each attack does 1d6 per BOD+DEF, up to max. 6d6.

Power: 30 STR Telekinesis.

Specific Modifiers: Area affect, radius 3" (+1), Indirect (originates from target, +¾), Telekinesis can only attract metal objects towards target (-1½), Continuing charges (4 uses of 1 minute duration, -¼), Extra Time: Full Phase (-½),

Active Cost = 124 points; END Cost: 0; Magic Roll: -11; Casting Time: 1 Phase

NAMER'S COMMAND

By using this spell, a mage can take control of all but the most powerful beings, forcing them to do his bidding. However, the spell is only effective if the being's True Name is known.

Power: 12d6 Mind Control

Specific Modifiers: Spell Only Works If Target Being's True Name Is Known (-2).

Active Cost = 60 points. END Cost: 6; Magic Roll: -6; Casting Time: ½ phase.

NETHERWORLD

The caster creates a cloud of swirling fog and smoke - the image of the netherworld. Even if the strong willed do not flee, the distraction often affords the opportunity for the caster to escape attention.

Power: Images (sight and sound), -5 perception

Specific Modifiers: 16" radius (+1), 0 END cost (+½).

Active Cost = 75 points; END Cost: 0; Magic Roll: -7; Casting Time: ½ Phase

NEUTRALIZE ACID

This spell neutralizes the remaining effects of acid - whether derived from spell, or some more mundane source such the alchemist's lab. It has no effect, unfortunately, on the damage done by acid prior to its casting. It has the interesting side effect of briefly neutralizing acids that are used for self-defence by certain mythical creatures, so it has some potential for defence against such creatures.

Power: 12d6 Dispel Acid

Specific Modifiers: Works against all powers of a given special effect (+2).

Active Cost = 108 points; END Cost: 11; Magic Roll: -11; Casting Time: ½ Phase.

NEUTRALIZE POISON

This spell allows the caster to neutralize any natural poison or venom.

Power: 17d6 Dispel vs. Poisons/Venoms

Specific Modifiers: Any Poison/venom (+¼); No Range (-½), Extra Time: One Turn (-1).

Active Cost = 64 points. END Cost: 6; Magic Roll: -6; Casting Time: 1 Turn

NEW FEATURES

The easiest way of getting access to a target is to be the target's best friend, or at least look like the target's best friend. This spell also allows an assassin- or thief-mage to escape more easily, by simply transforming his features into that of a guard and walking out.

Power: Shapeshift, limited group: humans (sight group), Imitate.

Specific Modifiers: Face only (-1).

Active Cost = 30 points. END Cost: 3 Magic Roll: -3; Casting Time: ½ Phase.

NIGHT BLINDNESS

This spell creates a magical ball of darkness. The caster throws the ball; anyone it touches is temporarily blinded by the writhing darkness.

Power: 4d6 Flash vs. sight

Specific Modifiers: Based on Ego combat value (+1), x2 END in direct sunlight (-¼).

Active Cost = 40 points; END Cost: 4; Magic Roll: -4; Casting Time: ½ Phase

NIGHTMARE

This spell allows the caster to summon forth a horrible creature - some monster right out of a dream. The creature is not real, it is only a dream, but it is a dream which can kill. If the victim tries to defend himself or fight the creature, he will be hurt, possibly even killed. However, should the victim simply cover his eyes and wait, the monster cannot harm him and will eventually disappear. The creature will remain a full 12 seconds, all the while attacking. If the victim has his eyes closed the monster will stalk around him, growling and hissing, waiting for him to open his eyes.

Power: 2d6 RKA

Specific Modifiers: 0 END (+½), Continuous (+ 1), Target not attacked if his eyes are closed (-1), Only lasts 1 turn (-1), The creature is the visible effects of the spell (-0).

Active Cost = 75 points. END Cost: 7; Magic Roll: -7; Casting Time: ½ Phase

NIGHT SCARE

This spell allows the caster to draw together beams of moonlight to form a ghostly apparition that can strike with an icy touch. The image has the appearance of a pale-white, transmogrified human form floating just above the ground, anywhere within an 8" radius of the target hex. When the hands of the image strike a target, they inflict cold damage from Energy Blast. The image attacks with the same abilities as the caster, and is, of course, immune to combat damage. However, the caster can cause the image to appear to suffer damage in order to make the images more believable.

First Power: Image (Sight, IR vision)

Specific Modifiers: x8 Radius ($+3/4$); Form is a cold, ghostly apparition (-1).

Second Power: 2d6 Energy Blast (Cold)

Specific Modifiers: Attack Versus Limited Defence (Power Defence)($+1+1/2$), No Range Penalty ($+1/2$); Linked to Image ($-1/2$).

Combined Specific Modifiers: Invisible Power Effects (+1); Only at night ($-1/2$), Only in clear moonlight ($-1/2$), $1/2$ DCV Concentrate Throughout ($-1/2$).

Active Cost = 41 + 40 points; END Cost: 8; Magic Roll: -8; Casting Time: $1/2$ phase.

NIGHT SIGHT

This spell was designed to help the Caster's work at night, but it can be used to help them do other things at night as well. The Caster's focus for this spell is a strip of cloth with a pair of cats eyes embroidered on one side. The caster activates the eyes and can see through them into darkness

First Power: +4 Sight Perception

Second Power: UV Vision

Specific Modifiers: Linked to Additional PER (-½)

Combined Specific Modifiers: OAF Item (-1), Expendable Foci: Requires a skill roll to construct a new item (-¼), Spell Costs END (-½)

Active Cost = 19 points. END Cost: 2; Magic Roll: -2; Casting Time: ½ Phase

NIGHT WINGS

With this spell, the character can transform himself, along with any possessions, into a common bat. The caster gains all the unusual abilities of this creature, along with its limitations. He is unable to cast spells while in this new form, if his spells require incantations or gestures.

Power: Multiform, Bat

Specific Modifiers: Costs END to use (-½), Extra Time: Full Phase (-½).

Active Cost = 20 points. END Cost: 2; Magic Roll: -2; Casting Time: Full phase.

NONCOMMITAL

This spell animates the target's clothing and possessions. The target's objects will resist any actions initiated by the target, severely limiting his combat and other abilities.

First Power: 2d6 STR Drain

Specific Modifiers: Linked to DEX drain (-½).

Second Power: 1d6 DEX Drain

Combined Specific Modifiers: OIF items on target (-½).

Active Cost = 20 + 30 points. END Cost: 5; Magic Roll: -5; Casting Time: ½ Phase.

NUMB SENSE

The Wizard can use this spell to overwhelm any one sense group of the target creature with illusions, causing the sensory organ to fail for a short period. The sensory overload is not always successful, however, especially if the target is highly perceptive.

Power: 4d6 Flash to Sense Group

Specific Modifiers: Variable Effects - any one sense (+¼); Activation Roll 11- (-1), Limitation: PER modifier of target penalizes Magic Skill Roll (-¼).

Active Cost = 25 points. END Cost: 2 Magic Roll: -2; Casting Time: ½ phase.

O

OBFUSCATE

This spell allows the caster to dim the senses of the target, so that he will become less observant. Under the influence of the spell, a gambler would be less likely to notice sleight of hand, or a guard a forged pass. If only cosmetic changes are required, any roll of +EGO is sufficient to allow the spell to function - and PER rolls will be automatically failed. However, the spell is not invisibility - the target will see and remember obvious things.

Power: 8d6 Mental illusions

Specific Modifiers: only to reduce PER rolls (-1)

Active Cost = 40 points; END Cost: 4; Magic Roll: -4; Casting Time: ½ Phase

OBJECT READING

This spell allows the caster to detect the emotional residue left on objects. This may tell the mage something about who owned the object or how it was used.

Power: Clairsentience for Detect Emotions, Retrocognition

Specific Modifiers: No range (-½) Retrocognition only (-1).

Active Cost = 33 points. END Cost: 3; Magic Roll: -4; Casting Time: ½ phase.

OBSCURE

This spell is similar to invisibility and silence in that it is used to keep people from seeing or hearing you. However, this spell goes about it in a different manner. By casting Obscure, a mage merely makes himself hard to notice. People looking at him will tend to see only empty space. The advantage of this spell is that it covers both sight and hearing at once. The disadvantage is that a particularly observant person will see right through it.

Power: Images to normal sight and hearing, -5 PER Roll

Specific Modifiers: Only to simulate empty space (-1), Extra Time: Full Phase (-½).

Active Cost = 30 points; END Cost: 3; Magic Roll: -3; Casting Time: 1 Phase

ODOR EATER

This spell removes any odour from the body of the caster and makes him all but undetectable by smell. A faint trace of the Wizard's scent can still be picked up within a 1" radius, however.

Power: Invisibility with fringe (scent)

Specific Modifiers: 0 END (+½); costs END to cast (-¼).

Active Cost = 30 points; END Cost: (3); Magic Roll: -3; Casting Time: ½ phase.

OPEN BARRIER

This spell allows the caster to create an opening within an obstruction, such as a wall or portcullis.

Power: 4" Tunnelling, up to 9 DEF

Active Cost = 35 points. END Cost: 3; Magic Roll: -3 Casting Time: ½ Phase

OPEN GRAVE

A more powerful version of the "Animate Dead" spell, this spell can raise a number of corpses to pseudo life, subject to the caster's will. They are not truly endowed with unlife - when the caster ceases to bend his attention to them, the corpses will collapse. In addition, the corpses only remain animated if they stay close to the caster. When this spell is cast, the caster's eyes, and the eyes of the bodies he is animating glow with foetid green light.

Power: Telekinesis, 20 STR w/fine manipulation

Specific Modifiers: Area affect, non-selective target (12" radius $+\frac{3}{4}$), Continuous (+1), Reduced END ($+\frac{1}{4}$); OIF - corpses ($-\frac{1}{2}$), Limitation: does not work in bright sunlight ($-\frac{1}{4}$), Limitation: does not work on ground sanctified to a "good" religion ($-\frac{1}{4}$), Caster is limited in number of attacks to the number of corpses (-1), Extra time (full phase, $-\frac{1}{2}$).

Active Cost = 120 points. END Cost: 6; Magic Roll: -12; Casting Time: 1 phase

OPEN THY HEART

This spell causes the opponent to open his heart to goodness and lose his combative ardour. He will continue to defend himself, but will not attack unless others seek to kill him. If he suffers from the berserk disadvantage, this spell will usually cause him to lose his combat frenzy.

Power: 10d6 Mind Control

Specific Modifiers: Does not require verbal communication (+¼); Only to calm target and make him peaceful (-½).

Active Cost = 62 points; END Cost: 5; Magic Roll: -5; Casting Time: ½ phase.

OPEN WOUND

The terrible spell causes any old wounds on the target to open up again, causing terrible pain and bleeding.

First Power: 2d6 STUN Drain

Second Power: 1 d6 BODY Drain

Specific Modifiers: Linked to Stun Drain (-½)

Combined Specific Modifiers: Usable at Range (+½), Continuous (+1); Only on previously wounded targets (-¼).

Active Cost = 50 +25 points. END Cost: 7; Magic Roll: -7; Casting Time: ½ phase

ORB OF FLAMES

The spell creates a sphere of tight, boiling flames next to the caster which then rolls about under the control of the Wizard. Each phase the Orb is maintained, it will roll 6" along a string of contiguous hexes specified by the caster, and can hop across barriers up to 1 meter in height. (Due to inertia, the Orb can only change direction by a maximum of sixty degrees per hex moved.) Anyone in the hex path of the Orb is attacked, and flammable objects will begin burning.

Power: 1d6 RKA Energy Blast (Fire)

Specific Modifiers: Continuous (+1), Area Effect (Any Area, Non-selective, Doubled)(+1); Must continue from last hex (-¼), No range at start (-¼), Only turn 1 side per hex moved (-¼), No knockback (-¼), Will not work in rain or underwater (-¼).

Active Cost = 45 points; END Cost: 4; Magic Roll: -4; Casting Time: ½ Phase.

OWL FORM

This spell allows the caster to change his form to that of a Great Horned Owl. (See the *HERO Bestiary*, pp.137-138 for details.) Once the sun rises, the caster is automatically restored to his normal form, even if flying, underground, or hidden from the sunlight.

Power: Multiform (Great Horned Owl)

Specific Modifiers: Persistent (+½), Extra Time - 1 turn (-1), Only at night (-½).

Active Cost = 31 points; END Cost: 0; Magic Roll: -3; Casting Time: 1 turn.

OWL SENSE

This spell allows the caster to see and hear as efficiently as an owl

Power: Targeting sense: Hearing, +2 Enhanced Perception, +6 Telescopic Sight

Specific Modifiers: Reduced END ($\frac{1}{2}$, $+\frac{1}{4}$); Costs END to use ($-\frac{1}{2}$).

Active Cost = 27 points; END Cost: 1; Magic Roll: -3; Casting Time: $\frac{1}{2}$ phase.

P

PARALYSIS

The mage casting this spell blocks all command impulses passing through the target's motor nervous system, physically paralyzing him. The paralysis can only be resisted mentally, and is transparent to all attacks. Damage causing 3 or more points of BOD inflict sufficient pain to allow the victim to throw off the mental bonds.

Power: 3d6 Entangle (Neural Paralysis)

Specific Modifiers: Based on EGO combat value (+1), effected by EGO not STR (+¼), Entangle takes no damage from physical attack (+¼); Entangle is Brittle (1 BODY, -½), Extra Time: 1 Phase (-½).

Active Cost = 75 points. END Cost: 7; Magic Roll: -7; Casting Time: 1 phase.

PART WATER

This spell lowers a volume of water inside a 3" radius (19 hexes), and fills the missing space with air. To determine the portion of water that is removed from each hex, use the BODY rolled and refer to the Object Body Table in the HERO System Rules book (a solid hex of water has 13 BODY). Any objects suspended within the volume of water fall normally, including any fish or other life forms.

Power: 2d6 Major Transformation (Water to Air)

Specific Modifiers: Area Effect (Radius, +1).

Active Cost = 60 points; END Cost: 12; Magic Roll: -6; Casting Time: ½ phase.

PASS MONTH

This spell opens a silvery-grey portal that allows the caster to move a single (voluntary) target, with a mass of up to 400kg, forward in time a month without ageing. This time travel can only be performed once each month.

Power: Extra-Dimensional Movement (400kg Through Time)

Specific Modifiers: Usable by others (+¼); Only travel one month forward to same location (-1), x2 END (-½), Extra Time - 1 Turn (-1), (+200kg during Full Moon, -200kg during New Moon, 0), Only once per month (-2).

Active Cost = 87 points; END Cost: 18; Magic Roll: -9; Casting Time: 1 turn.

PASS TREES

By means of this spell, the Wizard is able to step into the bole of a tree and emerge from a tree of the same species within range. It is rumoured that this spell was originally taught to a Woodland Wizard by an infatuated Wood spirit.

Power: 10" Teleport w/ Floating Location, x4 non combat movement (160")

Specific Modifiers: Only between two trees of the same species (-1).

Active Cost = 35 points. END Cost: 3; Magic Roll: -3; Casting Time: ½ phase.

PASS WALL

This spell allows the Wizard to move through rock as if it were made of air.

Power: 7 DEF Tunnelling at 6" movement (fill in behind)

Specific Modifiers: Only through stone or earth (-½), Extra Time - Full Phase (-½).

Active Cost = 58 points; END Cost: 6; Magic Roll: -6; Casting Time: Full Phase.

PAST IMAGES

This spell allows the Illusionist to create a visual and auditory illusion of any event that occurred in the same location some time during the past. However, the further back in time the event occurred, the more difficult it is to reproduce the illusion.

First Power: Retrocognition

Second Power: Images (Sight, Sound)

Specific Modifiers: 4" Radius ($+\frac{1}{2}$); Linked to Retrocognition ($-\frac{1}{2}$).

Combined Specific Modifiers: -1 to Magic Roll for each step down the time chart from 1 minute ($-\frac{1}{2}$).

Active Cost = 60 + 22 points; END Cost: 8; Magic Roll: -8; Casting Time: $\frac{1}{2}$ phase.

PATHS OF CONFUSION

The caster calls upon the spirits of the wood to confuse the traveller's path and misdirect their ways. Victims of this spell will see trees shifting in the edge of their visions and will have a hard time making intelligent decisions.

Power: 4d6 Suppress vs. INT

Specific Modifiers: Trigger (when a boundary is crossed, $+\frac{1}{4}$), 0 END ($+\frac{1}{2}$), Area Effect (line, 7" long, 2" wide), Only where plants can grow ($-\frac{1}{4}$), Limitation: Only to effect tracking, Area Knowledge, and Perception ($-\frac{1}{4}$), only in woods ($-\frac{1}{4}$).

Active Cost = 55 points. END Cost: 5; Magic Roll: -5; Casting Time: $\frac{1}{2}$ Phase

PENULTIMATE BARRIER

This powerful spell creates an illusionary barrier that blocks any who attempt to cross. The nature of the barrier is left to the caster, but all the usual mental illusion modifiers apply. Any walls or similar features are treated as major changes to the setting.

Power: 10d6 Mental Illusion

Specific Modifiers: Area Effect (Any, +1); Only to create a barrier (-½), Extra Time - 1 Turn (-1).

Active Cost = 100 points; END Cost: 10; Magic Roll: -10; Casting Time: 1 turn.

PENTACLE OF CONJURATION

When summoning a dangerous entity, a careful conjurer must take precautions to ensure that the creature is held in check until it can be controlled. This spell creates a magical barrier within a circle of conjuration to cage the summoned creature. Once created, this barrier can be maintained effortlessly by the Conjurer, and will stop even armour penetrating attacks and ethereal beings. Because he is maintaining the barrier by means of his personal energies, any damage suffered by the wall will be transmitted to the character. Should anyone cross or otherwise break the circle from the outside, the barrier will immediately drop.

Power: Force Wall

Specific Modifiers: Affects Desolidified (+½), Difficult to Dispel (+¼), Hardened (+¼), 0 END (+½); Dispelled if circle broken from outside (-¼), Only inside conjuration circle (-¼), Feedback (-1), Costs END to cast (-¼), OAF - circle of conjuration (requires drawing materials and an hour to prepare), immobile (-2),

<i>Pentacle</i>	<i>Active Cost</i>	<i>END Cost</i>	<i>Magi c Roll</i>
2 DEF, 1" Radius	25	(2)	-2
3 DEF, 1" Radius	37	(4)	-4
4 DEF, 1" Radius	50	(5)	-5
5 DEF, 1" Radius	62	(6)	-6

4 DEF, 2" Radius	62	(6)	-6
6 DEF, 2" Radius	75	(7)	-7
7 DEF, 2" Radius	87	(9)	-9
8 DEF, 2" Radius	100	(10)	-10
9 DEF, 2" Radius	112	(11)	-11
10 DEF, 2" Radius	125	(12)	-12
11 DEF, 2" Radius	137	(14)	-14
10 DEF, 3" Radius	137	(14)	-14
12 DEF, 3" Radius	150	(15)	-15
13 DEF, 3" Radius	162	(16)	-16
14 DEF, 3" Radius	175	(17)	-17
15 DEF, 3" Radius	187	(19)	-19

PERCUSSION

When this spell is cast, it generates a sound like a drum that does no direct damage, but sends most beings in its cone effect flying backwards.

Power: 20 STR Telekinesis

Specific Modifiers: Cone effect (3" Cone, +1), TK only used for throwing backwards (-1 ½), No Range (-½).

Active Cost = 60 points; END Cost: 6; Magic Roll: -6; Casting Time: ½ Phase

PERMANENT ILLUSION

This illusion allows the Wizard to create a permanent illusion that is either static, or repeats itself within a minute or less. The illusion can have both visual and acoustic elements, but once cast the illusion can never be changed unless it is dispelled and recast. This illusion is especially vulnerable to dispel illusion, requiring only 15 points of dispel.

Power: Images, Sight/Sound

Specific Modifiers: 0 END Persistent (+1), 16" Radius (+1+¼); Costs END to cast (-¼), Images only static or repeat within minute (-¼), Cancelled by 1/3 normal dispel (-¼).

Active Cost = 49 points; END Cost: (5); Magic Roll: -5; Casting Time: ½ phase.

PERSUADE

This spell enables the caster to persuade the target of just about anything. He can persuade a guard to open a door, a merchant that his goods are only worth half of what they are actually worth, or a diplomat that it isn't such a good idea to declare war on his nation. The caster must roll the target's EGO +20 in order for the target to think that the ideas suggested were his own.

Power: 10d6 Mind Control

Specific Modifiers: Invisible Power Effects (+½), Target must engage in conversation (-½), Extra Time: 1 minute (-1 ½).

Active Cost = 75 points; END Cost: 7; Magic Roll: -7; Casting Time: 1 minute.

PHANTASM

This powerful spell creates a full-sensory illusory creature completely independent from the caster. It will follow the caster's original instructions until the condition of those instructions have been fulfilled; then it will vanish. This is a very powerful illusion. The Mind Control component of the spell is used to simulate the caster's control over his illusion. If the Mind Control doesn't work, then the illusion vanishes. This simulates the caster's failure to cohesively structure the encoding of his instruction for the illusion. This is a tricky task, and should not be automatic. The type of creature created is completely up to the caster (and GM, of course); after all, he's creating from his head. If he wants his Phantasm to be a three-headed pink killer sloth, then as long as he knows what one looks like, that's fine. The viewers of this monstrosity would probably get a bonus to their PER Rolls, however.

First Power: Summon (200 Point creature)

Specific Modifiers: Any creature (+1), Slavishly devoted (+1); Extra Time (+1 minute, -1 ½), Limitation: targets of creature can disbelieve on a PER Roll, after which it can do no damage (as in Images, -¾).

Active Cost = 150 points. END Cost: 22; Magic Roll: -22; Casting Time: ½ Phase

PHASE CITY

This powerful ritual can send an entire city to a new location on any known extradimensional plane. Where the city once rested, there remains only a large crater in the ground. However, at the end of each year thereafter, the city, and its remaining inhabitants, will return to its original location for the span of one hour. For this spell to function properly, the city must have an average density equal to or lighter than rock. If the caster fails his Magic Skill roll, (if skill rolls are used) he is banished to destination of the city for a period of one century.

First Power: Extradimensional Travel

Specific Modifiers: Area Effect (Radius, Megascale 1 km +1 $\frac{1}{4}$), Usable Against Others at Range (+1+ $\frac{1}{2}$).

Combined Specific Modifiers: City returns to origin for 1 hour at end of each year (- $\frac{1}{4}$), Side Effects (Extradimensional Travel, Same location as original spell but only on caster; Followed by 20d6 Suppress Extradimensional Travel on caster, single continuing charge lasting 1 Century, -1), Extra Time: 1 Hour (-1- $\frac{1}{2}$).

Active Cost = 150 points. END Cost: 15; Magic Roll: -15; Casting Time: 1 Hour.

PHASE TRAP

Certain creatures are known to exist in multiple dimensions at the same time, so dealing with them from a single dimension can be especially difficult. This spell levels the playing field by drawing the target creature into the current dimension, then suppressing his ability to leave. This spell can be used equally well simply to prevent a normal target from escaping to an alternate dimension. The Phase Trap is effective out to 250", and requires steady concentration to cast.

First Power: Extradimensional Movement, Only to Current Plane

Specific Modifiers: Usable Against Others (+1), Ranged (+½), Transdimensional (any, +1).

Second Power: 10d6 Suppress Extra-Dimensional Movement

Specific Modifiers: Linked to Extra-Dimensional Movement (-½).

Combined Specific Modifiers: ½ DCV Concentrate (-¼), Extra Time: 1 turn (-½).

Active Cost = 75 + 50 points. END Cost: 12; Magic Roll: -12; Casting Time: 1 turn.

PINCH

This capricious spell is useful to awaken sleeping apprentices, punish lazy housekeepers, distract inconvenient guards or drive away pesky gremlins. The target feels a sharp pinch in any location the caster desires. The defence is simply crossing one's fingers.

Power: 1 pip physical EB

Specific Modifiers: NND (Defence is crossing one's fingers) (+1).

Active Cost = 6 points. END Cost: 1; Magic Roll: -1; Casting Time: ½ Phase

PLAGUE

This is the spell for which the plague priests are most notorious, and the primary reason they are hunted down relentlessly by all good and moral people. Casting this ritual creates a highly virulent disease that will spread by contact until the entire population is infected, or all the diseased hosts have expired. Some of the beings will be naturally immune to this disease, while others acquire immunity only after surviving the sickness. After each 5 hour period the disease is in effect, the victim can make a recovery roll to try and shake off the infection. Once the illness has passed, however, the victim will still require several days of bed rest before he has returned to full health. The mage who casts this spell has no immunity to the disease and he will likely flee the area immediately after the ritual is completed. The disease effects only members of a single species, determined when the spell is first mastered, but can be spread by a specific type of vermin, such as a rat or insect. Dead victims of this plague can still serve as carriers, and if their corpse is later dug up the disease can spring to life once more. For this reason, most plague victims are cremated en masse. A worthy sacrifice on an altar of evil is required to initiate this spell, along with a member of the target species to serve as the initial plague carrier.

Power: 2d6 BODY Drain (Plague)

Specific Modifiers: Recover 1 per hour (+1), 0 END (+1), Persistent (+½), Continuous (stops if victim makes 8- Recovery roll after each BODY Drain, only while still alive, +1), Uncontrolled (+½), Sticky (Can be carried by host species and a single species of vermin) (+½); 14- Activation Roll (-½), Recovery roll or activation failure makes target immune to this spell thereafter (-¼), Drain only effects specific target species (-½), Costs END to cast (-¼), No Range (-½), OAF Major Sacrifice on Altar, immobile (-2½), Gradual Effect (every hour) (-1), Extra Time: 1 hour (-2 ½).

Active Cost = 165 points. END Cost: 16; Magic Roll: -16; Casting Time: 1 hour.

PLAGUE OF FLIES

This awful spell is an even more powerful version of the "Insect Plague" spell with the additional terror that the insects carry a magically induced plague that afflicts the victims. The plague causes vomiting, diarrhoea (with blood) and eventually death. It is generally known as the Stinking Death and being magically induced is not affected by simple spells such as "Immunity to Disease". This is the ultimate weapon beloved by the dreaded Plague priests - but fortunately only the most powerful of sorcerers can cast it.

First Power: Images (to normal sight and hearing) with -5 on PER roll (Cloud of Flies)

Specific Modifiers: linked to Drain (- $\frac{1}{4}$).

Second Power: 2d6 EB

Specific Modifiers: Penetrating (+ $\frac{1}{2}$); linked to Drain (- $\frac{1}{4}$), Does not affect targets with force field, force wall or that do not breathe (- $\frac{1}{2}$).

Third Power: 1d6 BOD drain

Specific Modifiers: Effect returns at 5 active points/week (+1 $\frac{1}{4}$), Sticky (+ $\frac{1}{2}$), Reduced to 0 END (+ $\frac{1}{2}$), uncontrollable (+ $\frac{1}{2}$); Gradual effect (5 hours, -2 $\frac{1}{2}$), Does not affect targets with force field, force wall or that do not breathe (- $\frac{1}{2}$).

Combined Specific Modifiers: Area effect (1 hex, Megascale 10 km, +1); 1 continuing charge/day, lasts 5 min (cleared away within 1" of open flames or heavy smoke, -1), $\frac{1}{2}$ DCV Concentrate (- $\frac{1}{4}$), Extra Time: 1 turn (- $\frac{1}{2}$), Costs END to cast (- $\frac{1}{4}$).

Active Cost = 30 + 25 + 47 points. END Cost: (10); Magic Roll: -10; Casting Time: 1 turn.

PLANAR BOLT

The Wizard draws forth a lump of the native substance from an alternate plane, then projects the material at a foe. The exact nature of the material depends on the plane from whence it was drawn. It could be a ball of flames, a bolt of lightning, a shard of ice, a lump of biotoxin, and so on. The ability of the Wizard to choose a particular plane will depend on the extent of his knowledge about other dimensions. If he attempts to use material from an untested dimension, he will need to make a KS roll.

Power: 6d6 Energy Blast (Planar Material)

Specific Modifiers: Variable Special Effects (Any, +½).

Active Cost = 45 points. END Cost: 4; Magic Roll: -4; Casting Time: ½ phase.

PLANAR PROTECTION

Many of the planes where a Wizard might find himself are inhospitable to normal life forms. For this reason, most Gatemasters are taught this life support spell as an apprentice. The spell surrounds the Wizard with a thin shell of environment drawn from his native plane. The shell provides clean air, and protects the Wizard from extremes of atmospheric pressure and temperature. For each hour the spell is maintained, the Wizard suffers two points of long term END loss.

Power: Life Support, No need to breathe, Vacuum/High Pressure, Intense Heat/Cold

Specific Modifiers: Costs END to start ($-\frac{1}{4}$), Long Term END loss every hour maintained (2 points, $-\frac{1}{2}$).

Active Cost = 22 points. END Cost: (2); Magic Roll: -2; Casting Time: $\frac{1}{2}$ phase.

PLANE OF DARKNESS

The caster can travel use this spell to travel to the plane of Darkness, then use it to return when his task his done. He is cloaked in sustaining energies that prevent the planar substance from ravaging both his mind and body. The trigger to return the caster to his starting plane is determined at the time the spell is cast. Usually this is a simple phrase or gesture.

First Power: +20 Power Defence

Specific Modifiers: Usable by one other (+½), Persistent (+½); Only on the plane of Darkness (-¼).

Second Power: Extradimensional Movement, to starting Plane, 2x Mass

Specific Modifiers: Trigger (Any) (+½); Linked to Power Defence (-½).

Third Power: Extradimensional Movement, Plane of Darkness, 2x Mass

Specific Modifiers: Linked to Power Defence (-½), Only when in darkness (-¼).

Active Cost = 40 + 37 + 25 points. END Cost: 10; Magic Roll: -10; Casting Time: ½ phase.

PLANT GROWTH

This spell causes a tremendous growth of foliage within the target radius, filling the area with a tangled web of leaves and branches within the brief interval of five minutes. Due to the slow response of the plants, it is unlikely to entangle anyone in the area of effect, unless they are held in some way, but it forms an effective barrier.

Power: 2d6 Entangle

Specific Modifiers: Area Effect (8" Radius, +1+½); Gradual Effect (5 minutes, -¾), Limitation: only where plants can grow (-¼).

Active Cost = 50 points. END Cost: 5; Magic Roll: -5; Casting Time: ½ phase.

PLANT TRAIL

Plants bend and move out of the way of the Wizard, leaving a trail through the growth. After a turn, the vegetation returns to its previous position, leaving little sign that anyone passed that way. This spell can also be used to pass through light wooden barriers, such as an interior door or a bamboo wall.

Power: 5" Tunnelling through 3 DEF, fill in behind

Specific Modifiers: Limitation: only through vegetable matter (-¼), Tunnel only closes after 1 turn (-¼).

Active Cost = 41 points. END Cost: 4; Magic Roll: -4; Casting Time: ½ phase.

POISON WELL

This spell will turn a body of water into any poisonous liquid possessed by the caster. A small vial of the poison must be added to the water while the spell is being cast. To determine the volume of water that is poisoned, use the BODY rolled and refer to the Object Body Table of the HERO System Rulebook (a solid hex of water has 13 BODY). If the entire body of water is much larger than the transformed quantity, the poison will soon become diluted and lose much of its effectiveness. Any purify water magic will remove the poison from the water. For obvious reasons, the use of this spell is frowned upon by most reputable wizards.

Power: 5d6 Minor Transformation (Poison Water)

Specific Modifiers: No range ($-\frac{1}{2}$), OAF - expended poisonous liquid ($-1\frac{1}{4}$), Extra Time - 1 Turn (-1).

Active Cost = 50 points; END Cost: 5; Magic Roll: -5; Casting Time: 1 turn.

POKE

This stinging spell is a harsher companion to the spell *Pinch*. The target feels a sharp pain and a small wound appears in his skin, as though he had been stabbed with a tiny spear. Armour is no protection against a Poke.

Power: 1 pip RKA

Specific Modifiers: AVLD (crossed fingers, +1 ½), Does Body (+1)

Active Cost = 17 points. END Cost: 2; Magic Roll: -2; Casting Time: ½ Phase

POLISH METAL

This spell causes a metal weapon or shield to become so brightly polished that it reflects blinding light. The caster makes a rubbing motion over the object to be polished while sprinkling the tinder and metal shavings on it.

Power: 4d6 Flash

Specific Modifiers: Trigger (Power goes off when item is held at arms length and light is reflected in opponent's eyes, + $\frac{1}{4}$), Does not work in darkness (- $\frac{1}{4}$).

Active Cost = 25 points; END Cost: 2; Magic Roll: -2; Casting Time: $\frac{1}{2}$ Phase

POOL OF QUICKSAND

When this spell is cast, any soft ground within the radius begins to soften and turns into a pool of Quicksand. Those caught within can escape if they have Flying, 4"+ swimming, or they are pulled from the pool.

Power: 4d6 Entangle

Specific Modifiers: Area Effect (6" Radius, +1), Entangle takes no Damage From Attack (+½); Escape with Flying, 4"+ Swimming, or outside help (-1), Only on soft ground such as dirt or beach (-1), Caster Must Have Connection to the Earth (-¼).

Active Cost = 100 points; END Cost: 10; Magic Roll: -10; Casting Time: ½ Phase.

PORTABLE HOLE

Creates an Extradimensional Pocket to store various supplies for future use. The pocket must be attached to a surface, such as a belt pouch or a chest. The pocket can be carried by the Wizard and opened again at any time. Once the spell finally expires, the contents are dumped out through the opening.

Power: Extradimensional Movement

Specific Modifiers: Single Continuing Charge lasting 1 month (Empty pocket or exceed 50kg to terminate, $+\frac{1}{2}$), Usable by Others (One, $+\frac{1}{4}$); Costs END to cast ($-\frac{1}{4}$), Extra Time: 1 turn ($-\frac{1}{2}$).

Active Cost = 35 points. END Cost: (3); Magic Roll: -3; Casting Time: 1 turn.

POSSESSION

This rather ruthless spell may be targeted upon one intelligent creature within range. The target of the spell is hit by a glowing sledgehammer which strikes him on the head. The target's psyche immediately splits into a number of separate personalities. Their nature, nicknames, and sanity (or lack thereof) should be then determined randomly by the DM. The victim must make an ego roll in moments of stress - otherwise a random personality takes control. The victim can fight the spell over the long run; for each week of this malady, the original personality may make an EGO roll to remove one random personality.

Power: 6d6 Major Transformation (Normal Person to Insane Person).

Active Cost = 90 points; END Cost: 9; Magic Roll: -9; Casting Time: ½ phase

POUNCE OF THE LION

The arms and legs of the wizard become cat-like: powerful, fast and covered in warm fur. The wizard can spring forward at great speed, then pounce upon his intended target. This spell can be very exhausting to maintain, making it best for use in an ambush.

First Power: +6" Running

Second Power: +5" Leaping

Specific Modifiers: Linked to Running (-½).

Combined Specific Modifiers: x4 END to use (-1-½), Reforms the body into part human, part animal form (-½).

Active Cost = 12 + 19 points. END Cost: 8; Magic Roll: -2; Casting Time: ½ phase.

POWER ITEM

This spell enables a mage to draw magical energy from a prepared focus. This energy can be used to fuel another of the mages spells or to simply revitalize him.

Power: 2d6 Aid to END

Specific Modifiers: OAF item (-1).

Active Cost = 20 points. END Cost: 1; Magic Roll -1; Casting Time: ½ Phase

PRAYER OF CLEANSING

When uttering this prayer, beams of golden light emanate from the caster and all unclean creatures around the caster will be injured by their incredible power.

Power: 5d6 Energy Blast (Mystical)

Specific Modifiers: NND (Not vs those who are pure, +1), Area Effect Radius (5", +1), No Range (-1/ 2).

Active Cost = 75 points; END Cost: 7; Magic Roll: -7; Casting Time: ½ Phase.

PRECISION CONTROL

A mage can use this spell for a variety of reasons, particularly for precision accuracy. This spell enables the caster to control an object with very accurate moves. The caster could use this spell to animate a sword to fight with, to pick a lock from across the street (provided he has that skill), or to perform other similar tasks which require accurate manipulation.

Power: 10 STR Telekinesis, Fine Control

Active Cost = 25 points. END Cost 2; Magic Roll: -3; Casting Time: ½ Phase

PREDICT WEATHER

The peasant is ever mindful of the weather, and this invaluable spell allows the wizard to forecast the future climate for his village with some accuracy. This spell is not perfect, however, and mistaken forecasts have been known to provoke much wrath from hungry farmers.

Power: Precognition

Specific Modifiers: Only to touch future weather (-1 ¼), -1 PER per step down time chart beyond 1 hour (-½).

Active Cost = 40 points. END Cost: 4; Magic Roll: -4 Casting Time: ½ phase.

PRIMORDIAL ICE

This spell can be used to turn an existing (100kg or less) ice object as hard as steel, partly by lowering its temperature far below freezing. The bitterly cold object inflicts freezing damage on anything it touches, and makes handling the item very hazardous without proper protection. As with normal ice, the object will melt in temperatures above freezing, but more slowly than normal.

First Power: 1d6 RKA (Freeze)

Specific Modifiers: NND (Warm Clothing or Immunity to Cold, +1), 0 END Persistent (+1); - No Range (-½).

Second Power: +5 PD, +3 ED Armour

Specific Modifiers: Persistent (+½); Linked to RKA (-½), Only to protect Ice Object (-½).

Combined Specific Modifiers: Costs END to Start (-¼), Object takes x1.5 BODY from Heat (-¼), In temperatures above freezing, the item loses 1 BODY per day, plus one per +10°C (-¼), Extra Time - 1 Turn (-1).

Active Cost = 60 + 30 points; END Cost: (9); Magic Roll: -9; Casting Time: 1 Turn.

PROCUREMENT

The caster can conjure up a mundane object, such as tools, writing implements, clothing, or any other basic item. This object can be anything that the character is capable of obtaining or constructing normally, given time and without resorting to magic. An appropriate artisan or other skill roll is required in addition to the magic skill roll. The object will remain in existence until dismissed by the caster, or until he goes to sleep or falls unconscious.

Power: 3d6 Minor Transform, create mundane item

Specific Modifiers: Any Mundane Object (+1/4); Requires roll against skill needed to create object (1/4), Only until caster is asleep or falls unconscious (-1/4).

Active Cost = 45 points. END Cost: 4; Magic Roll: -4; Casting Time: 1/2 phase.

PROBE EMOTIONS

This spell enables the caster to send emotions, and enables the caster to read deeper emotions than he can with a simple Read Emotions spell. Probe Emotions can enable the caster to engage in basic communication even if he doesn't know the target's language. This spell could also be helpful in dealing with animals, but its range is limited, which can make this somewhat risky.

Power: 8d6 Telepathy

Specific Modifiers: Reduced by range (-¼), only emotions (-½).

Active Cost = 40 points. END Cost: 4; Magic Roll: -4; Casting Time: ½ Phase

PRODUCE FLAME

This common spell allows the caster to create a small flame that he can use to start camp-fires, light pipes, set the stage for larger spells, etc.

Second Power: 1 pt RKA

Specific Modifiers: Doesn't work in rain or underwater (-¼), No Range (-½)
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Active Cost = 5 points END Cost: 1; Magic Roll: -1; Casting Time: ½ Phase.

PRODUCE SMALL ANIMAL

When this spell is cast, the Conjurer reaches into a hat, sack, or other container, and pulls out an animal the size of a dog or smaller. The animal will have an above average intelligence for its species, and must be known by the Conjurer. The summoned creature must be feral, but it could be tamed given proper care and affection.

Power: Summoning (100 pts, creature will have +2 INT for its species)

Specific Modifiers: Any Small, Untamed Animal (+¼); OAF - Bag or other hollow container, must be large enough to pass creature (-1).

Active Cost = 25 points. END Cost: (6); Magic Roll: -6; Casting Time: ½ phase.

PROJECT VOICE

When using this spell, the magician can project his voice without effort, as this magic will amplify his speech so that it is heard clearly even at some distance.

Power: Images (Sound)

Specific Modifiers: 128" cone (+1+½); Only to carry any voices from a 4" radius area (-½).

Active Cost = 25 points. END Cost: (2); Magic Roll: -2; Casting Time: ½ phase.

PROTECTION FROM FIRE

This spell will protect the caster and up to four others against the effects of heat and flame. The protection remains in effect as long as the caster maintains the spell and the others stay within sight.

Power: +10 ED Force Field

Specific Modifiers: Usable by Others (four, at range, +1+½), Half END (+¼); Only against heat and flame (-1), Will not work in rain or underwater (-¼).

Active Cost = 27 points; END Cost: 1; Magic Roll: -3; Casting Time: ½ Phase.

PROTECTION VERSUS MAGIC

The spell creates a field around the caster which dampens the effect of most magic spells.

First Power: 5 PD / 5 ED Force Field

Specific Modifiers: only works against magical attacks (-1)

Second Power: 5 points Power Defence

Third Power: 5 points Mental Defence

Fourth Power: 5 points Flash Defence

Specific Modifiers: Linked (For Power, Mental, and Flash Defence, $-\frac{1}{2}$), Costs END (For Power, Mental, and Flash Defence, $-\frac{1}{2}$).

Active Cost = 10 + 5 + 5 + 5 points; END Cost: 2; Magic Roll: -2; Casting Time: $\frac{1}{2}$ Phase

PSIONIC NEXUS

This spell allows the caster to create a mental network between up to sixteen cooperative individuals, with the caster serving as the message relay. The caster must have the cooperation of all the targets before using this spell. The nexus can be maintained at any distance or dimension from the caster, but it costs a steady four points of END to maintain.

Power: Mind Link, Any Sixteen Targets, Any Distance, Any Dimension

Specific Modifiers: Costs END to use (-½), Requires Magic Skill Roll (-½), Extra Time: Phase (-½).

Active Cost = 40 points. END Cost: 4; Magic Roll: -4; Casting Time: 1 phase.

PSYCHIC BLAST

Wave after wave of intense mental energy radiate from the target hex, blasting any thinking beings in the immediate vicinity. This spell is especially fatiguing to the caster, and requires concentration to maintain.

Power: 4d6 EGO Attack

Specific Modifiers: Explosion (+½), Personal Immunity (+¼); ½ DCV Concentrate Throughout (-½), x2 END (-½), Requires Magic Skill Roll (-½), No Range (-½) Extra Time: Phase (-½).

Active Cost = 52 points. END Cost: 10; Magic Roll: -5; Casting Time: 1 phase.

PSYCHOKINESIS

This simple spell allows the caster to manipulate objects in his vicinity. It is useful for retrieving items from hard to reach places, or performing dangerous actions from a safe distance.

Power: 10 STR Telekinesis with Fine Control.

Specific Modifiers: Affects Whole Object (-¼), Extra Time: Full Phase (-½)

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Active Cost = 15 points; END Cost: 1; Magic Roll: -1; Casting Time: 1 Phase

PSYCHOMETRY

This spell enables the mage to determine the origin, history and purpose of any item, or place that he desires. The mage has but to cast his spell, and touch the object for the spell to take effect. Obscure items may be more difficult to analyse

Power: Detect Purpose, Origin and History of Objects, Discriminatory, +6
PER

Specific Modifiers: No Range (-½)

Active Cost = 21 points. END Cost: 2; Magic Roll: -2; Casting Time: ½ Phase

PURIFY AIR

This spell cleanses the air of any impurities, making it safe to breathe.

Power: Life Support, need not breathe

Specific Modifiers: Usable by Others (+½), Area Effect Radius (2", +1), Continuous (+1), Costs END (-½), only to counter noxious gases (-¼).

Active Cost = 35 points; END Cost: 2; Magic Roll: -2; Casting Time: 1 / 2 Phase

PURIFY BODY

The spell eliminates any curse of evil magic placed upon the target.

Power: 11d6 Dispel

Specific Modifiers: Affects any single magical spell (+¼); Only on the following powers when they are used on people: Drain, Transform, Mind Control, Mental Illusion, Dispel and Suppress (-1), Gestures (-¼).

Active Cost = 41 points; END Cost: 4; Magic Roll: -4; Casting Time: ½ Phase

PURIFY NOURISHMENT AND DRINK

When this spell is cast, a golden light surrounds the targeted nourishment or drink, cleansing it of impurities. Note that this effect is primarily cosmetic; it won't neutralize poisons, for example (although it might make them taste better..).

Power: 8d6 Cosmetic Transform - contaminated food or drink to an uncontaminated form.

Specific Modifiers: Extra Time: Full Phase (-½).

Active Cost = 40 points; END Cost: 4; Magic Roll: -4; Casting Time: Full Phase

PURIFY WATER

This spell purifies one cubic foot of water to make it drinkable. This spell will remove any poisons and could be used to turn salt water to fresh water.

Power: 5d6 Minor Transformation

Active Cost = 50 points. END Cost: 5; Magic Roll: -5; Casting Time: ½ phase

PUTRIFY

This spell will cause any pile of garbage or decaying matter to emit a powerful putrid odour, causing revulsion and hiding any fainter scents that may be in the air. The odour can be sensed from outside the effective area, and hence avoided.

Power: 1d6 Flash (Olfactory Sense)

Specific Modifiers: Area Effect (3" Radius) (+1+¼), ½ END (+¼), Uncontrolled (+½); Can sense odour outside effective area (-¼), OAF, Pile of garbage or decaying matter, bulky (-1 ½).

Active Cost = 30 points. END Cost: 1; Magic Roll: -3; Casting Time: ½ phase.

PYOSIS

This spell will cause wounds to become infected, swell up painfully, and fill with pus. This will leave the victim feeling tired and sickly for several days.

Power: 2d6 STUN Drain

Specific Modifiers: Recover 5 per Day (+1+¼); No Range (-½), Target must have lost BODY (-¼).

Active Cost = 45 points. END Cost: 4; Magic Roll: -4; Casting Time: ½ phase.

Q

QUENCH BRIGHT MAGIC

The caster creates a globe of darkness that extinguishes all fire-based or light-based magical effects. The caster holds a small tinder; it flares brightly before it is consumed to ash

Power: 10d6 Dispel

Specific Modifiers: Works against all light and fire based spells in area (+2), Area of effect 9" radius (+1), Extra Time: Full Phase (-½) OAF, Expendable (Tinder, -1).

Active Cost = 120 points; END Cost: 12; Magic Roll: -12; Casting Time: 1 Phase

QUICK HEAL

This spell enables the caster to augment his own natural healing ability. The healing is not instantaneous, but does shorten the time required to heal.

Power: Regeneration, +2 BOD per Turn

Specific Modifiers: Spell Costs END to cast (-¼).

Active Cost = 20 points. END Cost: (2); Magic Roll: -2; Casting Time: ½ Phase

QUICK RUN

When this spell is cast, the caster's legs gain tremendous speed.

Power: +10" Running

Specific Modifiers: Costs END (-½).

Active Cost = 20 points; END Cost: 2; Magic Roll: -2; Casting Time: ½ Phase

QUICKEN TIME

When this spell is cast, a time field is created that speeds up everyone in the area of effect.

Power: 3d6 Aid to SPD

Specific Modifiers: Usable at range (+½), Area effect radius (2", +1).

Active Cost = 75 points; END Cost: 7; Magic Roll: -7; Casting Time: 1/2 Phase

QUICKENING

This unusual spell allows the caster to absorb the energy of physical attacks against him and use it to move more quickly (by raising his Dexterity). When this spell is in effect, the caster faintly glows silver; when he is struck, there is a flash of white light.

Power: 5d6 Absorption to DEX

Active Cost = 25 points; END Cost: 0, Magic Roll: -2; Casting Time: ½ Phase

R

RACNALD'S RICOCHET

This interesting spell was originally devised (or so the tale goes) by the mage Racnald for flushing out recalcitrant goblin servitors from under the furniture. When cast, a silver bolt flies from the caster's hand. However, it does no damage to inanimate objects, but bounces off them until it finds a living target or until the bolt reaches its maximum range. If the caster fails to hit his target the spell bounces straight back at him.

First Power: 6d6 EB

Specific Modifiers: Side Effects (Same attack, bounces in caster's direction, $-\frac{1}{2}$), only affects living targets ($-\frac{1}{4}$), Side effect triggered by failed combat roll ($-\frac{1}{4}$)

Second Power: + 5 levels (only for bouncing attack or as a bonus in enclosed spaces)

Specific Modifiers: only to bounce or in enclosed spaces ($-\frac{1}{2}$), linked to EB ($-\frac{1}{4}$)

Active Cost = 30 + 25 points; END Cost: 5; Magic Roll: -5; Casting Time: $\frac{1}{2}$ Phase

RAIN STORM

This spell allows the caster to cause a large amount of rain to fall in a small, concentrated area. These rains quench the flames of any fires in the area.

Power: 2d6 Suppress

Specific Modifiers: Affects any Fire Powers (+2), One Hex Affect (+½),
Extra Time: full Phase (-½), Will not function in Enclosed Environments (-1)

Active Cost = 35 points. END Cost: 3; Magic Roll: -3; Casting Time: 1 phase

RAPID INTOXICATION

This spell causes one creature touched during the spell's casting to instantly become extremely susceptible to intoxication during the next day. A creature in this state will become rapidly drunk no matter what strength of alcohol they are drinking. The victim is generally not aware of the spell's existence on their person, and may be puzzled by their lack of tolerance.

Power: 3d6 CON Drain

Specific Modifiers: Invisible effect (+¼), Points return delayed 1 day (+1 ¼); Only for CON rolls to assess drunkenness (-1 ½).

Active Cost = 70 points; END Cost: 7; Magic Roll: -7; Casting Time: ½ Phase

RE-DIRECT MAGIC

Using this spell, a mage can power his own spells with the magical energy provided by an attacker. When activated, this spell will channel part of the power of an attacker's spell to the mage.

Power: 5d6 Absorption, Energy To END

Active Cost = 30 points. END Cost: 0; Magic Roll: -3; Casting Time: ½ phase.

READ EMOTIONS

By casting this spell a mage can for a time determine what emotions people around him are feeling. Note that this is not telepathy; it does not pry deep into the target's mind. However, it is capable of picking up surface emotions.

Power: Detect Emotions, at range, discriminatory, +2 to PER Roll

Specific Modifiers: Costs END (-½)

Active Cost = 17 points; END Cost: 2; Magic Roll: -2; Casting Time: ½ Phase.

REALM OF THE EARTH

The earth is alive with creatures rarely seen by surface dwellers. The power to move through the ground can be useful for entering an area unseen, or digging out of a landslide or avalanche. Upon casting this spell, the limbs of the wizard thicken and grow hard digging claws.

Power: 4" Tunnelling through 1 DEF

Specific Modifiers: Reforms the body into part human, part animal form (-½).

Active Cost = 20 points. END Cost: 2; Magic Roll: -2; Casting Time: ½ phase.

REALM OF THE GREAT

The great creatures of the Earth are widely revered by common and noble people. This spell confers the massive strength and physical nature of one of these animals. The body of the wizard changes in two ways. First the body becomes larger, secondly the face takes on a mask-like quality resembling the totem animal used by this wizard.

Power: Growth (8 meters, 6,400 kg, +6 BODY, +30 STR, +6 STUN, DCV 4, PER +4, Reach +2, KB -6)

Specific Modifiers: Limitation: Reforms the body into a part human, part animal form (-½)

Active Cost = 30 points. END Cost: 3; Magic Roll: -3; Casting Time: ½ Phase

REALM OF THE HUNTER

Successful hunting animals have excellent senses, which they can use to track their prey. Upon casting this spell, the head of the caster takes on the features of his totem hunting animal.

Power: +3 PER All Senses, Tracking Scent

Specific Modifiers: Reforms the body into part human, part animal form (-½).

Active Cost = 19 points. END Cost: 2; Magic Roll: -2; Casting Time: ½ phase.

REALM OF THE SMALL

The world of small animals and insects is amazing to behold. The power to become smaller can be incredibly useful as a spying device, or in the recovery of objects dropped in holes.

Power: Shrinking (5" tall, PER -8, CV +8, KB +12")

Specific Modifiers: Extra time ($\frac{1}{2}$ phase, $-\frac{1}{4}$).

Active Cost = 40 points. END Cost: 4; Magic Roll: -4; Casting Time: $\frac{1}{2}$ Phase

REALM OF THE WATER

The lakes, seas and oceans are stocked with life that surface dwelling animals can scarcely imagine. This spell gives its user a set of gills and a more streamlined physique. The wizard can operate just as well in and out of water, but should feel some discomfort in the gills if they are in the air for more than 10 minutes.

First Power: Swimming +8"

Second Power: Life Support (Breathe Water)

Specific Modifiers: Linked to swimming (-½)

Combined Specific Modifiers: Visible (-½), Limitation: Reforms the body into a part human, part animal form (-½), Extra time (½ phase, -¼), Side effect 2d6 if out of water more than 2 minutes (-½).

Active Cost = 16 + 5 points. END Cost: 2; Magic Roll: -2; Casting Time: ½ Phase

REGAIN HEALTH

This spell gives the affected person increased ability to heal naturally at a much faster rate. The caster holds the person's hand and increases their natural healing ability. The caster must occasionally return in order to maintain this increased healing.

Power: 3d6 Aid to REC

Specific Modifiers: Return rate once per 5 hours (+1), Extra Time: 1 Turn (-1)

Active Cost = 60 points. END Cost: 4; Magic Roll: -4; Casting Time: 1 Turn

REMAIN CONCIOUS

This spell is used by mages when they expect some extremely trying circumstance. When cast, the mage must specify what circumstance will trigger the power.

Power: 6d6 Aid to STUN

Specific Modifiers: Trigger (+¼); Only on self, (-¼).

Active Cost = 75 points; END Cost: 4; Magic Roll: -4; Casting Time: ½ Phase

REMOVE ENERGY

Sorcerers using this spell have the ability to drain an enemy's power. The caster usually prefers to steal this energy, but this spell removes more power from its target than the sorcerer's ability to absorb magic. This spell is, therefore used when the mage wishes to remove large amounts of energy from an enemy.

Power: 8d6 END Drain

Active Cost = 40 points. END Cost: 4; Magic Roll: -4; Casting Time: ½ Phase

REPEL UNCLEAN

The caster creates a glimmering golden wall that prevents the passage of the unclean. Whatever part of the wall touched by the unclean has black swirls spread out from that point.

Power: 10 PD Force Wall

Specific Modifiers: Transparent to Energy Attacks (+½), Only versus the Unclean (-1).

Active Cost = 37 points; END Cost: 4; Magic Roll: -4; Casting Time: ½ Phase

RESIST HEAT

This spell enables the caster to resist high temperatures.

Power: Life Support: Immunity to Extreme Heat

Specific Modifiers: 0 END Persistent (+1).

Active Cost = 4 points. END Cost: 0; Magic Roll: -1; Casting Time: ½ Phase

RESIST INTOXICATION

This handy spell is used by many a spell caster when he wants to keep a clear head. No matter how much he drinks, it will have no more effect on him than if he drank water.

Power: Immunity (to alcohol)

Specific Modifiers: Costs END (-½), Extra Time: Full Phase (-1/2).

Active Cost = 3 points; END Cost: 1; Magic Roll: -1; Casting Time: 1 Phase

RESIST MAGIC

Spell casters, possessing the abilities they do, are capable of preparing themselves to resist attacks of a magical nature. They, therefore, possess the ability, through the use of this spell, to resist a portion of all incoming magical attacks.

Power: 50% Damage Reduction vs type (all magical attacks)

Specific Modifiers: Spell Costs END (-½).

Active Cost = 30 points. END Cost: 3; Magic Roll: -3 Casting Time: ½ phase

RESIST PAIN

With this spell, the caster can compel his physical body to ignore minor - or even, to some extent, major - injuries, allowing him to function with a clear head despite injuries.

Power: 25% Resistant PD/ED Damage Reduction

Specific Modifiers: Costs END to cast ($-\frac{1}{4}$), Only for STUN ($-\frac{1}{2}$), Spell Costs END ($-\frac{1}{2}$).

Active Cost = 30 points. END Cost: (3); Magic Roll: -3 Casting Time: $\frac{1}{2}$ phase

RESIST PAIN

The casting of this spell gives those in the area of effect (up to 4 people, including the caster) the ability to ignore most pain.

First Power: 1d6 Aid to Stun

Second Power: 1 d6 Aid to PD

Specific Modifiers: Linked to Stun Aid

Combined Specific Modifiers: Area of Effect (variable, +1), x2 Area of Effect (4 hexes) (+ $\frac{1}{4}$), Recovery rate once per minute (+ $\frac{1}{4}$), usable by others (+ $\frac{3}{4}$).

Active Cost = 32 + 32 points. END Cost: 6; Magic Roll: -6; Casting Time: $\frac{1}{2}$ phase

RESIST THE FURY OF NATURE

This spell allows the caster to function in otherwise punishing environments, including intense heat or cold, strong winds, sunburn, crashing surf, poison gases, and underwater. The mage is protected by repeated bands of glowing gold light which move down from his head to the ground, increasing speed as the environment grows harsher.

First Power: -10" Knockback Resistance

Specific Modifiers: Only versus wind or water (-1).

Second Power: Life Support (Intense Heat/Cold, High Pressure, self contained breathing)

Specific Modifiers: Linked to Knockback Resistance (-½).

Active Cost = 20 + 16 points; END Cost: 4; Magic Roll: -4; Casting Time: ½ phase.

RESISTANCE

This spell allows the caster to resist interrogation and questioning, by distancing his mind from the discomforts of his body

Power: +10 to EGO roll vs interrogation

Specific Modifiers: Costs END (-½)

Active Cost = 10 points; END Cost: 1; Magic Roll: -2; Casting Time: ½ Phase.

RESISTANCE TO COLD

This spell will protect up to four targets against the effects of cold, whether normal or magical. The protection remains in effect as long as the caster maintains the spell and the others stay within sight.

First Power: +10 ED Force Field

Specific Modifiers: Half END (+ $\frac{1}{4}$); Only against cold (-1).

Second Power: Life support: resistance to extreme cold

Combined Specific Modifiers: Usable by Others (four, + $\frac{3}{4}$).

Active Cost = 20 + 3 points; END Cost: 1; Magic Roll: -2; Casting Time: $\frac{1}{2}$ Phase.

RESTORE BODY

This spell enables the caster to restore a person's physical condition back to normal.

Power: 3d6 Healing to physical characteristics

Specific Modifiers: Any one physical characteristic (STR, DEX, CON, COM, PD, ED, SPD, REC, or END) (+¼), Extra Time: full Phase (-½).

Active Cost = 38 points. END Cost: 4; Magic Roll: -4; Casting Time: 1 Phase

RESTORE LIMB

A crushed or severed limb is a tragedy for anybody, but especially the overworked peasant farmer who must labour from dawn to dusk. This spell allows the wizard to magically knit the shattered limb back together, holding it in place until the body can repair itself. The limb can be used while healing, but it will not be fully functional for several months

Power: Extra Limbs

Specific Modifiers: Single Continuing Charge lasting One Year (Cancelled when limb is finished healing) (+1); Costs END to cast ($-\frac{1}{4}$), Only to repair injured limb(s) ($-\frac{1}{2}$), Limb at -5 STR, recover 1 per month ($-\frac{1}{4}$), x3 END (-1)

Active Cost = 13 points. END Cost: (3); Magic Roll: -1; Casting Time: $\frac{1}{2}$ phase.

RESTORE MIND

This spell enables the caster to restore a person's mental condition back to normal.

Power: 3d6 Healing to mental characteristics

Specific Modifiers: Any one mental characteristic (INT, EGO, or PRE) (+ $\frac{1}{4}$),
Extra Time: full Phase (- $\frac{1}{2}$).

Active Cost = 38 points. END Cost: 4; Magic Roll: -4; Casting Time: 1 Phase

RESTORE SENSES

This spell enables the caster to restore a person's senses back to normal.

Power: 3d6 Healing to Senses

Specific Modifiers: Any one Sense (PER rolls, IR vision, etc.) below normal (+¼); Extra Time: full Phase (-½).

Active Cost = 38 points. END Cost: 4; Magic Roll: -4; Casting Time: 1 Phase

RETRIBUTION

The caster uses his power to strike down all those who would attack him. Anyone who hits the caster in hand-to-hand combat is struck by a magical blast of energy.

Power: 1 $\frac{1}{2}$ d6 RKA (Energy)

Specific Modifiers: Damage Shield ($+\frac{1}{2}$), continuous (+1), The damage can only do damage equal to the damage done by the attacker ($-\frac{1}{4}$), not on own attacks ($-\frac{1}{2}$).

Active Cost = 60 points. END Cost: 6; Magic Roll: -6; Casting Time: $\frac{1}{2}$ phase

REVERSE EMOTIONS

This spell causes the subject to completely reverse their current emotional state. Hatred becomes adulation, sadness becomes joy, boredom becomes fascination, and so on. The reaction depends on the type and intensity of the emotion. The caster must be able to converse with the subject in order to effect the emotion reversal.

Power: 10d6 Mind Control

Specific Modifiers: Only to Reverse Emotional State (-½), Requires conversation (-½).

Active Cost = 50 points; END Cost: 5; Magic Roll: -5; Casting Time: ½ phase.

REVIVIFY WOOD

This spell will revivify any type of plant matter no matter what its condition, allowing it to grow into a plant of a type identical to the original. Thus spears, doors, even wood shavings, will sprout leaves and flowers and if put in contact with the earth during the duration of the spell, will take root. Rooted, revivified wood will then grow as a normal plant. If the enlivened object is kept from soil until the spell has ended, the leaves will gradually wither just as a branch removed from a tree would.

Power: 6d6 Minor Transform (Dead wood to living plant)

Specific Modifiers: Gradual effect (1 hour, -2), OIF - wood of the desired type (-½).

Active Cost = 60 points. END Cost: 6; Magic Roll: -6; Casting Time: ½ phase.

RING OF STEEL

Upon casting this spell, flashing scimitars appear in a ring of hexes 2" from the target hex, and they proceed to whirl about, slashing any who enter. Those who stay within the outer ring of hexes are protected and remain untouched by the blades. Because of the lethal nature of this spell, it requires additional effort to maintain.

Power: 1d6+1 RKA

Specific Modifiers: Area Effect (2" Radius, Non-selective, + $\frac{3}{4}$), Hole in the Middle (+ $\frac{1}{4}$); x2 END (- $\frac{1}{2}$).

Active Cost = 40 points; END Cost: 8; Magic Roll: -4; Casting Time: $\frac{1}{2}$ phase.

RING OF SOLITUDE

Using this spell causes a small area to be cast into the deepest shadow. It also causes any noise made in the area to be inaudible to those outside of the Ring of Solitude. The caster is fully able to see and hear within the area of effect.

Power: Darkness vs. hearing and sight groups

Specific Modifiers: Personal Immunity (+¼).

Active Cost = 25 points. END Cost: 2; Magic Roll: -2; Casting Time: ½ Phase

RIP SPACE

The caster creates a "rip" in space which can appear anywhere (within range) and will cause the target to be teleported a short distance. This spell is very difficult to use properly and takes extra concentration and time.

Power: 10" Teleportation

Specific Modifiers: Usable against others (+1), Usable at range (+ ½) - Activation roll 14- (-½), Concentrate: 0 DCV while casting (-½), Extra Time: Full Phase (-½).

Active Cost = 50 points; END Cost: 2; Magic Roll: -2; Casting Time: 1 Phase

RISING COLUMN

Upon casting this spell, a column (of whatever elemental force the caster commands - earth, rock, ice etc.) begins to rise out of the ground, lifting anything standing on the hex. This column wraps any rooted objects inside the column without lifting them out of the ground.

Power: 2d6 Entangle

Specific Modifiers: Area Effect (hex, $+\frac{1}{2}$), Continuous (+1); Lifts any objects not rooted in hex ($-\frac{1}{2}$).

Active Cost = 50 points; END Cost: 5; Magic Roll: -5; Casting Time: $\frac{1}{2}$ Phase.

ROCK FIST

This spell turns a hand of the Wizard to stone, allowing him to wield his fist like a club.

Power: +2d6 Hand-to-hand damage

Specific Modifiers: Hand Attack (-½).

Active Cost = 10 points; END Cost: 1; Magic Roll: -1; Casting Time: ½ Phase.

ROLLING STONE

Upon casting this spell, the Wizard curls up in a ball and begins rolling down a slope, picking up speed as he goes. The spell ends when the caster reaches level ground, or gradually comes out of the curled position and tumbles to a stop. The Wizard has some control over his descent, but must drop at least 1" for each 2" of lateral movement.

Power: 10" Gliding (40" non-combat)

Specific Modifiers: Costs END to use (-½), Only to descend a slope with 1" drop per 2" lateral movement (-½),

Active Cost = 15 points; END Cost: 1; Magic Roll: -1; Casting Time: ½ phase.

ROLLING ROCK

The Wizard can use this spell to move a massive boulder of stone weighing up to 1.6 tons (1" diameter boulder) about, crushing everything in its path. The rock has a maximum movement rate of 8" across level soft ground or 10" across a hard surface, and has turn mode with a limit of 2 turns. Whenever the boulder enters a hex containing a target, make a 6d6 Punch Attack using the 30 STR TK. For each 2" of movement rate, the boulder causes an additional 1d6N damage. However, the rock is also -1 OCV per 1" of movement.

Power: 30 STR Telekinesis

Specific Modifiers: Area Effect (Any Area, Non-selective, $+\frac{3}{4}$), Continuous (+1); Only to move rock along ground ($-\frac{1}{2}$), Area must follow line of movement ($-\frac{1}{2}$), Must continue from last hex ($-\frac{1}{2}$), (+1d6N Damage per 2" Move, -1 OCV per 1" Move, 0), (-1" area across soft surface, +1 area across hard surface, 0).

Active Cost = 124 points; END Cost: 12; Magic Roll: -12; Casting Time: $\frac{1}{2}$ Phase.

ROPE TRICK

This useful spell creates a temporary pocket of extradimensional space where the Wizard and his friends can rest for a few hours. The portal to the pocket appears at a selected height above the ground, and the end of the rope will rise up to meet it. The rope can be drawn through the portal to hide it from view, but one end will always remain attached to the opening. The pocket is extremely utilitarian, being some 3" square with smooth grey sides. The portal will admit up to 16 human-sized beings into the pocket, including the Wizard. It can then be closed from the inside to hide any trace of the spell. When the spell expires, the contents of the pocket are rudely ejected through the portal. The interior begins to shimmer slightly a turn before it expires.

First Power: Extra-Dimensional Travel (Utilitarian Pocket)

Specific Modifiers: Usable by 16 Others (+1 $\frac{1}{4}$); Can only access pocket through single portal (- $\frac{1}{2}$).

Second Power: STR 10 Telekinesis

Specific Modifiers: Only to lift rope to portal (- $\frac{1}{2}$), Linked to Extradimensional Travel (- $\frac{1}{2}$).

Combined Specific Modifiers: Costs END to Start (- $\frac{1}{4}$), Single Continuing Charge lasting 5 hours (Detach rope from portal to terminate, - $\frac{1}{4}$), OAF - length of rope (-1), Extra Time: 1 turn (- $\frac{1}{2}$).

Active Cost = 45 + 15 points. END Cost: (6); Magic Roll: -6; Casting Time: 1 turn.

ROT WOOD

Any non-living wood in the target hex will become infested with termites, ants, mould, and other sources of rot. The wood quickly becomes weak and brittle as a result, losing the ability to support large loads or effectively block an opening. Note that this spell can reduce a large number of paper scrolls to dust, but it has no effect on vellum parchment or stone tablets.

Power: 2d6 RKA

Specific Modifiers: Area Effect (Hex) (+½); No knockback (-¼), No STUN (-½), Only versus non-living wood (-1), Gradual Effect (1 Hour) (-1).

Active Cost = 45 points. END Cost: 4; Magic Roll: -4; Casting Time: ½ phase.

RUBBERY TRANSFORMATION

This spell transforms the caster temporarily so that he is extremely flexible, bouncy, and rubbery. Blunt weapons, impact, and falling damage have little effect in this state, but do double knockback on the wizard. Falling damage causes the caster to bounce in a random direction as though the falling damage did knockback.

The caster can attempt to control the direction of his bounces (off walls, floors, ceilings, people) by making a DEX roll at -5 (or acrobatics at -2) upon impact (but only if he sees it coming). Bladed or piercing weapons do more damage to the caster, but damage inflicted is still reduced. Magical attacks may or may not injure the caster; heat, cold, and most energy will damage him normally, but force attacks are resisted as blunt weapons.

The mage's equipment is transformed in the same fashion, and remains rubbery as long as he does. If the mage bounces into a person, he may do damage or knock them over, at the GM's discretion.

Power: Physical damage reduction (75% normal, 50% resistant)

Specific Modifiers: Caster takes double knockback from physical attacks (-½), Costs END (-½), protection reduced by 25% versus pointed/sharp objects (-1).

Active Cost = 50 points; END Cost: 5; Magic Roll: -5; Casting Time: ½ Phase

RUBBERY AURA

This spell causes the mage to be surrounded by a field of magic, which causes anything he touches to become unnaturally resilient and rubbery. In effect, anything which comes in contact with the mage will become bouncy, stretchable, and rubbery as detailed in the lesser spell Rubbery Transformation. However, these things return to normal when they are outside of the mage's contact. Large objects are only rubbery in a local area around the mage's touch, perhaps in a radius of 1 metre from the mage's touch.

This allows the mage to bend bars open, bounce on the ground like it was a trampoline, and ignore most purely physical damage. A sword blow will flex into uselessness when it hits the mage, and is sprung right off his body. See the Rubbery Transformation spell for details.

First Power: Physical damage reduction (75% resistant)

Specific Modifiers: Costs END (-½)

Second Power: 5" Leaping

Specific Modifiers: Linked to damage reduction (-¼)

Third Power: 4d6 Transformation (minor - objects become rubbery)

Specific Modifiers: Linked to damage reduction (-¼)

Active Cost = 60 + 10 + 40 points; END Cost: 11; Magic Roll: -11; Casting Time: ½ Phase

RUST IRON

This spell will cause any iron within the hex target to rust, becoming weak and brittle. Multiple applications of this spell will be required to weaken larger iron structures. This spell has no effect on other metals or rust-proof ferrous alloys.

Power: 1d6 RKA (Rust Iron)

Specific Modifiers: Area Effect (Hex) (+½), Penetrating (+½); Only versus Iron (-1).

Active Cost = 30 points. END Cost: 3; Magic Roll: -3; Casting Time: ½ phase.

RUST METAL

A mage can cause any metal to corrode rapidly, thereby weakening it and making it more brittle.

Power: 3d6 Body Drain

Specific Modifiers: Points return 5 per Week (+1 ½); Only against metal objects (-1), Extra Time: Full Phase (-½).

Active Cost = 75 points; END Cost: 7; Magic Roll: -7; Casting Time: 1 Phase.

S

SAFE SHALLOWS

Shallows can be treacherous things, hiding rocks and sand bars, which can run a ship aground. The Safe Shallows spell exists so the wizard can sense the sometimes labyrinthine routes of submerged topography. It is equally effective when navigating through thick fog, dark rivers, and other conditions when plain sight is useless.

Power: Active Sonar

Specific Modifiers: Costs END (-½).

Active Cost = 15 points. END Cost: 1; Magic Roll: -1; Casting Time: ½ Phase.

SAFETY NET

Climbing can be hazardous, especially when working high off the ground. This spell will create a net that will catch anybody who falls. Since the net is triggered by a fall, this spell will remain invisible until activated, increasing the thrills for an audience, or allowing a surreptitious backup.

Power: 2" Gliding

Specific Modifiers: Area Effect (Radius) (+1), Usable Against Others (+1), Ranged (+½), 0 END Persistent (+1), Invisible Power Effects (Sight) (+½); Only to catch falling objects (-1), Costs END to cast (-¼).

Active Cost = 10 points. END Cost: (1); Magic Roll: -1; Casting Time: ½ phase.

SALWIN'S JOURNEY OF THE TORCH

This spell allows the caster to step into a fire at one location and emerge from a fire in a site up to 160km distant. The place must have been previously selected by the wizard, and both fires must be lit at the time the spell is cast. If the remote fire has died out, the spell fails but the caster still pays the END cost. The spell provides no protection to the wizard from the flames, to which he will be exposed for a phase.

Power: Teleport (floating location, 160km range)

Specific Modifiers: IAF immobile - 2 fires (-1-½), Extra Time: 5 minutes (-2), Will not work in rain or underwater (-¼).

Active Cost = 90; END Cost: 9; Magic Roll: -9; Casting Time: 5 minutes.

SAND BLAST

Upon casting this spell, everybody within the 5" cone is struck by a blast of fine sand that seems to penetrate every opening. The primary effect is to make it impossible to see anything because the eyelids must remain closed to prevent damage.

Power: 4d6 Flash (sight)

Specific Modifiers: Area Effect (5" Cone, +1); No effect if eyes closed or protected (-½),

Active Cost = 40 points; END Cost: 4; Magic Roll: -4; Casting Time: ½ Phase.

SCAR LAND

By calling forth the mightiest powers of the four elements, the Wizards can use this spell to wrack terrible upheaval upon a large stretch of land. What was once fertile grazing land can be transformed into a barren desert, or a new island can be brought forth out of a stretch of empty ocean. The upheaval greatly disturbs weather patterns over the area, causing unusual fluctuations in the climate. After a week, the land settles into its new form, but the weather may remain unstable for many decades thereafter. The scarred land is within a 500km radius of the target, and the spell can be cast from a distance of up to 1200km away.

First Power: Change Environment, long lasting (+20)

Specific Modifiers: Varying effects (random weather fluctuations, $+\frac{1}{4}$), Megascale (1000 km, +1); Gradual Effect: 1 Week ($-1-\frac{3}{4}$), Single charge (-2), Linked to Transform ($-\frac{1}{2}$).

Second Power: 2d6 Major Transform (Alter Landscape)

Specific Modifiers: Any Terrain Features ($+\frac{1}{4}$), Difficult to Dispel ($+\frac{1}{4}$), Cumulative ($+\frac{1}{2}$), Area effect (1 hex Megascale, 1000 km, $+\frac{1}{2}$); Gradual Effect: 1 Day ($-1-\frac{1}{2}$), 7 charges (-1).

Combined Specific Modifiers: x 625 Increased Maximum Range (+1); Costs END to cast ($-\frac{1}{4}$), OAF - Large Quantities of Four Elements, Immobile (-2), Extra Time: 1 hour ($-2-\frac{1}{2}$).

Active Cost = 81 + 90 points. END Cost: (17); Magic Roll: -17; Casting Time: 1 hour.

SCRY DEFLECTOR

This ability protects the caster or a comrade from detection by any visual scrying magic, including Clairsentience, Enhanced Senses, or visually Triggered spells. However, the deflector will cease to function if the target uses magic employing a focus.

Power: Invisibility vs. Clairsentience and Detect, No Fringe

Specific Modifiers: $\frac{1}{2}$ END ($+\frac{1}{4}$), Usable by Another at Range ($+\frac{3}{4}$), Stops if caster uses a Focus ($-\frac{1}{2}$).

Active Cost = 80 points. END Cost: 4; Casting Time: $\frac{1}{2}$ phase.

SCRYSHIELD

This spell turns aside other spells designed to allow magical scrying.

Power: 3d6 suppress (against detection)

Specific Modifiers: Affects all magical detection powers (+2).

Active Cost = 45 points; END Cost: 3; Magic Roll: -3; Casting Time: ½ Phase.

SEA WIND

When the skies are too calm, or in the frenzy of seaborne combat, an extra gust of wind in the right direction can be very helpful. The wizard calls out the proper incantation and flings his arm in the desired direction, as though he were cracking a whip; and a powerful blast of air fills the sails. (Of course, sails are entirely optional.) The radius of this spell is large enough to affect several ships if they are close together.

Power: Change Environment, Windy, 32" Radius

Specific Modifiers: Extra Time: Full Phase (-½).

Active Cost = 30 points. END Cost: 3; Magic Roll: -3; Casting Time: 1 Phase

SEARING DISK

This spell conjures a white-hot, 6-foot wide floating disk of iron. The caster can manoeuvre the disk about at a rate of 10" by mental command. The disk cannot be moved farther than the above range, and can be stopped instantly, as if inertialess, by the caster's command. It can be used to strike and pummel creatures within range. If hit, the target will take damage from the impact and heat. If used to pin a creature down (successful grab needed), the victim is trapped by the disk, taking damage each from pressure and searing damage. Only disruption of the mage's concentration can free the trapped creature if the mage does not free them himself.

Any cold-based attack or spell causing more than 5 points of damage directed at the disk causes it to shatter from thermodynamic shock, instantly ending the spell.

First Power: 20 STR TK

Specific Modifiers: Only 10" range ($-\frac{3}{4}$), linked to RKA ($-\frac{1}{2}$)

Second Power: 2d6 RKA (heat)

Combined Specific Modifiers: $\frac{1}{2}$ DCV Concentrate Throughout ($-\frac{1}{2}$), Destroyed by cold-based attacks ($-\frac{1}{4}$).

Active Cost = 30 + 30 points; END Cost: 6; Mental Roll: -6; Casting Time: $\frac{1}{2}$ Phase

SEARING TOUCH

This spell causes the wizard's hands to turn white-hot - hot enough to pierce even thick armour

Power: 1d6 +1 RKA (Fire)

Specific Modifiers: Armour Piercing (+½); No Range (-½).

Active Cost = 30 points END Cost: 3; Magic Roll: -3; Casting Time: ½ Phase.

SECRET PATHS

Once a wood mage enters a forest he can travel down the secret paths. Following these paths the mage can make himself almost impossible to see, or follow.

Power: Invisibility to sight and sound.

Specific Modifiers: Reduced END (+¼); Only where plants can grow (-¼), Only in the Forest (¼).

Active Cost = 31 points. END Cost: 3; Magic Roll: -3; Casting Time: ½ Phase

SEE FUTURE

This spell is a more powerful version of Sense Future. When the spell is cast, the caster gains the ability to see what may happen in the future. The vision may come to the caster in a number of ways. Usually the caster goes into a deep trance, and the vision passes through his mind. Alternately, an omen can occur, giving the caster some clue as to future events.

Power: Clairsentience (sight) into the future only

Specific Modifiers: Extra time: 5 minutes (-2), Precognition only (-1), Concentrate: 0 DCV while casting (-½).

Active Cost = 40 points; END Cost: 4; Magic Roll: -4; Casting Time: 5 minutes

SEEK MIND

A mage casting this spell may seek out a mind familiar to him. Seek Mind tends to give only vague hints about where the individual is, although a particularly lucky magician may be able to find out more.

Power: 6d6 Mind scan, +5 to roll

Specific Modifiers: Concentrate: 0 DCV ($-\frac{1}{2}$), Extra Time: 1 minute ($-1\frac{1}{2}$),

Active Cost = 40 points; END Cost: 4; Magic Roll: -4; Casting Time: 1 minute

SEIZE HIM!

Stopping an enemy is fairly easy with the use of this spell. The caster has but to command the world around a target to grab that person and it will be attempted. The object grabbing the target can be anything, the ground, vines or a horse's saddle, but whatever it is, it won't let go on its own unless the mage orders it to do so.

Power: 4d6 Entangle

Specific Modifiers: OIF - loose items around target (-½), only up to DEF of objects restraining target (-½).

Active Cost = 40 points. END Cost: 4; Magic Roll: -4; Casting Time: ½ Phase

SENSE AIR CURRENTS

This spell makes the caster aware of minute air currents, allowing him to detect movement. It is not a 360 degree sense or a targeting sense, but is useful in the dark. It is only blocked by airtight barriers. Thus, the caster cannot sense movement beyond closed doors, through deep foliage, etc...

The caster can also get information on the type of movement - how big an object is moving, how many objects, and how fast. Individuals cannot be recognized, and even different humanoid species are likely to be confused. The caster couldn't tell the difference between a large cat and a small dog, for instance.

Power: Detect Movement +2, Range, Discriminatory

Specific Modifiers: Costs END (-½), Extra time (½ phase, -¼)

Active Cost = 17 points. END Cost: 2; Magic Roll: -2; Casting Time: ½ Phase

SENSE EARTH

The caster can sense and identify different types of earth, stone and metal. This includes precious metals and gems. Solid barriers do not block this sense, but open space and living beings do. For instance, the caster could not sense gold in a person's hand in the next room, but could sense it buried 20 feet straight down.

The caster cannot tell if the substance has been worked or forged (but could sense the purity of a metal). He could recognise a previously sensed item, such as a sword or a jewel.

Power: Detect (Range, Analyse)

Specific Modifiers: Costs END (-½), Caster Must Have Connection to the Earth (-¼)

Active Cost = 18 points. END Cost: 2; Magic Roll: -2; Casting Time: ½ Phase

SENSE FUTURE

While this spell is operating, the caster probes into the future, looking for any danger that may befall him. This spell is very inexact and the caster only gains a vague sense that something bad is about to happen.

Power: Danger Sense, works out of combat, any danger, immediate vicinity.

Specific Modifiers: Costs END (-½).

Active Cost = 30 points; END Cost: 3; Magic Roll: -3; Casting Time: 0 Phase

SENSE OF THE BAT

The head of the caster becomes bat-like and his ears become larger and directed forward. The wizard can even if blinded, catch a coin tossed in the dark or fight at full effect in total darkness.

Power: Active Sonar

Specific Modifiers: Visible (-½), Limitation: Reforms the body into a part human, part animal form (-½), Costs END (-½), Extra time (½ phase, -¼).

Active Cost = 15 points. END Cost: 1; Magic Roll: -1; Casting Time: ½ Phase

SENSE UNCLEAN

This spell will let the caster know if the unclean are nearby. The "unclean" include undead, demons, and other similar creatures.

Power: Detect Unclean, Range, 360 degrees, +2 to roll.

Specific Modifiers: Costs END (-½).

Active Cost = 17 points; END Cost: 2; Magic Roll: -2; Casting Time: ½ Phase

SERVANT VISION

The caster can mentally join with a particular being, following its travels and communicate any advice or instructions. The target must cooperate in order for this spell to function, and the caster is unable to control the creatures actions through this means.

First Power: Clairsentience (Sight and Sound Groups), +3

Specific Modifiers: $\frac{1}{2}$ END (+ $\frac{1}{4}$); Only through senses of other, other must be willing (- $\frac{3}{4}$), $\frac{1}{2}$ DCV Concentrate to use senses (- $\frac{1}{4}$).

Second Power: Mind Link

Specific Modifiers: Costs $\frac{1}{2}$ END (- $\frac{1}{4}$), Linked to Clairsentience (- $\frac{1}{2}$).

Active Cost = 41 +10 points. END Cost: 2; Magic Roll: -5; Casting Time: $\frac{1}{2}$ phase.

SHADE

This spell enables the caster to shade a large area from the heat of the sun. The effect isn't significant on lighting in an area, but can prove useful in helping to prevent sunstroke and heat exhaustion.

Power: Change Environment

Specific Modifiers: Shade in 64" Radius, 0 END (+½).

Active Cost = 52 points. END Cost: 0; Magic Roll: -5; Casting Time: ½ Phase.

SHADES

A band of silken darkness forms across the eyes of the caster, protecting him from the blinding effects of bright light. His vision will otherwise be unaffected, although the glare from reflecting surfaces will be reduced to a comfortable level.

Power: 5 pts. Flash Defence

Specific Modifiers: Costs END to maintain (-½)

Active Cost = 5 points. END Cost: 1; Magic Roll: -1; Casting Time: ½ phase.

SHADOW

The caster creates a field of illusory darkness with a 2" radius, which is impervious to normal sight.

Power: Darkness to normal sight, +1" radius

Active Cost = 20 points. END Cost: 2; Magic Roll: -2; Casting Time: ½ Phase

SHADOW CLOAK

This is a long and difficult spell in which the caster's black silk cloak turns into a shadow. This shadow hides the mage from sight and no sound may penetrate its barriers. Only in direct sunlight is the caster detectable due to a magical shadow.

Power: Invisibility, normal sight, normal hearing, no fringe

Specific Modifiers: 0 END Cost (+½); Casts Shadow in direct sunlight (-½), Extra Time: 1 Minute (-1 ½).

Active Cost = 52 points; END Cost: 0; Magic Roll: -5; Casting Time: 1 Minute

SHADOW DEMON

The caster summons a shadowy demon which can strike at a foe. The demon itself must be summoned in an area of shadows. After being summoned it strikes with blinding speed at its target, disappearing after the attack.

Power: 1 $\frac{1}{2}$ d6 RKA (Physical)

Specific Modifiers: Indirect, any location, any direction (+ $\frac{3}{4}$), Attack must originate from shadows within 3" of the target (- $\frac{1}{2}$), Extra Time: One Phase (- $\frac{1}{2}$)

Active Cost = 44 points. END Cost: 4: Magic Roll: -4 Casting Time: 1 Phase

SHADOW FORM

The character transforms into a two dimensional shadow which continues to match his form and profile as he moves about. The strange moving shadow is difficult to perceive at night but stands out more prominently in full daylight. While in this form, the character can pass through small cracks and holes in surfaces, but not through a sealed barrier. He is still vulnerable to light or fire-based attacks, but not to most other attack forms.

Power: Desolidification (Affected by light and fire-based attacks)

Specific Modifiers: Only through gaps in solid objects (-¼), (-2 to others PER in darkness, +2 PER in daylight) (+0).

Active Cost = 40 points. END Cost: 4; Magic Roll: -4; Casting Time: ½ phase.

SHADOW MASK

This spell - a favourite of mages who employ darkness-related spells - masks the visage of its caster in impenetrable darkness. Through this mask, he is able to perceive things hidden in darkness, breathe easily under any conditions and is protected from bright glares.

First Power: 5 pts. Flash Defence

Specific Modifiers: Costs END to maintain (-½)

Second Power: Life Support, self contained breathing

Specific Modifiers: Costs END to maintain (-½)

Third Power: Images

Specific Modifiers: Only to maintain a mask of darkness (-2)

Fourth Power: Nightvision

Active Cost = 5 + 10 + 10 + 5 points. END Cost: 3; Magic Roll: -3; Casting Time: ½ phase.

SHADOW SPY

The caster can employ any shadow that is visible and within range of this spell to serve as a spy. Once the spell is cast, he can both see and hear anything observed by that shadow, even if it belongs to a moving creature or target. When no light source is present to cast the shadow, such as after dusk, this spell will cease to function.

Power: Clairsentience to Sight and Sound, x4 range

Specific Modifiers: Only to the current location of a targeted shadow (-½).

Active Cost = 35 points. END Cost: 3; Magic Roll: -3; Casting Time: ½ phase.

SHADOW WALK

Developed for purposes of stealth and escape, the Shadow Walk spell allows the caster to step into a shadow and emerge from another shadow.

Power: 10" Teleport

Specific Modifiers: Only from one shadow to another (-½).

Active Cost = 20 points; END Cost: 2; Magic Roll: -2; Casting Time: 1/2 Phase

SHAKEDOWN

This attack spell is very useful, and also rather humorous. The caster commands the clothing and possessions carried by his target to come to life and move back and forth violently. This has the effect of shaking the target silly. The spell will not work on someone wearing very heavy armour (8 DEF or greater), or anyone magically shielded.

Power: 2d6 EB

Specific Modifiers: NND, Defence is heavy armour or force field (+1), OIF items on target (-½).

Active Cost = 20 points. END Cost 2; Magic Roll: -2; Casting Time: ½ Phase.

SHAPE ELEMENT

This spell was developed by Wizards who wished to sculpt their own art, weapons, armour etc. It may be applied to any (single) solid element (chosen when the spell is learned). When this spell is cast upon a body of material, it temporarily gains the consistency of clay. As long as the caster works on the spell, the material will remain malleable.

Power: 1d6 Transformation, Minor

Specific Modifiers: Cumulative (+½), Variable (+1), Requires a skill to shape the material (-¼).

Active Cost = 25 points; END Cost: 3; Magic Roll: -3; Casting Time: ½ Phase.

SHAPE SHADOWS

The spell caster can create and alter shadows within a 1" radius of the target hex, although he cannot change the overall lighting level. This spell has little practical use, other than as a distraction or for entertainment value.

Power: Images to Sight

Specific Modifiers: Only to create and alter shadows (-2).

Active Cost = 10 points. END Cost: 1; Magic Roll: -1; Casting Time: ½ phase.

SHAPE TREE

This spell causes the target tree to reshape itself into a different form. The tree can be shaped to form a small hut, a lower trunk free of branches, a regular or unusual shape, or even a nest for a Roc or other large flying creature.

Power: 8d6 Cosmetic Transformation (Reshape tree)

Active Cost = 40 points. END Cost: 4; Magic Roll: -4; Casting Time: ½ phase.

SHAPE WATER

This spell allows the caster to shape a body of water into any immobile form that will fit within two adjacent hexes. The water is held together by a weak force wall which maintains the shape. This spell has few practical uses beyond serving as a distraction or leaving markers. If the caster has PS: Artist, this spell can be used to produce a good quality likeness. There is a similar spell that works with gases, making them temporarily malleable.

First Power: 1 PD/1 ED Force Wall (3" width enclosure)

Second Power: Change Environment (wall of water)

Specific Modifiers: Linked to Force Wall (-½).

Combined Specific Modifiers: Continuous charge lasting for 5 hours (-¼).

Active Cost = 10 + 10 points; END Cost: 2; Magic Roll: -2; Casting Time: ½ phase.

SHAPECHANGE

The essence of Body Manipulation, this spell allows the caster to physically become any living creature from the size of a mouse to an elephant. When combined with other spells, Shapechange allows the caster to simulate almost anything. The caster may become other people as well, although it takes some skill (Disguise Skill) to be able to impersonate another individual exactly.

First Power: Shape Shift (sight and touch, any animal)

Specific Modifiers: Linked to shrinking ($-\frac{1}{2}$).

Second Power: Growth (up to 30 points)

Specific Modifiers: Linked to shrinking ($-\frac{1}{2}$).

Third Power: Shrinking (up to 30 points)

Specific Modifiers: Reduced END ($+\frac{1}{4}$); Extra Time: 1 minute ($-1\frac{1}{2}$).

Active Cost = 29 + 38 + 50 points; END Cost: 6; Magic Roll: -12; Casting Time: 1 minute

SHARE FLIGHT

With this spell, the caster can hold the hand of another person and they can then fly together. Working with another person makes this spell very tiring; it requires significant concentration.

Power: 5" flight

Specific Modifiers: Usable by others (caster can continue to use the spell) (+½), x4 END (-1 ½), Concentrate: 0 DCV constantly (-1), Extra Time: Full Phase (-½).

Active Cost = 15 points; END Cost: 4; Magic Roll: -1; Casting Time: 1 Phase

SHARPEN WEAPON

As a mage can harm an enemy, so can he help an ally. This spell enables the mage to enhance the quality of his ally's sword by giving it a razor edge. The mage simply rubs down the length of the weapon and it is ready for battle.

Power: 2d6 Aid to HKA

Specific Modifiers: Extra Time: Full Phase (-½).

Active Cost = 20 points. END Cost: 2; Magic Roll: -2; Casting Time: 1 Phase

SHIELD OF DELIVERANCE

This spell allows the caster to make it more difficult for someone to teleport into the vicinity of the target hex. This is often used by magi during a siege to prevent the attackers from teleporting troops into a castle, or at least into critical areas such as the gatehouse. The area warded from teleportation is suffused by a faint golden mist.

Power: 6d6 Suppress Teleportation

Specific Modifiers: Explosion (lose 1d6 per 5", +1+½), ½ END (+¼).

Active Cost = 82 points; END Cost: 4; Magic Roll: -8; Casting Time: ½ phase.

SHIELD OF PROTECTION

Upon casting this spell, a transparent image of a shield will appear superimposed upon the caster, and it will swiftly move to deflect any incoming ranged attacks. Casting the spell requires concentration to maintain the shield.

Power: +10 Missile Deflection - any missile

Specific Modifiers: $\frac{1}{2}$ DCV Concentrate ($-\frac{1}{4}$).

Active Cost = 40 points; END Cost: 4; Magic Roll: -4; Casting Time: $\frac{1}{2}$ phase.

SHOCKING TOUCH

When this spell is cast, the Wizard becomes a reservoir for an electrical potential which is discharged when the caster touches a grounded target with his bare hand. After casting, a white aura covers the Wizard's palm, and small sparks of electricity leak off into the air. The discharge will pass through conducting materials, such as an iron rod or metal gauntlets, and can be combined with an attack by such a weapon.

Power: 3d6 RKA (Electricity)

Specific Modifiers: Trigger (contact, physical or via conducting material, + $\frac{1}{4}$); No Range (- $\frac{1}{2}$), Does not work in water (- $\frac{1}{2}$), Requires Magic Skill Roll (- $\frac{1}{2}$).

Active Cost = 56 points; END Cost: 6; Magic Roll: -6; Casting Time: $\frac{1}{2}$ phase.

SHORGA'S LIFT

When a group of adventurers need to climb up or down a shaft, the Wizard can use this spell to move the entire party to the next level. Lifting a large party is fatiguing to the Wizard, costing twice the normal END. The lift will begin to wobble slightly just before it winks out of existence.

Power: 5" Flight

Specific Modifiers: Usable on Others (up to 8, +1), Area Effect (2" Radius, +1); Only for moving up or down ($-\frac{3}{4}$), x2 END ($-\frac{1}{2}$),

Active Cost = 30 points; END Cost: 6; Magic Roll: -3; Casting Time: $\frac{1}{2}$ phase.

SHRINKING

This spell causes the caster to shrink to the size of an apple. This makes the caster harder to hit, but much weaker. Like Growth, it takes the caster a full Turn to cause his body to change in size, and it takes considerable effort to remain shrunk.

Power: Shrinking, 50 points (6 centimetres tall, weight 3.2 grams, PER rolls against -10, DCV +10)

Specific Modifiers: $\frac{1}{2}$ END ($+\frac{1}{4}$); Caster's Strength is reduced by 25 ($-\frac{1}{2}$), Extra Time: 1 Turn (1).

Active Cost = 62 points; END Cost: 2; Magic Roll: -6; Casting Time: 1 Turn

SIEGE WEAPON

Mages are often hired in war to use this spell in particular. Siege Weapon is a spell which mages use to tear holes in the sides of castle walls and gates. Once cast, the hole remains open, making it an ideal entrance for soldiers.

Power: 1" Tunnelling, +6 DEF

Specific Modifiers: Tunnel stays open (+0)

Active Cost = 33 points. END Cost: 3; Magic Roll: -3; Casting Time: ½ Phase

SILENCE

This spell allows a mage to become almost completely silent. This is a very useful spell for sneaking around at night or when used in conjunction with the invisibility spell. As with the invisibility spell, anyone close enough will notice the utter lack of noise and be on guard.

Power: Invisibility to hearing sense group

Specific Modifiers: Extra Time: Full Phase (-1/2).

Active Cost = 20 points; END Cost: 2; Magic Roll: -2; Casting Time: 1 Phase

SILENT POWER

The caster fashions a little charm that endows its owner with one greatly enhanced Characteristic. This charm can be very useful under the right circumstances, but it has one very large limitation: The person may not speak a word, or the magic of the charm will be broken.

Power: 4d6 Aid

Specific Modifiers: Affects any 1 Characteristic (+ $\frac{1}{4}$), Return rate 5 pts./week (+1 $\frac{1}{2}$), User must carry charm (- $\frac{1}{2}$), User must remain silent or Aid vanishes (-1), Extra Time: 1 Turn (-1), IIF (charm ingredients, Expendable) (- $\frac{1}{2}$).

Active Cost = 110 points. END Cost: 5; Magic Roll: -5; Casting Time: 1 Turn.

SILENT SPELLCAST

After casting this spell, the gestures and incantations of the caster are thereafter completely hidden from any viewers. This allows the Illusionist to prepare a lengthy spell in complete secrecy.

Power: Images, Sight/Sound

Specific Modifiers: Trigger (Cast Spell) (+ $\frac{1}{4}$), Invisible Power Effects (All) (+1); Only to hide spell casting gestures and incantations (-2), $\frac{1}{2}$ DCV Concentration (- $\frac{1}{4}$).

Active Cost = 34 points. END Cost: 3; Magic Roll: -3; Casting Time: $\frac{1}{2}$ phase.

SILVER BURST

This spell is a most potent offensive weapon. Upon completing the spell, a burst of up to five blazing white nodes of pure mystical essence shoot forth from a point above the head of the caster toward the target(s). The caster must pay the END cost for each bolt fired.

Power: 2d6 RKA (5 Essence Bolts)

Specific Modifiers: Autofire (+½), ½ END (+½), Armour Piercing (+½), Indirect (+¼); No Knockback (-¼).

Active Cost = 82 points; END Cost: 4 each; Magic Roll: -8; Casting Time: ½ phase.

SIMULACRUM

This spell allows the wizard to animate a likeness of a creature or person. The simulacrum (worth a maximum of 75 character points) is severely limited in its skills, memories, and abilities compared to the original, and is incapable of improving itself. The construction is under the complete command of the Wizard who created it. The Simulacrum is constructed from a clay vessel, which roughly matches the original being. The spell first animates the clay form, then gradually transforms its external appearance until it looks almost identical to the original. (Make an INT roll to determine how closely the two match. An Artisan skill can be used to produce a better match.) Large beings will require several phases to complete, but only the END cost of the Transformation is paid once the Summoning is complete. If wounded, the Simulacrum oozes mud. If the caster fails his Magic Skill roll, (if skill rolls are used) the simulacrum animates (before the transformation has been completed) and attacks the Wizard.

First Power: Summon Simulacrum (75 point being)

Specific Modifiers: Any Life Form (+½), devotedly loyal (+1); Less capable than original (-½), Side Effects (Same summoning but the Simulacrum has +10 EGO, has 20 points of Mental Defence against Mind Control, and hates the caster) (-1).

Second Power: 3d6 Cosmetic Transformation

Specific Modifiers: Change to Anything (+1), Cumulative Attack (+½); No Range (-½), Linked to Summon (-½), Only to match appearance of original (-½).

Combined Specific Modifiers: OAF - Original Creature, Clay Vessel (-1), Extra Time - 1 Turn (-1), Clay likeness must have been prepared before hand (-¼).

Active Cost = $37 + 37$ points; END Cost: $4 + 4$; Magic Roll: -7 ; Casting Time: 1 turn.

SINGLE PURPOSE

Casting this spell successfully creates one of the most formidable opponents that anyone could face. The caster fortifies his mind with a single purpose. All pain and damage taken is ignored by the caster who will refuse to run away until his goal is achieved. Unfortunately, the recipient of this spell becomes almost zombie-like, unable to divert from his quest for a moment, to consider anything else, or even to withdraw from the quest in the face of suicidal odds. Once the spell is cast the only way to stop the recipient is to kill him, dispel the original spell or use a mind control spell.

(Note: although the recipient of this spell behaves as an automaton, he is still in fact a living being, so can run out of END, and still be vulnerable to mental powers).

Power: Automaton: Takes no STUN

Specific Modifiers: Usable by others (one individual at a time, +¼).

Active Cost = 75. END Cost: 7; Magic Roll: -7; Casting Time: ½ Phase.

SIZZLING WEB

Cast like a circular fishing net made with strands of fire, this spell entangles the target and continues to burn until he escapes or is released. The net has 2d6 BODY with zero PD/ED, and remains in place until the net BODY is reduced to zero.

First Power: 2d6 Entangle

Specific Modifiers: Entangle and character both take damage (+¼); No DEF (-1-½), linked to Energy Blast (-½).

Second Power: ½d6 RKA (fire)

Specific Modifiers: Continuous (+1), Uncontrolled (+½), 0 END (+½).

Combined Specific Modifiers: Doesn't work in rain or underwater (-¼), No knockback (-¼).

Active Cost = 25 + 30 points; END Cost: (5); Magic Roll: -5; Casting Time: ½ phase.

SKATE

This spell allows the Wizard to glide very rapidly across a relatively smooth snow or ice surface. However, turning is difficult on such a slick surface, so skating has a turn mode of 4. The Wizard must still pay the standard END cost of 1 point per 5" running each phase.

Power: +10" Running

Specific Modifiers: Costs END to start (-¼), Only across relatively smooth snow or ice surface (-1), 4 Turn Mode (-¼).

Active Cost = 20 points; END Cost: (2); Magic Roll: -2; Casting Time: ½ Phase.

SKIN OF FLAME

This causes the wizard to be covered with swirling blue flames. Although these flames do not hurt the wizard or his clothes, they will burn anything he touches or that touches him - like an attacker's weapon. This spell is especially effective against animals, who will frequently avoid the wizard after one attack.

Power: 1d6 RKA (fire)

Specific Modifiers: Damage Shield (+½), Continuous (+1); Doesn't work in rain or underwater (-¼).

Active Cost = 37 points END Cost: 4; Magic Roll: -4; Casting Time: ½ Phase.

SKIN OF THE SNAKE

The change in the caster is quite dramatic as the wizard's hair, nails and teeth vanish, and the skin darkens and hardens into tight scales. The colours are fixed for any given wizard, but almost any colours and patterning are possible.

Power: 2 PD / 2 ED Force Field

Specific Modifiers: Limitation: Reforms the body into a part human, part animal form (-½), Extra time (½ phase, -¼), Costs END to cast (-¼).

Active Cost = 4 points. END Cost: (1); Magic Roll: -1; Casting Time: ½ Phase

SKULL SERVANT

When cast upon a humanoid skull, this spell animates the head by binding the original spirit and giving it limited powers of flight and observation. (See the stats below.) The skull is mentally linked to the Necromancer and can serve as his spy or scout. The skull retains a few fragments of its original knowledge and personality, but lacks the willpower to resist the commands of its new master.

Skull Servant

A Skull Servant is a humanoid skull that has been animated to serve as a scout and spy for a Necromancer. The skull is able to fly about, but can neither run nor swim. While active, the eyes of the skull glow a sinister red.

CHA	VAL	Cost	Powers
STR	5	27	Shrinking (20 pts), Persistent, Always On (-4 to others' Sight Perception, +6" KB)
DEX	15	20	Flight 5", Invisible Power Effects (All)
CON	10	5	Mind Link w/ Necromancer
BODY	5	15	Takes No STUN (Automaton)
INT	10	15	Does Not Bleed (Automaton)
EGO	0	5	1 pip HKA - bite
PRE	13	9	+2 PD, +4 ED Armour
COM	2	40	After Life Support (Does not eat, sleep or age, self contained breathing, safe in high/low pressure, radiation, cold/heat, poisons and diseases)

PD	3	5	Infra-red Vision
ED	5	3	Concealment 11-
SPD	3		
REC	5	-12	-6" Running (0" Total)
END	0	-4	-2" Swimming (0" Total)
STUN	0		

Disadvantages

25 Distinctive Features (Not Concealable, Extreme)

10 1+1/2x BODY from blunt weapons (Common)

15 Phys. Limitation: No fine manipulation

15 1d6/Turn from Sunlight (Common)

-53 Creature Bonus

OCV: 5; DCV: 5; ECV: n/a; Phases: 4, 8, 12

Points = -41 + 128 = 87

Power: Summon Skull Servant

Specific Modifiers: Devotedly loyal (+1) Limitation: does not work in bright sunlight (-¼), Limitation: does not work on ground sanctified to a "good" religion (-¼), OAF - Humanoid Skull (-1).

Active Cost = 35 points. END Cost: 3; Magic Roll: -3; Casting Time: ½ phase.

SKUNK SPRAY

The head of the wizard changes to a skunk-like form (black haired with a white stripe) and he sprays the target with a powerful, malodorous liquid. Anybody coming near the target, or his possessions, before the scent wears off, is repelled by the strong odour. Fortunately, the scent will eventually wash off, especially if tomato juice is employed. The odour has no effect on creatures that have no olfactory sense, or use an enclosed breathing apparatus.

Power: Change environment, 4 " radius (skunk stench; -3 to smell group, 1d6 EB, NND)

Specific Modifiers: Costs END to cast ($-\frac{1}{4}$), Single Continuing Charge lasting 1 day (Wash to remove, 0), Limitation: Reforms the body into part human, part animal form ($-\frac{1}{2}$).

Active Cost = 40 points. END Cost: (4); Magic Roll: -4; Casting Time: $\frac{1}{2}$ phase.

SKYBRIGHT

This spell allows the caster to illuminate the night sky as if the sun were shining. The spell was originally developed to allow the more powerful Sun-mages more flexibility in casting their spells. Its more common use, however, is impressing primitive, and not so primitive, cultures.

Power: Change Environment to sunlight (2" radius, +4 to PER rolls)

Specific Modifiers: Megascala (1000 km, +1), 0 END Cost (+½);
Concentrate: 0 DCV (-½) Extra Time: 5 Hours (-1 ½), PER bonus only
cancels normal night penalties (-¼).

Active Cost = 55 points; END Cost: 0; Magic Roll: -6; Casting Time: 5 Hours

SLEEP

The caster concentrates and reaches out with his mind to activate the sleep centres of any creatures in the vicinity of the target hex. Those affected fall into a deep slumber, and can only be awakened by a disturbance from a loud noise or attack; or when rudely shaken awake by their comrades. The sleep spell is less effective against creatures that are light sleepers or have no need to sleep.

Power: 12d6 Mind Control

Specific Modifiers: Explosion (+½), Telepathic Contact (+¼); Only to cause sleep (-½), Mental Powers based on CON (-½), ½ DCV while casting (-¼), Extra Time: Full Phase (-½), +20 Mental defence for beings with No Need to Sleep (-¼), +10 Mental defence for beings with Light Sleep (-¼).

Active Cost = 105 points. END Cost: 10; Magic Roll: -10; Casting Time: 1 phase.

SLEEP OF THE DEAD

The caster causes his body to actually die, although his soul remains within. The caster concentrates for several minutes, and then wills himself dead until a certain period of time (or until a prearranged condition is met). Even though dead, the caster's body will not decay as long as the spell lasts. Even the most thorough medical investigation will reveal the necromancer to be dead, although magical detection will immediately show that his demise is not permanent.

Power: Simulate Death

Specific Modifiers: Fully Invisible power effects (+1); Limitation: does not work in bright sunlight (-1/4), Limitation: does not work on ground sanctified to a "good" religion (-1/4).

Active Cost = 6 points; END Cost: 1; Magic Roll: -1; Casting Time: 5 Minutes

SLEEP TALKING

The caster can talk to a sleeping person, and they will respond fully and truthfully. This spell is a great way to get information but the talking may wake others.

Power: 10d6 Telepathy

Specific Modifiers: Must Verbalise (-½), Extra Time: Full Phase to Cast (-½), Concentrate: 0 DCV while casting (-½), Only vs. sleeping target (-1 ½).

Active Cost = 50 points. END Cost: 5; Magic Roll: -5; Casting Time: 1 Phase

SLIP SPACE

This spell enables the caster to "slip" out of space and "slip" back at another point. The caster steps forward and disappears, only to reappear elsewhere. The spell is accompanied by a "whooshing" sound.

Power: 10" Teleportation

Active Cost = 20 points; END Cost: 2; Magic Roll: -2; Casting Time: 0 Phase

SLOW

With this spell a mage can decrease the efficiency at which his target's body operates. His enemies' muscles will respond slower, and each movement will require more effort than normal.

Power: 15 STR Telekinesis

Specific Modifiers: Only to grab and hold target (-1).

Active Cost = 22 points. END Cost: 2; Magic Roll: -2; Casting Time: ½ Phase

SLOW TIME

This spell creates a time field which slows down the target. The target perceives things normally but is unable to react as quickly.

Power: 3d6 Drain vs. SPD

Active Cost = 30 points; END Cost: 3; Magic Roll: -3; Casting Time: ½ Phase

SMOKING FIRE

This causes an existing fire put forth black, sooty smoke that is almost impossible to see through.

Power: 2" Radius Darkness (impervious to normal sight)

Specific Modifiers: Doesn't work in rain or underwater (-¼), Requires an existing flame (-½).

Active Cost = 20 points END Cost: 2; Magic Roll: -2; Casting Time: ½ Phase.

SMOTHERING DARKNESS

The target of this spell is enveloped by a dark murky cloud which shields his view and suffocates him.

First Power: 2d6 Energy Blast

Specific Modifiers: No Normal Defence (Defence is Ego 13+ or No Need To Breathe, +1), Continuous (+1), Area Affect Radius, 1" (+1)

Second Power: 1" Darkness to normal sight

Specific Modifiers: Usable as attack (can be dispelled by any light-based spell, +1), Usable At Range (+½), No Range Penalty (+½), Personal Immunity (+¼), Linked to NND (-½).

Combined Specific Modifiers: Extra Time: Full Phase (-½).

Active Cost = 40 + 32 points; END Cost: 7; Magic Roll: -7; Casting Time: 1 Phase

SNAKE SENSE

The head of the wizard changes to a snake-like form, with unblinking eyes and a flickering tongue. Pits in the sides of the head allow warm and cold objects to be detected, while the sensitive forked tongue provides a directional olfactory sense.

First Power: Infra-red Vision

Second Power: Tracking Scent

Combined Specific Modifiers: Costs END to use (-½), Reforms the body into part human, part animal form (-½).

Active Cost = 10 points. END Cost: (1); Magic Roll: -1; Casting Time: ½ phase.

SOLID REFLECTION

The caster surrounds himself with a glowing light which reflects any arrows or projectiles back to the attacker.

Power: Missile Deflection and Reflection

Active Cost = 40 points. END Cost: 4; Magic Roll: -4; Casting Time: ½ Phase

SORSHA'S BLACK KISS

When cast, this spell creates a link between the caster and the plane of darkness. Anyone who touches the caster is immediately exposed to the vast coldness of the plane of darkness. Prolonged contact with the caster can drive an opponent insane. The spell was originally developed by the evil enchantress Sorsha, who used the spell on bound captives.

First Power: 1d6 STR Drain.

Specific Modifiers: Recover Once Per Day (+1 $\frac{1}{4}$), Linked to Transformation (- $\frac{1}{2}$).

Second Power: 1d6 EGO Drain

Specific Modifiers: Recover Once Per Day (+1 $\frac{1}{4}$), Linked to Transformation (- $\frac{1}{2}$).

Third Power: 1d6 Major Transformation (Normal Person to Insane Person)

Specific Modifiers: Cumulative (+ $\frac{1}{2}$)

Combined Specific Modifiers: Continuous (+1), Fully Invisible (+1), $\frac{1}{2}$ Endurance (+ $\frac{1}{4}$), Activation 12- (- $\frac{3}{4}$), Extra Time: 1 Turn (-1).

Active Cost = 45 + 45 + 56 points; END Cost: 7; Magic Roll: -15; Casting Time: 1 Turn

SOULHOOK

This spell places a powerful enchantment on the recipient. It is usually used to compel obedience, since the triggered spell is cast on the target. Then, if the "soul object" prepared during the casting is destroyed, the victim is killed as his soul is drawn out of his body, even if he is far away.

Power: 5d6 RKA

Specific Modifiers: Trigger (breaking soul object, +¼); OAF (soul object, -1), Extra time (1 minute, 1 ½), Limitation: must draw victim's blood and add to soul object (-1)

Active Cost = 94 points; END Cost: 1; Magic Roll: -1; Casting Time: 1 minute.

SOUL SHIELD

This spell protects the caster from the debilitating attacks of many creatures that affect the life-force of their victims, such as ghosts, or from spells with similar effects.

Power: 10 points power defence

Specific Modifiers: Costs END (-½), Only affects magical or similar attacks
- not poison or disease (-1)

Active Cost = 10 points; END Cost: 1; Magic Roll: -1; Casting Time: ½ phase

SOUL SLAVE

This powerful spell allows the caster to change his victim into a duplicate of himself - with the same goals, memories and appearance. The powers of the new host may, however, be different. Total concentration is required and the caster must maintain physical contact with the target for the full period the spell requires to complete. The spell will be broken if the victim is able to break the mental compulsion - he will then revert to his own form. This spell is used sparingly by the wise magician - eventually, if the victim survives long enough, they will inevitably break free of the enchantment. Armed with the caster's memories, they are likely to be an implacable and dangerous foe

First Power: 10d6 Mind control

Specific Modifiers: Unranged (-½), Only a single command - "emulate caster" (-1)

Second Power: 6d6 Telepathy

Specific Modifiers: Unranged (-½), Only to send memories (-1), linked to mind control (-½)

Third Power: 1d6 Major Transformation - into physical duplicate of caster (does not grant powers)

Specific Modifiers: Continuous, (+1), Uncontrollable, (+½), Cumulative (+½); linked to mind control (-½)

Combined Specific Modifiers: 0 DCV Concentrate while Casting (-½), Extra Time: 1 Minute (-1 ½).

Active Cost = 50 + 30 + 45 points. END Cost: 12; Magic Roll: -12; Casting Time: 1 Minute.

SOVEREIGN SUMMONING

This spell can be used to summon any visible target to an empty hex next to the caster. The caster must make a successful attack for this spell to succeed, but there is no penalty for range. Enlarging the active point cost will increase the range or mass that can be teleported. The END cost is 1 per 10" of teleportation.

Power: 10" Teleportation, x4 non-combat multiple

Specific Modifiers: Usable Against Others (+1), Ranged (+½), No Range Penalty (+½); Only to bring target to an empty hex next to caster (-½), Not usable by caster (-¼).

Active Cost = 90 points. END Cost: 9; Magic Roll: -9; Casting Time: ½ phase.

SPATIAL ANOMALY

Not quite a dimensional gate, this spell creates a zone of dimensional interaction where an alternate plane interacts weakly with the Wizard's universe. The exact effects depend upon the plane chosen, but they will produce unusual environmental phenomenon. The alternate dimension must be selected when the spell is first researched, and is often one of the elemental planes. Thus, a Spacial Anomaly with the Elemental Plane of Fire would produce an area of varying, excessive heat.

Power: Change Environment, x4 Radius

Specific Modifiers: Uncontrolled (+½); No Range (-½), Extra Time: 1 turn (-½), (Variable Environment, Random Fluctuations , 0).

Active Cost = 30 points. END Cost: 3; Magic Roll: -3; Casting Time: 1 turn.

SPEAK WITH SPIRITS

The caster causes a dead spirit to manifest before him. He may then communicate with the departed soul, forcing it to reveal anything it knows on whatever subject the caster enquires about.

Power: Clairsentience, Sight and Hearing, May see through past and into future

Specific Modifiers: Limitation: does not work in bright sunlight (-¼),
Limitation: does not work on ground sanctified to a "good" religion (-¼),
Caster limited to knowledge and experiences of soul he is speaking with (-1), Extra time (½ phase, -¼).

Active Cost = 65 points. END Cost: 6; Magic Roll: -6; Casting Time: ½ Phase

SPELL-LOCK

This spell is used by some wizards to protect their spell books and magical apparatus from unauthorised interference while they are away. It transforms the caster's magical goods into another item - either mundane or exotic in appearance. The appearance is decided by the caster when he first formulates the spell. It is even possible to maintain the appearance of the transformed items, but while they look similar to the original however, spell books will be full of gibberish, the apparatus will not fit together, or will malfunction etc. etc. The condition set for retransformation can be anything - a code word, the casting of a particular spell, the completion of a puzzle, etc. Unpuzzling the spell-lock is a task approached with some caution, due to its resemblance to the much more dangerous Spell-ward spell

Power: 2d6 major transform (magical apparatus into useless item)

Specific Modifiers: Cumulative (+1), Difficult to dispel (x2, +½).

Active Cost = 75 points END Cost: 7; Magic Roll: -7; Casting Time: ½ phase.

SPELL OF ABSORPTION

This "generic" spell allows a Mage to absorb the energy from some phenomenon, and use it to increase the power of his spells. Unlike The Chain Of Myriad Uses (q.v.), which can absorb the energy from any natural phenomenon, this spell only works off one specific phenomenon, which must be defined when the spell is built. A single phenomenon cannot power both this spell and The Chain at the same time. Some phenomenon from which power can be absorbed include fire, cold, storms, lightning, physical blows, and running water. The actual name of the spell is often changed to reflect the type of energy it absorbs (for example, a spell which absorbs energy from cold might be called The Spell Of The Frigid Furnace).

Power: 4d6 Absorption (from a single defined phenomenon) to END

Specific Modifiers: Can Power Any Spell, One At Time (+¼).

Active Cost = 25 points. END Cost: 0; Magic Roll: -2; Casting Time: ½ phase.

SPELL OF THE CHARMED BLADE

This spell is the companion to the Spell Of The True Arrow - it grants the caster increased accuracy in hand-to-hand combat.

Power: +4 CSL in Hand-To-Hand combat

Specific Modifiers: Only Works To Increase chances of hitting (-½),

Active Cost = 20 points. END Cost: 0; Magic Roll: -2; Casting Time: ½ phase

SPELL OF THE GRASPED ARROW

This spell, the bane of archers everywhere, allows the mage to pluck arrows and other missiles out of the air, avoiding the damage they might cause entirely.

Power: Missile Deflection, thrown, arrows, and projectiles

Active Cost = 10 points. END Cost: 0; Magic Roll: -1; Casting Time: ½ phase

SPELL OF THE TRUE ARROW

By using this spell, a warrior-mage makes himself an extremely accurate archer.

Power: +4 CSL with Bow

Specific Modifiers: Only Works To Increase chances of hitting (-½),

Active Cost = 20 points. END Cost: 0; Magic Roll: -2; Casting Time: ½ phase

SPELL OF THE WARRIOR'S STRENGTH

This spell makes the caster stronger while in combat. It does not work to make the caster stronger so that he can lift heavy objects, break down doors, and so forth.

Power: 2d6 STR Aid

Specific Modifiers: Self Only (-½), Only Works To Increase STR For Combat Applications (-½),

Active Cost = 20 points. END Cost: 2; Magic Roll: -2; Casting Time: ½ phase

SPELL-WARD

A spell used to protect their magical apparatus from unauthorised use, this spell is similar to, but more powerful than, Spell-lock (q.v.). It transforms the caster's magical goods into any item, either mundane or exotic the caster chooses. The appearance is decided by the caster when he first formulates the spell. It is even possible to maintain the appearance of the transformed items, but while they look similar to the original however, spell books will be full of gibberish, the apparatus will not fit together, or will malfunction etc. etc. The condition set for retransformation can be anything - a code word, the casting of a particular spell, the completion of a puzzle, etc. Unpuzzling the Spellward can be dangerous however - any unsuccessful attempt will result in a dangerous defensive spell being unleashed.

First Power: 2d6 major transform (magical apparatus into useless item)

Specific Modifiers: Cumulative (+1), Difficult to dispel (x2, +½).

Second Power: Any spell of the caster's choice (decided at time of learning) up to 60 active points

Specific Modifiers: Trigger (incorrect interference, +¼); Linked to Transformation (-½)

Active Cost = 75 + 75 points END Cost: 15; Magic Roll: -15; Casting Time: ½ phase.

SPHERE OF ANNIHILATION

This dastardly spell creates a spherical gateway to the plane of the void, where all matter and energy are utterly consumed. The sphere moves 9" per phase, within range and under the direct command of the Wizard. Those caught by the black, featureless sphere are quickly consumed, unless they are specially protected or desolidified.

Power: 4d6 RKA

Specific Modifiers: Area (1hex, Non-selective, $+\frac{1}{4}$), Armour Piercing ($+\frac{1}{2}$), Continuous (+1); $\frac{1}{2}$ DCV Concentrate Throughout ($-\frac{1}{4}$), Must continue from last hex ($-\frac{1}{4}$), No range at start ($-\frac{1}{4}$), No Knockback ($-\frac{1}{4}$), Extra Time: 1 turn ($-\frac{1}{2}$).

Active Cost = 165 points. END Cost: 16; Magic Roll: -16; Casting Time: 1 turn.

SPHERE OF SILENCE

The caster can use this spell to create a 3" radius sphere of complete silence. Conversation is impossible within the sphere, Powers requiring an incantation cannot be used, and no sounds of any form can enter or leave the area. The sphere can be cast on a stationary location, or it can move with the spell caster. In the later case, this could place the caster at a significant disadvantage.

Power: Darkness to Sound Group, 3" Radius

Active Cost = 50 points. END Cost: 5; Magic Roll: -5; Casting Time: ½ phase.

SPIDER'S GRIP

The caster's hands and feet become sticky, allowing him to cling to surfaces such as walls and ceilings. The caster must have at least three limbs in contact with the surface to be able to cling.

Power: Clinging, full STR

Specific Modifiers: Caster must use three limbs to cling (-¼).

Active Cost = 10 points; END Cost: 0; Magic Roll: -1; Casting Time: 0 Phase

SPINES OF THE PORCUPINE

The skin of the wizard sprouts a dense coat of hard spines that pierces anybody who comes too close, leaving barbed quills caught in the flesh. The spines are especially long and dangerous on the back and outer flanks of the wizard.

Power: 1d6 HKA

Specific Modifiers: Damage Shield (+½), continuous (+1); Reforms the body into part human, part animal form (-½).

Active Cost = 37 points. END Cost: 4; Magic Roll: -4; Casting Time: ½ phase.

SPIRIT VOICE

This is the workhorse spell of sound illusions, able to generate sounds of any kind, in varied complexity.

Power: Images versus Hearing at -5 to PER Rolls

Active Cost = 20 points; END Cost: 2; Magic Roll: -2; Casting Time: ½ Phase.

SPIRIT CURSE

This spell allows the mage to curse someone in pre-selected manner. When the mage learns the spell, he must decide what change his curse will enact on a target such as changing their skin colour, or making them appear old. The curse can easily be lifted in a manner befitting the curse, and this too must be decided upon when the spell is learned. For example, the cure for an old age curse might be to bath in babies' milk. The curse will have no effect on the target's combat ability, but can be embarrassing.

Power: 8d6 Transformation Attack, Cosmetic Changes.

Active Cost = 40 points. END Cost: 4; Magic Roll: -4; Casting Time: ½ Phase.

SPORE CLOUD

A thick cloud of pollen is suddenly released from nearby growth, causing those caught within the radius to choke and gag with nausea. Anybody breathing the pollen cloud will be slow to move or react until the effects wear off. An airtight head cover, or lack of need to breathe, will offer immunity to the effects of the pollen.

Power: 2d6 DEX Drain

Specific Modifiers: NND (life support, +1), Area Effect (4" Radius, +1); Single Charge (-2), Limitation: only where plants can grow (-¼).

Active Cost = 60 points. END Cost: 6; Magic Roll: -6; Casting Time: ½ phase.

SPRINT

This spell allows the caster to run at great speed, though it is physically exhausting. When this spell is in effect, the caster's breathing speeds up and his eyes turn completely black.

Power: +14" Running

Specific Modifiers: x2 END (-½).

Active Cost = 28 points; END Cost: 6; Magic Roll: -3; Casting Time: 0 Phase

SQUEAKY SHOES

The bane of burglars, this spell creates an area of floor that emits annoying squeaking noises whenever a creature heavier than a mouse attempts to cross. The spell remains in effect for a period of one full day.

Power: Images (Sound)

Specific Modifiers: 4" Radius (+½), Damage Shield (Invisible Power Effects, Persistent, Usable Against Others, +2), Single Continuing Charge lasting one day (cancelled by using Darkness to Sound, +0); Costs END to Cast (-¼), No Effect on Targets with more than 30 points of Shrinking (-¼), Only to create squeaking noise(s, -½).

Active Cost = 17 points. END Cost: (2); Magic Roll: -2; Casting Time: ½ phase.

STAND FIRM

This spell locks the caster in place, so that he is able to resist the strongest winds or mightiest blows.

Power: Clinging (+ 20 STR)

Specific Modifiers: Only to the ground or floor (-½), Caster cannot walk while spell is active (-1)

Active Cost: 17 points. END Cost: 2; Magic Roll: -2; Casting Time: ½ phase.

STAR TRAVELLERS

The ability to journey to the stars allows thousands of new worlds to be explored and conquered. This spell allows a small group of wizards and their cohorts, to fly to the edge of the atmosphere, then travel across the cosmos at enormous velocity. The group is provided with life support and

defence against the harsh elements of interstellar space. Once the group sets foot upon a new world, however, the spell is cancelled and they must remain until they choose to risk the journey once more.

First Power: Faster than Light Travel, 1 LY/Day

Second Power: 10" Flying (40" Non-combat)

Specific Modifiers: Linked to FTL Travel (-½).

Third Power: +8PD/+8ED Force Field

Specific Modifiers: Linked to FTL Travel (-½).

Fourth Power: Life Support (Breathing is Self-Contained, Protection against Vacuum)

Specific Modifiers: Linked to FTL Travel (-½).

Combined Specific Modifiers: Usable by 16 Others at Range (+2), Single Continuing charge lasting One Year (Cancel by landing on planetary surface, +1), Persistent (+½); Costs END to Cast (-¼), Extra Time: 5 Minutes (-2).

Active Cost = 126 + 113 + 72 + 58 points. END Cost: (37); Magic Roll: -37; Casting Time: 5 Minutes.

STARBURST

The Caster throws small gems at the target, and they explode with a brilliant flash of light into tiny, sharp splinters. This spell destroys one gem per use. (An expensive spell for wizards!)

First Power: 1 d6 RKA

Specific Modifiers: Linked to Flash

Second Power: 4d6 Flash

Combined Specific Modifiers: Explosion (+½); OAF - Crystal, expensive, expendable (-1 ½).

Active Cost = 22 + 30 points. END Cost: 5; Magic Roll: -5; Casting Time: ½ Phase

STARE OF POWER

With this spell, the mage casts a gaze at his enemy intense enough to literally stun him in his tracks.

Power: 3d6 EGO Attack

Active Cost = 30 points. END Cost: 3; Magic Roll: -3; Casting Time: ½ Phase

STATUETTE

An item or creature affected by this spell is altered into a small statue, approximately 1/10 life size. While in this state, they are in a state of suspended animation, and could remain in such a state indefinitely. The statuette resulting is somewhat resilient, getting all normal PD/ED and BOD, but if destroyed, this ruins the item (or kills the creature, if living). Returning the item to (normal) size and/or life merely entails tossing it upon the ground (with this being the stated intent) or speaking a command word specified by the caster upon casting.

First Power: 2d6 Major Transform - item to statuette

Specific Modifiers: Cumulative (+½); Unranged (-½).

Second Power: Life support - Does not breathe, eat, immunity to ageing and disease

Specific Modifiers: Usable against others (+1); Costs END to cast (-¼), Linked to transformation (-¼).

Active Cost = 45 + 56 points; END Cost: 10; Magic Roll: -10; Casting Time: ½ Phase

STAY DRY

This spell creates a dome-shaped barrier around the caster which keeps him from getting wet. The dome will also provide some protection from attacks by Elemental Water-based beings.

Power: 4 PD Force Wall

Specific Modifiers: Transparent to energy attacks (+½); No range (-½),
Transparent to non-Liquid physical attacks (-½).

Active Cost = 15 points; END Cost: 1; Magic Roll: -1; Casting Time: ½ phase.

STEAL BREATH

This spell sucks the breath out of the target with a visible wisp. Once successfully cast and targeted, the spell may be maintained by paying the END cost, with no need to roll again.

The spell won't work if the target has any type of airtight head covering, an active Force Field, or no need to breathe.

Power: 2d6 EB

Specific Modifiers: No Normal Defence (Defence is a Force Field. air-tight helmet, or no need to breathe, +1), Continuous (+1).

Active Cost = 30 points. END Cost: 3: Magic Roll: -3 Casting Time: ½ Phase

STEAL FORM

Certain mages have gained the ability to assume the shape of creatures they've encountered. How useful this spell will be depends on how well travelled the sorcerer is and how many interesting creatures he's seen. He can even duplicate individual persons, if he has encountered them.

First Power: Shapeshift to sight and touch, , known creatures or items,

Specific Modifiers: 0 END (+½); Costs END to cast (-¼).

Active Cost = 52 points. END Cost: (5); Magic Roll: -5; Casting Time: ½ Phase

STEAL POWER

This spell allows a mage to power his spells by using the energy of others to cast spells. This is the easiest and most effective way of stealing that power.

Power: 2d6 Transfer vs. END

Specific Modifiers: 0 END (+½).

Active Cost = 45 points. END Cost: 4; Magic Roll: -4; Casting Time: ½ Phase

STEAL SIGHT

This spell allows the wizard to see through another's eyes, by stealing his sight. The spell, if successfully cast, renders the victim blind - and the wizard can, at will, see through the victim's eyes (as long as he stays in range). Since the Flash is continuous, the blindness lasts as long as the caster desires the spell to operate.

First Power: Clairsentience, sight group

Specific Modifiers: victim must be blinded ($-\frac{1}{2}$), only what victim sees ($-\frac{1}{2}$)
, linked to Flash ($-\frac{1}{2}$)

Second Power: 4d6 Flash

Specific Modifiers: continuous (+1), reduced (0) END ($+\frac{1}{2}$)

Active Cost = 30 + 50 points; END Cost: 0; Magic Roll: -8; Casting Time: $\frac{1}{2}$ Phase.

STEAL YOUTH

Some mages specialize in the theft of magical energy, and life-force energy is within that realm. The mage has but to cast his spell, and the target he hits will begin to grow old. The effects can be negated by bathing in a pool of clear water, but the caster isn't about to tell his victim that.

Power: 2d6 Major Transformation (person into older person)

Specific Modifiers: Cumulative (+½),

Active Cost = 45 points. END Cost 4; Magic Roll: -4; Casting Time: ½ Phase

STEAM CLOUD

This potent spell creates a cloud of superheated steam around the target. The target is affected until the spell it is dispelled or the caster stops the spell.

Power: 1d6+1 RKA vs. ED

Specific Modifiers: Continuous (+1); Won't work in very dry areas (-¼).

Active Cost = 40 points. END Cost: 4; Magic Roll: -4; Casting Time: ½ phase

STILLBORN

By means of this despicable spell, the Necromancer can cause a female to become barren, or deliver a stillborn child. This spell is little used by the death magi, but it has sometimes proven useful, especially against enemies among the nobility. One known non-magical means to recover from this condition is to obtain the blessing of a god through a pilgrimage to a holy site, thereupon making a suitable sacrifice. It is not unknown, incidentally for female mages to use this spell on themselves.

Power: 4d6 Minor Transformation - Turns Female Barren

Specific Modifiers: Limitation: does not work in bright sunlight (-¼),
Limitation: does not work on ground sanctified to a "good" religion (-¼).

Active Cost = 40 points. END Cost: 4; Magic Roll: -4; Casting Time: ½ phase.

STONE BODY

Turns the outer layer of the caster's body into animate stone, multiplying his mass by 4, increasing STR by 10, increasing non-resistant PD and ED by 2. The spell may be cast on anyone the caster touches, willing or unwilling.

Power: 2 levels Density Increase

Specific Modifiers: Usable against others (+1), Character must have connection to the earth.

Active Cost = 20 points; END Cost: 2; Magic Roll: -2; Casting Time: ½ Phase.

STONE FACE

When the Wizard casts this spell, he is able to blend into the face of a solid surface and become virtually invisible. The effect is lost, however, whenever the caster moves.

Power: Invisibility (Sight with fringe)

Specific Modifiers: Only while stationary next to wall (-1).

Active Cost = 20 points; END Cost: 2; Magic Roll: -2; Casting Time: ½ Phase.

STONE SHAPE

This spell allows the Wizard to shape an 8- DEF block of stone into any form. Once the spell is cast, the stone slowly changes to the desired shape over the course of a minute. This is slow enough that anyone who is not already restrained in some manner can escape being trapped by the new shape. If the final shape is unstable, then it will collapse after the spell is completed. Given the appropriate skills and sufficient patience, this spell can be used to form any type of stone construction, including walls, staircases, statues, and so on.

Power: 8d6 Minor Transformation (Stone)

Specific Modifiers: Requires 1 minute to complete transformation (-1), Requires appropriate KS to build complex objects (-¼).

Active Cost = 80 points; END Cost: 8; Magic Roll: -8; Casting Time: ½ phase.

STONESKIN

The caster causes his skin to become rock-hard. This spell remains in effect as long as the caster continues to expend energy to keep it up. While this spell is operating, the caster's skin becomes slightly shiny and rocky-looking.

Power: +6PD/ +6ED Force Field

Active Cost = 12 points; END Cost: 1; Magic Roll: -1; Casting Time: 0 Phase

STORM OF THORNS

The caster calls on the thorns in the target hex to fly out and attack nearby targets. In addition to hitting anyone in the target hex, the thorns will fly outward, although they will get weaker the farther they are from the target hex.

Power: 1d6 +1 RKA

Specific Modifiers: Indirect (+¼), Explosion (+½), requires a thorn-bearing plant of some kind (-1).

Active Cost = 35 points. END Cost: 3; Magic Roll: -3; Casting Time: ½ Phase

STORY SMOKE

This spell is used to create realistic scenes to accompany the bard's songs or story telling. Kept simple it works well, but in complex matters it becomes apparent that the images are merely illusion. This, however, does not lessen the dramatic impact they have on a crowd.

Power: Images vs. Sight Group, Hearing, Touch, Taste, and Scent.

Specific Modifiers: 3" Radius (+½); Concentrate ½ DCV Throughout (-½), Incant Throughout (-½), One Phase Start-up (-½).

Active Cost = 45 points. END Cost: 4; Magic Roll: -4; Casting Time: 1 Phase

STRENGTH IN ARMS

The casting of this spell gives those in the area of effect additional bodily strength with which to combat their opponents. This spell can also be used as a minor healing spell.

First Power: 1d6 Aid to STR

Second Power: 1 d6 Aid to BOD

Specific Modifiers: Linked to STR Aid

Third Power: 1 d6 Aid to PD

Specific Modifiers: Linked to STR Aid

Combined Specific Modifiers: Area of Effect (variable) (+1), x2 Area of Effect (4 hexes) (+¼), Recovery rate once per minute (+¼).

Active Cost = 75 points. END Cost: 7; Magic Roll: -7; Casting Time: ½ phase

STRENGTH OF TEN

A very straightforward spell, the caster is able to give himself extraordinary strength for a short period of time. The caster's body grows slightly and becomes more muscular through the use of this spell, so that any armour or tight clothes worn must be adjusted, lest they become constricting or uncomfortable.

Power: 5d6 Aid to STR

Specific Modifiers: tight clothes become restrictive unless adjusted (-¼).

Active Cost = 50 points; END Cost: 5; Magic Roll: -5; Casting Time: ½ Phase

STRENGTH SWITCH

This spell enables the caster to drain strength from the target and use it to make himself stronger.

Power: 2d6 Transfer STR to STR

Specific Modifiers: Usable at Range (+½).

Active Cost = 45 points. END Cost: 4; Magic Roll: -4; Casting Time: ½ phase

STRENGTHEN OBJECT

This spell allows the Shaper to increase the toughness of the outer shell of an object, making it able to resist damage better than normal.

Power: 4 PD/ED Armour

Specific Modifiers: 0 END (+½), Usable Against Others (+1), Up to 200 Kg mass for inanimate objects (+¼), Costs END (-½)

Active Cost = 33 points. END Cost: 3; Magic Roll: -3; Casting Time: ½ Phase

STRENGTHENING OF WILL

This spell allows the caster to increase his natural willpower to superhuman levels. Strengthening is especially important when two enchanters duel.

Power: 4d6 Aid to Ego.

Specific Modifiers: Extra Time: Full Phase (-½).

Active Cost = 40 points; END Cost: 4; Magic Roll: -4; Casting Time: 1 Phase

STROBE

The caster's hand or focus flashes with a quick, intermittent light that disorients the target. If reflected back on the caster, he suffers the same effect.

Power: 3d6 DEX drain

Specific Modifiers: Side Effects (3d6 DEX drain, $-\frac{1}{2}$), Side effect occurs if used near reflective surfaces ($-\frac{1}{2}$), Usable only at night ($-\frac{1}{4}$).

Active Cost = 30 points; END Cost: 3; Magic Roll: -3; Casting Time: $\frac{1}{2}$ Phase

STROLLING CHAIR

The cast can rest in any four-legged chair and use his animation powers to cause the legs to begin walking. The primary advantage of this spell is that it requires almost no energy to maintain, allowing the wizard to keep moving while relaxing on a cushioned seat.

Power: 4" Running

Specific Modifiers: 0 END (+½); Costs END to cast (-¼), OAF -Four legged Chair (-1), Extra Time - Full Phase (-½).

Active Cost = 12 points. END Cost: (1); Magic Roll: -1; Casting Time: 1 Phase.

STUNJACK

This spell allows the caster to generate the same dangerous electric shock which makes the stunjack such a feared opponent. The skin of the caster's arms bulges as the electrical organs are created beneath it, and in a few moments when the change is complete, he can generate a powerful electrical impulse in the skin of his fingers.

Power: 6d6 EB

Specific Modifiers: NND - defence is insulation or not being grounded (+1), No Range (-½), No Knockback (-¼), Reforms the body into part human, part animal form (-½), Extra Time (1 phase, -½).

Active Cost = 60 points. END Cost: 6; Magic Roll: -6; Casting Time: 1 phase.

SUBDUE MAGIC

This spell allows the caster to de-energize a spell. The caster can suppress any magical spell, but only one spell can be affected at a time.

Power: 5d6 Suppress

Specific Modifiers: Drain Points, Any single spell (+¼).

Active Cost = 31 points. END Cost: 4; Magic Roll: -4; Casting Time: ½ Phase

SUBLIMINAL MESSAGE

This spell is cast upon a paragraph of writing, a sign, or a drawing of some kind. The writing or image should be freshly made by the caster himself and upon its completion the caster casts the spell. The spell implants an invisible subtext into the work, causing all who read it to subconsciously be compelled by its meaning. The message conveyed subliminally is chosen by the caster. Those viewing or reading the work are then compelled to follow its directives. A person affected will be unaware that anything has occurred, and even those whose behaviour has been altered by the spell have no idea where their implanted urges originated.

The exact duration of the behaviour changed depends on the nature of the suggestion. The material component is the paper (or other surface) upon which the subliminal message is inscribed.

First Power: 10d6 Mind Control

Specific Modifiers: Telepathic Commands (+ $\frac{1}{4}$), Trigger (being read, + $\frac{1}{4}$), Invisible effects (+ $\frac{1}{4}$); Command must seem to be reader's own desire (+10 effect) or it has no effect (-1), IAF, inscribed surface (- $\frac{1}{2}$), Focus must be prepared in advance (- $\frac{1}{2}$), Extra time (5 minutes, -2).

Active Cost = 87 points; END Cost: 9; Magic Roll: -9; Casting Time: 5 minutes

SUFFER THE FROST

This spell covers the caster in a golden glow, allowing him to endure intense cold and frost with minimal damage. This reduction works against normal and magical cold, including killing attacks.

First Power: 50% Resistant Damage Reduction

Specific Modifiers: Only against cold (-1).

Second Power: Life support - immunity to Cold

Active Cost = 30+ 2 points; END Cost: 3; Magic Roll: -3; Casting Time: ½ phase.

SUFFER THY WRATH

Upon casting this spell, the caster is completely wrapped in a golden glow. Attacks upon the caster are turned back upon a foe: missile weapons are reflected back and damage from a melee attack is also inflicted on the attacker. Of course this defence is not perfect. Some missiles will still get through and the total reflected damage is limited to the maximum allowed by the power.

First Power: 2d6 RKA (Same as Attack)

Specific Modifiers: Trigger - missile reflection (+¼); STUN and BODY damage limited to attack result (-¼).

Second Power: Missile Reflection (Arrows or Projectiles)

Specific Modifiers: Linked to RKA (-½), Costs END to use (-½).

Active Cost = 38 + 30 points; END Cost: 7; Magic Roll: -7; Casting Time: ½ phase.

SUGGESTION

Upon casting this spell, the Enchanter can suggest a course of action to the subject, who will come to view the idea as his own and carry it out. Any attempt to break free from the suggestion receives the usual +20 modifier.

Power: 12d6 Mind Control

Specific Modifiers: Single Charge (-2), Costs END to cast (-¼), Must reach level at which target will remember actions and think they were natural to have effect (-¾), Single Command (Suggestion, -½), Extra Time: 1 Phase (-½).

Active Cost = 60 points. END Cost: 6; Magic Roll: -6; Casting Time: 1 Phase.

SUMMON ANCIENT POWER

This powerful spell reanimates the corpse or skeleton of a hero of ancient legend. The spell can only be cast in a fane or tomb dedicated to the dead person to be raised, or some similar location where his body and some fragment of his spirit may linger to be quickened. The reawakened hero will not remember anything beyond the moment of death, and will not be under any compulsion to aid the summoner - aid will have to be compelled by some other means.

Power: Summon Hero (up to 300 points)

Specific Modifiers: Specific being, expanded class (+1 ¼); Extra time (1 hour, -2 ½), requires reasonably complete remains of Hero to be summoned (-2), Can only performed in specially dedicated site (-¼).

Active Cost = 135 points; END Cost: 13; Magic Roll: -13; Casting Time: 1 hour.

SUMMON DEMON

These spells summon the various types of demon. The demon will wish to slay the caster but can be bribed. To use the spell, the caster must have drawn a circle of summoning. Drawing this circle requires the use of special drawing tools (such as brushes made from human hair with human blood and liquid silver used as the inks), and it takes about an hour.

Note that each of these is a specific spell, and they must be learned separately.

Power: Summon Demon (various)

Specific Modifiers: Antagonistic (Hostile, $-\frac{1}{2}$), Extra Time: 1 Hour ($-2\frac{1}{2}$), Concentrate: 0 DCV while casting ($-\frac{1}{2}$), IAF plus drawings of the floor made from expendable expensive materials (The drawing is immobile and takes an hour to draw but drawing materials can be easily carried) ($-1\frac{1}{2}$).

Power: Summon Hordeling (smallest and weakest demon type - can be bribed with wealth or pleasure)

Active Cost = 12 points; END Cost: 1; Magic Roll: -1; Casting Time: 1 hour.

Power: Summon Hound of Hell (Ferocious - can be best bribed with flesh)

Active Cost = 29 points; END Cost: 3; Magic Roll: -3; Casting Time: 1 hour.

Power: Summon Deceiver (Best bribed with riches)

Active Cost = 46 points; END Cost: 5; Magic Roll: -5; Casting Time: 1 hour.

Power: Summon Fire Demon (Riches are acceptable to this demon, but something special is better)

Active Cost = 66 points; END Cost: 7; Magic Roll: -7; Casting Time: 1 hour.

Power: Summon Amorphous Horror (Hard to propitiate - try a nice human sacrifice or three)

Active Cost = 75 points; END Cost: 7; Magic Roll: -7; Casting Time: 1 hour

SUMMON DEMON HAND

With this spell the caster summons the hand of a giant demon. The hand will erupt from the ground to do whatever the caster wishes. The hand can be attacked but is very difficult to harm.

Power: 25 STR Telekinesis

Specific Modifiers: Summoned "Hand" can be killed by attacks, (treat the hand as having DCV 3, DEF 7, and 10 BODY done to it will eliminate the hand, -¼), Extra Time: One Phase (-½)

Active Cost = 37 points. END Cost: 4: Magic Roll: -4 Casting Time: ½ Phase

SUMMON DJINN

This very powerful incantation allows the wizard to summon a Djinn. (See HERO* System Almanac 1 for stats.) The Djinn will attempt to slay the summoner, and the caster will need some means to control it. To use the spell, the caster must have drawn a circle of summoning, and must be outdoors.

Power: Summon Djinn

Specific Modifiers: Antagonistic (-½), Extra Time: 1 Hour (-2-½), IAF: immobile (-1-½), Will not work in rain, underwater, or indoors (-½).

Active Cost = 90 points; END Cost: 9; Magic Roll: -9; Casting Time: 1 hour.

SUMMON ELEMENTAL

This powerful incantation allows the wizard to summon an Elemental (of a particular type). The type of elemental summoned must be chosen when the spell is learned. (See HERO Bestiary for stats.) The Elemental will attempt to slay the summoner, and the caster will need some means to control it. To use the spell, the caster must have a large source of the appropriate element nearby.

Power: Summon (up to 368 point creature)

Specific Modifiers: Antagonistic (-½), Extra Time: 1 Hour (-2-½), OIF - large body of required element (-1 ½).

Active Cost = (elemental's points/5) points; END Cost: 5 to 7; Magic Roll: -5 to -7; Casting Time: 1 hour.

SUMMON FAMILIAR

A familiar is an important part of some mage's powers of enchantment. This spell's conditions are stringent, however: the caster must travel to a secluded spot under a full moon and spend many hours casting a circle, burning spices and herbs, and invoking the spirits of nature. At the completion of this ritual, his new familiar will appear beside him. He may have previously selected what sort of animal his familiar will be; if not, the GM can select an appropriate creature. If the mage fails to cast this spell correctly (assuming skill rolls are used), he is rejected by whatever powers he follows and is stripped of all spells except Summon Familiar (which he must await the next full moon to cast).

Power: Summon 1 50-pt. creature

Specific Modifiers: Devoted (+½); Extra Time: 5 Hours (-3), Only under a full moon (-2), Side Effects (All of the caster's spells are useless until this spell is successfully cast, -1), OAF (Magic circle) (Immobile, Expendable) (-2).

Active Cost = 20 points. END Cost: 2; Magic Roll: -2; Casting Time: 5 Hours.

SUMMON HORDE

This spell will summon a large horde of creatures from the surrounding lands to fight for the caster. Each of the 16,000 creatures is worth a maximum of 200 points, and must reside within a day's travel of the location where the spell is cast. They arrive with whatever weapons, armour, and equipment they originally carried, but they are willing and eager to follow any orders from the wizard. Any deficiencies in supplies and equipment must be made up by the caster and his allies.

Power: Summon Army of 16,000 Creatures, each worth up to 200 points.

Specific Modifiers: Any Creatures (+2); Must be within a day's walk of the caster (-½), Linked to Mind Control (-½).

Power: 20d6 Mind Control

Specific Modifiers: Area Effect (1 hex, Megascale, 10 Km +1); Only versus the Summoned Creatures (-¼), Costs END to cast (-¼), Single Charge (-2).

Combined Specific Modifiers: Extra Time - 1 hour (-2-½).

Active Cost = 90 + 200 points. END Cost: (29); Magic Roll: -29; Casting Time: 1 hour.

SUMMON IMP

With this spell the caster summons a small (2' tall) imp which will be under contract to help the caster. The imp can be killed by ordinary attacks. The imp is mostly useful for grabbing things; if ordered to attack, it will mock the caster and then disappear.

Power: 10 STR Telekinesis with Fine Manipulation

Specific Modifiers: No Range Modifiers (+½), Indirect, any location, any direction (+¾), Imp can be eliminated by ordinary attacks. Treat it as DCV 6, DEF 3, and 5 BODY done to it will eliminate it (-¼), Extra Time: One Turn (-1)

Active Cost = 56 points. END Cost: 6; Magic Roll: -6; Casting Time: ½ Phase

SUMMON MAJOR DEMON

This spell summons a major demon, one of the demons of greater power. The major Demon will wish to slay the caster but can be bribed. A special sacrifice of considerable value will be required to placate the demon. Otherwise this spell functions like the other demon summoning spells. See the description below for details on how to generate a major Demon.

Power: Summon Major Demon

Specific Modifiers: Limited group (+ $\frac{1}{4}$); Antagonistic (- $\frac{1}{2}$), Random Stats (- $\frac{1}{4}$), Requires Magic Skill Roll (- $\frac{1}{2}$), Gestures (- $\frac{1}{4}$), Incantations (- $\frac{1}{4}$), Extra Time - 1 Hour (-2- $\frac{1}{2}$), 0 DCV while casting (- $\frac{1}{2}$), IAF plus drawings of the floor made from expendable expensive materials (The drawing is immobile and takes an hour to draw but drawing materials can be easily carried, -1- $\frac{1}{2}$).

Active Cost = 90 points. END Cost: 9; Magic Roll: -9; Casting Time: 1 Hour.

SUMMON MOUNT

This spell allows the Wizard to summon the local equivalent of a domesticated mount. In most circumstances, this will be a horse, but it could be a camel when in the desert, a giant sea horse underwater, or a young pegasus in a flying castle. The mount will be healthy and trained to follow simple directions from its rider. Unless the Wizard pays 5 points of Long Term END each hour, the mount will be dismissed to its place of origin.

Power: Summon Mount - 120 points;

Specific Modifiers: Local Domesticated Mount (+ $\frac{1}{4}$); Long Term END loss to wizard each hour to prevent dismissal (- $\frac{1}{2}$).

Active Cost = 30 points; END Cost: (3); Magic Roll: -3; Casting Time: $\frac{1}{2}$ phase.

SUMMON PLANAR ENTITY

This potent and difficult spell allows the Wizard to summon an entity from another plane. The True Name of the entity must be known by the Wizard before he can perform this summoning, but the entity can be from any plane previously visited by the mage. To perform the conjuration, the Wizard will need a large sample of material native to the plane of the entity, and a circle of summoning surrounded by a runic equation. Once the creature has been summoned, he is under no obligation to serve the Wizard. Indeed, he could be quite annoyed at being drawn from his native home in this manner, and might immediately seek to attack the Wizard.

Power: 300 point Extra planar Creature

Specific Modifiers: Any Extra planar Creature (+ $\frac{3}{4}$); $\frac{1}{2}$ DCV while casting (- $\frac{1}{4}$), IAF: immobile, expendable and expensive (-1- $\frac{3}{4}$), Extra Time: 1 hour (-2- $\frac{1}{2}$), Variable Limitations (Only depends on plane of Entity, - $\frac{1}{4}$).

Active Cost = 105 points. END Cost: (10); Magic Roll: -10; Casting Time: 1 hour.

SUMMON RESIDENT

With this powerful spell, the caster teleports to his location a resident from any geographical area that the caster is familiar with (i.e. has visited in the past). The area could vary in size from a country to a building. The caster does not control exactly who will be summoned, although it will always be some sentient humanoid. Thus the reliability of the spell is somewhat limited. Also, the summoned person is usually rather upset about being summoned and will generally leave (teleport back) unless bribed or convinced to stay.

Power: Summon (One 100 point character)

Specific Modifiers: Any humanoid resident (+¼).

Active Cost = 25 points; END Cost: 22; Magic Roll: -2; Casting Time: ½ Phase

SUMMON SALAMANDER

This spell allows the wizard to summon a Salamander from the elemental plane of fire. (See HERO Bestiary for stats.) The Salamander will seek to set afire anything it can reach, and the caster will need some means to control it. To use the spell, the caster must have drawn a circle of summoning, and have a large source of fire nearby.

Power: Summon Salamander

Specific Modifiers: Antagonistic (-¼), Extra Time: 1 Hour (-2 ½), IAF: immobile, expendable and expensive (-1 ¾), Will not work in rain or underwater (-¼).

Active Cost = 35 points; END Cost: 6; Magic Roll: -6; Casting Time: 1 hour.

SUMMON SUCCUBUS

This spell summons a Succubus, an infrequently summoned demon that can be useful for certain special tasks. The Succubus will want to steal the soul of the caster, and will appear to be cooperative to achieve this goal. A same spell can be used for summoning an Incubus, the masculine form of the Succubus - although they can change their forms, the spell will compel them to appear in the form specifically called.

Power: Summon Succubus

Specific Modifiers: Antagonistic (Hostile, $-\frac{1}{4}$), Extra Time: 1 Hour ($-2\frac{1}{2}$), Concentrate: 0 DCV while casting ($-\frac{1}{2}$), IAF plus drawings of the floor made from expendable expensive materials (The drawing is immobile and takes an hour to draw but drawing materials can be easily carried) ($-1\frac{1}{2}$).

Active Cost = 57 points. END Cost: 6; Magic Roll: -6; Casting Time: 1 Hour.

SUMMON VERMIN

This spell will summon a swarm of indigenous vermin. The pests will be under no compulsion to serve the Caster, but they are likely to be annoyed at being disturbed from their nests and can serve as a dangerous distraction.

Power: Summon Swarm (Maximum 120 Points)

Specific Modifiers: Any Swarm (+ $\frac{1}{4}$), Ranged (+ $\frac{1}{2}$); Only local pests (- $\frac{1}{2}$), Extra Time: 1 turn (- $\frac{3}{4}$).

Active Cost = 56 points. END Cost: 6; Magic Roll: -6; Casting Time: Full turn.

SUMMON WATER WEIRD

This powerful incantation allows the water wizard to summon a Water Weird. (See the stats listed below.) The Weird will attempt to slay the summoner, and the caster will need some means to control it. To use the spell, the caster must have a large source of water nearby.

Power: Summon Water Weird

Specific Modifiers: Antagonistic (-½), Extra Time: 1 Minute (-1-½), OIF - large, immobile body of water (-2).

Active Cost = 41 points; END Cost: 4; Magic Roll: -4; Casting Time: 1 minute.

Val*	Char	Cost
STR	15	
DEX	13	+9
CON	6	-8
BODY	10	-2
INT	16	+6
EGO	12	+4
PRE	13	+3
COM	8	-1
PD	3	
ED	3	+2
SPD	2	-3
REC	4	

END 24 +6

STUN 21

*Bonus for size already figured in.

Cost Abilities

7 Growth, Persistent, Always On (200 KG, -1" KB)

32 Desolidification (affected by heat, cold), 0 END (1/2), Persistent (1/2), only works in water (-1-1/2)

13 Invisibility to Sight with fringe, 0 END (1/2), 0 Persistent (1/2), Always On (-1/2), Only while in water (-1-1/2)

27 4d6 DEX Drain, only after target is grabbed (-1/2)

22 10d6 Mind Control, no range (-1/2), only versus Water Elemental beings (-2), once per day (-2), 1/2 END (-1/4)

7 Regeneration, 1 BODY/turn, linked to desolidified (-1/2)

15 50% Resistant Physical Damage Reduction, only versus BODY damage (-1)

15 50% Resistant Energy Damage Reduction, only versus fire (-1)

26 Life Support (breathe water, doesn't eat or sleep; immune to disease and ageing)

4 +2 w/Grab

4 Swimming +4" (6" total)

7 Concealment 14-

5 Stealth 13-

2 AK: Water Elemental plane 11-

75+ Disadvantages

- 20 Distinctive Features (Not Concealable, Major Reaction)
- 10 3d6 DEX Drain from cold attacks (common)
- 10 Take 2x STUN and BODY from Purify Water (uncommon)
- 10 1.5x Effect from water manipulating powers (uncommon)
- 5 Violent, hostile, treacherous, unpredictable (common)
- 10 Psych. Limitation: kill by drowning (common, strong)
- 15 Psych. Limitation: Wants to return to home plane (common, strong)
- 25 Physical Limitation: Body must contact water (always, fully)
- 10 Physical Limitation: Sluggish in cold environments (infrequently, greatly)
- 16 Creature Bonus

Power: Change Environment (8" Radius)

Specific Modifiers: (Double Radius Outside, Halve it Indoors, -0).

Active Cost = 20 points. END Cost: 2; Magic Roll: -2; Casting Time: ½ Phase

SUNBOLT

When this spell is cast, light rays from the sun are focused into a deadly beam of energy. Because the beam is so tightly focused, it is accurate over long distances and can penetrate even the toughest of armour

Power: 1 $\frac{1}{2}$ d6 RKA

Specific Modifiers: Armour Piercing (+ $\frac{1}{2}$), No Range Penalties (+ $\frac{1}{2}$), Side Effects (1d6+1 RKA, AP, - $\frac{1}{2}$), Side effect occurs if used near reflective surfaces (- $\frac{1}{4}$), Usable only in Bright Sunlight (- $\frac{1}{2}$).

Active Cost = 50 points; END Cost: 5; Magic Roll: -5; Casting Time: $\frac{1}{2}$ Phase

SUPPRESS CHANGE

This spell enables the caster to do battle with those creatures which alter their form, especially in a chaotic nature. This spell will weaken the changing ability possessed by such creatures, and helps the caster identify them.

Power: 5d6 Suppress vs. Shapechange.

Active Cost = 25 points. END Cost: 2; Magic Roll: -2; Casting Time: ½ Phase.

SWAMP GAS

A clear gas is emitted by a pile of garbage, poisoning those caught nearby and providing an explosive mixture if a source of flame is available. The cloud will quickly dissipate, leaving an unpleasant odour in the air.

Power: 1d6 BODY Drain

Specific Modifiers: Area Effect (3" Radius) (+1), Recover 1 per Minute (+½), Continuous (+1), Uncontrolled (+½); Gradual Effect (every minute) (-½), Must be inhaled (-¼), 4 Charges (-1).

Power: 5d6 EB Fire

Specific Modifiers: Explosion (+½); Only if there is a fire within area (-1), Linked to Drain (-½).

Combined Specific Modifiers: OAF Large Pile of Garbage, Immobile (-2).

Active Cost = 40 + 37 points. END Cost: 9; Magic Roll: -9; Casting Time: ½ phase.

SWARM

The wizard calls out insects, and shapes them into a swarm. The attackers' small size allows them to at least irritate heavily armoured targets. The swarm is not completely mindless; they will not go into fire, water, or any other environment that will cause their death.

Power: 3d6 Energy Blast vs PD (Insects)

Specific Modifiers: Continuous (+1), Penetrating (+ ½), Area Radius - 4" (+1), No knockback (-¼), Not against "sealed" targets (Force wall, force field etc., -¼), Dispelled by flame (-¼).

Active Cost = 52 points; END Cost: 5; Magic Roll: -5; Casting Time: ½ Phase

SWARM FORM

The wizard disintegrates into a swarm of tiny animals that attack and move as a group. While each individual animal is easy to slay, collectively the swarm can be quite lethal. (See the HERO Bestiary, Swarming Animals.) The type of swarming animal must be selected when this spell is first chosen, and can be worth no more than 115 points.

Power: Multiform (Swarm)

Specific Modifiers: Costs END to use (-½).

Active Cost = 23 points. END Cost: 2; Magic Roll: -2; Casting Time: ½ phase.

SWIMMING

This spell allows the caster to swim for extended periods of time at greater than normal speeds. And since it also gives the caster the ability to breathe underwater he may stay underwater indefinitely.

First Power: Swimming (4")

Second Power: Life Support (breathe underwater)

Specific Modifiers: Linked to swimming

Active Cost = 13 points; END Cost: 1; Magic Roll: -1; Casting Time: ½ Phase.

SWIRLING LEAVES

The Mage can call a swirling wind to blow all the loose debris up in the air, making it impossible to see or hear anything.

Power: Darkness to normal sight and sound 3".

Specific Modifiers: Only where plants can grow (-¼), Extra Time: Full Phase (-½).

Active Cost = 35 points. END Cost: 3; Magic Roll: -3; Casting Time: ½ Phase

SYRUPY LIQUID

With this spell, the Wizard is able to increase the viscosity of a body of liquid, slowing the movement of any objects through the fluid. The thick liquid has no effect upon the caster.

Power: 2d6 Swimming Suppress

Specific Modifiers: Affects special effects (swimming, $+\frac{1}{4}$), Personal Immunity ($+\frac{1}{4}$), Area Effect (8" Radius, $+1+\frac{1}{2}$).

Active Cost = 30 points; END Cost: 3; Magic Roll: -3; Casting Time: $\frac{1}{2}$ phase.

T

TALE OF THE FLAME

Upon casting this spell, the wizard is able to gain certain information from a fire or its remains. The information can include how and when it was started, for how long it burned, the types of wood and other material used for fuel, and so on. At least a handful of the ashes must be available in order to get sufficient information about the fire.

Power: Retrocognition.

Specific Modifiers: 0 DCV Concentrate: throughout (-1), IAF - ashes from fire (-½), Will not work in rain or underwater (-¼), Only knowledge about fire (-1-½), Extra Time - 5 minutes (-2), x2 END (-½).

Active Cost = 40 points; END Cost: 8; Magic Roll: -4; Casting Time: 5 minutes.

TALMAGE'S EFFULGENT CLOAK

This spell causes the image of the Caster to ripple, blur and sway with the slightest movement. If he moves rapidly, his image seems to burst into showers of light that coalesce only to burst away again. Apart from being extremely flashy, this spell makes the actual location of the caster extremely hard to spot.

Power: Images to sight, -6 to onlookers PER roll.

Specific Modifiers: Reduced to 0 END (+½); Only works while moving (-½), only inchoate images (-½), No range (-½).

Active Cost = 42 points; END Cost: 0; Magic Roll: -4; Casting Time: ½ phase.

TANGLEHANDS

This spell causes the fingers of the caster's hands to greatly elongate, becoming flailing tentacles that fan out to whip and twist around and entangle the victim. Since the elongation is of mystic "spell-stuff" the breaking of one or more of the "fingers" does no harm to the mage - the severed finger simply re-elongates. As long as the mage concentrates on gripping his victim, it is very difficult for them to escape, since this would necessitate breaking all the fingers at once. As a side benefit, this spell also allows the caster to greatly extend his reach.

First Power: 3d6 Entangle

Specific Modifiers: Continuous (+1); Concentrate, $\frac{1}{2}$ DCV (throughout, $-\frac{1}{2}$), Extra Time - full phase ($-\frac{1}{2}$), No range ($-\frac{1}{2}$).

Second Power: 4" stretching

Specific Modifiers: Concentrate, $\frac{1}{2}$ DCV (throughout, $-\frac{1}{2}$), Extra Time - full phase ($-\frac{1}{2}$), Linked to entangle ($-\frac{1}{4}$), Costs END to cast ($-\frac{1}{4}$).

Active Cost = 60 + 40 points; END Cost: 6 + (4); Magic Roll: -10; Casting Time: 1 phase.

TAP SKILL

Occasionally a wizard will need to use a skill which he does not possess, and others are unwilling to volunteer. This spell allows the caster to reach out and tap this knowledge base, disconnecting the portion of the target's brain with the skill, and using it for his own purposes. The transfer can be resisted by the owner using his Mental Defence(s), and the skill will gradually be restored after the Enchanter ceases to pay the x2 END cost.

Power: 1d6 Transfer Skill to Skill, Maximum 10 points

Specific Modifiers: Attack versus Limited Defence (Mental Defence, $+\frac{3}{4}$), Invisible Power Effects (All Senses except Mental, +1); Only to transfer the same skill ($-\frac{1}{2}$), x2 END ($-\frac{1}{2}$), Skill level can not exceed target's ($-\frac{1}{4}$), Requires Magic Skill Roll ($-\frac{1}{2}$), Extra Time: 1 Phase ($-\frac{1}{2}$).

Active Cost = 38 points. END Cost: 4; Magic Roll: -4; Casting Time: 1 Phase.

TARQUA'S FROSTBALL

Developed by the Olmai Ice Mage, Tarqua, for the specific purpose of teaching his advanced students, this spell is a useful weapon in its own right. It appears as a globe of snow and ice that, when thrown, explodes on contact to envelop the unfortunate victims, freezing them. Worse still, they then find themselves trapped in bonds of ice.

First Power: 6d6 Energy blast (cold)

Second Power: Entangle 3d6 (ice bonds)

Specific Modifiers: Brittle (1 Bod, $-\frac{1}{2}$), loses 1 def per phase (melts, -1), susceptible heat or flame powers ($-\frac{1}{2}$), linked to EB ($-\frac{1}{2}$)

Combined Specific Modifiers: Explosive ($+\frac{1}{2}$), will not work in hot environments or underwater ($-\frac{1}{4}$)

Active Cost: 45 + 45 points; END Cost: 9; Magic Roll: -9; Casting Time: $\frac{1}{2}$ phase.

TATTOO

This spell will cause an inanimate object to be reduced 10-fold in size and transformed into a tattoo on the caster's skin. The object must be touched only at the end of the casting, enabling lit torches or camp-fires to be tattattooized. The transformed items remain until the caster "peels" the tattoo off and throws it to the ground. While in tattoo form, items appear as full-colour, intricate representations of whatever is contained within. A successful dispel magic upon the caster will each item to spring back into original form instantaneously. A caster may have as many tattoos on his body as could reasonably fit. If the caster dies, all the items are immediately released.

First Power: 2d6 Major Transform - item to tattoo

Specific Modifiers: Cumulative (+ $\frac{1}{2}$); Unranged (- $\frac{1}{2}$), Power cannot be used to create more tattoos than could fit on the caster's body (- $\frac{1}{4}$).

Second Power: Life support - Does not breathe or eat, immunity to ageing

Specific Modifiers: Usable against others (+1); Costs END to cast (- $\frac{1}{4}$), Linked to transformation (- $\frac{1}{4}$).

Active Cost = 45 + 36 points; END Cost: 8; Magic Roll: -8; Casting Time: $\frac{1}{2}$ Phase

TELEPATHIC CONTACT

When contact must be made with another mind, there is no substitute for this spell. Note that the caster must have permission from their targets before using this spell.

Power: Mind Link with any one willing target

Specific Modifiers: Costs END (-½).

Active Cost = 15 points; END Cost: 1; Magic Roll: -1; Casting Time: 0 Phase

TELEPORT

This spell causes the Wizard to dematerialize into a glowing cloud of swirling lights which coalesce into a point, then vanish. He materializes near the destination hex in a reverse of the process. The Wizard can memorize any location as a destination, or he can teleport to a place he can see directly. The memorized location becomes unstable with increasing distance, and he could be teleported to a place in the vicinity. The spell will not place the Wizard inside a solid object, returning him instead to his original location.

Power: Teleport 1.2km, one floating location

Specific Modifiers: $\frac{1}{2}$ END (+ $\frac{1}{4}$), safe Blind Teleport (+ $\frac{1}{4}$); $\frac{1}{2}$ DCV Concentrate (- $\frac{1}{4}$), Limitation: floating location unstable (Must make an Attack Roll versus the location hex, unless directly visible, -1), Extra Time: 1 turn (- $\frac{1}{2}$).

Active Cost = 97 points. END Cost: 5; Magic Roll: -10; Casting Time: 1 turn.

TEMPERATURE

This spell enables the caster to make all targets within a 3" radius feel a dramatic change in the temperature. This perceived change does not have any immediate effects on the targets (in the form of damage), but can seriously effect them in the long run. For example, if the targets felt the equivalent of 60° C while fighting, they would sweat profusely (and use up tons of END). The GM has the final say on exactly what the effects of this power will be.

Power: 5d6 Mental Illusions

Specific Modifiers: Area Effect (3" Radius) (+1); Limitation: tactile only, temperature only (-2), Limitation: cannot damage target (-1).

Active Cost = 50 points. END Cost: 5; Magic Roll: -5; Casting Time: ½ Phase

TEMPLE OF SOLITUDE

This spell is used to create a small pocket of solitude, where the caster can pray or meditate without disturbance from the outside world. The nature of the pocket allows the caster to view events that are occurring where he left the world, but he is unable to affect their outcome until he returns.

First Power: Clairsentience (Sight/Sound)

Specific Modifiers: Indirect (Location of pocket, $+\frac{1}{2}$), Transdimensional ($+\frac{1}{2}$).

Second Power: Extra-Dimensional Movement

Specific Modifiers: Linked to Clairsentience ($-\frac{1}{2}$), Only to a local (1 hex) pocket (-1).

Active Cost = 50 + 20 points; END Cost: 7; Magic Roll: -7; Casting Time: $\frac{1}{2}$ phase.

TEMPORAL TORNADO

This exceptionally powerful and dangerous spell calls into being a whirling plume similar to a tornado, but of garish, swirling colours. Once cast, it rushes away from the caster in eccentric and unpredictable patterns. All who are caught in the plume are whirled away into a random time. However, once cast, the spell user is unable to control the path of the plume and so is a danger to all around him.

Power: Extra-dimensional movement in time only (any time).

Specific Modifiers: Area effect radius (6" Radius, 1 hex hole in middle, Non-selective, +1), Usable against others (+1); Movement in time only (-½) Extra time (Full Phase, -½), Caster cannot control destinations (-¼).

Active Cost = 180 points; END Cost: 18; Magic Roll: -18; Casting Time: 1 Phase

THAUMATURGIC DOLL

Some mages are renowned and feared for their ability to create Thaumaturgic Dolls - a doll which resembles a person and is thus connected to him. A mage using one of these dolls can infallibly detect the location of his target, and anything done to the Doll (cutting, burning, drowning, and so forth) will be felt by the person. Only the most accomplished Mages can make Thaumaturgic Dolls. Thaumaturgic Dolls may be made of any substance, but are usually made of wax or cloth. The Doll does not have to look exactly like its subject, but must be at least be readily identifiable as the intended target.

In order to properly "connect" a Thaumaturgic Doll with its subject, by means of the Principle Of Contagion, three or more of the following substances must be a part of the Doll: the victim's hair, nails, skin, saliva, blood, tears, or sweat; or clothing once worn by the victim. The more materials that can be worked into a Doll, the more effective that Doll will be. (Once a Doll is completed, it can be used again and again, so long as the caster is in range. The Doll can be harmlessly destroyed as long as one of the "sympathetic" spells is not being used.

Obviously a Thaumaturgic Doll can be used to do many different things. The most common uses are causing the victim pain or death, paralysing the victim, or mentally controlling him; spells for achieving these effects are given below.

First Power: Mind link

Specific Modifiers: Usable against others (+1), linked to Second power.

Second Power: see below

Specific Modifiers: Indirect (any location/direction, + $\frac{3}{4}$), Extended range (x16, +1).

Combined Specific Modifiers: OAF (Thaumaturgic Doll; fragile, reusable, long and difficult creation process; -1 ½).

Active Cost = 40 + ? points. END Cost: 10; Magic Roll: -10; Casting Time: ½ phase.

Options

Assault

Power: 20 STR Telekinesis

Specific Modifiers: Invisible effects (to sight, +½) 65 active points

Pain

Power: 2d6 RKA

Specific Modifiers: Penetrating (+½) 65 active points

Paralyse

Power: 2d6 Entangle

Specific Modifiers: Takes No Damage (+½) 65 active points

Smother

Power: 3d6 EB

Specific Modifiers: NND (defence is not breathing +1) 56 active points

Haunt

Power: Images (sight and sound)

Specific Modifiers: Only visible to subject (+¼) 60 active points

Waste

Power: 2d6 BOD Drain

Specific Modifiers: Invisible effects (to sight, +½) 65 active points

THE CASTING OF THE RUNES

This spell enables the caster to crudely foretell the future. By inscribing mystic runes on a sufficient number of clay counters or pebbles, he can toss them onto a table or other surface, and discern the future from the patterns in the way the pieces arrange themselves.

Power: Precognitive Clairsentience

Specific Modifiers: Precognition only (-1), Concentration (0 DCV, -½), Extra Time (1 Turn, -1), Focus (Rune counters; OAF, reusable; -1), Answers Are "Fuzzy," Vague, And Mysterious (-½).

Active Cost = 40 points. END Cost: 4; Magic Roll: -4; Casting Time: 1 Turn.

THE CHAIN OF MYRIAD USES

This spell allows the Mage to harness some natural force - a wind, a stream, an earthquake, and so forth - and use it to increase the power of his own spells. The natural force needs to be fairly strong (for example, mild breezes are not enough to provide sufficient force), and the caster's spells can only be increased in power in proportion to the strength of that force (thus, a stiff breeze might only be worth 1d6, whereas a volcano or earthquake would allow the caster to add the full 5d6 Aid). The Chain will not work to harness energy from other spells or from non-natural phenomenon (such as the turning of a wheel).

Power: 5d6 Aid

Specific Modifiers: Can Aid Any One Spell (+ $\frac{1}{4}$); Can Only Be Cast In The Presence Of Strong Natural Phenomenon And Can Only Increase Spells In Proportion To That Phenomenon's Strength (-1).

Active Cost = 62 points. END Cost: 3; Magic Roll: -3; Casting Time: $\frac{1}{2}$ phase.

THE CHANT OF BINDING

This magical spell is used to "lock" doors, chests, and the like. The spell lasts until the door is opened by someone other than the caster, after which it must be renewed. Anyone who is strong enough can still open the door, which will break the spell permanently. The door can also be cut through, burnt, or otherwise destroyed.

Power: 20 STR Telekinesis

Specific Modifiers: Persistent (+1) 0 END (+½); Spell Is Permanently Broken If The Locked Object Is Opened Or Destroyed (-¼), Costs END to cast (-¼).

Active Cost = 75 points. END Cost: (7); Magic Roll: -7; Casting Time: ½ Phase

THE CRUSHING RINGS OF ZONTAL

The caster of this mighty spell can create a band of metal that shoots off his finger and encircles the victim. The band then reverts to normal size, squeezing the victim.

Power: 30 STR Telekinesis

Specific Modifiers: Telekinesis only for grab and squeeze (-1), OIF - Metal ring (-½), (-¾).

Active Cost = 45 points; END Cost: 4; Magic Roll: -4; Casting Time: ½ Phase

THE DANCE

By means of this spell the caster enables those in the crowd to dance with grace beyond their natural ability. As they do so the special effects of the spell work to create a lovely spectacle.

Power: 2D6 DEX Aid

Specific Modifiers: 4" Radius area effect (+1½), Effect Fades per 5 minutes (+½), Concentrate ½ DCV Throughout (caster must play or sing, -½), Lim: Effect fades instantly if caster stops playing (-¼), Full Phase (-½).

Active Cost = 60 points. END Cost: 6; Magic Roll: -6; Casting Time: 1 Phase.

THE DAZZLING MARTIAL DISPLAY

The Warrior spins and whirls his weapon in a bewildering pattern at great speed, planting seeds of doubt in the minds of even the most determined opponents. The presence of the character is greatly increased while he performs this martial show, and for a short time thereafter.

Power: 2d6 Aid to PRE, +30 Maximum

Specific Modifiers: Only versus those who view display ($-\frac{1}{4}$), Gestures throughout (whirling weapon) ($-\frac{1}{2}$), OAF (weapon, -1).

Active Cost = 35 points. END Cost: 3; Magic Roll: -3; Casting Time: $\frac{1}{2}$ phase.

THE EYE OF EAGLE ARCHERY

Once the arrow is unleashed, it spins rapidly in flight, greatly increasing its accuracy and compensating for atmospheric conditions as it speeds towards the selected target.

Power: +10 to offset range penalties with Bow

Active Cost = 50 points. END Cost: 5; Magic Roll: -5; Casting Time: ½ phase.

THE FIRST WORD OF OPENING

This spell is for opening doors, chests, and other locked objects. It does not work on doors which have been magically sealed, only on normally locked doors.

Power: Lockpicking, (DEX + 8) or less roll

Specific Modifiers: Spell Will Not Work On Doors Which Have Been Magically Locked (-1/4), Costs END (-1/2).

Active Cost = 19 points. END Cost: 2; Magic Roll: -2; Casting Time: 1/2 phase

THE GREAT STORM

This spell calls into being a tremendous storm, one powerful enough to destroy vast armies and entire towns. While the spell is very destructive, it has few uses in combat due to the extensive time and preparations required to cast it. The spell was originally created to destroy the forces of an invading army. Obviously, this spell disturbs the gentle balance of the surrounding ecosystem a great deal, and should only be cast in times of great need.

First Power: Change environment: howling wind and rain (-2 PER, sight and hearing groups)

Specific Modifiers: Megascale 10 km (+½), linked to Telekinesis (-½)

Second Power: 20 STR Telekinesis

Specific Modifiers: Area Effect (1 hex Megascale, 10 km +1); only to grab and throw things in a random direction (-¼)

Combined Specific Modifiers: ½ Endurance (+¼), Extra Time: 5 Hours (-3), Will not function in Enclosed Environments (-1).

Active Cost = 30 + 67 points. END Cost: 4; Magic Roll: -9; Casting Time: 1 Day

THE GREAT WASTING

This spell is a powerful invocation which is known to only the most competent weather Mages. When this spell is cast, it changes the environment in a 1000 km radius, causing a drought. This drought can last for years and has been known to leave some countries which were once fertile as barren wastelands. Needless to say, most good Mages look down upon the use of this spell.

Power: Change Environment (Normal weather into drought conditions)
Long lasting (years, +20)

Specific Modifiers: Megascale, 1000 km (+1), Extra Time: One Day (-3 ½).

Active Cost = 50 points. END Cost: 5; Magic Roll: -5; Casting Time: 1 Day

THE GREY HAND

The mage who casts this spell can completely disintegrate any creature that he touches. Before the lethal touch is used, his hand turns dark grey - hence the name of the spell. If touched, the victim crumbles into grey dust and blows away with the wind.

Power: 10d6 HKA

Specific Modifiers: Victim is unaffected if not killed outright (-1), Only affects living beings (-½), STR does not add (-½), No Knockback (-¼).

Active Cost = 150 points; END Cost: 15; Magic Roll: -15; Casting Time: 1 Phase

THE GRIP OF IRON

The caster can cause existing metal on the victim's body to lock up and restrict his movement. The more metal that is in on the target, the more effective this spell will be. (As a decent approximation, the GM can assume that the Entangle will have a maximum of 1 DEF for each point of DEF that the character has in metal armour, up to amount rolled for the Entangle). When the spell is broken, the metal reverts back to its original form.

Power: 5d6 Entangle

Specific Modifiers: Size of Entangle is based on metal carried by victim (-½).

Active Cost = 50 points; END Cost: 5; Magic Roll: -5; Casting Time: ½ Phase

THE INSENSATE WORD

This spell renders the caster's opponent blind and deaf for a short time. The caster must be standing near the person to be affected when the spell is cast.

Power: 5d6 Flash, Sight and Hearing Groups

Specific Modifiers: Full Power Only (-¼), No Range (-½).

Active Cost = 40 points. END Cost: 4; Magic Roll: -4; Casting Time: ½ phase.

THE MEDUSA TOUCH

This spell allows the caster to do with a touch what the mythical Medusa did with a glance: turn a person to stone. This is an all or nothing transformation

The only sure way to reverse the spell is to cast Animate Statue on the target, though it is rumoured that very powerful earth elementals can reverse it at will.

Power: 9d6 major Transform (into stone statue)

Active Cost = 135 points; END Cost: 13; Magic Roll: -13; Casting Time: ½ Phase.

THE NEXT WHISKEY BAR (*or Tavern Locator spell*)

This spell is used by a mage who is looking for a good place to have a blast and get blasted. It seeks out all establishments within range and instantly gives the caster a mental impression of the best place, with regards to its location, name, and general appearance. The spell determines which is the "best" location by considering the following factors, in descending order of importance: Strength and quality of drinks served, Wildness factor, Size of bar, and Inexpensiveness. If there is no such location (at all) within spell range, the spell fails and the caster falls into a brief faint, to emerge from it weeping but unharmed.

Power: Detect (Bar), Discriminatory, 360°, +5 PER

Specific Modifiers: Side Effects (6d6 NND, -1), Side effects triggered if no target detected (-1/4).

Active Cost = 24 points; END Cost: 2; Magic Roll: -2; Casting Time: 1/2 phase

THE NIGHT EYE

The eyes of the wizard become like that of a cat - large and green with vertical slit pupils. Total darkness is impenetrable to the Night Eyes, but starlight is as bright as day.

Power: Ultraviolet vision

Specific Modifiers: Visible (-¼), Limitation: Reforms the body into a part human, part animal form (-½), Costs END (-½).

Active Cost = 5 points. END Cost: 1; Magic Roll: -1; Casting Time: ½ Phase

THE PHOENIX EFFECT

Getting its name from the mythical phoenix, this powerful spell causes the caster to seemingly explode in a blinding flash of fire. Anyone standing near the mage will be badly burned, as well as blinded. The wizard himself takes no damage.

This spell is used by powerful fire wizards when they are fighting alone, or when they have no concern for their companions. It has a stunning effect on the battlefield, blinding or disabling all of the wizard's nearby opponents.

First Power: 2d6 RKA

Second Power: 6d6 Flash vs. sight

Specific Modifiers: Linked to RKA

Combined Specific Modifiers: Explosion (+½), lose one DC per 3" (+½), Personal Immunity (+¼); Doesn't work in rain or underwater (-¼), No Range (-½).

Active Cost = 67 + 67 points END Cost: 13; Magic Roll: -13; Casting Time: ½ phase.

THE QUESTING SPELL OF SKALIZAR

This immensely powerful geas can be used by Enchanters to force others to do their will. However, unlike some cruder questing spells, this spell does not simply mind control the subject into carrying out the quest. Instead, it makes the consequences of not continuing the quest so dire that the subject chooses to do it himself. This usually means that the quest has a higher chance of success.

Once the spell has been cast, the victim can act normally. However, if he doesn't pursue the quest to the best of his ability (as determined by the Telepathy), then the BODY Drain is activated. This powerful Drain exists solely to punish the character whenever he ignores the quest (as determined by the Telepathy). This also makes it extremely difficult for the victim to have the geas dispelled.

First Power: 8d6 Telepathy

Specific Modifiers: 0 END (+ ½); Extra Time: 5 minutes (-2), Only for Activating Trigger (-1).

Second Power: 1d6 Body Drain

Specific Modifiers: Recovers 5 Character Points per week (+1 ½), 0 END (+½), Trigger: Whenever subject isn't pursuing the quest to the best of his ability (+¼); Extra Time: 5 minutes (-2).

Active Cost = 60 + 72 points; Total END Cost: 7; Magic Roll: -7; Casting Time: 10 Minutes

THE RENDERING OF THE POLEARM

The melee weapon of the warrior-mage lengthens into a versatile pole weapon, allowing him to strike at an opponent two hexes further away.

Power: 2" Stretching

Specific Modifiers: Gestures (-¼), Incantations (-¼), Requires a Skill Roll (-½), OAF (Weapon, 1), Requires two hands to wield (-¼).

Active Cost = 10 points. END Cost: 0; Magic Roll: -1; Casting Time: ½ phase.

THE REVELATIONS OF THE MAD

The chanting of this terrible spell renders all who hear it insane. Only the spell caster himself is immune.

Power: 3d6 Major Transform (sane people into insane people)

Specific Modifiers: Cumulative (+½), Area of Effect (24" radius, +1½), Personal Immunity (+¼); No Range (-½), Incantations (-¼), Does Not Work On Those Who Cannot Hear The Word (-¼).

Active Cost = 146 points. END Cost: 15; Magic Roll: -15; Casting Time: ½ phase.

THE SECOND WORD OF OPENING

This is the opening spell for use on doors which have been magically locked with The Chant Of Binding or similar magics. The spell's force (i.e., its Telekinetic STR) does not break the door, but rather "breaks" the force holding the door shut. The door may still be normally locked, of course, requiring other means to open it.

Power: 20 STR Telekinesis

Specific Modifiers: Only Works To Open Magically-Locked Doors (-1).

Active Cost = 30 points. END Cost: 3; Magic Roll: -3; Casting Time: ½ Phase

THE SPELL OF ENCHANTING A WEAPON

A clay disk is prepared beforehand bearing a runic representation of the specific enchantment to be cast on a weapon. Once the spell is cast, the weapon is wreathed in magical power, and it can be wielded to great effect against a known weakness of a foe. Thus, a fire rune disk will wrap the end of the weapon in enchanted flames, causing greater damage to those vulnerable to heat.

Power: 2d6 HKA

Specific Modifiers: Variable Special Effects (Any, $+\frac{1}{2}$), OAF (Weapon; Clay disk with rune, expended but easy to replace) (-1), Only to match rune ($-\frac{1}{4}$), only up to limit of weapon used ($-\frac{1}{2}$).

Active Cost = 45 points. END Cost: 4; Magic Roll: -4; Casting Time: $\frac{1}{2}$ phase.

THE SPELL OF NET CASTING

This spell generates a compact, weighted net, which the character can use to entangle one or more opponents in a hex. The victims will eventually be able to escape the rope web, but not without a struggle. Meanwhile, the victim is subject to attack through holes in the web.

Power: 2d6 Entangle

Specific Modifiers: Area Effect (Hex) (+½), Entangle and Character both take damage (+¼); Entangle with 1 BODY (-½), Requires two hands to hurl net (-¼).

Active Cost = 35 points. END Cost: 3; Magic Roll: -3; Casting Time: ½ phase.

THE SPELL OF STRIKING SPIRITS

By calling upon unearthly power, this spell allows the Warrior-Mage to strike a desolidified foe or a spirit form with a specially enchanted weapon. The chosen weapon is limned with an eerie silver glow while the spell is in effect.

Power: 2d6 HKA OR 6d6 EB (physical)

Specific Modifiers: Affects Desolidified (+½); OAF (Weapon, -1), only up to limit of weapon used (-½).

Active Cost = 45 points. END Cost: 4; Magic Roll: -4; Casting Time: ½ phase.

THE SPELL OF THE CLOSE-DANCING WEAPON

This spell is a variant of the Dancing Weapon, allowing the caster to wield a weapon at a distance of 3" against a foe. The spell is easier to use than the primary, requiring no concentration by the caster and being less costly to maintain.

First Power: 3" Stretching

Specific Modifiers: Only on extra limb (-¼).

Second Power: Extra Limb

Specific Modifiers: Linked to Stretching (-½). Active Cost = 7 points.

Combined Specific Modifiers: Invisible Power Effects (Sight Group) (+½); Only to wield a hand weapon (-½).

Active Cost = 22 + 7 points. END Cost: 3; Magic Roll: -3; Casting Time: ½ phase.

THE SPELL OF THE DANCING WEAPON

This spell allows the Warrior-Magi to wield a hand-to-hand weapon at a distance against a foe. Attacking in this manner requires steady concentration on the part of the caster, however, rendering him vulnerable to attack. The weapon is also more difficult to wield with accuracy at greater distances.

Power: 20 STR Telekinesis, Fine Manipulation

Specific Modifiers: STR not exceeding spell casters ($-\frac{1}{4}$), Only to wield a weapon ($-\frac{1}{2}$), $\frac{1}{2}$ DCV Concentrate throughout ($-\frac{1}{2}$).

Active Cost = 40 points. END Cost: 4; Magic Roll: -4; Casting Time: $\frac{1}{2}$ phase.

THE SPELL OF THE DEBILITATING ARMOR

This spell allows the mage to sap his enemies' strength from a distance. Its name derives from the fact that heavily-armoured foes are often trapped by their armour when the spell makes them too weak to support it.

Power: 3d6 STR Drain (points return 5/Turn)

Specific Modifiers: Ranged (+½).

Active Cost = 45. END Cost: 4; Magic Roll: -4; Casting Time: ½ phase

THE SPELL OF THE INSTANT ARMY

This spell creates five illusionary duplicates of the warrior-mage. These duplicates will mimic his movements, hopefully confusing his enemies into striking at an image instead of at the spell caster

Power: Images to Sight Group, -8 PER

Specific Modifiers: Images Cover Four Hexes (+½); Set Effect (five duplicates of spell caster; -1).

Active Cost = 51 points. END Cost: 5; Magic Roll: -5; Casting Time: ½ phase.

THE SPELL OF THE RETURNING WEAPON

This spell will cause a hand-held weapon to return to the wielder's hand after being thrown. The character can add his strength to the throw, increasing the damage when it strikes a target. This spell can only be used on weapons that can normally be hurled in combat.

Power: 2d6 HKA

Specific Modifiers: Usable at Range (+½); OAF (Weapon, -1), only up to limit of weapon used (-½), Limitation: only for thrown weapons (-¼).

Active Cost = 45 points. END Cost: 4; Magic Roll: -4; Casting Time: ½ phase.

THE SPELL OF VORPAL SLICING

The bladed weapon held by the Warrior-Mage becomes as sharp as cut glass, slicing through the toughest armour to wound a foe. In effect, the weapon gains the Armour Piercing and Penetrating advantages to a hand-to-hand killing attack.

Power: 2d6 HKA

Specific Modifiers: Armour Piercing (+½), Penetrating (+½); Only on a bladed weapon (-¼), OAF (bladed weapon, -1), only up to limit of weapon used (-½).

Active Cost = 60 points. END Cost: 6; Magic Roll: -6; Casting Time: ½ phase.

THE SPELL OF WEATHERCALLING

A powerful Mage can "summon" whatever type of weather he desires. Naturally, the weather takes a while to build up - conditions do not change instantly. This spell is especially useful for improving (or worsening) travel conditions, aiding farmers, quenching forest fires, and the like. It cannot summon really extreme weather conditions such as hurricanes, blizzards, etc. Once the caster stops concentrating on the spell, the weather will begin to dissipate naturally. However, there is a catch - such alterations in the local weather patterns can run amok if not carefully controlled.

Power: Change Environment (alter weather), long lasting (hours)

Specific Modifiers: Megascala 1 km ($+\frac{1}{4}$), any normal weather effect ($+\frac{1}{2}$), 0 END ($+\frac{1}{2}$); Extra Time (1 hour for weather to build, $-2\frac{1}{2}$), Side Effects (activated by a failed skill roll if used, or on an 8- roll otherwise; extreme weather in local or surrounding area, -1)

Active Cost = 34 points. END Cost: 0; Magic Roll: -4; Casting Time: 1 hour

THE UNDERTAKER

This powerful sorcery ritual will summon Xhargyle the Undertaker, the third spawn of Primordial Chaos, to serve as an assassin for the caster. (See stats below.) Xhargyle is anything but subtle, and will leave a trail of death and wanton destruction wherever he travels. However, he is utterly relentless in his task, and will pursue a target across the far reaches of the world and to other dimensions until he has consumed his life force. During the casting process, a mental sensation of "wrongness" will be radiated in all directions. Anybody making a +16 PER roll, with modification for range, will become aware of the sensation, along with the approximate direction of its source. If the caster fails his Magic Skill roll, or is unable to placate Xhargyle, the beast will still appear but will be extremely difficult to control and will have selected the wizard as his next victim.

XHARGYLE, THE UNDERTAKER

This primordial slayer has lain dormant for millennia, awaiting the next call to go forth and extinguish more life. Few know of the existence of this nihilistic horror, and none who yet live know of his origins. Once set upon this task, he will relentlessly pursue his victim, using all the powers and guile at his disposal, until he has extracted any remaining life force. Unless promptly given a new task, Xhargyle will then slay and destroy with wanton abandon. When visible, Xhargyle has a tapered, serpentine body, with four oversized arms, each tipped with two long, non-retractable force blades. His face is little more than a beaked mouth surrounded by tentacles, the inner side of which are covered in suction cups. Protruding wedges to either side of the head house the primary sense organs. A spiked fin runs from the back of the head to just past his armoured torso, protecting the neck. The body is a dark metallic colour, with a light grey sheen across the belly.

Val	Char
STR	92
DEX	32
CON	50
BODY	42
INT	18
EGO	12
PRE	40
COM	2
PD	20
ED	18
SPD	12
REC	44
END	200
STUN	140

Density Increase already included in the totals

Cost Abilities

144 6d6 HKA Talons, x2 Armour Piercing (+1), Reduced Penetration (-1/4)

65 4d6 BODY Drain, Recover every 5 minutes (+1/2), Continuous Uncontrolled (+1+1/2); Gradual Effect (every turn, -1/4), Must do BODY with talons first (-1/4), 1d6 charges per hit (-1 1/4)

51 2d6 BODY Drain, Area Effect (6" Radius, +1), 0 END Persistent (+1); Always On (-1/2), Only versus life forms (-1/4)

67 Density Increase (50pts, 100,000kg, -10KB), 0 END Persistent (+1), Always On (-1/2)

53 Invisibility to Sight/Smell Groups with Fringe, 0 END Persistent (+1), Always On (-1/2), Visible when struck by electric field or radiation (-1/4)

18 +20 PD, +18 ED Damage Resistance

60 75% Resistant Physical Damage Reduction

24 50% Resistant Energy Damage Reduction, Not versus Electricity or Radiation attacks (-1/4)

20 Regenerate 2 Body/turn

10 Mental Defence (10 pts)

10 Power Defence (10 pts)

10 -10 Lack of Weakness

200 50" Teleport, 0 END (+1/2), Armour Piercing (+1/2)

90 10d6 Mind Scan, +20 Attack

30 +10 PER, All Senses

23 Infra-red/UV Vision, Mental Awareness, Tracking Scent, Ultrasonic Hearing

10 N-Ray Vision, Blocked by radioactive material

40 Extradimensional Movement, Any Dimension

45 Full Life Support

20 +4 w/ H-to-H combat

11 Tracking 17-

75+ Disadvantages

- 15 Psych. Limitation: Must find and slay target (Uncommon, Total)
- 5 Psych. Limitation: Fear of Electricity (Uncommon)
- 15 Psych. Limitation: Destructive (Common, Strong)
- 15 Phys. Limitation: No fine manipulation
- 10 2x BODY from Electricity and Radiation (Uncommon)
- 10 Reputation (Extreme) 8-
- 10 1" Running
- 10 1" Swimming
- 1286 Creature Bonus

Power: Summon Xhargyle the Undertaker

Specific Modifiers: OAF - Circle of Summoning, Immobile (-2), Side Effect (Same summoning, but Xhargyle is implacably hostile, and the caster is his sole target, -1), Extra Time - 1 hour (-2-½), +16 PER sense of "wrongness" radiated in all directions during casting (-1).

Active Cost = 257 points. END Cost: (26); Magic Roll: -26; Casting Time: 1 hour.

THE VOID

This powerful spell creates a region of total emptiness which emanates outward from the palm of the caster's hand. In this region, all of the physical senses are stifled, leaving even the mystically enlightened senseless. This is the essence of true darkness, where only the Mages of Darkness feel at home.

Power: Darkness, 2" radius, impervious to Mental Awareness and the Sight, Hearing, Radio, Smell/Taste, and Spatial Awareness Sense Groups.

Specific Modifiers: Personal Immunity (+¼), Extra Time: Full Phase (-½).

Active Cost = 100 points; END Cost: 10; Magic Roll: -10; Casting Time: 1 Phase

THE WALKING DEAD

This spell allows the caster to establish a mental link between himself and an animated corpse. In addition, the caster can see through the eyes of the corpse. When this spell is cast, the caster's eyes, and the eyes of the body he is animating glow with foetid green light.

First Power: Telekinesis, 20 STR w/fine manipulation

Specific Modifiers: Indirect (+½), Increased max. range (about 2 km, +¼).

Second Power: Clairsentience (sight sense group, 8x Normal Range)

Specific Modifiers: Only usable through eyes of corpse (-½), linked to TK (-½).

Combined Specific Modifiers: Reduced END (+¼), Extra Time: 1 Turn (-1).

Active Cost = 70 + 45 points; END Cost: 5; Magic Roll: -11; Casting Time: 1 Turn

THE WHIRLING TORNADO ATTACK

The Warrior-Mage becomes a whirling tornado of destruction, striking rapidly at any foes within range of his hand weapon.

Power: 2d6 HKA

Specific Modifiers: Area Effect (2" Radius maximum, Selective) (+1+¼); OAF (weapon, -1), Radius limited by weapon type (-¼), only up to limit of weapon used (-½).

Active Cost = 67 points. END Cost: 7; Magic Roll: -7; Casting Time: ½ phase.

THE WORD OF DEVASTATION

This is one of a class of incredibly powerful spells which are known as the Terrible Spells. Any of the Terrible Spells are capable of unheard-of damage and destruction.

The Word Of Devastation is a spell frequently employed during sieges. The Word "summons" an earthquake which is capable of doing severe damage to most cities and castles.

Power: 4d6 RKA

Specific Modifiers: Area of Effect: 192" radius (+½); Spell Only Affects Buildings (-1).

Active Cost = 180 points. END Cost: 18; Magic Roll: -18; Casting Time: ½ Phase

THE WORD OF THE ULTIMATE WEAPON

If a mage knows a being's True Name, the mage can do just about anything to that being. This spell is a manifestation of that law of magic - by using it, the caster can simply kill the being. However, the need to know the being's True Name keeps this spell from being used very often, since everyone (especially beings of power) guards their True name with extreme care.

Power: 7d6 RKA

Specific Modifiers: Namer Must Know Target' s True Name (-2),
Incantations (speaking of subjects true name, -¼).

Active Cost = 105 points. END Cost: 10; Magic Roll: -10; Casting Time: ½ phase

THREE WISHES

The target of this spell is granted the ability to make three wishes, which can be any combination of powers, advantages, and limitations (worth a maximum of 150 points) that are needed to satisfy the trigger phrase. The spell is activated whenever the spell recipient says the words "I Wish" followed by a request, regardless of whether the activation was intended or not. The spell is quite literal in its implementation of the wish, and the results will not always have the intended consequences.

Power: 150 point Variable Power Pool

Specific Modifiers: Cosmic Power Pool (+2), Trigger (Say "I Wish" in a sentence, + $\frac{1}{2}$), Usable by Another (+ $\frac{1}{4}$); Only to satisfy trigger sentence (- $\frac{1}{2}$), Costs END to cast (- $\frac{1}{4}$), Three charges (-1- $\frac{1}{4}$), Independent (-2), Extra Time - 1 phase (- $\frac{1}{2}$).

Active Cost = 562 points. END Cost: (56); Magic Roll: -56; Casting Time: 1 phase.

THRESHOLD

The caster uses this spell to increase his pain threshold, making him more difficult to stun. The increased pain threshold will remain in effect for several minutes after he ceases to maintain the spell. Each time the caster makes a stun check, the CON Aid is added to the total.

Power: 1d6 character points of Aid to CON, Maximum +20

Specific Modifiers: Lose 5 points per Minute (+½); Only for Stun checks (-1), ½ DCV Concentrate while casting (-¼), Requires Magic Skill Roll (-½).

Active Cost = 30 points. END Cost: 3; Magic Roll: -3; Casting Time: ½ phase.

THUNDER

This spell creates a deafening thunderclap, which the caster is immune to. Although the effects are not permanent, they can be quite annoying.

Power: 4d6 Flash versus Hearing

Specific Modifiers: Area Effect, 2x Radius (2", +1 ¼), Personal Immunity (+¼).

Active Cost = 50 points; END Cost: 5; Magic Roll: -5; Casting Time: ½ Phase

THUNDER FIST

This spell gives the caster the ability to strike with tremendous force using only his bare hands.

Power: +6d6 HA

Specific Modifiers: HA (-¼).

Active Cost = 30 points. END Cost: 3; Magic Roll: -3; Casting Time: ½ phase.

THUNDERCLAP

This spell instantly removes the air from the target hex. The surrounding air rushes in with a deafening clap to fill the void. Obviously this will have no effect on a vacuum or solid hex target. If the target hex is a sealed chamber, then an ordinary vacuum is created with no flash effect.

First Power: 6d6 Flash (Hearing)

Specific Modifiers: Explosion (-1 DC per 2", $+\frac{3}{4}$); Only in open hex (0).

Second Power: 2d6 Energy Blast (Implosion)

Specific Modifiers: Area Effect (Hex, $+\frac{1}{2}$); Linked to Flash ($-\frac{1}{2}$).

Combined Specific Modifiers: Increased Endurance (x2, $-\frac{1}{2}$), Only in open hex (0).

Active Cost = 52 + 15 points; END Cost: 14; Magic Roll: -7; Casting Time: $\frac{1}{2}$ phase.

TIME BROTHER

When this spell is cast, the mage summons a version of himself from an alternate time stream. This "time brother" will immediately understand what is going on (his own time stream has almost identical events occurring) and will work to aid the caster. The presence of two versions of the same person in the same time stream is very straining to the space/time fabric, and so the duplicate can only remain for 24 seconds. Moreover, the spell cannot be cast more often than once per hour. As the caster grows in power, he must continue to restudy this spell in order to be able to summon more powerful versions of himself.

Power: Duplication (identical version of caster)

Specific Modifiers: Duplicate can only remain for 2 Turns ($-\frac{1}{2}$), Can only cast the spell once per hour ($-\frac{1}{4}$), Extra Time: Full Phase ($-\frac{1}{2}$).

Active Cost = (Caster's points) / 5 points; END Cost: (Caster's points)/25;
Magic Roll: - (Caster's points)/25; Casting Time: 1 Phase

TIME PHASE

With the casting of this spell, the caster launches himself out the normal time flow. The effect of this is that he can no longer interact normally with the physical world. He is still vulnerable to magical attacks however. The spell is very draining, and most casters can maintain it only for short periods of time.

Power: Desolidification (vulnerable to magic attacks)

Specific Modifiers: x 4 END Cost (-1 ½).

Active Cost = 40 points; END Cost: 16; Magic Roll: -4; Casting Time: 0 Phase

TIME PIECE

The focus for this spell is a small mechanism consisting of various wheels, cogs, rods, bands, ratchets, springs, and other parts. Once the parts are gathered, to properly assemble such a mechanism requires a successful skill roll against KS: Artifice Construction. Casting the spell will animate the device and cause it to produce a regular motion that properly tracks the time of the day. This is very useful if the caster needs to determine the time when he is in a location where he cannot observe the sun or the stars.

Power: Detect Time of Day, +5 PER

Specific Modifiers: Costs END to cast ($-\frac{1}{4}$), OAF - Mechanism (-1), Extra Time - Full Turn (-1).

Active Cost = 10 points. END Cost: (1); Magic Roll: -1; Casting Time: 1 Turn.

TIME TUNNEL

When this spell is cast, a small time tunnel appears between the caster and any small ranged attack moving at him. As the attack strikes the tunnel it is displaced in time, protecting the caster from any harm.

Power: Missile Deflection, all ranged attacks, +2 to roll

Specific Modifiers: Gestures (-¼), Incantations (-¼).

Active Cost = 30 points; END Cost: 0; Magic Roll: -3; Casting Time: ½ Phase

TIME STOP

When the time mage casts this spell, all time in an area stops for up to twelve seconds. Anything entering the area of time stop also stops in time, up to a maximum of 400 kg. Nothing in the area of stopped time can be affected by the outside world in any way, nor can anything in the area of stopped time affect anything else.

Power: Extra-dimensional movement, transport through time, 12 seconds into the future only, 400 kg weight. (A special effect of this spell is that those affected are "frozen" in space for the 12 seconds the spell lasts. Because they have actually been transported forward in time they cannot be affected in any way by the outside world)

Specific Modifiers: Usable on others (+½), Usable at range (+½), One Hex area effect (+½), Continuous (+1), Uncontrolled (+½), ½ END cost (+¼), Attacks occurring after the initial casting (due to the continuous effect) send the target 12 seconds into the future from the time of the initial casting (-¼), Caster must put only enough END into the spell for it to last up to 12 seconds, additional END is not allowed (-¼).

Active Cost = 127 points; END Cost: 13; Magic Roll: -13; Casting Time: 0 Phase

TIME VORTEX

By casting this spell, a hole is created in the space/time fabric which creates a area of swirling and destructive time fields. Once created, the vortex is no longer controlled by the caster and will begin moving about randomly, wreaking havoc wherever it goes. Due to the warping nature of this spell on space-time, it can only be used three times daily.

First Power: Extra-dimensional movement forward in time only. Time jumped forward is random (roll d6 on the time table, so a roll of 1 = 1 phase, 6 = 5 hours).

Specific Modifiers: Usable against others (+1), Area effect radius (6" Radius, +1), Usable at range (+½); vortex occupies 1 hex in the area of effect, and moves randomly within the area of effect (-½), 3 continuing charges with a duration of 1 Turn (the spell can be ended by using other time magic to "heal" the hole or by placing a large object, over 800 kg, in the area of effect thus blocking the hole, -¾).

Active Cost = 157 points; END Cost: 0; Magic Roll: -16; Casting Time: 0 Phase

TONGUES

This handy little spell enables the caster to understand and communicate in almost any tongue (or sign language, for that matter).

Power: Universal Translator

Specific Modifiers: Target must engage in conversation (-½), Extra Time: 1 minute (-1 ½), Costs Endurance (-½).

Active Cost = 20 points; END Cost: 2; Magic Roll:-2; Casting Time: 1 minute

TORNADO

One of the most difficult spells to have ever been cast, the Tornado Spell is also one of the most destructive.

Once cast, a 100 foot tall funnel quickly appears above the target hex (maximum range is 150"). The tornado sucks up everything in a radius around the target hex with a STR of 50 (just strong enough to pick up a small Farmhouse). Beyond 7" the winds lose 5 STR per hex. Everything picked up is thrown upward through the funnel and in a random direction with the full STR of 50.

Anything or anyone thrown through the funnel is buffeted randomly by whatever else has been sucked up. On two separate 11- rolls, the unfortunate subject caught by the tornado takes 1 ½d6 K and 6d6 normal - both physical damage. There is no chance to dodge these objects; they'll either hit, or they won't.

The average man-sized object will be thrown 32" straight up, and 16" to the side. It will take 3 seconds to fall to the ground, with a velocity of 15" (taking 15d6 damage).

This spell takes a minimum of 5 minutes to cast, requires a large bulky altar and total concentration.

First Power: Telekinesis (STR 50)

Specific Modifiers: Area Effect (7" radius, +1), Explosive (+½), Only lifts up and throws in one direction (-½)

Second Power: 3d6 RKA (phys.)

Specific Modifiers: Area Effect (vertical 18" line) (+1), Linked to TK (-½), Activation 11 - (-1), Reduced Penetration (-¼)

Third Power: 6d6 EB (phys.)

Specific Modifiers: Area Effect (vertical 12" line) (+1), Linked to TK ($-\frac{1}{2}$), Activation 11 - (-1)

Combined Specific Modifiers: Five Minutes (-2), 0 DCV ($-\frac{1}{2}$), OAF - large bulky altar ($-1\frac{1}{2}$),

Active Cost = $225 + 90 + 60$ points. END Cost: 37; Magic Roll: -37; Casting Time: 5 Minutes

TOUCH OF DECAY

With but a word and a touch, the caster can cause unliving objects to crumble and rot, while living objects wither and die.

Power: 2d6 BODY Drain

Specific Modifiers: Return delayed 5 days (+1 ½), Limitation: does not work on ground sanctified to a "good" religion (-¼)

Active Cost = 50 points. END Cost: 5; Magic Roll: -5; Casting Time: ½ Phase

TOUGHEN CLOTHING

A mage can alter the fabric of his clothing, making it effectively as tough as armour with this spell. The armour will last until it is no longer needed, but only covers part of the body.

Power: 6 PD/ED Armour

Specific Modifiers: 14- Activation Roll (-½).

Active Cost = 18 points. END Cost: 2; Magic Roll: -2; Casting Time: ½ Phase.

TRACE TELEPORT

This spell allows the Wizard to trace a use of the Teleport power back to its source. The spell works without a distance penalty to a radius of just over 1,000km, and suffers a -2 penalty for each doubling of the range thereafter. The Wizard will know the distance and direction of the Teleport source, but nothing further. With the passage of time, the Teleport trace fades, becoming more difficult to detect.

First Power: Sense Teleport Source, +34 Telescopic, 360 Degree

Second Power: Retrocognition

Specific Modifiers: Linked to Sense Teleport Source (-½), Only to sense known Teleport Source (-1), Suffers a -1 PER penalty per step down the time chart beyond 1 turn (-½).

Combined Specific Modifiers: Extra Time: 1 turn (-½).

Active Cost = 44 + 40 points. END Cost: 8; Magic Roll: -8; Casting Time: 1 turn.

TRACKLESS

Once cast, this spell allows a group of up to eight individuals to move across a soft surface without leaving tracks.

Power: 5" Flight

Specific Modifiers: Usable at Range by Others (8 including Wizard, +1 $\frac{3}{4}$); Only to move across soft surface (-1).

Active Cost = 27 points; END Cost: 3; Magic Roll: -3; Casting Time: $\frac{1}{2}$ phase.

TRACK MAGIC

This power greatly enhances the senses of the caster, allowing him to sense magic anywhere within range. He can also detect any strong magic which has passed his location recently, then follow the lingering traces to its source.

Power: Detect Magic, Sense, Range, Tracking

Specific Modifiers: Invisible Power Effects (All) (+1); Cost $\frac{1}{2}$ END to use ($-\frac{1}{4}$).

Active Cost = 34 points. END Cost: 3; Magic Roll: -3; Casting Time: $\frac{1}{2}$ phase.

TRANCE

This spell is used by many wizards to enhance the practice of their art. By casting it, the wizard becomes immersed in the mystical world - he is no longer aware of his physical body. The intense concentration thus possible allows him to augment his magical powers, but at some risk. If he fails his magical skill roll (use INT roll as default), the mage enters the trance as normal, but is unable to withdraw from it, slipping instead into a coma. He may try repeatedly to leave the trance at later increments on the time chart - otherwise, dispel magic or some similar power is required.

First Power: 3d6 Aid to a single magic power

Second Power: +3 to magical skill roll with a single power

Specific Modifiers: Any magical power (one at a time, +½); Side Effects (Mage becomes unable to escape trance, -1) Concentration (0 DCV, trance-like, throughout spell, -1), Extra time (1 minute, -1 ½).

Active Cost = 45 + 9 points; END Cost: 5; Magic Roll: -5; Casting Time: 1 minute.

TRANSCENDENT HEALING

This powerful spell of healing is only known by the most powerful of wizards and sorcerer-priests. It will restore the recipient to health even from mortal illness.

Power: 7d6 Healing

Specific Modifiers: Aid to any characteristic below starting value (+2),
Extra Time: 1 Hour (-2 ½).

Active Cost = 210 points. END Cost: 21; Magic Roll: -21; Casting Time: 1 hour

TRANSCENDENT SUMMONING

The traditional summoning ritual, this spell allows the caster to summon any creature that he can describe in some detail. (A Knowledge Skill roll is required, unless the caster has already witnessed the creature.) The being will be a typical member of its species, and is likely to be uncooperative unless given sufficient inducement. Casting this spell requires a circle of summoning, a task requiring a full hour of steady concentration to prepare, unless the character already has one completed. The residence of a Conjurer will usually have a separate room devoted to this task, with the circle permanently inlaid in the floor.

Power: Summoning

Specific Modifiers: Any Creature (+2); OAF - circle of conjuration (requires drawing materials and an hour to prepare), immobile (-2), Requires knowledge of creature or specific KS roll (-¼), Extra Time: Five Minutes (-2).

<i>Summoning</i>	<i>Active Cost</i>	<i>END Cost</i>	<i>Magic Roll</i>
10 Points	6	(1)	-1
25 Points	15	(1)	-1
75 Points	45	(4)	-4
125 Points	75	(7)	-7
175 Points	105	(10)	-10
225 Points	135	(13)	-13

TRANSFORM PLANT

This power enables the Wizard to completely transform one plant species into another of roughly the same size and mass. The focus for the spell is a seed from the plant species which will result from the transformation.

Power: 2d6 Minor Transformation

Specific Modifiers: Any Plant (+¼), Cumulative (+½); OAF - Seed from new plant species, fragile (-¾), Extra Time - 1 turn (-1).

Active Cost = 35 points. END Cost: 3; Magic Roll: -3; Casting Time: 1 turn.

TRIGGER MESSAGE

When this spell is triggered, it plays back a sound recorded earlier by the caster. The trigger can be any event that can be observed by the caster's normal senses.

Power: Images (Sound) -3 PER

Specific Modifiers: Invisible Power Effects (All Senses, +1), Trigger (Any, +½).

Active Cost = 50 points. END Cost: 5; Magic Roll: -5; Casting Time: ½ phase.

TRIP

Objects on the floor, as well as the floor itself, animate and trip anybody moving through the area. This spell has no effect against swimming or flying creatures.

Power: 2d6 Suppress Running

Specific Modifiers: Area Effect (Radius) (+1), Does Knockback (+¼).

Active Cost = 22 points. END Cost: 2; Magic Roll: -2; Casting Time: ½ phase.

TRUE FORM

With this spell, the caster can attempt to dispel transformation magic, returning the target to its natural form. The caster touches the target, and if successful, a low humming sound occurs as the target gradually assumes its original shape.

Power: 12d6 Dispel (vs. Transform)

Active Cost = 36 points; END Cost: 4; Magic Roll: -4; Casting Time: ½ Phase

TRUE SEEING

This power allows the character to see clearly through all but the most powerful and devious illusions, both mental and physical. The caster can spot invisible foes, see through illusionary darkness, and know images to be mere figments of the imagination. The illusion will still provide a visual distraction, however, making it difficult to see details of what lies beyond.

Power: Spacial Awareness (Mystical Sense)

Specific Modifiers: Only to see through Illusionary magic (-½).

Power: +25 Mental Defence

Specific Modifiers: Only versus Mental Illusions (-½), Linked to Spacial Awareness (-½).

Combined Specific Modifiers Cost ½ END to use (-¼).

Active Cost = 25 + 25 points. END Cost: 2; Casting Time: ½ phase.

TSESHARI'S SHADOW PUPPET

The Shadow Puppet spell was created by the little-known Illusionist, Weilam Tsehari, to allow his illusions to make simple but permanent alterations to the real world.

First Power: 10 STR Telekinesis

Specific Modifiers: Area Effect (16" Radius, +2).

Second Power: Images (Sight, Sound, Touch)

Specific Modifiers: 16" Radius (+1); Linked to Telekinesis (-½).

Active Cost = 45 + 40 points; END Cost: 8; Magic Roll: -8; Casting Time: ½ phase.

TSUNAMI

The most devastating spell available to a Water Wizard, this spell is quite capable of taking out a fleet of ships or an entire coastal village. This spell is normally used only by the most foolhardy or by the strongest of mages as the results of success or even the consequences of failing are severe. It should be noted that this spell can only be done with a body of water that is considered a sea or ocean.

To cast the spell the wizard must either be standing near the body of water or on the water. During the entire casting period, during which the wizard is slowly tossing the water from the body of a water elemental into the sea, the wizard is totally unaware of his surroundings and is very vulnerable to attack. Once the spell has been completed, the attack takes place over a huge area. However, the Tsunami does not immediately affect the entire area - it starts closest to the caster and move as a wave at 10" per Segment. This is neither an Advantage or a Limitation, as the pluses and minuses tend to balance each other out.

Power: 15d6 Energy Blast vs PD wave that travels at 10"/segment

Specific Modifiers: Area Effect Cone (512" to a side) (+2 $\frac{3}{4}$), Gestures (- $\frac{1}{4}$), OAF - Water from the body of a Water Elemental (-2), Will only work in ocean or sea (-1), Extra Time: 1 hour (-2 $\frac{1}{2}$), Concentrate 0 DCV during casting (- $\frac{1}{2}$).

Active Cost = 281 points. END Cost: 28; Magic Roll -28; Casting Time: 1 Hour

TULSIT'S DISAPPEARING TEXT

Another favourite of dirty traders and diplomats, this spell is useful in areas where traders are; it is also good for treaties. This spell allows the caster to write a document which seems perfectly normal. However, when a certain amount of time has elapsed, the text will disappear completely. This spell has no effect on anything other than documents written in ink.

Power: 1 d6 RKA

Specific Modifiers: Fully Invisible (+1), Time Delay (+¼), Extra Time: 1 minute (-1 ½), Only Affects Ink (-2).

Active Cost = 34 points; END Cost: 1; Magic Roll: -1; Casting Time: 1 minute

TULSIT'S MISLEADING TEXT

This spell is one of the most favoured by shady traders. When cast upon a piece of parchment, the spell makes the text appear to say something it does not. This has the effect of hiding any real information which the parchment might contain. Only the caster, or someone with incredible powers of perception, may decipher writings protected by this spell. The spell is also broken if the paper is torn in half.

This spell was originally developed by the less-than-honest Trader-Wizard Tulsit so that he could hide his black market dealings from the town guard.

Power: Images vs Vision, -10 Perception

Specific Modifiers: 1 Charge Lasting 1 Year (+1), Personal Immunity (+ $\frac{1}{4}$), Extra Time: 1 minute (-1 $\frac{1}{2}$), OAF - Parchment (-1), Only to change meaning of text (-1)

Active Cost = 90 points; END Cost: 0; Magic Roll: -9; Casting Time: 1 minute

TURN THE DARK ARTS

This useful spell allows the caster to temporarily diminish the magical powers of a Wizard. A band of golden fire flies from the fingers of the caster and hovers above the head of the target. Because of the nature of this spell, it has no effect on any magical powers derived from the gods. The caster must concentrate during the full phase it takes to cast.

Power: 4d6 Suppress Magic

Specific Modifiers: All Magical Powers (+2); $\frac{1}{2}$ DCV Concentrate ($-\frac{1}{4}$), Not versus clerical powers ($-\frac{1}{2}$), Extra Time - Full Phase ($-\frac{1}{2}$)

Active Cost = 60 points; END Cost: 6; Magic Roll: -6; Casting Time: 1 phase.

TURN TIDES

This spell allows the caster to change the state of the tide within a 1 kilometre radius. The height of the tide must be selected from an actual level during the next 24 hours, and the change requires several minutes to complete. (The tidal current is slow enough not to create a tidal bore, unless that occurs normally.) Once the regular tide matches the imposed level, the spell is cancelled.

Power: Change Environment (Tides)

Specific Modifiers: Megascale (+¼); No Range (-½), Extra Time - 5 minutes (-2), Lasts until tides match (-½).

Active Cost = 7 points; END Cost: 5; Magic Roll: -5; Casting Time: 5 minutes.

U

ULTRASOUND

This spell allows the Caster to broadcast a tightly focused beam of ultrasonic sound that penetrates deeply into any material. The reflected sound gives the caster a reasonably accurate picture of the interior of the material being observed. He can peer within mechanisms to see how they function, or look for injuries or malignant growths inside a being. The sound beam is extremely short ranged, losing most of its effectiveness after a few meters.

Power: N-Ray Vision (Not through vacuum)

Specific Modifiers: -3 PER per 1" of range ($-\frac{1}{2}$), -1 PER for each point of BODY penetrated ($-\frac{1}{2}$).

Active Cost = 10 points. END Cost: 1; Magic Roll: -1; Casting Time: $\frac{1}{2}$ phase.

ULTRATALK

This little-used spell allows the caster to hear and converse in the ultrasonic range. This can be useful when listening for sonar use, or when several mages need to converse in privacy. Normal humans will hear nothing beyond a slight high-pitched whining sound when the caster speaks.

First Power: Images (Ultrasonic Sounds) 4" radius

Specific Modifiers: Invisible Power Effects (Sound Only, +½); No Range (-½), Only to broadcast words of caster (-¼).

Second Power: +2 PER Ultrasonic Hearing

Specific Modifiers: Linked to Images (-½).

Combined Specific Modifiers: Unable to converse normally (-½).

Active Cost = 15 + 5 points. END Cost: 2; Magic Roll: -2; Casting Time: ½ phase.

UNBELIEVABLE SOBRIETY

For the effects of this spell, see *Mask Inebriation*.

UNLIGHT

The caster creates a globe of murkiness which overwhelms all normal fires or lights in an area. (These are not actually extinguished, but their light output is greatly reduced.) The caster holds a small tinder which is consumed to ash.

Power: Change Environment, 3" radius, -2 to sight PER rolls.

Specific Modifiers: IAF - small tinder (-½), x2 END in direct sunlight (-¼).

Active Cost = 21 points; END Cost: 2; Magic Roll: -2; Casting Time: ½ Phase; Range: 125"

UNSTOPPABLE DANCE

By appealing to a creature's subconscious delights and whims the caster causes the being to begin dancing and frolicking uncontrollably, to the near exclusion of other activities.

First Power: 6d6 Flash vs Sight Group.

Second Power: 2d6 Running Drain

Specific Modifiers: Linked to Flash (-½).

Combined Specific Modifiers: Gestures (or Incantations, playing or singing, -¼), Extra END: x2 END Cost (-½), OAF Instrument (-1).

Active Cost = 30 + 20 points. END Cost: 12; Magic Roll: -6; Casting Time: ½ Phase

UNWALL

The caster instigates a powerful ultrasonic burst. This will only harm solid, rigid surfaces, such as walls, wall spells, metal, stone, etc.

Power: 3d6 RKA

Specific Modifiers: Armour Piercing (+½), Only vs rigid or solid surfaces (-1).

Active Cost = 67 points; END Cost: 7; Magic Roll: -7; Casting Time: ½ Phase

v

VALUE

This spell enables the caster to determine the value of goods. This spell only establishes the quality of the intrinsic workmanship; the wizard must still assess a price, based on the prices of similar objects.

Power: Detect Quality (Analyse)

Specific Modifiers: Extra Time: 1 minute (-1 ½), Costs END (-½).

Active Cost = 10 points; END Cost: 1; Magic Roll: -1; Casting Time: ½ Phase

VIEW ALTERNATE TIME

A spirit mage can call upon the knowledge of the spirits to reveal to him events of the past or future. The spirits will reveal what they know, but it will undoubtedly be beneficial to the mage.

Power: Clairsentience, Past and Future Only, Sight Only

Specific Modifiers: Past or future only (-½).

Active Cost = 40 points. END Cost: 8; Magic Roll: -4; Casting Time: ½ Phase.

VIEW PERSONALITY

With this spell, a spirit mage can determine general information about a certain person. The spell will reveal what type of person the target is in general. It will not reveal specifics but it will give the caster a little more to go off than a first impression. The spell will cause the target to glow slightly, the colour reflecting his personality type. The mage is, however, the only one who can interpret the colour scheme.

Power: 6d6 Telepathy

Specific Modifiers: Extra Time: Full Phase (-½), Only to determine personality (-1).

Active Cost = 30 points. END Cost 3; Magic Roll: -3; Casting Time: 1 Phase

VISIONS OF THE FOREST

The caster contacts the tree spirits and talks to them. From them he can find out who is in the wood, and what they are doing.

First Power: Clairsentience - sight and sound 2000" range.

Specific Modifiers: Linked with Detect (-½).

Second Power: Detect Intruders

Specific Modifiers: Ranged, Discriminatory, 360°, Telescopic (+18 or -0 up to 2000")

Combined Specific Modifiers: Only where plants can grow (-¼), Extra Time: 5 Minutes (-2).

Active Cost = 45 + 32 points. END Cost: 8; Magic Roll: -8; Casting Time: ½ Phase

VENTRILOQUISM

Like the skill of the same name, this spell allows the Illusionist to project his voice to a location nearby.

Power: 14- Ventriloquism

Active Cost = 9 points; END Cost: 1; Magic Roll: -1; Casting Time: ½ phase.

VERIFY

This spell allows the caster to detect lies. The caster must engage the target in conversation for a full minute. The caster can then tell whether the target has been lying during the course of the conversation.

Power: 6d6 Telepathy

Specific Modifiers: Invisible Power Effects (+½) Only for Detecting Lies (-1) , Target must engage in conversation (-½), Extra Time: 1 minute (-1 ½).

Active Cost = 45 points; END Cost: 4; Magic Roll: -4; Casting Time: 1 minute

VERMIN SPY

This spell can be used to recruit a small creature of whatever sort is local to serve as a spy for the caster. It will be favourably disposed to perform this mission, although it will usually flee at the slightest hint of serious risk.

First Power: 3d6 Mind Control

Specific Modifiers: Telepathic Commands (+ $\frac{1}{4}$); Linked (- $\frac{1}{2}$), Only to control a vermin (- $\frac{1}{4}$).

Second Power: Clairsentience (Sight, UV, Hearing)

Specific Modifiers: Only to observe from vermin's point of view (- $\frac{1}{2}$).

Active Cost = 52 points. END Cost: 5; Magic Roll: -5; Casting Time: $\frac{1}{2}$ phase.

VIPER BITE

The head of the wizard stretches and changes into the form of a giant snake. When the wizard opens his mouth to bite a victim, the jaws distend to reveal long, hollow fangs. The poison injected into a target from this bite is slow to work, but deadly.

First Power: 2d6 RKA venom

Specific Modifiers: NND (Appropriate immunity, alien metabolism, or antivenom, +1), Does Body (+1); Gradual Effect (1 day, -½), No Range (-½), Only if bite does BODY damage (-½), Only effects living things (-½), 4 charges - venom (-1).

Second Power: 1d6 HKA bite

Specific Modifiers: Linked to Venom (-½).

Combined Specific Modifiers: Reforms the body into part human, part animal form (-½).

Active Cost = 90 points + 15 points. END Cost: 11; Magic Roll: -11; Casting Time: ½ phase.

VLAD'S BODY OF MIST

This spell is a successful attempt to recreate the famous vampire's ability to transform into an intangible cloud of mist. The caster cannot move through walls or airtight barriers, but may seep under doors, through keyholes and other such openings.

The body of mist may not be harmed by normal attacks or most spells. It is vulnerable to Elemental magics (Fire, Water, Air, Earth) except for Earth (the opposite of Air). It takes double damage from the Air Elemental spells such as Steal Breath and Foul Air. It will take damage from any wind or sonic based attack.

Power: Desolidification (damaged by fire, air, and water-based attacks; x 2 damage from Air magic Spells)

Specific Modifiers: Cannot Move Through Solid (Airtight) Barriers (- $\frac{1}{4}$), Extra time ($\frac{1}{2}$ phase, - $\frac{1}{4}$)

Active Cost = 40 points. END Cost: 4; Magic Roll: -4; Casting Time: $\frac{1}{2}$ Phase

VOID OF THE SENSES

This spell creates an area in which normal sight and hearing may not penetrate. Only the caster can see through it. To cast the spell the mage must burn a stick of incense. The smoke will billow forth from a lighted stick of specially prepared incense, filling the affected area.

Power: 2" radius darkness to normal sight and hearing senses

Specific Modifiers: Personal Immunity, (+¼); OAF - burning incense (-1),
Extra Time: Full Phase (1/2),

Active Cost = 38 points; END Cost: 4; Magic Roll: -4; Casting Time: 1 Phase.

VORTEX OF MOTES

The caster unleashes a cloud of burning hot sand that whirls around the victim in a stinging vortex. The tiny particles sting the eyes and momentarily blind the victim, unless he had the foresight to keep them shut. The cone of fiery dust also burns the skin, especially when not protected with clothing or armour

First Power: 6d6 Flash to Sight Group - Dust

Specific Modifiers: Not if targets had eyes closed (-½).

Second Power: 2d6 Energy Blast versus PD - Burning

Specific Modifiers: Linked to Flash (-½).

Combined Specific Modifiers: Area Effect (Hex) (+½), Does not work in water (-¼).

Active Cost = 45 + 15 points. END Cost: 6; Magic Roll: -6; Casting Time: ½ phase.

W

WAIL OF THE BANSHEE

With this spell, the wailing of the Necromancer calls forth the ancient curse of the Banshee upon the target of the spell. Within a few days, the subject will suffer a life-threatening accident.

Power: 3d6 RKA

Specific Modifiers: Indirect (any location/direction, $+\frac{3}{4}$), Time Delay ($+\frac{1}{4}$), variable special effect ($+\frac{1}{2}$); Single Charge (-2), Costs END ($-\frac{1}{2}$), Limitation: does not work in bright sunlight ($-\frac{1}{4}$), Limitation: does not work on ground sanctified to a "good" religion ($-\frac{1}{4}$), Delay is random within the next 1d6 days ($-\frac{1}{2}$).

Active Cost = 112 points. END Cost: 11; Magic Roll: -11; Casting Time: $\frac{1}{2}$ phase.

WAKE CHEST

When travelling through pirate waters or carrying a small cargo of contraband, sometimes the ship's hold is too accessible to be trusted with "delicate" objects. This spell enchants an ordinary wooden chest in such a way that it becomes completely waterproof. The chest then hurls itself over the edge and into the water, where it submerges twenty feet and follows along behind the ship at a distance of thirty feet. When the caster wants to retrieve the chest, he simply speaks the appropriate incantation and the box leaps out of the water and to his side. The caster must stand in the same spot on deck at which he cast the spell to retrieve it, and the chest must be in its proper place behind the boat for the retrieval to work (see below). (This spell may also be cast from the shore, in which case the chest will simply remain in one spot offshore.)

Note that the chest is an independent vessel when under this spell; it is quite possible, during a storm, a whirlpool, or some other circumstance, for the chest to become separated from the ship due to currents, waves, etc. If this happens, the chest will continue on its original course at its last steady speed until it reaches the ship again or until it strikes a solid object such as a rock, another ship, etc. At this point the chest ceases its movement, although the waterproofing effects will remain, causing the chest to float to the surface. The waterproofing effects cease when the chest is opened.

First Power: Change Environment, Dry & Cool

Specific Modifiers: Only to waterproof the Wake Chest ($-\frac{3}{4}$), No range ($-\frac{1}{2}$)
;

Second Power: + 10" Flight

Specific Modifiers: Usable Against Others (up to 100 kg, +1), Only to submerge chest, retrieve chest, and cause chest to follow behind ship or continue along course until running into a solid object (-1 ½); **Combined Specific Modifiers:** 0 END (+½), Persistent (+½).

Active Cost = 70 points. END Cost: 0; Magic Roll: -7; Casting Time: ½ Phase

WALK WITH HUMILITY

To cast this spell, the mage must clear his mind of all egocentric thoughts. He then becomes invisible to all but the most powerful forms of magical detection. Any word, thought, or deed that is clearly egocentric is sufficient to cancel this spell.

Power: 4d6 Suppress

Specific Modifiers: Magical Detection (+¼), Area Effect (hex, +½), Personal Immunity (+¼); ½ DCV Concentrate throughout (-½), No Range (-½).

Active Cost = 40 points; END Cost: 4; Magic Roll: -4; Casting Time: ½ phase.

WALKING CHEST

This spell allows the Wizard to animate a large chest (see stats below) and cause it to follow along behind as he journeys about. The chest can carry up to 50kg, including its own weight. The chest is mentally linked to the Wizard, and can perform simple instructions, such as "Follow Me", "Stay Here", etc.

Walking Chest

This is a large chest that has been animated by a Wizard. The sole function of the chest is to follow the Wizard about, usually 1" to his rear. The chest is incapable of jumping gaps, but it can swim, and climb (or descend) stairs. The mind link with its owner allows the Wizard to silently direct the actions of the chest, even if the two are widely separated. However, due to the limited Intelligence of the chest, it is incapable of following more than rudimentary instructions.

<i>CHA</i>	<i>VAL</i>	<i>Cost</i>	<i>Power</i>
STR	5	30	Takes no STUN. Takes only BODY (Automaton)
DEX	5	10	Mind Link, Only with master, Any Distance
CON	10	20	+30 Mental Defence, Always On
BODY	8	2	0 END w/ STR
INT	1	6	0 END w/ Running
EGO	0	31	Life Support (Immune to Disease, Immune to Ageing, Doesn't Eat, Sleep, Breath)
PRE	10		
COM	10		
PD	3		
ED	3		
SPD	2		
REC	0		

END 0
STUN 0

50+ Disadvantages
15 Phys. Limitation: No arms (Frequent, Greatly Impairing)
20 Psych. Limitation: Only to follow master (Common, Total)
2 4" Running
1 1" Swimming
-23 Creature Bonus

OCV: 3; DCV: 3; Phases: 6, 12

Points = -82 + 89 = 7

Power: Summon Walking Chest

Specific Modifiers: Single Continuous Charge lasting all day (Open chest to terminate, 0), OAF - Chest (-1), Extra Time 1 Turn (-1).

Active Cost = 18 points; END Cost: 3; Magic Roll: -3; Casting Time: 1 Turn.

WALL CLIMB

When this spell is used, the caster gains the ability to move up vertical surfaces and even along ceilings without difficulty.

Power: Clinging (equal to STR)

Active Cost = 10 points; END Cost: 1; Magic Roll: -1; Casting Time: 0 Phase

WALL OF FIRE

This spell creates a roaring wall of flame that protects those behind it. Any attacks that strike the wall (or someone foolish enough to touch it) cause it to flare into incandescence at that point, incinerating or obstructing the attack.

First Power: 4 PD/ED Force wall

Specific Modifiers: uncontrolled (+½), reduced to ½ END (+¼), linked to RKA (-¼)

Second Power: 1 d6 RKA (energy)

Specific Modifiers: Damage shield (on force wall, +½), continuous (+1); No Knockback (-¼)

Active Cost = 35 + 37 points; END Cost: 5; Magic Roll: -7; Casting Time: ½ Phase.

WALL OF FLAMES

Upon casting this spell, the wizard creates a wall of flames that inflicts heat damage on anybody attempting to pass through. The wall extends for 12" along a line of hexes within range of the caster. The wizard needs to keep up a steady incantation while maintaining the wall.

Power: 1d6 RKA Energy Blast (Fire)

Specific Modifiers: Area Effect (line, +1), Continuous (+1), $\frac{1}{2}$ END ($+\frac{1}{4}$); No Knockback ($-\frac{1}{4}$), Incantations throughout ($-\frac{1}{2}$), Doesn't work in rain or underwater ($-\frac{1}{4}$).

Active Cost = 49 points; END Cost: 2; Magic Roll: -5; Casting Time: $\frac{1}{2}$ phase.

WALL OF GARBAGE

Trash arrives from every direction, accumulating into a huge pile of disgusting garbage. This barrier can be penetrated with sufficient time, but passers-by are certainly not going to be impressed with your activities.

First Power: 2 DEF Entangle (Impervious to Sight Group)

Specific Modifiers: Entangle with No Defence (-1-½).

Second Power: 1d6 Drain COM

Specific Modifiers: Recover 1/hour (+1), Sticky (+½); Linked to Entangle (-½), Recover COM by cleaning (-½), No effect if already filthy or wearing cleaning gear (-1).

Combined Specific Modifiers: Area Effect (Any) (+1); Gradual Effect (1 Turn) (-¼).

Active Cost = 40 + 45 points. END Cost: 9; Magic Roll: -9; Casting Time: ½ Phase.

WALL OF ICE

The caster creates a 10" (20m) wide wall of ice at range. Because it is made of ice, it is more vulnerable to energy attacks than physical attacks. If the wall sustains enough damage to penetrate, it shatters, and then melts.

Power: 6 PD/ 4 ED Force Wall

Specific Modifiers: Doesn't work if temperature is above 80° or in low humidity (-¼).

Active Cost = 25 points; END Cost: 2; Magic Roll: -3; Casting Time: 0 Phase.

WALL OF LIGHTNING

Upon casting this spell, a wall of sparking electrical discharges appears. Any who enter the row of hexes occupied by this barrier are struck for damage, but they can still pass beyond the wall if they are capable.

Power: 1d6+1 RKA versus ED

Specific Modifiers: Area Effect (Line) (+1), Continuous (+1), Does Not Work Underwater (-¼)

Active Cost = 60 points. END Cost: 6; Magic Roll: -6; Casting Time: ½ Phase.

WALL OF THORNS

Creates a barrier of spiny growth covered in dark, hard thorns that tear and rip at anyone attempting to move through. The further into the growth a target penetrates, the more cuts and jabs he accumulates. Anybody remaining stationary (or moving very carefully) within the growth, however, suffers no additional damage.

Power: 8d6 Physical Blast

Specific Modifiers: Area Effect (Any 16", +1+½); No Knockback (-¼), Reduced Penetration (-¼), Limitation: only where plants can grow (-¼), Limitation: only 2d6 Blast per 1" moved through thorns (-1).

Active Cost = 60 points. END Cost: 6; Magic Roll: -6; Casting Time: ½ phase.

WALLS

This spell creates a rolling wall that both protects those behind it and also inflicts damage on those unfortunate enough to come into contact with it. Once cast, the spell calls into being a wall that rolls across the area in front of the caster, growing until it reaches its full size and range (after 12 seconds), whereupon it disappears. There are a number of individual walls spells - a wall of whirling swords or tumbling vipers, or crushing metal - the specific effects of which differ - see below

First Power: 2d6 RKA or 6d6 EB

Specific Modifiers: Area Effect x2 (Cone, 12" long, +1 ¼); Gradual effect - cone starts at full effect and moves 1"/segment out along path until it reaches the end (-½)

Second Power: Variable

Specific Modifiers: linked to RKA/EB (-¼)

Combined Specific Modifiers: No range (-½), Cancelled by striking another Walls spell (-¼)

Active Cost = 67 + 32 points; END Cost: Variable; Magic Roll: -6; Casting Time: ½ Phase.

Wall of Air

First Power: 6d6 EB (physical)

Second Power: Telekinesis (9 STR)

Specific Modifiers: Area Effect x2 (Cone, 12" long, +1 ¼); Gradual effect - cone starts at full effect and moves 1"/segment out along path until it reaches the end (-½), Only to push objects in direction wall is moving (-¼). END cost 10

Wall of Fire

First Power: 2d6 RKA (Energy)

Second Power: Flash (2d6)

Specific Modifiers: Area Effect x2 (Cone, 12" long, +1 ¼); Gradual effect - cone starts at full effect and moves 1"/segment out along path until it reaches the end (-½), END cost 10

Wall of Stone

First Power: 6d6 EB (Physical)

Second Power: 4 PD/ED Force wall

Specific Modifiers: Conforms to size of first power (+10), Uncontrolled (+½). END cost 7 + 3/phase

Wall of Swords

First Power: 2d6 RKA (Physical)

Second Power: Increase RKA by ½ d6. END cost 10

Wall of Thorns

First Power: 2d6 RKA (Physical)

Second Power: Entangle (2d6)

Specific Modifiers: Area Effect x2 (Cone, 12" long, +1 ¼); Gradual effect - cone starts at full effect and moves 1"/segment out along path until it reaches the end (-½), END cost 10

Wall of Vipers

First Power: 2d6 RKA (Physical)

Second Power: 1 ½ d6 EB

Specific Modifiers: Area Effect x2 (Cone, 12" long, +1 ¼) NND (+1), Uncontrolled (+½), Continuous (+½); Gradual effect - cone starts at full effect and moves 1"/segment out along path until it reaches the end (-½), Only if RKA does body (-½). END cost 7 + 3/phase

Wall of Water

First Power: 6d6 EB (Physical)

Second Power: Telekinesis (10 STR)

Specific Modifiers: Area Effect x2 (Cone, 12" long, +1 ¼); Gradual effect - cone starts at full effect and moves 1"/segment out along path until it reaches the end (-½), Only to push objects in direction wall is moving (-¼). END cost 10

WAR FEVER

With this spell the caster encourages a group of creatures to engage in combat. In addition to casting the spell, the caster must verbally incite combat.

Power: 4d6 Mind Control

Specific Modifiers: Area Effect (radius, 2") (+1), Only commands to commit violence (-½).

Active Cost = 40 points. END Cost: 4; Magic Roll: -4; Casting Time: ½ phase

WARD MALEVOLENCE

Upon casting this spell, the caster takes on a brilliant golden façade, causing intense awe in those who would do harm to him and his charges. Most evil foes will flee at the sight, or grovel in surrender.

Power: 6d6 Aid to PRE

Specific Modifiers: Only versus malevolent foes ($-\frac{1}{4}$), Extra Time - 1 turn (-1).

Active Cost = 60 points; END Cost: 6; Magic Roll: -6; Casting Time: 1 turn.

WARDBREAKER

This spell is specifically designed to shatter spells of protection, leaving the target defenceless. When cast, a small glowing missile darts from the mage's hand, exploding in a crimson flare as it impacts any warding spells.

Power: 10d6 Dispel

Specific Modifiers: Affects magical defences only (+ $\frac{3}{4}$).

Active Cost = 52 points; END Cost: 5; Magic Roll: -5; Casting Time: 0 Phase

WARMTH

This spell allows the caster to increase the temperature of a small, sheltered area by 20 °C. Any wind stronger than a slight draft is enough to disrupt the spell.

Power: Change Environment, 2" Radius.

Specific Modifiers: 0 END to maintain (+½); Will not work in windy conditions (-½), Will not work in rain or underwater (-¼).

Active Cost = 20 points; END Cost: 2; Magic Roll: -2; Casting Time: ½ Phase.

WARP

This spell allows the caster to twist and bend solid materials (the type must be chosen when the spell is learned) as though it were rope.

Power: 2d6 Minor Transform

Specific Modifiers: Cumulative (+ ½), Only against objects of specified material (-½).

Active Cost = 30 points; END Cost: 3; Magic Roll: -3; Casting Time: ½ Phase

WARPSASM

This spell is popular with battle sorcerers - especially those from more savage cultures - since it turns the caster into a berserk, almost unstoppable, fighting machine. It has the serious drawback that the caster will fight with no regard for his own life (or the lives of others around him) and that his spell casting abilities are temporarily lost. The caster gains the new powers Growth (5 points, always on), and 50% damage resistance (Resistant, Physical and Energy). The points to pay for these come from the caster's spell powers, which are lost and also from the addition of the temporary disadvantage Berserk (when spell cast 14-, recover 8-, for 35 points). If that is still not enough, skills are lost (KS, PS and AK first, then non-combat skills, then finally combat skills) as the caster's rage overwhelms his mind. If there are no targets to vent his rage on, the berserk mage will break anything around him, burning up STUN in lieu of END, once all his END is gone, until he falls unconscious. The transformation is cancelled once the caster becomes unconscious, or he breaks out of his Berserk.

Power: 8d6 Transform - Minor changes (Caster into berserk warrior).

Specific Modifiers: Only usable on self (-½).

Active Cost = 80 points; END Cost: 8; Magic Roll: -8; Casting Time: ½ Phase

WARRIORS OF THE DARK WOOD

This is another Dark spell used by plant and nature mages, and it is truly black. The spell calls forth four tree spirits that have been turned evil by a black magic ritual. The Summoned warriors will generally do as they are commanded for a short time because of the blood ritual. After they have done their task they will grow into a black mass of thorn bushes.

Power: Summon (4 x 100 pt creatures)

Specific Modifiers: Difficult to dispel (+¼), Friendly (+¼), Only where plants can grow (-¼), Extra Time: Full Phase (-½), Must have human sacrifice (-1 ¼).

Active Cost = 45 points. END Cost: 4; Magic Roll: -4; Casting Time: 1 Phase

WATER JET

A thin stream of high-pressure liquid erupts from the caster's source of water, blasting the target. The jet is strong enough to knock back most victims.

Power: 7d6 Energy Blast (Water)

Specific Modifiers: Double Knockback (+ $\frac{3}{4}$); Beam Attack (- $\frac{1}{4}$), Requires Magic Skill Roll (- $\frac{1}{2}$), OIF, immobile - body of water (-1 $\frac{1}{2}$), Reduced by Range (- $\frac{1}{4}$), Does not work in water (- $\frac{1}{4}$).

Active Cost = 61 points; END Cost: 6; Magic Roll: -6; Casting Time: $\frac{1}{2}$ phase.

WATER SENSE

This spell allows the Wizard to sense movements and density fluctuations in the surrounding water. This form of vision allows him to see, even in total darkness, the types of creatures moving through the water nearby, the strength and direction of currents, and any fresh or salt water influx.

Power: Spatial Awareness (Discriminatory)

Specific Modifiers: Costs END to use ($-\frac{1}{2}$), $\frac{1}{2}$ DCV Concentrate ($-\frac{1}{4}$), Only works in water ($-1 \frac{1}{2}$).

Active Cost = 30 points; END Cost: 3; Magic Roll: -3; Casting Time: $\frac{1}{2}$ phase.

WATER SPOUT

A Water Wizard who is capable of successfully casting this spell will find himself in high demand with sea-going ships. By creating a powerful water spout, the caster can control it to sink other vessels. Originally developed to protect merchants from pirates, it was quickly adopted by many navies and is used a great deal in large sea engagements. Even though it takes 5 minutes of casting, most wizards take extra time in order to improve their chances of casting the spell successfully.

Power: 12d6 Energy Blast

Specific Modifiers: Continuous (+1), Area Effect (1 hex) (+½); Extra Time: 5 minutes (-1), Can only be used in large bodies of water (-¼), Spout can only move 6" per caster's Phase (-¼).

Active Cost = 150 points; END Cost: 15; Magic Roll: -15; Casting Time: 5 Minutes.

WAVE RIDER

With this spell, the caster gives the target the power to move swiftly though the water with the grace of a dolphin.

Power: +10" swimming

Specific Modifiers: Costs END (-½).

Active Cost = 10 points; END Cost: 1; Magic Roll: -1; Casting Time: ½ Phase

WEAKEN

The target of this spell is attacked at its weakest point by a sickly-green bolt of disruptive energy, causing higher than normal damage. When the caster is unsuccessful in locating a weak spot, this spell is less effective.

Power: 1d6+1 RKA

Specific Modifiers: Armour Piercing (+½); Armour piercing requires PER Roll vs. target (-¼), No Knockback (-¼).

Active Cost = 30 points. END Cost: 3; Magic Roll: -3; Casting Time: ½ phase.

WEAKEN OBJECT

This spell diminishes the durability of a person or object, making them more fragile and susceptible to damage.

Power: 2d6 Drain vs. BOD

Specific Modifiers: No Range (-½).

Active Cost = 20 points. END Cost: 2; Magic Roll: -2; Casting Time: ½ Phase.

WEAKEN WILL

Often an enchanter needs to weaken his opponent's mental prowess. With a mere touch, he can confuse and demoralize his opponent.

Power: Drain (1d6 INT and 2d6 EGO)

Active Cost = 30 points; END Cost: 3; Magic Roll: -3; Casting Time: ½ Phase

WEAKNESS

The target is overcome with the weakness of old age, often being barely able to move as a result. Fortunately, the character's strength gradually returns after a few minutes. This spell is unusual in that it takes longer than normal and is more fatiguing for the wizard to cast, but it has no obvious effects. This makes it a useful spell to strike against a well known figure in a public place.

Power: 2d6 Drain STR

Specific Modifiers: Invisible Power Effects (All) (+1), Recover 5 per Minute (+ $\frac{1}{4}$); x2 END (- $\frac{1}{2}$), Extra Time: 1 minute (-1 $\frac{1}{4}$).

Active Cost = 50 points. END Cost: 10; Magic Roll: -5; Casting Time: 1 minute.

WEATHER MANIPULATION

This spell allows the caster to manipulate various weather patterns in the surrounding area. The caster may create any kind of moderate weather conditions he wishes. For example, a clear day could be turned into a light rainstorm, or low autumn temperatures could be raised to spring temperatures. However, it cannot be used to summon really extreme weather conditions.

Power: Change Environment in a 64 hex radius

Specific Modifiers: Variable (+1); Extra Time: 1 minute (-1 ¼), Will not function in Enclosed Environments (-1).

Active Cost = 70 points. END Cost: 7; Magic Roll: -7; Casting Time: 1 minute

WEATHER VISION

This spell allows the caster to see normally in any kind of weather. Thus the user can see through conditions such as fogs and heavy rains without difficulty. Many Weather Mages learn this spell so that they are not hampered by their own spells.

Power: N-Ray Vision

Specific Modifiers: Costs Endurance (-½), Only to see normally in poor weather conditions (-1).

Active Cost = 10 points. END Cost: 1; Magic Roll: -1; Casting Time: 1 Phase

WEB OF THE SPIDER

Creates a giant wall of spider webs. Anybody entering the web becomes entangled in its strong, sticky threads. The web must be supported at some point along its length by a vertical support or ceiling, or it will collapse. Attacks made against the 0 DEF victims of the web will damage both the web and the target. It requires a full minute to create the web, during which time the Wizard's facial features take on the appearance of a Giant Spider. Once the web is cast, the Wizard's appearance returns to normal.

Power: 3d6 Entangle

Specific Modifiers: Area Effect (Line, +1), Both take Damage (+ $\frac{1}{4}$), Sticky (+ $\frac{1}{2}$); No Defence (-1 $\frac{1}{2}$), Web must be supported (- $\frac{1}{2}$), Extra Time - 1 Minute (-1- $\frac{1}{2}$), Reforms the body into part human, part animal form (- $\frac{1}{2}$).

Active Cost = 82 points. END Cost: (8); Magic Roll: -8; Casting Time: 1 minute.

WEEDS

The targeted area of ground becomes overgrown with weeds, as a result appearing disused or poorly maintained. The weeds will continue to appear even if plucked, until the magical effect is dispelled. This spell has little practical use, other than to hide a trail or embarrass a proud gardener.

Power: Change Environment (2' Radius, Weed Growth)

Specific Modifiers: 0 END (+½), Persistent (+½), Uncontrolled (+½); Costs END to cast (-¼).

Active Cost = 30 points. END Cost: (3); Magic Roll: -3; Casting Time: ½ phase.

WHISPERING WIND

The caster calls upon the spirits of the winds to carry a sound or message to a distant location. The message travels through the air at the rate of 30km per hour before being delivered at the destination. The sound can be up to five hours in length, but only the portion delivered before the charge runs out can be heard at the receiving end.

Power: Images (Sounds)

Specific Modifiers: Increased Maximum Range (156km, +1), No Range Penalty (+½); Costs END to cast (-¼), Single Continuing Charge lasting 5 hours (Cancel with Vacuum or Darkness to Sounds, -¼), Gradual Effect (1 hour per 30km travelled, -1).

Active Cost = 25 points. END Cost: 2; Magic Roll: -2; Casting Time: ½ phase.

WIFF

This spell can be used to make an opponent believe he completely missed his attack against the Illusionist, even if it inflicted severe damage. The trigger for the spell can include attacks by all types of weapons, and from magical spells or Powers.

Power: 8d6 Mental Illusion

Specific Modifiers: Trigger (Struck by Attack, + $\frac{1}{4}$); Limitation: only to make opponent believe he missed attack (- $\frac{1}{2}$).

Active Cost = 50 points; END Cost: 5; Magic Roll: -5; Casting Time: $\frac{1}{2}$ phase.

WILL-O'-THE-WISP

A light can be seen bobbing in the darkness, not too far away. Is it a lantern or a torch, or something else? The target can't exactly tell, but a little voice in his head will beckon him to follow... and the wizard can lead his target anywhere he likes.

First Power: 4d6 Mind Control

Specific Modifiers: Mind Control: Telepathic Command (+¼), Single Command ("Follow") (-½)

Second Power: Images vs. normal sight

Specific Modifiers: Images: Dancing light only (-1), Linked with Mind Control (-½).

Active Cost = 25 + 10 points. END Cost: 3; Magic Roll: -3; Casting Time: ½ Phase

WIND CONTROL

This spell allows the caster to create and control winds. These winds are very powerful and are even capable of lifting a fully sized man into the air.

Power: 10 STR Telekinesis

Specific Modifiers: Explosion (+½); Extra Time: full Phase (-½), Limited to Half of the Active Points in Enclosed Environments (-½).

Active Cost = 22 points. END Cost: 2; Magic Roll: -2; Casting Time: 1 phase

WIND MESSENGER

This spell summons a wind spirit messenger to deliver a light object to a distant location. (See wind spirit stats in Bestiary.) The wind spirit will initially be favourable to the Wizard's request if the need is great, but will require some form of inducement or coercion if the task is hazardous or lengthy. The caster will also need to provide the means for the wind spirit to find the delivery site or person.

Power: Summon wind spirit

Specific Modifiers: Friendly (+¼), Extra Time: 5 Minutes (-2), Will not function indoors (-¼).

Active Cost = 30 points; END Cost: 3; Magic Roll: -3; Casting Time: 5 minutes.

WINGS OF THE BAT

This spell is the same as the spell "Wings of the Eagle", with the exception that the wings produced are leathery and bat-like.

WINGS OF THE EAGLE

The physical change induced by this spell is quite dramatic, as huge feathered wings sprout from the wizard's shoulder blades. The spell allows the wizard to fly simply by flapping the newly formed wings.

First Power: Flight 15" (30" non-combat)

Second Power: Extra Limbs

Combined Specific Modifiers: Restrained (-¼), Limitation: Reforms the body into a part human, part animal form (-½), Extra time (½ phase, -¼).

Active Cost = 30 + 5 points. END Cost: 3; Magic Roll: -3; Casting Time: ½ Phase

WITHER

The victim of this spell suffers premature and drastic ageing of a single limb, making it effectively useless. The limb can only be restored through magic, either from a powerful spell, a magical fountain or an act of a god. The caster must touch a limb of the victim for this spell to take effect. If completed, the Physical Limitation is Greatly and Frequently Impairing (-15 points). A successful Dispel, if cast in time, can serve to undo the damage.

Power: 1d6 Major Transformation (Random limb becomes useless)

Specific Modifiers: Cumulative (+½), Persistent (+1), Uncontrolled (+½); No Range (-½), Costs END to cast (-¼), x3 END (-1), Gradual Effect (1 Turn) (-¼).

Active Cost = 45 points. END Cost: 12; Magic Roll: -4; Casting Time: ½ phase.

WITHER LIMB

Upon casting this spell, the selected limb of the target turns a sickly pallor, then gradually withers before his eyes. Fortunately, the spell is not permanent, the appendage will gradually return to its normal state

Power: 1d6 major Transformation (Wither Limb)

Specific Modifiers: Uncontrolled (+½), Cumulative Attack (+½);

Limitation: does not work on ground sanctified to a "good" religion (-¼).

Active Cost = 30 points. **END Cost:** 3; **Magic Roll:** -3; **Casting Time:** ½ phase.

WIZARD BANE

Created by an ancient mage with many another sorcerer as an enemy, Wizard Bane creates a misty atmosphere which stifles all magic except the caster's.

Power: 4d6 Suppress

Specific Modifiers: Personal immunity (+ $\frac{1}{4}$), Area Effect: 16" radius (+1 $\frac{3}{4}$), Continuous (+1), Suppress does not continue outside area or if area of effect is turned off (-1), No range (- $\frac{1}{2}$).

Active Cost = 115 points. END Cost: 11; Magic Roll: -11; Casting Time: $\frac{1}{2}$ Phase.

WIZARD'S BREATH

Through the use of this spell, the caster need not breathe at all and can sustain himself on magic alone. This requires some effort however, and the spell expires if the character is knocked out or stunned. The caster's head is surrounded by a bluish nimbus when the spell is in effect.

Power: Life-Support: Self-contained breathing.

Specific Modifiers: Costs END (-½).

Active Cost = 10 points; END Cost: 1; Magic Roll: -1; Casting Time: 0 Phase.

WIZARD'S CIRCLE

This spell allows a Wizard to aid another in the casting of an especially difficult spell. The caster concentrates on the spell beneficiary, and transfers his arcane energy and lore through a ring of other Wizards. Hand contact must be maintained throughout the transfer, or the benefits of the spell will be lost, with possibly fatal consequences to the intended target. The total improvement to the Magic Skill of the caster cannot exceed the unmodified rating after subtracting the modifier for the spell. (i.e. the Wizard's Circle spell can, at most, negate the Magic Skill roll modifier for the spell being cast.).

First Power: 2d6 Aid to END.

Specific Modifiers: Linked to Aid to skill (-½).

Second Power: 3d6 Aid to Magic Skill.

Specific Modifiers: Not above unmodified skill roll of caster (-½).

Combined Specific Modifiers: Lose 5 points of Aid per Minute (+¼), requires contact; can be via intermediaries (+¼); Only for use with a single spell (-½).

Active Cost = 20 + 38 points. END Cost: 6; Magic Roll: -6; Casting Time: ½ Phase.

WIZARD'S LIGHT

This spell allows the wizard to create a globe of light that illuminates the surrounding area as brightly as a torch, or as faintly as an ember at the wizard's will. The colour and nature of the light can also be altered by the caster and he can send the light scooting hither and yon at his whim (within the area of effect).

Power: Change environment, 2" radius

Specific Modifiers: Effects can be varied (+1).

Active Cost = 20 points; END Cost: 2; Magic Roll: -2; Casting Time: ½ phase.

WOOD SHAPING

The caster speeds and directs the growth of wood. The subject wood can range from a sapling to an old tent peg - it doesn't matter - the caster can make it grow.

This spell also allows the caster to warp the wood into another shape. These new shape can be anything from simple wood sculpture to a permanent structure made out of a living tree.

Power: 2d6 minor transformation attack.

Specific Modifiers: Cumulative (+½), Can change wooden target into anything made of wood (+¼), Only where plants can grow (-¼), Full Turn (-1).

Active Cost = 35 points. END Cost: 3; Magic Roll: -3; Casting Time: ½ Phase

WOOD SPEAK

The caster speaks to the wood and plants to find out the events that have occurred in the past. These conversations take a great deal of time because plants and trees tend to be slow speakers.

Power: Retrocognition sight and sound, range (900")

Specific Modifiers: Only where plants can grow (-¼), Extra Time: 5 minutes (-2), Concentrate: 0 DCV throughout (-1), Only to see past (-1).

Active Cost = 55 points. END Cost: 5; Magic Roll: -5; Casting Time: ½ Phase

WOOD'S GRASP

At the caster's command, the woods come alive and grab everything in the hex of the caster's choice.

Power: 2d6 Entangle

Specific Modifiers: Indirect ($+\frac{3}{4}$), Area Effect. one hex ($+\frac{1}{2}$), Only where plants can grow ($-\frac{1}{4}$)

Active Cost = 45 points. END Cost: 4; Magic Roll: -4; Casting Time: $\frac{1}{2}$ Phase

WOUND BANE

This dastardly spell infests the wounds of a foe with all manner of malignancies, preventing the cuts from healing in a proper manner. The current and any future wounds grow foetid, and do not recover for many months, considerably weakening the victim. The focus for this spell is a lump of flesh that has grown rotten.

Power: 2d6 Drain REC

Specific Modifiers: Return rate per season (+2); OIF - rotting flesh (hard to obtain, $-\frac{3}{4}$), Limitation: does not work in bright sunlight ($-\frac{1}{4}$), Limitation: does not work on ground sanctified to a "good" religion ($-\frac{1}{4}$).

Active Cost = 60 points. END Cost: 6; Magic Roll: -6; Casting Time: $\frac{1}{2}$ phase.

WRACK

The Conjurer torments the target creature with intense and painful mental energies, weakening his will and making him more susceptible to mind control. As the EGO of the target is weakened, he becomes easier to target with this spell.

Power: 2d6 EGO Drain

Specific Modifiers: Based on EGO Combat Value (Mental Defences only) (+1), Ranged (+½), ½ END (+¼), Recover 5/minute (+¼); Target is x2 ECV when not summoned by the caster (-¼).

Active Cost = 90 points. END Cost: 4; Magic Roll: -9; Casting Time: ½ phase.

WRAITH FORM

The caster can use this spell to assume for a short time the pale grey, insubstantial form of a Wraith. In this state he is still vulnerable to attacks by silvered weapons and all manner of magic. The focus for this spell is a burial shroud.

Power: Desolidification (Affected by Magic or Silver)

Specific Modifiers: Not through solid objects (-½), OIF: Burial Shroud (-½), Limitation: does not work in bright sunlight (-¼), Limitation: does not work on ground sanctified to a "good" religion (-¼).

Active Cost = 40 points. END Cost: 4; Magic Roll: -4; Casting Time: ½ phase.

WRATH OF THE GREEN WORLD

To slow an onrush of attackers the Mage may call upon the forces of nature to place a barrier between himself and them. The Mage says the words and all the plant life between himself and the attackers grows and pushes back, grabs, or strikes those who wish to do harm to the Mage.

Power: 20 STR Telekinesis.

Specific Modifiers: Area Effect radius, extra range (256" radius), selective (+2 $\frac{3}{4}$), Reduced END: $\frac{1}{2}$ END (+ $\frac{1}{4}$), Only where plants can grow (- $\frac{1}{4}$).

Active Cost = 120 points. END Cost: 6; Magic Roll: -12; Casting Time: $\frac{1}{2}$ Phase

Z

ZARASHA'S DIMINUTIVE CONFINEMENT

This spell slowly shrinks the target to the size of a doll, and holds him there as long as he is regularly returned to the diminutive cage which is the focus for this spell. If the victim is allowed out of his cage for 1 hour, the spell is broken. This spell is named for the evil enchantress who used it on discarded lovers and one night met a predictable end at the point of a large needle!

First Power: 30 points Shrinking (25 cm tall)

Specific Modifiers: Reduced END: 0 END, Persistent (+1), Usable against others (+1); Gradual effect (1 minute, -1)

Second Power: 1d6 major Transformation (reduce STR, CON and BOD by $\frac{3}{4}$)

Specific Modifiers: Cumulative (+ $\frac{1}{2}$), Reduced END: 0 END, continuous uncontrollable (+2); only as long as victim shrunk (- $\frac{1}{2}$)

Combined Specific Modifiers: Focus - enchanted cage - expendable, rare and difficult to replace (-1 $\frac{1}{4}$), Costs END to cast (- $\frac{1}{4}$)

Active Cost = 90 + 52 points. END Cost: (8); Magic Roll: -13; Casting Time: $\frac{1}{2}$ phase

ZELKOR'S REGENERATION

This spell actually enables a person to regenerate a portion of their body, replacing missing limbs and organs.

Power: 2 Points of Regeneration

Specific Modifiers: Usable By Others (+¼), Only Regenerates Lost Parts, cannot heal more than 6 BODY (-½), Extra Time: 1 Day (-3 ½).

Active Cost = 30 points. END Cost: 3; Skill Roll: -3; Casting Time: 1 day

ZOMBIE

Use of this evil spell will put the victim into robotic trance, in which they are subject to the caster's commands. Those so enspelled are almost impervious to pain, and will perform actions with no thought of self-preservation. Though not undead, the spell gains its name from the resemblance of those under its influence to bodies revived by necromancy. The spell requires the caster to obtain and bury a "soul object" - something closely linked to the victim, such as well-used clothes or blood, fingernails, hair etc., with the actual body of the victim. The spell can be broken by retrieving or breaking this "soul object". Obviously, the victim will normally need to be rendered passive for the burial to be possible and some mages use spells that make the victim appear to be dead to achieve this. The victim acquires the 45 point automaton power "takes no stun", but loses EGO and STUN. If this is not enough to balance the 45 points extra cost, skills and INT will be reduced to make up the difference.

Power: 2d6 major Transform (normal person into "zombie").

Specific Modifiers: Cumulative (+½); OAF (Soul object, fragile, reusable, difficult to acquire; -1 ½), Gestures (burying of soul object and victim -¼), Requires target to be buried (-1).

Active Cost = 45 points. END Cost: 4; Magic Roll: -4; Casting Time: ½ phase.

ZONE OF AVOIDANCE

This little known ritual will bring into being a Zone of Avoidance (see stats below). An enchanted presence becomes the guardian of an area of land, and will allow none to enter unless identified as a friend. The Zone is empowered with powerful magical abilities that allow it to accomplish this task, including the creation of illusionary landscapes, the ability to suppress any type of magic, and a powerful attack that can take any form. The Zone is very crafty about its assigned task, and well equipped to detect any form of intrusion, day or night.

The Zone of Avoidance

The Zone of Avoidance is an intelligent and powerful magical enchantment that will actively repel intruders by using illusionary obstacles, phantasmal foes, and, if all else fails, seizing control of an invader's mind and instructing him to leave.

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Cost Powers

80 Invisibility to Sight, Sound, and Mental Groups, No Fringe, 0 END
Persistent (+1); Always On (-1/2)

132 +5 PER Sight and Sound, Clairsentience, +16 Telescopic, 360 degrees, 0
END Persistent (+1); Always On (-1/2)

- 233 20d6 Mental Illusion, 0 END (+1/2), Persistent (+1), 1 hex Megascale 10 km (+1); No Range (-1/2)
- 87 20d6 Mind Control, Telepathic Contact (+1/4), 0 END (+1/2); Reduced by Range (-1/4), Only to flee area (-1/2), Target will think actions were natural (requires EGO+20 for success, -1/4)
- 171 4d6 RKA versus PD, Invisible Power Effects (All Senses, +1), +2 Variable Advantage (+3); Must match illusion (-1/4), 8 charges/day (-1/2).
- 113 8d6 Suppress, All Magic (+2), 1 hex Megascale 10 km (+1), Personal Immunity (+1/4), 0 END Persistent (+1); No Range (-1/2).
- 20 +20 Mental Defence
- 20 Universal Translator
- 5 Tactics 13-
- 7 KS: produce realistic natural illusions 16-
- 1 Program: identify intruders
- 1 Program: deceive intruders into leaving area
- 1 Program: attack intruders and drive from area

AI Psychological Limitations

- 20 Psych. Limitation: Must defend land from intruders (Common, Total)
- 15 Psych. Limitation: Must obey orders when addressed by true name (Uncommon, Total)
- 10 Psych. Limitation: Allow anybody entering inner 2km radius to remain or leave freely (Uncommon, Strong)

OCV: 5; DCV: 5; Phases: 3, 6, 9, 12 Total Cost = 919

Power: Summon Zone of Avoidance

Specific Modifiers: Incantations ($-\frac{1}{4}$), Requires Magic Skill Roll ($-\frac{1}{2}$), OIF Blessed Earth, Immobile ($-1\frac{1}{2}$), Extra Time - 1 hour ($-2-\frac{1}{2}$).

Active Cost = 183 points. END Cost: (18); Magic Roll: -18; Casting Time: 1 hour.

ZONE OF DELAY

A glassy globe is projected from the hand of the mage and expands to engulf his foe. Any actions within this transparent globe will meet a stiff resistance, as if performed through a viscous fluid. The englobed victim will be able to perform fewer and fewer activities each minute, although individual actions can be completed normally. Anybody moving outside the globe will continue to be cloaked by a film of this viscous field, although it will rapidly boil away.

Power: 2d6 SPD Drain

Specific Modifiers: Area Effect (Radius) (+1), Continuous (+1).

Active Cost = 60 points. END Cost: 6; Magic Roll: -6; Casting Time: ½ phase.

Spell Types

Spells are categorised by type (Conjuration, Divination, etc.) as well as specific notes - combat spells are divided into normal combat or non-lethal combat (appropriate to those who espouse a pacifistic philosophy, for instance). The categories are :

Al	Alchemy
Am	Animal Magic
Ar	Artifice
Dv	Divination
En	Enchantment
El	Elementalism - often combined with a further code to indicate the element: spirit (Sp) air (Ai) flesh (Fl) water (Wa) wood (Wo) earth (Ea) metal (Me) fire (Fi).
Il	Illusion
Mm	Metamagic
Ne	Necromancy
Nm	Nature Magic
Pm	Plant Magic

Su Summoning (also called Conjuraton or Invocation)

To aid the detection of spells to add to a mage's repertoire, the following codes are also provided :

Co	Spells useful in combat
Cn	Spells useful in combat, but non-lethal in effect
Da	Darkness or Shadow magic
Di	Spells that involve travel through, or alteration of, dimensional boundaries
Fo	Spells employing the use of mystical, but tangible, force.
Go	Spells used by "good" organisations - those generally opposing demon-worship and necromancy
He	Healing or Curative magic
Ic	Spells of ice or cold
Li	Spells using light (and sometimes heat, though not fire)
Lt	Spells employing electricity
Lu	Spells which have a lunar component or are affected by lunar cycles
So	Spells employing sound as their major effect, or affecting the perception of sound
Ti	Spells affecting time
Tr	Spells of travel

The Spell Lists

The spells listed below present the spell name, active point value, and the spell type. Each spell is also sequentially numbered, to aid in assigning random spell selections for NPCs, treasure such as scrolls or potions, or even for starting Players Characters.

A

1. ACID CLOUD (75 Active Pts; Type: Co, ElWa)
2. AGE (41 Active Pts; Type: Ne, El, Co)
3. ADORATION (80 Active Pts; Type: Cn, ElSp, En)
4. AGONY (135 Active Pts; Type: Co, Su, ElSp)
5. AID ALLIES (60 Active Pts; Type: ElFl, ElSp)
6. AID THE INJURED (20 Active Pts; Type: ElFl, He)
7. ALARM (7 Active Pts; Type: Dv, Il)
8. ALGAE BLOOM (40 Active Pts; Type: ElWa, Pm)
9. ALGOR'S AMAZING TRANSFORMATION (90 Active Pts; Type: Cn, ElFl, Am)
10. ALTER AURA (25 Active Pts; Type: ElSp, Dv, En, Il)
11. ALTER EXISTENCE (67 Active Pts; Type: Cn, El)
12. ALTER OBJECT (45 Active Pts; Type: El)
13. ALTER VOICE (13 Active Pts; Type: ElFl, Il)
14. ALZARON'S SPELL OF THE SIEGE'S END (236 Active Pts; Type: Ar, Co)
15. ALZARON'S THAUMATURGIC SERVITOR (150 Active Pts; Type: Ar)
16. ALZARON'S TURNABOUT TACTIC (75 Active Pts; Type: Co, Mm)
17. ANALYZE DRINK (14 Active Pts; Type: Dv, ElWa)
18. ANESTHETIZE (10 Active Pts; Type: ElFl, He)
19. ANIMAL CALLING (Variable; Type: Su, Am)

20. ANIMAL CRY (20 Active Pts; Type: Am, ElFl)
21. ANIMAL FORMS (23 Active Pts; Type: Am, ElFl)
22. ANIMAL TONGUES (20 Active Pts; Type: Am, En)
23. ANIMATE DEAD (40 Active Pts; Type: Ar, Ne)
24. ANIMATE GOLEM (variable Active Pts; Type: Ar, Su)
25. ANIMATE OBJECT (65 Active Pts; Type: Ar, Su, ElSp)
26. ANIMATE REFLECTION (30 Active Pts; Type: Ar, Li, Su)
27. ANIMATE SMALL OBJECT (7 Active Pts; Type: Ar)
28. ANIMATE STAFF (45 Active Pts; Type: Ar, Am)
29. ANIMATE STATUE (150 Active Pts; Type: Ar)
30. ANNIHILATE WORLD (42 Active Pts; Type: Co, ElEa, Mm, Nm,)
31. ANTI-MAGIC SHIELD (87 Active Pts; Type: Mm)
32. APPRENTICE (16 Active Pts; Type: Mm)
33. ARATHAR'S FARTRAVEL (52 Active Pts; Type: Tr)
34. ARATHAR'S FARTRAVEL II (67 Active Pts; Type: Tr)
35. ARATHAR'S MYSTERIOUS VANISHING (40 Active Pts; Type: Tr)
36. ARATHAR'S SWIFT JOURNEY (45 Active Pts; Type: Tr)
37. ARCANE SHIELD (536 Active Pts; Type: Co, Mm)
38. ARCH GATE (253 Active Pts; Type: Ar, Tr)
39. ARION'S ASTRAL AWARENESS (43 Active Pts; Type: Di, Dv, ElSp)
40. ARMY OF DARKNESS (125 Active Pts; Type: ElSp, Ne)

41. ARMOUR (12-48 Active Pts; Type: Ar,Cn)
42. ARROWSTORM (85 Active Pts; Type: Ar, Co)
43. ARTHRITIS (82 Active Pts; Type: Co, ElFl)
44. ASHEEM'S MYSTICAL FLYING CARPET (55 Active Pts; Type: Ar, ElAi)
45. ASTRAL SIGHT (17 Active Pts; Type: Di, Dv, ElSp)
46. ASTRAL TRAVEL (125 Active Pts; Type: Di, Dv, ElSp)
47. ATANDT'S SPELL OF FARSPEAKING (85 Active Pts; Type: Ar, Dv, En)
48. ATMOSPHERE LIGHTING (40 Active Pts; Type: ElAi, Li, Nm)
49. AUGMENT OBJECT (20 Active Pts; Type: Ar, Cn, ElEa, ElFl, ElWo, ElMe)
50. AWE STRIKE (45 Active Pts; Type: Cn, En)

B

- 51. BAD NIGHT (67 Active Pts; Type: ElFl, En)
- 52. BALTHAZAR'S PRESERVING ICE (147 Active Pts; Type: ElFl, ElWa, Ic)
- 53. BANE BLADE (50 Active Pts; Type: Co, ElMe)
- 54. BANISH STORM (65 Active Pts; Type: ElAi, Nm)
- 55. BANISHMENT (270 Active Pts; Type: Di, Mm)
- 56. BARRIER OF SILENCE (30 Active Pts; Type: ElAi)
- 57. BASIC SUMMONING (variable Active Pts; Type: Di, Su)
- 58. BEARHUG (20 Active Pts; Type: Am, ElFl)
- 59. BEARINGS (3 Active Pts; Type: Nm, ElEa)
- 60. BEASTMASTER (115 Active Pts; Type: Am, Dv, En)
- 61. BEGONE (60 Active Pts; Type: En, Tr)
- 62. BEHOLD THE WICKED (15 Active Pts; Type: Dv, ElSp)
- 63. BEHOLDEN (75 Active Pts; Type: En, Su)
- 64. BELLONA'S BATTLEFIELD (104 active points; Type Il)
- 65. BLACK FLAMES (24 Active Pts; Type: Da, ElFi)
- 66. BLACK TOUCH OF THE LOTUS (40 Active Pts; Type: Co, ElFl, Ne)
- 67. BLESS (130 Active Pts; Type: Cn, ElSp, Go, Mm)
- 68. BLESSING (25 Active Pts; Type: ElSp, Go, Mm)
- 69. BLESSING OF THE MOTHER (30 Active Pts; Type: ElWo, Pm)

70. BLESSINGS OF NATURE (75 Active Pts; Type: ElWo, Pm)
71. BLIGHT OF NIGIL (45 Active Pts; Type: Co, Ne, Pm, ElWo)
72. BLIGHT (86 Active Pts; Type: Ne, Nm)
73. BLIND (35 Active Pts; Type: Co, ElFl, Ne)
74. BLIND (90 Active Pts; Type: Co, ElFl, Ne)
75. BLINDING FLAMES (30 Active Pts; Type: Cn, ElFi)
76. BLINDSIDE (20 Active Pts; Type: Cn, Ar)
77. BLIZZARD (107 Active Pts; Type: Nm, ElAi, ElWa, Ic)
78. BLOODHOUND (10 Active Pts; Type: Am, ElFl)
79. BLOOD OF THE EARTH (40 Active Pts; Type: ElEa, Nm)
80. BLUE MOON (60 Active Pts; Type: Lu, Ti)
81. BODY OF WATER (55 Active Pts; Type: ElWa)
82. BLUR (20 Active Pts; Type: Cn, Il)
83. BOLT OF DECAY (45 Active Pts; Type: Co, Ne)
84. BOLTS OF POWER (15 active Pts; Type: Co, Lt)
85. BORING BEETLES (19 active Pts; Type: Am, Nm, Su)
86. BRAVERY (60 Active Pts; Type: ElSp, En)
87. BREATHE UNDERWATER (20 Active Pts; Type: ElAi, ElWa)
88. BREATH OF SLEEPINESS (80 Active Pts; Type: Al, Cn, ElAi)
89. BRITTLE (60 Active Pts; Type: Ar, ElEa)
90. BROOMSTICK (40 Active Pts; Type: Ar, ElAi)

- 91. BUG EYES (10 Active Pts; Type: Am, ElFl)
- 92. BUG ZAPPER (7 Active Pts; Type: Co, ElAi)
- 93. BUMPER CROP (67 Active Pts; Type: Nm, Pm)
- 94. BURKHARDT'S ENCHANTING MELODIES (140 Active Pts; Type: En, So)
- 95. BURNING EYES (22 Active Pts; Type: Co, ElFi)
- 96. BUSH FORM (40 Active Pts; Type: Nm, Pm)

C

- 97. CAGE OF FIRE (112 Active Pts; Type: Cn, ElFi)
- 98. CALL FRIEND (15 Active Pts; Type: Ar, Dv)
- 99. CALL COLD (26 Active Pts; Type: Ic, Nm)
- 100. CALL OF THE VOID (196 Active Pts; Type: Di, Ne, Tr)
- 101. CALL SPIRIT (Var. Active Pts; Type: ElSp, Su)
- 102. CALLING THE PACK (60 Active Pts; Type: Am)
- 103. CALM AIR (30 Active Pts; Type: ElAi, Nm)
- 104. CALM (30 Active Pts; Type: ElAi, ElWa, Nm)
- 105. CALM ANIMAL (44 Active Pts; Type: Am, En)
- 106. CHAIN LIGHTNING (83 Active Pts; Type: Co, ElAi, Lt)
- 107. CHAMELEON (37 Active Pts; Type: ElFl)
- 108. CHANGE OF SEASONS (34 Active Pts; Type: Nm, Pm)
- 109. CHANGELING (147 Active Pts; Type: ElFl, ElSp)
- 110. CHANGE WATER TEMPERATURE (30 Active Pts; Type: ElWa, Li)
- 111. CHARIOT OF THE SUN (110 Active Pts; Type: ElAi, ElFi)
- 112. CHARISMA (88 Active Pts; Type: En)
- 113. CHARM (50 Active Pts; Type: En)
- 114. CHILL BLOOD (30 Active Pts; Type: Co, ElFl, Ic)
- 115. CHOKING CLOUD OF SMOKE (63 Active Pts; Type: Co, ElAi, ElFi)

- 116.CHORES (25 Active Pts; Type: Ar)
- 117.CLAWS OF THE BEAR (40 Active Pts; Type: Am, Co, ElFl)
- 118.CLEANSE (20 Active Pts; Type: ElFl, Ne)
- 119.CLEANSE AIR (105 Active Pts; Type: ElAi)
- 120.CLEANSE THE MIND (56 Active Pts; Type: ElSp, En, Go)
- 121.CLEANSE THE SPIRIT (20 Active Pts; Type: Cn, ElSp, En, Go)
- 122.CLEAR AIR (12 Active Pts; Type: ElAi)
- 123.CLOAK OF SPARKS (50 Active Pts; Type: Co,ElAi, Lt)
- 124.CLOUD EMOTIONS (20 Active Pts; Type: ElSp, En)
- 125.CLUMSY (45 Active Pts; Type: Co, ElFl)
- 126.COLDFIRE (65 Active Pts; Type: ElFi, Ic, Ne)
- 127.COLD IRON (45 Active Pts; Type: Co, ElMe, Mm)
- 128.COMPACTMENT (22 Active Pts; Type: Co, Ar)
- 129.COMPANY OF HEROES (135 Active Pts; Type: ElFl)
- 130.COMPULSION OF PURE REASON (50 Active Pts; Type: ElSp, En)
- 131.CONE OF COLD (67 Active Pts; Type: Co, Ic)
- 132.CONE OF DARKNESS (50 Active Pts; Type: Da)
- 133.CONFLAGRATION (361 Active Pts; Type: Co, ElFi)
- 134.CONTACT PLANE (60 Active Pts; Type: Di, Dv, Su)
- 135.CONTINUAL DRUNKENNESS (75 Active Pts; Type: ElFl, ElWa, En)
- 136.CONTRACT (175 Active Pts; Type: En, Su)

- 137.CONTRACT OF DOOM (90 Active Pts; Type: Co, Su)
- 138.CONVERSPHERE (25 Active Pts; Type: My)
- 139.CO-ORDINATION (40 Active Pts; Type: Cn, ElSp, En)
- 140.COOL DOWN (30 Active Pts; Type: Co, ElFl, Ic)
- 141.COUNT HOARD (15 Active Pts; Type: Dv)
- 142.CREATE ELEMENT (50 Active Pts; Type: ElAi, ElEa, ElFi, ElFl, ElMe, ElSp, ElWa, ElWo)
- 143.CREATE GREATER UNDEAD (60 Active Pts; Type: Ar, Ne)
- 144.CREATE HOMONCULUS (41 Active Pts; Type: Al, Ar)
- 145.CREATE ICE (105 Active Pts; Type: ElWa, Ic)
- 146.CREATE LESSER UNDEAD (50 Active Pts; Type: Ar, Ne)
- 147.CREATE STRONG UNDEAD (60 Active Pts; Type: Ar, Ne)
- 148.CREATE ZOMBIE (50 Active Pts; Type: Ar, Ne)
- 149.CREEPING FROST CURSE (145 Active Pts; Type: ElWa, Ic)
- 150.CREVASSE (92 Active Pts; Type: Co, ElEa)
- 151.CRUCIFY (87 Active Pts; Type: Co, Fo)
- 152.CRYSTALLIZE (45 Active Pts; Type: Co, ElEa)
- 153.CURE DISEASE (64 Active Pts; Type: ElFl, He)
- 154.CURE ILLNESS (60 Active Pts; Type: ElFl, He)
- 155.CURSE (561 Active Pts; Type: ElFl, Ne)
- 156.CURSE (112 Active Pts; Type: ElFl, Ne)
- 157.CURSE OF FROGS (53 Active Pts; Type: Am, ElFl)

D

- 158.DAGGER OF MIGHT (20 Active Pts; Type: Ar, Co, ElMe)
- 159.DAMPEN ABILITIES (26 Active Pts; Type: Co, ElFl, ElSp)
- 160.DANCING FLAME (15 Active Pts; Type: ElFi, Il)
- 161.DANCING FLAMES (27 Active Pts; Type: ElFi, Il)
- 162.DARK FEAR (50 Active Pts; Type: Cn, ElSp, En)
- 163.DARK SIGHT (7 Active Pts; Type: Da, ElFl, Li)
- 164.DARKLIGHT'S ILLUSION OF TASTE (5 Active Pts; Type: En, Il)
- 165.DARKLOCKS' DISMAL DISCORD (170 Active Pts; Type: En, ElSp)
- 166.DARTOUN'S ETHEREAL MANSION (90 Active Pts; Type: Ar, Di, ElEa, ElAi, Tr)
- 167.DEAD MAN'S CANDLE (50 Active Pts; Type: Al, Ar, Mm, Ne)
- 168.DEAFEN (90 Active Pts; Type: Co, ElFl, Ne, So)
- 169.DEAFEN (70 Active Pts; Type: Co, ElFl, Ne, So)
- 170.DEAFENING SHOUT (70 Active Pts; Type: Co, ElFl, ElAi, So)
- 171.DEATH FOG (430 Active Pts; Type: Co, ElAi, Ne)
- 172.DEATH LORD (90 Active Pts; Type: Co, En, ElSp, Ne)
- 173.DEATHSLEEP (3 Active Pts; Type: ElFl, Ne)
- 174.DEBILITATING DISEASE (60 Active Pts; Type: ElFl, Ne)
- 175.DECAY (26 Active Pts; Type: Il)
- 176.DECEIVE THE SENSES (33 Active Pts; Type: En, Il)

- 177.DEEP FREEZE (35 Active Pts; Type: Co, ElFl, Ic)
- 178.DEEP SHADOWS (12 Active Pts; Type: Da, Il)
- 179.DEEP SLEEP (30 Active Pts; Type: ElSp, En)
- 180.DEHYDRATE (45 Active Pts; Type: Cn, ElFl, ElWa)
- 181.DELAYED BLAST FIREBALL (52 Active Pts; Type: Co, ElFi)
- 182.DEMON HORDE (62 Active Pts; Type: Su)
- 183.DEMON LOCUSTS (60 Active Pts; Type: Co, Su)
- 184.DEMON VISION (80 Active Pts; Type: Dv, Su)
- 185.DEMON WINGS (35 Active Pts; Type: ElFl, Su)
- 186.DESOLATION (82 Active Pts; Type: Am, Ne, Nm)
- 187.DESTROY (120 Active Pts; Type: Co, ElFl, ElWo, ElMe, ElEa, Ne)
- 188.DETECT AILMENT (9 Active Pts; Type: Dv, ElFl, He)
- 189.DETECT ELEMENT (26 Active Pts; Type: Dv, El (anY))
- 190.DETECT ENEMIES (10 Active Pts; Type: Cn, Dv)
- 191.DETECT GATE (15 Active Pts; Type: Di, Dv)
- 192.DETECT LIFE (10 Active Pts; Type: Am, Cn, Dv, ElFl)
- 193.DETECT MAGIC (7 Active Pts; Type: Ar, Dv, Mm)
- 194.DETECT WEATHER MANIPULATION (8 Active Pts; Type: Dv, ElAi, Nm)
- 195.DETERIORATE (40 Active Pts; Type: Ar, ElEa, ElMe, ElWo, Ne)
- 196.DETOXIFY (108 Active Pts; Type: Go, He)
- 197.DEVIL CURRENT (157 Active Pts; Type: ElWa, Nm)

- 198.DIAGNOSE (11 Active Pts; Type: Dv, ElFl, He)
- 199.DIG TRENCH (20 Active Pts; Type: ElEa)
- 200.DIMENSION DOOR (45 Active Pts; Type: Tr)
- 201.DIMENSIONAL PASSAGE (20 Active Pts; Type: Di, Dv, Tr)
- 202.DIMENSIONAL STORM (170 Active Pts; Type: Di, Co, Su)
- 203.DISCERN UNDEAD (10 Active Pts; Type: Dv, Ne)
- 204.DISCOVER FLAW (30 Active Pts; Type: Cn, Dv)
- 205.DISGUISE (23 Active Pts; Type: Il, ElFl)
- 206.DISGUISE (10 Active Pts; Type: Il)
- 207.DISINTEGRATE (111 Active Pts; Type: Co)
- 208.DISMISS (54 Active Pts; Type: Su)
- 209.DISMISS THE UNCLEAR (75 Active Pts; Type: Cn, Go)
- 210.DISMISS UNDEAD (30 Active Pts; Type: Cn, Go, Ne, Su)
- 211.DISPATCH (100 Active Pts; Type: Su)
- 212.DISPEL ILLUSION (22 Active Pts; Type: Il, Mm)
- 213.DISPEL FATIGUE (5 Active Pts; Type: ElFl)
- 214.DISPEL MAGIC (24 Active Pts; Type: Mm)
- 215.DISPLACEMENT (62 Active Pts; Type: Il)
- 216.DISSIPATE (45 Active Pts; Type: Ar, Mm)
- 217.DISSUADE OBJECT (40 Active Pts; Type: Ar, Co)
- 218.DIVERT TELEPORT (65 Active Pts; Type: Mm)

- 219.DOGS OF WAR (65 Active Pts; Type: Co, Su)
- 220.DOMINATE (45 Active Pts; Type: Cn, En)
- 221.DOMINATE SENSES (80 Active Pts; Type: Cn, En)
- 222.DOOMKILL (120 Active Pts; Type: Co, ElFi)
- 223.DOPPELGANGER (80 Active Pts; Type: ElFl)
- 224.DOUBLE (49 Active Pts; Type: Il)
- 225.DOWSING (3 Active Pts; Type: Dv, ElEa, ElWa, Nm)
- 226.DRAWING DOWN THE MOON (160 Active Pts; Type: Lu, Nm)
- 227.DREAM FEAR (60 Active Pts; Type: Co, En, Il)
- 228.DREAM SIGHT (37 Active Pts; Type: Dv, ElSp)
- 229.DREAM WEAPON (30 Active Pts; Type: Co, En)
- 230.DRIFT (15 Active Pts; Type: ElAi, ElFl)
- 231.DROUGHT (40 Active Pts; Type: Co, ElWa)
- 232.DROWN (67 Active Pts; Type: Co, ElWa)
- 233.DUMAR'S INNER LIGHT OF PURITY (50 Active Pts; Type: Cn, Go)
- 234.DUPLICATE (19 Active Pts; Type: Il)

E

- 235.EARTH PASSAGE (29 Active Pts; Type: ElEa, Tr)
- 236.EARTH READING (40 Active Pts; Type: Dv, ElEa, Nm)
- 237.EARTHQUAKE (67 Active Pts; Type: Co, ElEa, Nm)
- 238.EAVESDROP (25 Active Pts; Type: ElFl, So)
- 239.ECHOES FROM THE PAST (40 Active Pts; Type: So)
- 240.ECLIPSE (21 Active Pts; Type: Lu, Nm)
- 241.ELECTRIC EEL SHOCK (52 Active Pts; Type: Am, Cn, ElFl)
- 242.ELEMENTAL TRANSFORMATION (20+ Active Pts; Type: ElAi, ElEa, ElFi, ElWa)
- 243.ELF EARS (26 Active Pts; Type: Al, Cn, ElFl, So)
- 244.ELIAS'S WONDROUS TRANSFORMATION (Var. Active Pts; Type: Am, ElFl)
- 245.ELMO'S LIMNING FIRE (15 Active Pts; Type: ElFi, Il)
- 246.EMPATHIC HEALING (30 Active Pts; Type: ElFl, He)
- 247.EMPEROR OF THE BEASTS (182 Active Pts; Type: Am, ElFl)
- 248.EMPEROR'S WARDROBE (12 Active Pts; Type: Ar, Su)
- 249.ENCODE (10 Active Pts; Type: Ar, En)
- 250.ENDLESS NIGHT (80 Active Pts; Type: Cn, Da, En, Il)
- 251.ENDLESS VOID (44 Active Pts; Type: Cn, Da, En, Il, Lu)
- 252.ENDURE THE FLAMES (30 Active Pts; Type: ElFi)
- 253.ENFEEBLE (36 Active Pts; Type: Co, ElFl)

- 254.ENHANCE FERTILITY (22 Active Pts; Type: ElFl, Nm)
- 255.ENHANCE MAGIC (52 Active Pts; Type: Mm)
- 256.ENHANCE PEOPLE (52 Active Pts; Type: ElFl)
- 257.ENHANCED INVISIBILITY (50 active pts: Type Il)
- 258.ENLARGE ELEMENT (60 Active Pts; Type: Ar, ElAi, ElEa, ElFi, ElFl, ElMe, ElSp, ElWa, ElWo)
- 259.ENLARGEMENT (34 Active Pts; Type: Ar, ElAi, ElEa, ElFi, ElFl, ElMe, ElSp, ElWa, ElWo)
- 260.ENTOMB (42 Active Pts; Type: Co, ElEa)
- 261.ENTROPY (75 Active Pts; Type: Co, Mm)
- 262.ERADICATION (210 Active Pts; Type: Co, Go)
- 263.ERCON'S MYSTICAL WARDING SPIKES (7 Active Pts; Type: Ar, Il, So)
- 264.ESP (45 Active Pts; Type: En)
- 265.ETERNAL EXILE (79 Active Pts; Type: ElFl, Go)
- 266.ETERNAL SLEEP (67 Active Pts; Type: Cn, En)
- 267.EVER WATCHFUL (62 Active Pts; Type: Dv)
- 268.EVIL EYE (60 Active Pts; Type: Mm)
- 269.EXALTED HEALING (65 Active Pts; Type: ElFl, He)
- 270.EXTINGUISH FIRE (34 Active Pts; Type: ElFi)
- 271.EXTRACT POISON (34 Active Pts; Type: ElFl, He)
- 272.EXTRADIMENSIONAL BUBBLE (132 Active Pts; Type: Co, Di, Su)
- 273.EXTRAPLANAR FLIGHT (50 Active Pts; Type: Di, Tr)

274.EYE OF THE BEAST (75 Active Pts; Type: Am, Dv)

275.EYEBITE (45 Active Pts; Type: Am, Co)

276.EYES OF THE HAWK (9 Active Pts; Type: Am, ElFl)

F

- 277.FAERIE BANQUET (210 Active Pts; Type: Al, Ti)
- 278.FAERIE FOOD (2/45 Active Pts; Type: Al)
- 279.FAERIE RING (95 Active Pts; Type: Ar, Tr)
- 280.FAERIE SIZE (60 Active Pts; Type: ElFl)
- 281.FALLING LEAF (10 Active Pts; Type: ElAi)
- 282.FALSE LIMB (9 Active Pts; Type: Ar, ElFl, ElMe, ElWo, He)
- 283.FAMILIAR (30 Active Pts; Type: Am, Su)
- 284.FARHEARING (25 Active Pts; Type: Dv)
- 285.FARSEEING (25 Active Pts; Type: Dv)
- 286.FAR SIGHT (25 Active Pts; Type: Dv, Nm)
- 287.FEAR (62 Active Pts; Type: En, ElSp)
- 288.FEATHER FOOT (16 Active Pts; Type: ElAi)
- 289.FEIGN DEATH (77 Active Pts; Type: ElFl, Il)
- 290.FIELD OF NORMALITY (105 Active Pts; Type: En, Il)
- 291.FINGER OF DEATH (135 Active Pts; Type: Co, ElFl, Ne)
- 292.FINNEGAN'S FINDER SPELL (28 Active Pts; Type: Ar, Dv)
- 293.FIREBALL (45 Active Pts; Type: Co, ElFi)
- 294.FIRE BLESSING (30 Active Pts; Type: Cn, ElFi)
- 295.FIRE EAGLE (56 Active Pts; Type: Co, ElFi)

- 296.FIRE EATER (12 Active Pts; Type: Cn, ElFi)
- 297.FIRE SIGHT (20 Active Pts; Type: Dv, ElFi)
- 298.FIRE TRAP (35 Active Pts; Type: Ar, ElFi)
- 299.FIRE WARDING (56 Active Pts; Type: Co, ElFi)
- 300.FISHER (125 Active Pts; Type: Di, Fo)
- 301.FLAMING WEAPON (45 Active Pts; Type: Co, ElFi)
- 302.FLIGHT (20 Active Pts; Type: Tr, ElAi)
- 303.FLOATING DISK (30 Active Pts; Type: Ar, ElAi, Fo)
- 304.FLOOD (90 Active Pts; Type: Co, ElWa)
- 305.FLYING CASTLE (202 Active Pts; Type: Ar, ElAi)
- 306.FOG BANK (35 Active Pts; Type: ElAi, ElWa, Nm)
- 307.FOOL'S GOLD (15 Active Pts; Type: Ar, Il)
- 308.FORCE GLOVE (90 Active Pts; Type: Co, Fo)
- 309.FORCE HAMMER (30 Active Pts; Type: Co, Fo)
- 310.FOREST WALK (50 Active Pts; Type: Dv, Mm)
- 311.FOREWARN (25 Active Pts; Type: Pm)
- 312.FORGET (60 Active Pts; Type: En)
- 313.FORGIL'S SPELL OF REDOUBLED EFFORT (35 Active Pts; Type: Ar, Co)
- 314.FORLORN ENCYSTMENT (66 Active Pts; Type: Co, ElEa)
- 315.FOUL AIR (35 Active Pts; Type: Co, ElAi)
- 316.FREE ACTION (49 Active Pts; Type: Mm, Tr)

- 317.FREE THE BODY (72 Active Pts; Type: ElSp, Tr)
- 318.FREEZE LIQUID (30 Active Pts; Type: ElWa, Ic)
- 319.FREEZING WEAPON (45 Active Pts; Type: Ar, Co, Ic)
- 320.FRESH AIR (15 Active Pts; Type: ELAi)
- 321.FRESH AIR (5 Active Pts; Type: ELAi)
- 322.FRIENDLY MEETING (40 Active Pts; Type: Am)
- 323.FRIENDLY RIDE (40 Active Pts; Type: Am)
- 324.FRIENDSHIP (30 Active Pts; Type: En)
- 325.FRUITFUL (30 Active Pts; Type: Nm, Pm)
- 326.FUR OF THE POLAR BEAR (6 Active Pts; Type: Am, Cn, ElFl)
- 327.FUTURE SELF (50 Active Pts; Type: Ti, Tr)

G

- 328.GALE WIND (60 Active Pts; Type: Cn, ElAi)
- 329.GAS BARRIER (15 Active Pts; Type: ElAi)
- 330.GAZE REFLECTION (62 Active Pts; Type: Cn, Mm)
- 331.GEYSER (90 Active Pts; Type: Co, ElEa, ElWa, Nm)
- 332.GHOST BLADE (52 Active Pts; Type: Co, Di, ElSp)
- 333.GLAMOR (64 Active Pts; Type: Il)
- 334.GLARE (20 Active Pts; Type: Co, Li)
- 335.GLASS AIR (52 Active Pts; Type: Cn, Il, ElAi)
- 336.GLEAN INTENT (45 Active Pts; Type: Dv, En)
- 337.GLIDE (10 Active Pts; Type: ElAi)
- 338.GLOOM (40 Active Pts; Type: Da)
- 339.GLOWING TRACKS (20 Active Pts; Type: Dv)
- 340.GLYPH OF SANCTION (70 Active Pts; Type: Ar, ElAi, ElEa, ElFi, ElFl, ElMe, ElSp, ElWa, ElWo)
- 341.GOSSIPING WIND (85 Active Pts; Type: Dv, ElAi)
- 342.GREAT BANQUET (43 Active Pts; Type: Il)
- 343.GREAT SIEGE WALL (97 Active Pts; Type: Ar, ElAi, ElEa, ElFi, ElFl, ElMe, ElSp, ElWa, ElWo)
- 344.GREATER PENTACLE OF BINDING (170 Active Pts; Type: Su)
- 345.GROW VINE (10 Active Pts; Type: ElWo, Pm)

- 346.GROWTH (38 Active Pts; Type: ElFl)
- 347.GUARDIAN WIND (40 Active Pts; Type: Cn, ElAi)
- 348.GUIDE (9 Active Pts; Type: Dv)
- 349.GUIDE WEAPON (25 Active Pts; Type: Ar, Co)
- 350.GUST (30 Active Pts; Type: Cn, ElAi)

H

- 351.HAIL STORM (35 Active Pts; Type: Co, Ic)
- 352.HAIRWEB (92 Active Pts; Type: Co, ElFl)
- 353.HAND SWORD (24 Active Pts; Type: Co, ElFl, ElMe)
- 354.HANNIBAL'S SONIC PARALYSIS (82 Active Pts; Type: Co, So)
- 355.HARDEN (25 Active Pts; Type: ElEa)
- 356.HARVEST MOON (40 Active Pts; Type: Il, Lu)
- 357.HASTE (87 Active Pts; Type: Cn, ElFl)
- 358.HAUNTED WOODS (56 Active Pts; Type: Nm, Pm)
- 359.HEARTREND (100 Active Pts; Type: Co, ElFl)
- 360.HEAT METAL (62 Active Pts; Type: Ar, Co, ElFi, ElMe)
- 361.HEAT SENSE (5 Active Pts; Type: Dv)
- 362.HEAVENLY BRIDGE (75 Active Pts; Type: Ar, Fo)
- 363.HEIGHTENED AWARENESS (8 Active Pts; Type: En, Mm)
- 364.HIBERNATE (21 Active Pts; Type: Am, ElFl)
- 365.HIBERNATION (30 Active Pts; Type: ElFl)
- 366.HIDDEN GROVE (50 Active Pts; Type: Il, Nm)
- 367.HIDDEN SUGGESTION (62 Active Pts; Type: En)
- 368.HIDE THOUGHTS (10 Active Pts; Type: En, Il)
- 369.HIDE OF THE CHAMELEON (20 Active Pts; Type: Am, ElFl)

- 370.HIDEOUS RENDING (60 Active Pts; Type: Co, ElFl)
- 371.HOLD PORTAL (67 Active Pts; Type: Ar)
- 372.HOMEKEEPER (67 Active Pts; Type: Ar)
- 373.HOOVES OF THUNDER (102 Active Pts; Type: Ar, ElMe, Tr)
- 374.HORNS OF THE RAM (24 Active Pts; Type: Am, ElFl)
- 375.HORRIBLE STENCH (97 Active Pts; Type: Co, ElAi)
- 376.HORSELESS CARRIAGE (90 Active Pts; Type: Ar, Tr)
- 377.HOUSE SPIRIT (30 Active Pts; Type: Su)
- 378.HRAG'S GRAND ANNOUNCEMENT (42 Active Pts; Type: Il, So)
- 379.HUMBLE (60 Active Pts; Type: En)
- 380.HUNGER (50 Active Pts; Type: En)
- 381.HURRICANE (337 Active Pts; Type: Co, ElAi, Nm)
- 382.HYPNOSIS (85 Active Pts; Type: En)
- 383.HYPNOTIC FLAMES (50 Active Pts; Type: En, ElFi)
- 384.HYPNOTIC GAZE (82 Active Pts; Type: En)

I

- 385.ICE BOAT (40 Active Pts; Type: ElWa, Ic, Tr)
- 386.ICE GLITTER (60 Active Pts; Type: Co, ElWa, Ic)
- 387.ICE MISTS (20 Active Pts; Type: ElAi, Ic)
- 388.ICE SHARDS (60 Active Pts; Type: Co, ElWa, Ic)
- 389.ICE SIGHT (10 Active Pts; Type: Dv, ElWa, Ic)
- 390.IGNITE FLAME (22 Active Pts; Type: ElFi)
- 391.ILLUSION (120 Active Pts; Type: Il)
- 392.IMAGES (15 Active Pts; Type: Il)
- 393.IMMUNITY TO DISEASE (22 Active Pts; Type: ElFl, He)
- 394.IMMUNITY TO SPELL (75 Active Pts; Type: Mm)
- 395.IMPRISON (89 Active Pts; Type: ElEa)
- 396.IMPROVED VENTRILOQUISM (40 Active Pts; Type: Il, So)
- 397.IMRIC'S PROOF AGAINST SCRYING (90 Active Pts; Type: Dv, Mm)
- 398.INCINERATION STRIKE (90 Active Pts; Type: Co, ElFi)
- 399.INCOMING (30 Active Pts; Type:)
- 400.INCREASE MASS (22 Active Pts; Type: Ar)
- 401.INCREASED AWARENESS (9 Active Pts; Type: ElFl, ElSp)
- 402.INEXPLICABLE MANIFESTATION (37/97 Active Pts; Type: Il)
- 403.INFESTATION (37 Active Pts; Type: Co, Am)

- 404.INK OF THE OCTOPUS (20 Active Pts; Type: Cn, Am, ElFl)
- 405.INSATIABLE THIRST (50 Active Pts; Type: En)
- 406.INSECT PLAGUE (70 Active Pts; Type: Co, Am)
- 407.INSTANT REPLAY (37 Active Pts; Type: Il)
- 408.INTIMIDATE (40 Active Pts; Type: En, Il)
- 409.INVEST OBJECT (20 Active Pts; Type: Mm)
- 410.INVISIBLE TENT (30 Active Pts; Type: Ar, Fo)
- 411.INVISIBLE SERVANT (29 Active Pts; Type: Su)
- 412.INVISIBLEITY (20 Active Pts; Type: Il)
- 413.INVISIBLEITY TO ANIMALS (50 Active Pts; Type: Am, Il)
- 414.IRON SOUL (20 Active Pts; Type: Mm)
- 415.IRON WARRIOR (75 Active Pts; Type: Co, ElFl)
- 416.IRON WILL (12 Active Pts; Type: En, Mm)

J

417.JET OF AIR (70 Active Pts; Type: Co, ElAi)

K

418.KALAN's CRYPTIC CHORDS (24 Active Pts; Type: ElFl, So)

419.KHAMSHEEN (186 Active Pts; Type: Co, ElAi, Nm)

420.KNOW AIR (13 Active Pts; Type: Dv, ElAi)

421.KNOW DIRECTION (3 Active Pts; Type: Dv)

422.KNOW MOON (13 Active Pts; Type: Dv, Lu)

423.KNOW PLANE (42 Active Pts; Type: Dv, Di)

424.KNOW THE SIZE OF THE HIDDEN (13 Active Pts; Type: Dv)

425.KNOWING (25 Active Pts; Type: Dv, Am, Nm)

426.KORNAR's GREASE SPOT (70 Active Pts; Type: Cn)

L

- 427.LAND HAVEN (132 Active Pts; Type: ElEa, ElWa)
- 428.LAVA PIT (99 Active Pts; Type: Co, ElEa, ElFi, Nm)
- 429.LEGERDEMAIN (50 Active Pts; Type: Il)
- 430.LEVITATE (17 Active Pts; Type: ElAi, Tr)
- 431.LICH TRANSFORMATION (89 Active Pts; Type: Ne)
- 432.LIFE TRANSFER (90 Active Pts; Type: ElFl, Ne)
- 433.LIFELEECH (82 Active Pts; Type: Co, Ne)
- 434.LIGHT (15 Active Pts; Type: Il, Li)
- 435.LIGHTEN BURDEN (15 Active Pts; Type: Ar)
- 436.LIGHTEN METAL (90 Active Pts; Type: Ar, ElMe)
- 437.LIGHTNING BOLT (40 Active Pts; Type: Co, ElAi, Lt, Nm)
- 438.LIGHTNING FLASH (30 Active Pts; Type: Cn, ElAi, Lt, Nm)
- 439.LIGHTNING ROD (54 Active Pts; Type: ElEa, Lt)
- 440.LIKE A ROCK (19 Active Pts; Type: ElEa, ElFl)
- 441.LION'S ROAR (15 Active Pts; Type: Am, Cn, ElFl)
- 442.LITTLE FRIENDS (52 Active Pts; Type: Am, En, Su)
- 443.LIVING WOOD (49 Active Pts; Type: Co, ElWo, Pm)
- 444.LOCATE NEMESIS (45 Active Pts; Type: Dv)
- 445.LOCATE OBJECT (19 Active Pts; Type: Dv, Ne)

- 446.LOFTY EYE (15 Active Pts; Type: Dv, ElAi)
- 447.LONG SLEEP (5 Active Pts; Type: ElFl)
- 448.LORE OF THE PLANTS (13 Active Pts; Type: Pm)
- 449.LOVE SPELL (87 Active Pts; Type: Ar, En)
- 450.LUCK CHARM (37 Active Pts; Type: Ar, Mm)
- 451.LUNATIC (75 Active Pts; Type: En, Lu)

M

- 452.MAELSTROM (94 Active Pts; Type: Co, ElWa, Nm)
- 453.MAGE'S BANE (60 Active Pts; Type: Co, Mm)
- 454.MAGIC DOOR (63 Active Pts; Type: Ar)
- 455.MAGIC DOOR (56 Active Pts; Type: Ar, Tr)
- 456.MAGIC FREE ZONE (300 Active Pts; Type: Mm)
- 457.MAGIC HEARTH (24 Active Pts; Type: Ar, ElEa, ElFi)
- 458.MAGIC MOUSETRAP (60 Active Pts; Type: Ar)
- 459.MAGIC POOL (65 Active Pts; Type: Mm)
- 460.MAGIC TAR (39 Active Pts; Type: Ar)
- 461.MAGICAL AURA (25 Active Pts; Type: Il, Mm)
- 462.MAJOR HEALING (40 Active Pts; Type: ElFl, He)
- 463.MALEDICTION (32 Active Pts; Type: Su)
- 464.MALEKITH'S METEOR SWARM (90 Active Pts; Type: Co, ElFi)
- 465.MAOKAR'S GREAT LEAP FORWARD (35 Active Pts; Type: ElFl, Tr)
- 466.MARATHON (66 Active Pts; Type: ElFl, Tr)
- 467.MARCHING FOREST (45 Active Pts; Type: ElWo, Nm, Pm)
- 468.MARKOTH'S ROTTING CURSE (270 Active Pts; Type: Ne)
- 469.MARTIAL SKILL (82 Active Pts; Type: Co, ElFl)
- 470.MASK INEBRIATION (105 Active Pts; Type: En, Il)

- 471.MASS FEAR (125 Active Pts; Type: Cn, En)
- 472.MASS INVISIBILITY (55 Active Pts; Type: Il)
- 473.MASS SILENCE (55 Active Pts; Type: Il, So)
- 474.MATERIALIZE (105 Active Pts; Type: Di, Su)
- 475.MATLOQUE'S CURSE OF SILENCE (90 Active Pts; Type: Cn, ElFl, So)
- 476.MATLOQUE'S IMPEDIMENT OF THE TONGUE (49 Active Pts; Type: Il, So)
- 477.MELD (40 Active Pts; Type: Ar)
- 478.MEMORY (8 Active Pts; Type: ElFl)
- 479.MEMORY SURGERY (80 Active Pts; Type: En, He)
- 480.MEND (30 Active Pts; Type: Ar)
- 481.MENTAL CLOAK (60 Active Pts; Type: En, Il)
- 482.MENTAL PARALYSIS (140 Active Pts; Type: Cn, En)
- 483.METAL SHAFT (45 Active Pts; Type: Co, ElMe)
- 484.METAL SKIN (19 Active Pts; Type: Cn, ElMe)
- 485.MIGHTY LEAP (20 Active Pts; Type: ElFl, Tr)
- 486.MIND MISSILE (60 Active Pts; Type: Co, Il)
- 487.MIND SPEAK (30 Active Pts; Type: En)
- 488.MIND TRAP (60 Active Pts; Type: En)
- 489.MINOR HEALING (20 Active Pts; Type: ElFl, He)
- 490.MIRAGE (60 Active Pts; Type: Il)
- 491.MIRROR IMAGE (33 Active Pts; Type: Il)

- 492.MIRROR PLANE (var. Active Pts; Type: Di)
- 493.MIRROR WALK (58 Active Pts; Type: Tr)
- 494.MISCAST (60 Active Pts; Type: Cn, Mm)
- 495.MIST FORM (40 Active Pts; Type: ELAi, ElWa)
- 496.MONKEY SWING (20 Active Pts; Type: Am, ElFl)
- 497.MOON DANCE (30 Active Pts; Type: ElFl, Lu)
- 498.MUD TRAP (30 Active Pts; Type: Cn, ElEa)
- 499.MUTE (45 Active Pts; Type: ElFl)
- 500.MYSTERIOUS MANSERVANT (90 Active Pts; Type: Su)
- 501.MYSTIC FORTRESS (225 Active Pts; Type: Ar)

N

502.NACRE'S SAVAGE ATTRACTION (124 Active Pts; Type: Ar, ElMe)

503.NAMER'S COMMAND (60 Active Pts; Type: En)

504.NETHERWORLD (75 Active Pts; Type: Il)

505.NEUTRALIZE ACID (108 Active Pts; Type: Ar, He)

506.NEUTRALIZE POISON (64 Active Pts; Type: Ar, He)

507.NEW FEATURES (30 Active Pts; Type: ElFl, Il)

508.NIGHT BLINDNESS (40 Active Pts; Type: Cn, Da)

509.NIGHTMARE (75 Active Pts; Type: Co, En, Il)

510.NIGHT SCARE (81 Active Pts; Type: Co, Da Il, Lu)

511.NIGHT SIGHT (19 Active Pts; Type: Ar, ElFl)

512.NIGHT WINGS (20 Active Pts; Type: Am, ElFl)

513.NONCOMMITAL (50 Active Pts; Type: Ar, Cn)

514.NUMB SENSE (25 Active Pts; Type: Cn, Il, ElFl)

O

- 515.OBFUSCATE (40 Active Pts; Type: En, Il)
- 516.OBJECT READING (33 Active Pts; Type: Ar, Dv)
- 517.OBSCURE (30 Active Pts; Type: En, Il)
- 518.ODOR EATER (30 Active Pts; Type: Il)
- 519.OPEN BARRIER (35 Active Pts; Type: Ar, Tr)
- 520.OPEN GRAVE (120 Active Pts; Type: Ne)
- 521.OPEN THY HEART (62 Active Pts; Type: En)
- 522.OPEN WOUND (75 Active Pts; Type: Co, ElFl)
- 523.ORB OF FLAMES (45 Active Pts; Type: Co, ElFi)
- 524.OWL FORM (27 Active Pts; Type: Am)
- 525.OWL SENSE (35 Active Pts; Type: Am, ElFl)

P

- 526.PARALYSIS (75 Active Pts; Type: Cn, ElFl, En)
- 527.PART WATER (60 Active Pts; Type: ElWa)
- 528.PASS MONTH (87 Active Pts; Type: Di, Lu)
- 529.PASS TREES (35 Active Pts; Type: ElWo, Pm, Tr)
- 530.PASS WALL (58 Active Pts; Type: ElEa, Tr)
- 531.PAST IMAGES (82 Active Pts; Type: Dv, Il)
- 532.PATHS OF CONFUSION (55 Active Pts; Type: En, Pm)
- 533.PENULTIMATE BARRIER (100 Active Pts; Type: Il)
- 534.PENTACLE OF CONJURATION (25-187 Active Pts; Type: Ar, Ne, Su)
- 535.PERCUSSION (60 Active Pts; Type: Cn, So)
- 536.PERMANENT ILLUSION (49 Active Pts; Type: Il)
- 537.PERSUADE (75 Active Pts; Type: En)
- 538.PHANTASM (150 Active Pts; Type: Il)
- 539.PHASE CITY (150 Active Pts; Type: Di, Tr)
- 540.PHASE TRAP (125 Active Pts; Type: Cn, Di)
- 541.PINCH (6 Active Pts; Type: Cn, ElFl)
- 542.PLAGUE (165 Active Pts; Type: Ne)
- 543.PLAGUE OF FLIES (102 Active Pts; Type: Am, Co, Ne, Su)
- 544.PLANAR BOLT (45 Active Pts; Type: Co, Di, ElAi, ElEa, ElFi, ElFl, ElMe, ElSp, ElWa, ElWo)

- 545.PLANAR PROTECTION (22 Active Pts; Type: Cn, ElAi, ElEa, ElFi, ElFl, ElMe, ElSp, ElWa, ElWo)
- 546.PLANE OF DARKNESS (102 Active Pts; Type: Da, Di, Tr)
- 547.PLANT GROWTH (50 Active Pts; Type: ElWo, Pm)
- 548.PLANT TRAIL (41 Active Pts; Type: ElWo, Pm)
- 549.POISON WELL (50 Active Pts; Type: Al, Ne)
- 550.POKE (17 Active Pts; Type: Co, ElFl)
- 551.POLISH METAL (25 Active Pts; Type: Ar, ElMe)
- 552.POOL OF QUICKSAND (100 Active Pts; Type: Cn, ElEa)
- 553.PORTABLE HOLE (35 Active Pts; Type: Di)
- 554.POSSESSION (90 Active Pts; Type: ElSp, En)
- 555.POUNCE OF THE LION (31 Active Pts; Type: Am, ElFl)
- 556.POWER ITEM (20 Active Pts; Type: Mm)
- 557.PRAYER OF CLEANSING (75 Active Pts; Type: Cn, Go)
- 558.PRECISION CONTROL (25 Active Pts; Type: Ar)
- 559.PREDICT WEATHER (40 Active Pts; Type: ElAi, Nm)
- 560.PRIMORDIAL ICE (90 Active Pts; Type: Co, ElWa, Ic)
- 561.PROCUREMENT (45 Active Pts; Type: Ar, Su)
- 562.PROBE EMOTIONS (40 Active Pts; Type: En)
- 563.PRODUCE FLAME (15 Active Pts; Type: ElFi)
- 564.PRODUCE SMALL ANIMAL (25 Active Pts; Type: Am, ElFl, Su)
- 565.PROJECT VOICE (25 Active Pts; Type: Il, So)

- 566.PROTECTION FROM FIRE (27 Active Pts; Type: ElFi)
- 567.PROTECTION VERSUS MAGIC (25 Active Pts; Type: Mm)
- 568.PSIONIC NEXUS (40 Active Pts; Type: En)
- 569.PSYCHIC BLAST (62 Active Pts; Type: Cn, En)
- 570.PSYCHOKINESIS (15 Active Pts; Type: Fo)
- 571.PSYCHOMETRY (21 Active Pts; Type: Dv)
- 572.PURIFY AIR (35 Active Pts; Type: ElAi)
- 573.PURIFY BODY (41 Active Pts; Type: ElSp, He, Mm)
- 574.PURIFY NOURISHMENT AND DRINK (40 Active Pts; Type: Al)
- 575.PURIFY WATER (50 Active Pts; Type: Al, ElWa)
- 576.PUTRIFY (30 Active Pts; Type: Ne)
- 577.PYOSIS (45 Active Pts; Type: ElFl, Ne)

Q

578.QUENCH BRIGHT MAGIC (120 Active Pts; Type: Da, Mm)

579.QUICK HEAL (20 Active Pts; Type: ElFl, He)

580.QUICK RUN (20 Active Pts; Type: ElFl, Tr)

581.QUICKEN TIME (75 Active Pts; Type: Ti)

582.QUICKENING (25 Active Pts; Type: Cn, ElFl)

R

- 583.RACNOLD'S RICOCHET (55 Active Pts; Type: Co, ElFl)
- 584.RAIN STORM (35 Active Pts; Type: ElAi, ElWa, Nm)
- 585.RAPID INTOXICATION (70 Active Pts; Type: ElFl)
- 586.RE-DIRECT MAGIC (30 Active Pts; Type: Mm)
- 587.READ EMOTIONS (17 Active Pts; Type: En)
- 588.REALM OF THE EARTH (20 Active Pts; Type: Am, ElEa, ElFl)
- 589.REALM OF THE GREAT (30 Active Pts; Type: Am, ElFl)
- 590.REALM OF THE HUNTER (19 Active Pts; Type: Am, ElFl)
- 591.REALM OF THE SMALL (40 Active Pts; Type: Am, ElFl)
- 592.REALM OF THE WATER (21 Active Pts; Type: Am, ElFl, ElWa)
- 593.REGAIN HEALTH (60 Active Pts; Type: ElFl, He)
- 594.REMAIN CONCIOUS (75 Active Pts; Type: ElFl)
- 595.REMOVE ENERGY (40 Active Pts; Type: ElFl, Mm)
- 596.REPEL UNCLEAN (37 Active Pts; Type: Cn, Go)
- 597.RESIST HEAT (4 Active Pts; Type: ElFi)
- 598.RESIST INTOXICATION (3 Active Pts; Type: ElFl)
- 599.RESIST MAGIC (30 Active Pts; Type: Mm)
- 600.RESIST PAIN (64 Active Pts; Type: ElFl)
- 601.RESIST PAIN (37 Active Pts; Type: ElFl)

- 602.RESIST THE FURY OF NATURE (36 Active Pts; Type: Nm)
- 603.RESISTANCE (10 Active Pts; Type: ElSp)
- 604.RESISTANCE TO COLD (23 Active Pts; Type: Ic)
- 605.RESTORE BODY (38 Active Pts; Type: ElFl, He)
- 606.RESTORE LIMB (13 Active Pts; Type: ElFl, He)
- 607.RESTORE MIND (38 Active Pts; Type: ElSp, He)
- 608.RESTORE SENSES (38 Active Pts; Type: ElFl, He)
- 609.RETRIBUTION (60 Active Pts; Type: Co, Mm)
- 610.REVERSE EMOTION (50 Active Pts; Type: En)
- 611.REVIVIFY WOOD (60 Active Pts; Type: ElWo, Pm)
- 612.RING OF STEEL (40 Active Pts; Type: Co, ElMe)
- 613.RING OF SOLITUDE (25 Active Pts; Type: Da, So)
- 614.RIP SPACE (50 Active Pts; Type: Di, Tr)
- 615.RISING COLUMN (50 Active Pts; Type: ElEa, ElFl, ElMe, ElWa, ElWo)
- 616.ROCK FIST (10 Active Pts; Type: Co, ElEa)
- 617.ROLLING STONE (15 Active Pts; Type: ElEa)
- 618.ROLLING ROCK (124 Active Pts; Type: Co, ElEa)
- 619.ROPE TRICK (60 Active Pts; Type: Di)
- 620.ROT WOOD (45 Active Pts; Type: ElWo, Ne)
- 621.RUBBERY TRANSFORMATION (50 Active Pts; Type: ElFl)
- 622.RUBBERY AURA (110 Active Pts; Type: ElEa, ElFl, ElMe, ElWo)

623.RUST IRON (30 Active Pts; Type: ElMe)

624.RUST METAL (75 Active Pts; Type: ElMe)

S

- 625.SAFE SHALLOWS (15 Active Pts; Type: Dv, ElWa)
- 626.SAFETY NET (10 Active Pts; Type: ElAi)
- 627.SALWIN'S JOURNEY OF THE TORCH (90 Active Pts; Type: ElFi, Tr)
- 628.SAND BLAST (40 Active Pts; Type: Cn, ElAi, ElEa)
- 629.SCAR LAND (171 Active Pts; Type: ElAi, ElEa, ElWa, ElWo)
- 630.SCRY DEFLECTOR (80 Active Pts; Type: Dv, Mm)
- 631.SCRYSHIELD (45 Active Pts; Type: Dv, Mm)
- 632.SEA WIND (30 Active Pts; Type: ElAi)
- 633.SEARING DISK (60 Active Pts; Type: Co, ElFi, ElMe)
- 634.SEARING TOUCH (30 Active Pts; Type: Co, ElFi)
- 635.SECRET PATHS (31 Active Pts; Type: Pm)
- 636.SEE FUTURE (40 Active Pts; Type: Dv, Ti)
- 637.SEEK MIND (40 Active Pts; Type: Dv)
- 638.SEIZE HIM! Active Pts; Type: 40 Active Pts; Type: Ar, Cn)
- 639.SENSE AIR CURRENTS (17 Active Pts; Type: Dv, ElAi)
- 640.SENSE EARTH (18 Active Pts; Type: Dv, ElEa)
- 641.SENSE FUTURE (30 Active Pts; Type: Dv, Ti)
- 642.SENSE OF THE BAT (15 Active Pts; Type: Dv, ElFl, So)
- 643.SENSE UNCLEAN (17 Active Pts; Type: Dv, Go)

- 644.SERVANT VISION (51 Active Pts; Type: Dv, ElSp, En)
- 645.SHADE (52 Active Pts; Type: Da, Nm)
- 646.SHADES (5 Active Pts; Type: Da)
- 647.SHADOW (20 Active Pts; Type: Da, Il)
- 648.SHADOW CLOAK (52 Active Pts; Type: Da, Il)
- 649.SHADOW DEMON (44 Active Pts; Type: Co, Da, Su)
- 650.SHADOW FORM (40 Active Pts; Type: Da)
- 651.SHADOW MASK (30 Active Pts; Type: Da)
- 652.SHADOW SPY (35 Active Pts; Type: Da, Dv)
- 653.SHADOW WALK (20 Active Pts; Type: Da, Tr)
- 654.SHAKEDOWN (20 Active Pts; Type: Ar)
- 655.SHAPE ELEMENT (25 Active Pts; Type: ElEa, ElFl, ElMe, ElWo)
- 656.SHAPE SHADOWS (10 Active Pts; Type: Da, Il)
- 657.SHAPE TREE (40 Active Pts; Type: ElWo, Pm)
- 658.SHAPE WATER (20 Active Pts; Type: ElAi, ElWa)
- 659.SHAPECHANGE (117 Active Pts; Type: ElFl)
- 660.SHARE FLIGHT (15 Active Pts; Type: ElAi, Tr)
- 661.SHARPEN WEAPON (20 Active Pts; Type: Co, ElMe, ElWo)
- 662.SHIELD OF DELIVERANCE (82 Active Pts; Type: Mm, Tr)
- 663.SHIELD OF PROTECTION (40 Active Pts; Type: Cn, Fo)
- 664.SHOCKING TOUCH (56 Active Pts; Type: Co, Lt)

- 665.SHORGA'S LIFT (30 Active Pts; Type: ElAi, Tr)
- 666.SHRINKING (62 Active Pts; Type: ElFl)
- 667.SIEGE WEAPON (33 Active Pts; Type: Ar, ElEa, ElMe, ElWo, Tr)
- 668.SILENCE (20 Active Pts; Type: So)
- 669.SILENT POWER (110 Active Pts; Type: ElFl)
- 670.SILVER BURST (82 Active Pts; Type: Co, Mm)
- 671.SIMULACRUM (74 Active Pts; Type: Ar, ElEa, Su)
- 672.SINGLE PURPOSE (75 Active Pts; Type: ElSp)
- 673.SIZZLING WEB (55 Active Pts; Type: Co, ElFi)
- 674.SKATE (20 Active Pts; Type: Ic, Tr)
- 675.SKIN OF FLAME (37 Active Pts; Type: Co, ElFi)
- 676.SKIN OF THE SNAKE (4 Active Pts; Type: Am, ElFl)
- 677.SKULL SERVANT (35 Active Pts; Type: Ar, Ne, Su)
- 678.SKUNK SPRAY (40 Active Pts; Type: Am, ElFi)
- 679.SKYBRIGHT (55 Active Pts; Type: ElAi, Li)
- 680.SLEEP (105 Active Pts; Type: ElSp, En)
- 681.SLEEP OF THE DEAD (6 Active Pts; Type: ElFl, Ne)
- 682.SLEEP TALKING (50 Active Pts; Type: ElSp, En)
- 683.SLIP SPACE (20 Active Pts; Type: Di, Tr)
- 684.SLOW (22 Active Pts; Type: Cn, ElFl)
- 685.SLOW TIME (30 Active Pts; Type: Cn, Ti)

- 686.SMOKING FIRE (20 Active Pts; Type: Cn, ElFi)
- 687.SMOTHERING DARKNESS (72 Active Pts; Type: Cn, Da)
- 688.SNAKE SENSE (10 Active Pts; Type: Am, Dv, ElFl)
- 689.SOLID REFLECTION (40 Active Pts; Type: Cn)
- 690.SORSHA'S BLACK KISS (146 Active Pts; Type: Da, Ne)
- 691.SOULHOOK (94 Active Pts; Type: Ar, ElSp, Ne)
- 692.SOUL SHIELD (10 Active Pts; Type: Cn, Mm)
- 693.SOUL SLAVE (125 Active Pts; Type: ElFl, ElSp)
- 694.SOVEREIGN SUMMONING (90 Active Pts; Type: Di, Su)
- 695.SPACIAL ANOMALY (30 Active Pts; Type: Di, Su)
- 696.SPEAK WITH SPIRITS (65 Active Pts; Type: ElSp, Ne)
- 697.SPELL-LOCK (75 Active Pts; Type: Ar)
- 698.SPELL OF ABSORPTION (25 Active Pts; Type: Mm)
- 699.SPELL OF THE CHARMED BLADE (20 Active Pts; Type: Co)
- 700.SPELL OF THE GRASPED ARROW (10 Active Pts; Type: Co)
- 701.SPELL OF THE TRUE ARROW (20 Active Pts; Type: Co)
- 702.SPELL OF THE WARRIOR'S STRENGTH (20 Active Pts; Type: Co, ElFl)
- 703.SPELL WARD (150 Active Pts; Type: Ar)
- 704.SPHERE OF ANNIHILATION (165 Active Pts; Type: Co, Da, Di,)
- 705.SPHERE OF SILENCE (50 Active Pts; Type: ElAi, So)
- 706.SPIDER'S GRIP (10 Active Pts; Type: Am, ElFl)

707.SPINES OF THE PORCUPINE (37 Active Pts; Type: Am, ElFl)
708.SPIRIT VOICE (20 Active Pts; Type: Il, So)
709.SPIRIT CURSE (40 Active Pts; Type: ElFl, ElSp)
710.SPORE CLOUD (60 Active Pts; Type: Co, Pm)
711.SPRINT (28 Active Pts; Type: ElFl, Tr)
712.SQUEAKY SHOES (17 Active Pts; Type: Ar, So)
713.STAND FIRM (17 Active Pts; Type: ElEa)
714.STAR TRAVELLERS (369 Active Pts; Type: Tr)
715.STARBURST (52 Active Pts; Type: Co, ElEa)
716.STARE OF POWER (30 Active Pts; Type: En)
717.STATUETTE (101 Active Pts; Type: Ar)
718.STAY DRY (15 Active Pts; Type: ElWa)
719.STEAL BREATH (30 Active Pts; Type: Cn, ElAi)
720.STEAL FORM (52 Active Pts; Type: Am, Cn, ElAi, ElFl)
721.STEAL POWER (45 Active Pts; Type: Mm)
722.STEAL SIGHT (80 Active Pts; Type: Dv, ElFl)
723.STEAL YOUTH (45 Active Pts; Type: ElFl, Ti)
724.STEAM CLOUD (40 Active Pts; Type: Co, ElWa)
725.STILLBORN (40 Active Pts; Type: ElFl, Ne)
726.STONE BODY (20 Active Pts; Type: Cn, ElEa)
727.STONE FACE (20 Active Pts; Type: ElEa)

728.STONE SHAPE (80 Active Pts; Type: Ar, ElEa)
729.STONESKIN (12 Active Pts; Type: Cn, ElEa)
730.STORM OF THORNS (35 Active Pts; Type: Co, ElWo, Pm)
731.STORY SMOKE (45 Active Pts; Type: Elfi, Il)
732.STRENGTH IN ARMS (75 Active Pts; Type: Cn, ElFl, He)
733.STRENGTH OF TEN (50 Active Pts; Type: Cn, ElFl)
734.STRENGTH SWITCH (45 Active Pts; Type: Cn, ElFl, Mm)
735.STRENGTHEN OBJECT (33 Active Pts; Type: Ar, ElEa, ElFl, ElMe, ElWo)
736.STRENGTHENING OF WILL (40 Active Pts; Type: ElSp, En)
737.STROBE (30 Active Pts; Type: Cn, Li)
738.STUNJACK (52 Active Pts; Type: Am, ElFl, Lt)
739.SUBDUE MAGIC (31 Active Pts; Type: Mm)
740.SUBLIMINAL MESSAGE (87 Active Pts; Type: Ar, En, Il)
741.SUFFER THE FROST (32 Active Pts; Type: Ic, Nm)
742.SUFFER THY WRATH (68 Active Pts; Type: Cn)
743.SUGGESTION (60 Active Pts; Type: En)
744.SUMMON ANCIENT POWER (135 Active Pts; Type: Ne, Su)
745.SUMMON DEMON (19-75 Active Pts; Type: Su)
746.SUMMON DEMON HAND (37 Active Pts; Type: Su)
747.SUMMON DJINN (90 Active Pts; Type: ElAi, Su)
748.SUMMON ELEMENTAL (up to 74 Active Pts; Type: ElAi, ElEa, ElFi, ElWa, Su)

749.SUMMON FAMILIAR (20 Active Pts; Type: Am, Su)
750.SUMMON HORDE (290 Active Pts; Type: Su)
751.SUMMON IMP (56 Active Pts; Type: Su)
752.SUMMON MAJOR DEMON (90 Active Pts; Type: Su)
753.SUMMON MOUNT (30 Active Pts; Type: Su)
754.SUMMON PLANAR ENTITY (105 Active Pts; Type: ElAi, ElEa, ElFi, ElWa, Su)
755.SUMMON RESIDENT (25 Active Pts; Type: Su)
756.SUMMON SALAMANDER (35 Active Pts; Type: ElFi, Su)
757.SUMMON SUCCUBUS (56 Active Pts; Type: Su)
758.SUMMON VERMIN (56 Active Pts; Type: Am, Su)
759.SUMMON WATER WEIRD (71 Active Pts; Type: ElWa, Su)
760.SUMMON WINDS (20 Active Pts; Type: ElAi, Nm)
761.SUNBOLT (50 Active Pts; Type: Co, Li)
762.SUPPRESS CHANGE (25 Active Pts; Type: ElFl, Mm)
763.SWAMP GAS (77 Active Pts; Type: Co, ElAi)
764.SWARM (52 Active Pts; Type: Am, Su)
765.SWARM FORM (23 Active Pts; Type: Am, ElFl)
766.SWIMMING (13 Active Pts; Type: ElFl, ElWa, Tr)
767.SWIRLING LEAVES (35 Active Pts; Type: Nm, Pm)
768.SYRUPY LIQUID (30 Active Pts; Type: ElWa)

T

- 769.TALE OF THE FLAME (40 Active Pts; Type: Dv, ElFi)
- 770.TALMAGE'S EFFULGENT CLOAK (42 Active Pts; Type: Ar, Il)
- 771.TANGLEHANDS (100 Active Pts; Type: Cn, ElFl)
- 772.TAP SKILL (38 Active Pts; Type: En, Mm)
- 773.TARQUA'S FROSTBALL (90 Active Pts; Type: ElWo, Co, Ic)
- 774.TATTOO (81 Active Pts; Type: Ar, ElFl)
- 775.TELEPATHIC CONTACT (15 Active Pts; Type: Dv, En)
- 776.TELEPORT (97 Active Pts; Type: Tr)
- 777.TEMPERATURE (50 Active Pts; Type: En, Nm)
- 778.TEMPLE OF SOLITUDE (70 Active Pts; Type: Di)
- 779.TEMPORAL TORNADO (180 Active Pts; Type: Cn, Ti)
- 780.THAUMATURGIC DOLL (96-105 Active Pts; Type: Ar)
- 781.THE CASTING OF THE RUNES (40 Active Pts; Type: Dv, Ti)
- 782.THE CHAIN OF MYRIAD USES (62 Active Pts; Type: Mm)
- 783.THE CHANT OF BINDING (75 Active Pts; Type: Ar)
- 784.THE CRUSHING RINGS OF ZONTAL (45 Active Pts; Type: Ar, Co, ElMe)
- 785.THE DANCE (60 Active Pts; Type: ElFl)
- 786.THE DAZZLING MARTIAL DISPLAY (35 Active Pts; Type: Co)
- 787.THE EYE OF EAGLE ARCHERY (50 Active Pts; Type: Co)

- 788.THE FIRST WORD OF OPENING (19 Active Pts; Type: Ar)
- 789.THE GREAT STORM (97 Active Pts; Type: ElAi, Nm)
- 790.THE GREAT WASTING (50 Active Pts; Type: ElAi, Nm)
- 791.THE GREY HAND (150 Active Pts; Type: Co, Ne)
- 792.THE GRIP OF IRON (50 Active Pts; Type: Cn, ElMe)
- 793.THE INSENSATE WORD (40 Active Pts; Type: Cn, ElFl)
- 794.THE MEDUSA TOUCH (135 Active Pts; Type: Co, ElEa)
- 795.THE NEXT WHISKEY BAR (24 Active Pts; Type: Dv)
- 796.THE NIGHT EYES (5 Active Pts; Type: Am, ElFl)
- 797.THE PHOENIX EFFECT (134 Active Pts; Type: Co, ElFi)
- 798.THE QUESTING SPELL OF SKALIZAR (132 Active Pts; Type: En)
- 799.THE RENDERING OF THE POLEARM (10 Active Pts; Type: Ar, Co)
- 800.THE REVELATIONS OF THE MAD (146 Active Pts; Type: Co, ElSp, En)
- 801.THE SECOND WORD OF OPENING (30 Active Pts; Type: Ar, Mm)
- 802.THE SPELL OF ENCHANTING A WEAPON (45 Active Pts; Type: Ar, Co)
- 803.THE SPELL OF NET CASTING (35 Active Pts; Type: Cn)
- 804.THE SPELL OF STRIKING SPIRITS (45 Active Pts; Type: Ar, Co, ElSp)
- 805.THE SPELL OF THE CLOSE DANCING WEAPON (29 Active Pts; Type: Ar, Co)
- 806.THE SPELL OF THE DANCING WEAPON (40 Active Pts; Type: Ar, Co)
- 807.THE SPELL OF THE DEBILITATING ARMOR (45 Active Pts; Type: Cn, ElFl)
- 808.THE SPELL OF THE INSTANT ARMY (51 Active Pts; Type: Il)

- 809.THE SPELL OF THE RETURNING WEAPON (45 Active Pts; Type: Ar, Co)
- 810.THE SPELL OF VORPAL SLICING (60 Active Pts; Type: Ar, Co)
- 811.THE SPELL OF WEATHERCALLING (34 Active Pts; Type: Nm)
- 812.THE UNDERTAKER (257 Active Pts; Type: Su)
- 813.THE VOID (100 Active Pts; Type: Da)
- 814.THE WALKING DEAD (115 Active Pts; Type: Dv, Ne)
- 815.THE WHIRLING TORNADO ATTACK (67 Active Pts; Type: Co)
- 816.THE WORD OF DEVASTATION (180 Active Pts; Type: Co, ElEa)
- 817.THE WORD OF THE ULTIMATE WEAPON (105 Active Pts; Type: Co, ElSp)
- 818.THREE WISHES (562 Active Pts; Type: Mm)
- 819.THRESHOLD (30 Active Pts; Type: Cn, ElFl)
- 820.THUNDER (50 Active Pts; Type: Cn, ElAi)
- 821.THUNDERFIST (18 Active Pts; Type: Co, ElFl)
- 822.THUNDERCLAP (67 Active Pts; Type: Cn, ElAi)
- 823.TIME BROTHER (var. Active Pts; Type: Su, Ti)
- 824.TIME PHASE (40 Active Pts; Type: Ti)
- 825.TIME PIECE (40 Active Pts; Type: Ar, Di, Ti)
- 826.TIME TUNNEL (30 Active Pts; Type: Ti)
- 827.TIME STOP (127 Active Pts; Type: Ti)
- 828.TIME VORTEX (157 Active Pts; Type: Cn, Ti)
- 829.TONGUES (20 Active Pts; Type: En)

830.TORNADO (375 Active Pts; Type: Co, ElAi, Nm)
831.TOUCH OF DECAY (50 Active Pts; Type: Ar, Ne)
832.TOUGHEN CLOTHING (18 Active Pts; Type: Ar)
833.TRACE TELEPORT (84 Active Pts; Type: Dv, Mm)
834.TRACKLESS (27 Active Pts; Type: ElAi)
835.TRACK MAGIC (34 Active Pts; Type: Dv, Mm)
836.TRANCE (54 Active Pts; Type: ElSp, Mm)
837.TRASCENDANT HEALING (210 Active Pts; Type: ElFl, He)
838.TRASCENDANT SUMMONING (6-135 Active Pts; Type: Di, Su)
839.TRANSFORM PLANT (35 Active Pts; Type: ElWo, Pm)
840.TRIGGER MESSAGE (50 Active Pts; Type: Il, So)
841.TRUE FORM (36 Active Pts; Type: Mm)
842.TRUE SEEING (50 Active Pts; Type: Dv)
843.TSESHARI'S SHADOW PUPPET (85 Active Pts; Type: Ar, Il)
844.TSUNAMI (281 Active Pts; Type: Co, ElWa, Nm)
845.TULSIT'S DISAPPEARING TEXT (90 Active Pts; Type: Ar, Il)
846.TULSIT'S MISLEADING TEXT (34 Active Pts; Type: Ar, Il)
847.TURN THE DARK ARTS (60 Active Pts; Type: Mm, Go)
848.TURN TIDES (50 Active Pts; Type: ElWa, Nm)

U

- 849.ULTRASOUND (10 Active Pts; Type: Dv, So)
- 850.ULTRATALK (20 Active Pts; Type: ElFl, Il, So)
- 851.UNBELIEVABLE SOBRIETY (105 Active Pts; Type: En, Il)
- 852.UNLIGHT (21 Active Pts; Type: Il, Da)
- 853.UNSTOPPABLE DANCE (50 Active Pts; Type: En)
- 854.UNWALL (67 Active Pts; Type: ElAi, So)

V

- 855.VALUE (10 Active Pts; Type: Ar, Dv)
- 856.VIEW ALTERNATE TIME (40 Active Pts; Type: Dv, Ne, Ti)
- 857.VIEW PERSONALITY (30 Active Pts; Type: Dv, En)
- 858.VISIONS OF THE FOREST (87 Active Pts; Type: Dv, Pm)
- 859.VENTRILOQUISM (9 Active Pts; Type: Il, So)
- 860.VERIFY (45 Active Pts; Type: Dv, En)
- 861.VERMIN SPY (52 Active Pts; Type: Am, Dv)
- 862.VIPER BITE (105 Active Pts; Type: Am, Co, ElFl)
- 863.VLAD'S BODY OF MIST (50 Active Pts; Type: ElAi, ElFl, Ne)
- 864.VOID OF THE SENSES (38 Active Pts; Type: Cn, Da, Il)
- 865.VORTEX OF MOTES (Co, ElEa, Fi)

W

- 866.WAIL OF THE BANSHEE (112 Active Pts; Type: Co, Ne)
- 867.WAKE CHEST (70 Active Pts; Type: Ar, ElWa)
- 868.WALK WITH HUMILITY (40 Active Pts; Type: Il, Go, Mm)
- 869.WALKING CHEST (18 Active Pts; Type: Ar)
- 870.WALL CLIMB (10 Active Pts; Type: Tr)
- 871.WALL OF FIRE (72 Active Pts; Type: Co, ElFi)
- 872.WALL OF FLAMES (49 Active Pts; Type: Co, ElFi)
- 873.WALL OF GARBAGE (95 Active Pts; Type: Cn)
- 874.WALL OF ICE (25 Active Pts; Type: Cn, ElWa, Ic)
- 875.WALL OF THORNS (60 Active Pts; Type: Co, ElWo, Pm)
- 876.WALLS (99 Active Pts; Type: Am, Co, ElAi, ElEa, ElFi, ElFl, ElMe, ElWo, Pm)
- 877.WAR FEVER (40 Active Pts; Type: Co, En)
- 878.WARD MALEVOLENCE (60 Active Pts; Type: Cn, ElSp, En, Il)
- 879.WARDBREAKER (52 Active Pts; Type: Co, Mm)
- 880.WARMTH (20 Active Pts; Type: ElFi, Li)
- 881.WARP (30 Active Pts; Type: Ar, ElEa, ElFl, ElMe, ElWo)
- 882.WARPSPASM (80 Active Pts; Type: Co, ElFl)
- 883.WARRIORS OF THE DARK WOOD (45 Active Pts; Type: Co, ElWo, Ne, Pm)
- 884.WATER JET (61 Active Pts; Type: Co, ElWa)

- 885.WATER SENSE (30 Active Pts; Type: Dv, ElWa)
- 886.WATER SPOUT (150 Active Pts; Type: Co, ElWa, Nm)
- 887.WAVE RIDER (10 Active Pts; Type: Am, ElFl, ElWa, Nm)
- 888.WEAKEN (30 Active Pts; Type: Co, ElEa, ElFl, ElMe, ElWo)
- 889.WEAKEN OBJECT (20 Active Pts; Type: Co, ElEa, ElFl, ElMe, ElWo)
- 890.WEAKEN WILL (30 Active Pts; Type: Co, En)
- 891.WEAKNESS (50 Active Pts; Type: Co, ElFl, Ti)
- 892.WEATHER MANIPULATION (70 Active Pts; Type: ElAi, Nm)
- 893.WEATHER VISION (10 Active Pts; Type: Dv, ElAi, Nm)
- 894.WEB OF THE SPIDER (82 Active Pts; Type: Am)
- 895.WEEDS (30 Active Pts; Type: Pm)
- 896.WHISPERING WIND (25 Active Pts; Type: Dv, ElAi, Nm, Su)
- 897.WIFF (50 Active Pts; Type: Cn, Il)
- 898.WILL-O'-THE-WISP (35 Active Pts; Type: En, Il)
- 899.WIND CONTROL (22 Active Pts; Type: ElAi, Nm)
- 900.WIND MESSENGER (57 Active Pts; Type: Ar, ElAi, Nm, Su)
- 901.WINGS OF THE BAT (35 Active Pts; Type: Am, ElFl)
- 902.WINGS OF THE EAGLE (35 Active Pts; Type: Am, ElFl)
- 903.WITHER (45 Active Pts; Type: Co, ElFl, Ne)
- 904.WITHER LIMB (30 Active Pts; Type: Co, ElFl, Ne)
- 905.WIZARD BANE (115 Active Pts; Type: Mm)

- 906.WIZARD'S BREATH (10 Active Pts; Type: ElFl)
- 907.WIZARD'S CIRCLE (58 Active Pts; Type: Mm)
- 908.WIZARD'S LIGHT (20 Active Pts; Type: Li)
- 909.WOOD SHAPING (35 Active Pts; Type: ElWo, Pm)
- 910.WOOD SPEAK (55 Active Pts; Type: Dv, ElWo, Nm, Pm)
- 911.WOOD'S GRASP (45 Active Pts; Type: Cn, ElWo, Nm, Pm)
- 912.WOUND BANE (60 Active Pts; Type: Co, Ne)
- 913.WRACK (90 Active Pts; Type: Co, En, Su)
- 914.WRAITHFORM (40 Active Pts; Type: ElSp, Ne)
- 915.WRATH OF THE GREEN WORLD (120 Active Pts; Type: Cn, ElWo, Pm)

Z

916.ZARASHA'S DIMINUTIVE CONFINEMENT (142 Active Pts; Type: ElFl)

917.ZELKOR'S REGENERATION (30 Active Pts; Type: ElFl, He)

918.ZOMBIE (45 Active Pts; Type: En, Ne)

919.ZONE OF AVOIDANCE (224 Active Pts; Type: ElEa, Su)

920.ZONE OF DELAY (60 active points; Type: Cn, ElFl, Ti)