Arcane Lore

A **Gods & Monsters** Lorebook

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"Know then," the magician said, "that all those exercises that men call arts, and all wisdom and all knowledge, are but humble branches of that worthy study that is justly named the Art."—Lord Dunsany, *The Charwoman's Shadow*

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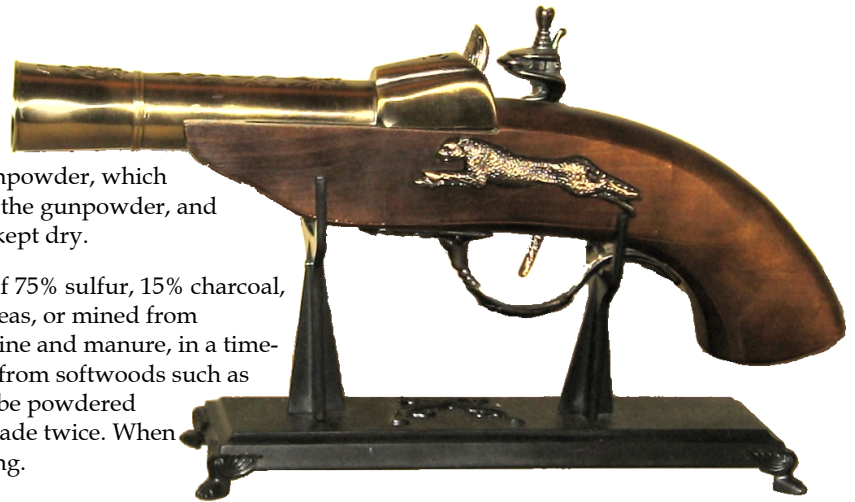
Equipment

Weapons

Firearms

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

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

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

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

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

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

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

Crossbow

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

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

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

Martial Arts

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

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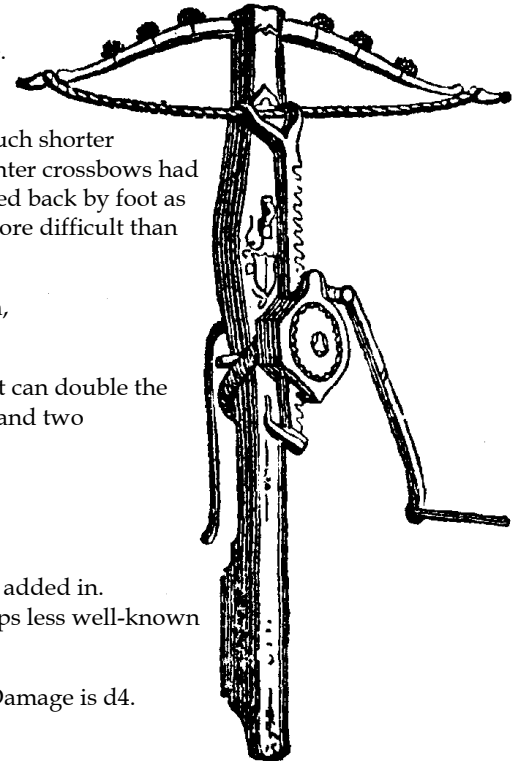
Spear

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

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

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

Sword

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

While the 'sword' is a fairly generic bladed weapon with no clear delineation from knives on one end and glaive on the other, for our game purposes there are three kinds of swords: the 'long sword', the 'short sword', and the 'great sword'. These swords are designed both for cutting and for thrusting. They are double-edged. The great sword, due to its bulk, usually requires two hands to use effectively.

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

The scimitar is a variation that is curved, with a single edge. The blade ranges from 30 to 40 inches and is designed mostly for cutting.

Armor

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

Shields and Helmets

Like other kinds of armor, shields and helmets come in a bewildering number of styles. For game purposes, shields are divided into normal, small, and large. The normal shield is the one that will be used most often. It isn't too bulky, but provides good protection against multiple foes.

Small Shield

The small shield, such as some of the smaller bucklers, requires more skill than other shields because it is so small. It can only be used against a single opponent at a time. It is often used in ceremonial combat or single combat, where the warrior knows that they will only be facing a single opponent.

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

Large Shield

The large shield is around four feet tall, semi-cylindrical, and about two feet wide. It weighs upward of 20 pounds but provides the skilled warrior with significant protection. The large shield is large enough that multiple warriors can form a shield wall for strong cover.

Full Helmet

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

Basic Armor

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

Cloth

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

Leather

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

Banded Leather

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

Chain Mail

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

Warrior Armor

Scale

Scale mail consists of either metal scales or rings sewn onto a hardened cloth or leather backing, often overlapping each other much like scales. It is less expensive than chain mail but also less maneuverable. Some more decorative scale armor used scales embossed with symbols, and some even used coins. Scale mail is extremely impressive when polished, but requires more maintenance lest the wearer end up like Tolkien's dragon. It can also be extremely hot. To the Romans, the wearer of such armor was nicknamed "clibanarius," or "oven man". Scale mail weighs around 60 pounds.

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

Splint

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

Plate

Plate armor is an advanced form of armor that is not always available. While more maneuverable than it looks, plate armor is still heavy, hot, and difficult to move in. More than the technical skill required to make it, plate armor is unlikely to be used unless there are advanced weapons or weapon techniques that need to be defended against in such a fashion. Plate armor is less likely to be available before the invention of the stirrup, as it was the stirrup that allowed for heavier lances to be used on horseback.

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

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

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

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

General equipment

Flint, steel, and tinder

In a world without matches, starting fires can be very difficult, especially in damp climates or damp weather—precisely the time when you most need a fire. The hardest part about getting a fire started is getting the initial spark, or ember. This kit includes a steel striker, a piece of sharp flint, and some tinder or charcloth. The steel is designed to be held and then struck against the flint. The flint shaves tiny pieces off of the steel, tiny enough that when they oxidize they create a spark of fire.

The spark is struck so that it lands on the charcloth. Charcloth is specially prepared to light even from just a spark. When the charcloth forms an ember from the spark, the ember is transferred to kindling. Kindling is usually gathered from local materials. The kindling must be some light, easily-flammable material such as dry leaves, very small dry twigs, pine needles, or other dry material easily lit by a small fire. Once the kindling forms a flame, it can be transferred to the real fire, which will probably be formed of larger twigs and then logs atop them.

Tinder must be replaced regularly, and must be kept safe from moisture.

Bibliography

Besides the following books, web searches for museum displays were often useful, but too numerous to list here.

- **Cambridge Encyclopedia of Archaeology:** Andrew Sherratt, editor.
- **Glossary of the Construction, Decoration and Use of Arms and Armor:** George Cameron Stone. This is a fascinating and comprehensive work, though annoyingly lacking in some of the more mundane details such as weights.
- **History and Conquests of Ancient Rome:** Nigel Rodgers. This is an incredible selection of a wide array of topics regarding the history of Rome. Each topic generally takes two or four pages to describe, which provides a breadth of coverage; the format provides a surprising depth of detail as well. It is focused on the military aspects of Rome.
- **Oxford Illustrated History of Medieval Europe:** George Holmes, editor.
- **Treasury of the Gun:** Harold L. Peterson.

Fields and skills

Your characters had some sort of occupation before they became adventurers. Your character may yearn for the simpler life they previously had, or may be glad to be free of its drudgery, but their past life will give them some skills.

Each skill is part of a field. The field is what gives the character a bonus when using their skills. In Gods & Monsters, characters are not specialists; they are doctors and scientists rather than surgeons and chemists. Any new skill within a field is just a few mojo away.

When a character gains a new skill within a field, they gain the full benefit of their field bonus. A historian with Historical Science + 4 who learns the Frankish History skill will immediately gain a bonus of 4 to rolls involving Frankish history.

Where does a particular skill belong?

Some skills may fit within more than one field. For example, Elvish might be learned as a skill under Language Science, or as a skill under Elvish Culture. In some cases, the usefulness of a skill will vary depending on which field the character has it with.

It is up to the player to choose which field they learn their normal skills under, even their automatic ones such as their native tongue. For example, if a player wants their character to be a linguist, they will likely get the Language Science field for their character. If they wish, they can place their native tongue under Language Science rather than under Native Culture. This will give them their Language Science field bonus with their native tongue; it will also help them read their native tongue if they add literacy to their Language Science field.

Such a choice will, however, affect the usefulness and character of the skill. In the example above, the linguist will likely be more precise in their use of their native tongue. Their fellow speakers may find them a bit pedantic; they may miss out on some of the cultural implications of the language, such as slang.

A player can move an automatic skill out of *native culture* any time they acquire a field that the skill could fit under.

Arts, Crafts, and Sciences

There are four basic kinds of fields: Arts, Sciences, Crafts, and Cultures. Arts will have a tendency to use charisma or perception; Sciences will have a tendency to use intelligence or reason; and Crafts will have a tendency to use wisdom or willpower. However, it is only a tendency. The action determines the ability rolled against or the reaction made. For Survival Craft, for example, tracking is likely to be always a perception roll. For the Athletic Art, many of the rolls are going to be against the physical abilities.

Culture fields can contain any culturally relevant skills such as languages, etiquettes, and lores.

The Fields are numbered to make it easier to randomly determine fields in earlier stages of character creation.

01-15	Agricultural Craft	animal husbandry, farming, hunting, fire, fishing
16-17	Athletic Art	basketball, bowling, equestrianism, falling, football, horseshoes, jousting, polo, wrestling
18-32	Clothing Craft	leather work, sewing, shoemaking, tailoring, tanning
33	Culture, Native or Other	common skills under culture are: various forms of etiquette; native languages or dialects; literacy; rituals of that culture; contacts in that culture; lore in that culture; games in that culture; history in that culture; crafts and sports common to that culture.
34	Education Science	learning, memory, teaching, tutorial writing
35-40	Building Craft	masonry, metalworking, mining, knots
41-42	Engineering Science	architecture, bridges, cartography, design, management, ropes
43-54	Food Craft	cooking, baking, brewing, edible plants, gardening, herbs & spices
55-56	Gambling Art	bluff, carousing, poker, pool
57	Gaming Science	chess, go, poker
58	Healing Craft	healing lore, herbalism, midwifery
59	Historical Science	ancient history, locale history, locale lore
60	Jeweler's Craft	appraisal, gem cutting, jewelry making
61	Language Science	any language, literacy
62	Logical Science	accounting, algebra, chess, deduction, geometry, memory, rhetoric
63	Magical Science	astrology, carving, demonology, history of magic, phantasms, rituals, spellcraft, spell lore
64	Medical Science	anatomy, dissection, falling, medicine, surgery
65-69	Merchant Art	accounting, appraisal, haggling, management, trade lore, trade routes
70-74	Metal Craft	appraisal, blacksmithing, fire, minting, smelting
75-76	Natural Science	animal lore, botany, dissection, taxidermy, weather
77-79	Performance Art	acting, oratory, prestidigitation, an instrument, singing, songwriting, storytelling
80-81	Personality Art	bluff, carousing, contacts, demagoguery, mediation, oratory, persuasion, any culture's etiquette

82-83	Political Science	law, mediation, oratory, rhetoric, any political structure's etiquette, any political structure's government
84-87	Seafaring Craft	animal lore, boatbuilding, fishing, navigation, oceans, ropes, rowing, sailing, sailing lore, stars, weather
88-90	Survival Craft	animal lore, direction sense, falling, fire, first aid, fishing, horsemanship, hunting, mountaineering, ropes, swimming, spelunking, tracking, weather, lore of an environment
91	Theological Science	dogma, ritual, any religion's hierarchy, any religion's lore
92-93	Visual Art	cartography, drawing, painting, sculpting
94	War Art	cavalry, leadership, tactics, war lore
95	War Craft	armorer, bowyer, fletching, weaponsmith
96-99	Wood Craft	carpentry, carving, embellishing, fire, finishing, furniture-making, joinery, luthier
00	Writing Craft	biography, journalism, lesson writing, songwriting, storywriting, speechwriting

You can add new fields, but they should be appropriate to the setting.

Special fields and skills

Some special fields and skills are available only to a single archetype. The monk and thief archetypes have several fields and skills available only to them. Warriors are the only ones with weapon fluency, for example. Such special skills often bring with them specific benefits. But these skills are also normal skills in the sense that they can be used for ability rolls or reaction rolls. A warrior trying to determine the function of an unfamiliar weapon can use their Fighting Art field bonus because they have that skill.

Special skills will usually be described in the archetype or specialty that provides access to them.

Fighting Art

The most common special field is Fighting Art. Every player character has it, but they cannot improve it except under special conditions: gaining a new level. Characters can add new weapons as skills to their Fighting Art field, but will be limited to either basic or simple weapons if they are not warriors.

The weapon fluency skill is available only to warriors. The skill *basic weapons* is available only to thieves unless the character has a specialty that allows it.

The unarmed combat skill is a simple skill.

Warriors, who have weapon fluency, can use an unfamiliar weapon with their field bonus, at a penalty of 2.

Thief Fields

There are eight special fields open only to thieves. The skills in these fields are otherwise treated as any other skill: thieves can make *careful attempts* and agility penalties for wearing armor apply to agility-based thieving skills. If non-thieves attempt to use these skills, there is a penalty of two on the roll in addition to any other penalties.

Burglary Science:	Listen, Locks & Traps, Search
Impersonation Art:	Acting, Disguise, Forgery
Memory Science:	Cram, Understand Languages
Misdirection Science:	Camouflage, Concealed Item, Prestidigitation
Murder Craft:	Backstab, Poison
Thief Culture:	Bribery, Criminal contacts, Thief's Cant, Underworld Etiquette
Scaling Craft:	Climb Walls, Falling, Tightrope
Stealth Art:	Hide, Listen, Silence, Pick Pockets

The skill table provides a default ability, major contributor, and difficulty level for thieving skills. The Adventure Guide may call for, and the player argue for, different abilities, reactions, contributors, and difficulties, depending on circumstances. *Time* is the usual action time or movement modifier, and may vary according to conditions. Some abilities, such as *backstab* and *pick pockets*, also require the character take time getting into position. If *Time* is a movement modifier, then the distance moved is counted for obstacle size when determining penalties. That is, if the character's movement is twelve yards per round, and the modifier is one third, the standard obstacle size is four yards.

Skill	Ability	Major Contributor	Difficulty	Time
Backstab	Agility	Intelligence	Extremely Difficult	action
Climb Walls	Agility	Strength	Difficult	⅓ move
Conceal Item	Agility	Wisdom	Difficult	action
Cram	Intelligence	Charisma	Very Difficult	½ day
Disguise	Charisma	Wisdom	Extremely Difficult	special
Forgery	Wisdom	Agility	Extremely Difficult	special
Hide	Agility	Charisma	Extremely Difficult	round
Listen	Charisma	Intelligence	Very Difficult	round
Locks & Traps	Intelligence	Agility	Extremely Difficult	round
Pick Pockets	Agility	Charisma	Extremely Difficult	round
Prestidigitation	Agility	Charisma	Difficult	special
Search	Agility	Intelligence	Extremely Difficult	minutes
Silence	Agility	Charisma	Extremely Difficult	Move-2
Tightrope	Agility	Strength	Difficult	½ Move
Understand Languages	Intelligence	Charisma	Nearly Impossible	special

Acting: *Acting* is not a restricted skill.

Backstab: If the thief can attack an opponent with the opponent remaining unaware of the attack, they may backstab. They gain their backstab field bonus as a bonus to the attack. The target's armor and other defenses apply, and situational bonuses also apply, to the thief's backstab as normal for an attack roll.

The thief can also carefully choose their method so as to kill or incapacitate their opponent. They can allot some of their backstab field bonus to injuries instead of as an attack bonus. Up to the number of points equal to the backstab field bonus that they allotted to injuries are directly applied to the target's injury points. The rest of the thief's damage roll goes to survival as normal.

A thief is more vulnerable after a backstab attempt: during the next round, attacks against the thief are at a bonus of 2.

Note that victims may be surprised by the backstab, and if they gained injuries any surprise roll will include their injury penalty.

While called 'backstab', it does not require coming up from behind. If the thief can attack from the front without being detected, a backstab may be performed just as from behind.

Bribery: *Bribery* is not a restricted skill.

Camouflage: *Camouflage* is not a restricted skill.

Climb Walls: The character can scale walls fairly easily, usually to gain access to walled-in courtyards or to buildings. The character can climb normal, relatively smooth, stone walls almost as easily (and as quietly) as if they were walking, though at a lower movement. Some special surfaces, such as glass or obsidian, will present penalties to the *climb walls* roll, as well as reduce the character's movement rate. Easier walls, such as log walls with many handholds, will present bonuses.

Conceal Item: The character can quickly conceal items so they are less easily found. Anyone looking for the item will have a penalty on their perception roll of half the amount the thief succeeded by on the *conceal item* roll. The base item size is a bulk of one half.

Cram: The character can temporarily learn a new skill. After cramming, the character may use the skill for the next full day before forgetting it. If the character wishes to retain the skill on subsequent days, the player must make a successful cram roll each day. For each skill the character currently has retained there is a penalty of one on concurrent attempts to cram or retain.

Criminal contacts: *Criminal contacts* is not a restricted skill.

Disguise: The character is a master of disguise and mimicry. The thief may mimic a human or humanoid creature of either gender, within a height of three inches shorter or five inches taller than the character. For every inch beyond that, there is a penalty of one to the disguise roll. When attempting to perpetrate a disguise on a non-player group of one or more people, the group's leader can make a perception roll, with a penalty equal to half the amount the thief made their disguise roll by. There is a bonus of one each if the thief is mimicking another archetype, species, or gender. Player characters make their own perception roll to penetrate a disguise, if they request one, and circumstances may afford additional opportunities for "victims" to penetrate the disguise. It takes ten minutes to an hour to create a disguise, depending on the materials available, and often much longer to research a disguise.

Forgery: The character can, by studying another person's handwriting, duplicate it. Someone familiar with the person's writing is allowed a perception roll with a penalty equal to half the amount by which the forger succeeded. Forgery time varies according to the research material available and the amount of copy being forged. It will usually take a day to study a victim's writing, and then four times the time it would normally take to write the text.

Hide: The character may hide using shadows, corners, and other means as the opportunity presents itself. The thief will have more trouble hiding in well lit areas with no cover than in dark areas with lots of large shadows. In the former case, there will be a penalty to the roll. In the latter case, a bonus. Characters or creatures looking for the hidden thief will have a penalty on their perception roll of half the amount the thief succeeded by on the *hide* roll.

Listen: The character can detect number of creatures, races, and cultures, by putting their ear to doors or thin walls. They can make out numbers, distances, and potentially even types of creatures, by putting their ear to the ground. The obstacle size—the distance to what they might be able to hear—is three yards listening to conversations, and thirty yards putting their ear to the ground.

Locks & Traps: The character may find, disable, or open locks and traps. Finding, picking, and disabling each require a separate roll. A character may be able to find a lock without being able to pick it, for example. In some cases three rolls may be required, as a hidden lock might also be trapped. The player might roll to find the trap, to disable the trap, and to open the lock.

Pick Pockets: One of the more dangerous thieving skills, as failure often means detection and it is impossible to pick a pocket without being in sword reach! Victims are allowed a perception roll to detect successful or unsuccessful *pick pockets* attempts. The thief may be extra careful, reducing their chance of success but also reducing the chance of being caught: whatever penalty the thief takes on *pick pockets*, the victim has the same penalty on their perception roll.

Poison: On a successful roll, the character will recognize poison symptoms and ingredients. While they can't create the poisons that the *poisoner* specialty allows, they do know about herbs or other naturally poisonous materials. They can also know how to create antidotes on a successful roll. Poison is not a restricted skill.

Prestidigitation: *Prestidigitation* is not a restricted skill.

Search: The character may search for hidden items with an expert's knowledge of hiding things. It takes about five minutes for a normal search of a 3 by 3 yard area. Characters may increase the search time for a careful attempt.

Silence: The character may move on normal surfaces extremely quietly. The character moves at normal walking speed minus two while remaining silent. Characters or creatures listening for the silent thief will have a penalty on their perception roll of half the amount the thief succeeded by on their silence roll.

Thieves' Cant: In many campaigns there will be a patter, lingo, or thieves' cant that helps thieves discuss capers in less than private conditions. The lingo is based on the area's native language, if spoken (and often otherwise) but will use similar words or odd rhyming techniques to discuss loot, easy pickings, and the tricks of the trade. A thieves' cant may also include drawings or markings (such as the hobo signs in the United States) that warn fellow thieves away from liquor-free polities and armed husbands.

Non-verbal thieves' cants often transcend national boundaries. The extent of the cant's usefulness, verbal or non-verbal, will depend on the world that the Guide has created. Most non-thieves will not recognize the patter for what it is, unless they are suspicious and make a perception roll. They are still unlikely to understand what is being discussed.

Tightrope: The character may attempt to cross thin wires, lines, or walls. Anywhere that extreme balance is required, the *tightrope* skill applies. There is a bonus of 2 to the roll if the thin line the character

is attempting to cross is firm (such as a wall). If the line is two inches or wider, there is a bonus of 1 to the roll; if four inches or wider, a bonus of 2; if six inches or wider, a bonus of 3, etc. High winds might give penalties to the roll. A player might be required to roll again if, for example, their character is hit by a called shot from an arrow or other missile attack.

Understand Languages: Thieves run across all sorts of strange things and people, and can often pick up bits and pieces of foreign languages. A successful use of "Understand Languages" does not confer exact understanding of the document or conversation, but only a general understanding. Take the amount the roll was successful by, and multiply by five, for the percentage of specifics the character can glean from the document or conversation. Even at 100%, this means only that the thief understands all of what the document or person is trying to say, not that the thief knows what all of the words in the document specifically mean. This skill generally only works for "modern" languages currently in use somewhere by nations or groups within the thief's sphere of travel or contacts. It usually takes the character about two to four times as long to understand such an unknown language as it would for the character to understand a known language.

Underworld etiquette: *Underworld etiquette* is not a restricted skill.

Specialties

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

Specialty Tracks

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

Track	First Level	Third Level	Fifth Level	Seventh Level
Alchemist:	Scholar	Alchemy	Topical alchemy	
Assassin:	Assassin	Poisoner	Contacts	
Barbarian:	Tough upbringing	Combat frenzy or sworn racial enemy	Vigilant sleep	
Bard:	Charismatic or musician	Charismatic or musician	Charismatic healing	Contacts
Battlemage:	Cantrips	Damaging cantrips	Chain spells	Use basic weapons
Detective:	Acute deduction	Foresight	Contacts	
High Race:	Species or nobility	Disease immunity	Long life	
Knight:	Nobility	Knight's charge	Knight's steed	Knight's sweep
Martial Monk:	Martial artist	Fall safely, leaping, or deflect missiles	Blind-fighting or climbing	Disease immunity
Paladin:	Exemplar	Charismatic healing, disease immunity, or turn undead	Holy weapon or exceptional charisma	Animal companion
Ranger:	Nature friend	Vigilant sleep	Animal companion	Blind-fighting or two-weapon fighting
Scout:	Long distance running	Nature friend	Vigilant sleep	Leaping or climbing
Weaponsmaster:	Fighting expert or weapon specialist	Two-weapon fighting	Two-weapon blitz	Deflect missiles

Specialty List

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Alchemy
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Foresight
Holy Weapon
Iconic Alchemy
Influential
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Knight's Steed
Knight's Sweep
Leaping
Legendary Weapon
Long Distance Running
Long Life
Magic Heirloom
Magic Specialization
Martial Artist
Master's Voice
Mental Resistance
Merry Band
Multiple Archetype
Multiple Spell Targets
Musician
Nature Friend
Never Miss
Nobility
Noble Pet
Open Secrets
Parry

Personal Binding
Poisoner
Power Casting
Power Shift
Prehensile Tail
Priestly Circle
Provisioning
Psychic Warrior
Quick Healing
Reaction
Reliquary Magic
Restoration
Riposte
Ritual Magic
Scholar
Seat of Power
Sense Arcana
Sidespell
Species
Speedy Movement
Spell Preparation
Spellbook Exchange
Spellhold
Spirit Attachment
Spirit Bane
Spirit Channel
Spirit Drain
Staff of Power
Stout Heart
Stout Mind
Sunless Senses
Sworn Racial Enemy

Symbolic Alchemy
Team Combat
Tiny Combat
Topical Alchemy
Tough Upbringing
Turn Undead
Two-Weapon Blitz
Two-Weapon Fighting
Use Basic Weapons
Vigilant Sleep
Weapon Specialist

Specialty Descriptions

Acute Deduction

Requirements:	Intelligence 13
	Charisma 13

Your character can spend one mojo to learn a valuable clue about some mystery facing the character. The clue, while obscure to others, bears a conclusion that is obvious to your character; the conclusion must be deduced from physical evidence, the description of physical evidence, or the lack thereof. The character knows both the clue and what the clue means.

What constitutes physical evidence should be widely construed but may not delve into psychology or cultural psychology. That a dog didn't bark is physical evidence providing deductive opportunity; that an Elf would never do that is psychological and not conducive to deduction.

Mojo used for acute deduction provides experience as normal.

Alchemical Bonding

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

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

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

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

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

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

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

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

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

Alchemy

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

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

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

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

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

Alchemists must maintain a laboratory. It costs level times 200 silver coins to set up a laboratory that is useful for creating potions of spells/manifestations up to that level. An existing laboratory may be upgraded for 300 silver coins times the level increase desired. Laboratories must be maintained, at the cost of level times 20 silver coins per month. For every month a laboratory is not maintained, there is a penalty of 1 to potion creation mojo costs. If the laboratory is not maintained, then during the second month 40 silver coins are required to bring it back up to normal; during the third, 80 coins; during the fourth, 160 coins, until it becomes cheaper to create a new laboratory from scratch.

Potions take effect in about a second, which, in combat, is immediate. Potions last one month per level of the alchemist. After this time they are worthless, and have no effect beyond their individual ingredients.
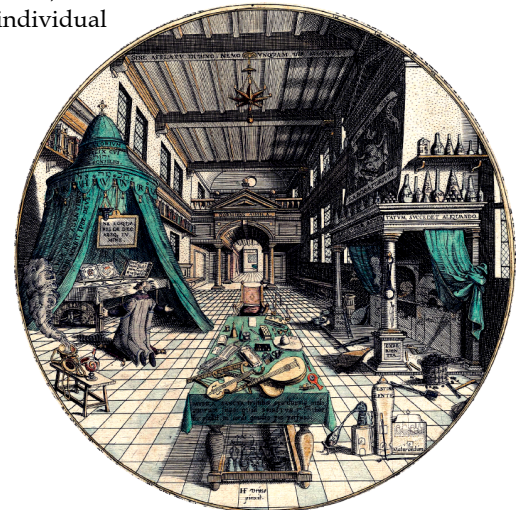
Always Successful

Requirement: Ability 13

The player can choose one skill at which the character is always successful whenever it is important to be successful. If they fail a roll on that skill they can pay one mojo to succeed. However, if they failed by more than one point there will be an aftermath. *Always Successful* basically moves the failure to after the action. In a conflict, their opponent will gain a bonus of what the character missed by, on their next action against the character. Outside of conflict, the aftermath will be some lasting consequence whose severity is proportional to the amount the roll was missed by. For example, on a seduction attempt the character might gain their target's spouse as a dangerous enemy. Compare the miss to the difficulty level chart for severity. For example, a miss of two is fairly minor, but a miss of 16 is extreme.

The character must have a score of 13 or more in the ability most often used for that skill.

Animal Ability

Prerequisite: Animal Form
Requirement: Endurance 11

The character can partially change shape in order to gain the ability of an animal they could otherwise fully change into. For example, if the character wants to be able to fly like an eagle, they can change to have eagle's wings. If they want to be able to fight like a bear, they can change their hands into bear claws. If they want to run like a deer, they can change their legs into deer legs and hooves.

Animal Companion

Requirements: Charisma 15
Level 4

The character has one very special animal for every four levels the character has. The animal can be any natural animal and will be above average in any abilities the animal has, including intelligence, charisma, and survival. For example, a warrior might have a warhorse of exceptional quality as an animal companion. The animal has one animal level beyond their normal level, and all survival dice that are below average are rerolled until they are above average.

The animal will understand simple instructions and can reliably be sent to known locations and return. It can communicate its basic (one-word) fears, needs, and other concerns to the character. At any time, the character can decide that they need their animal companion, and the animal will arrive as soon as possible from wherever it was.

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

Animal Form

Prerequisite: Nature Friend
Requirement: Charisma 15

The character may change shape into land animal once per day: either a reptile, bird, or mammal. When changing into animal form, the player may spend one mojo to restore all missing survival points. The change occurs immediately, and can be done during the same round as an attack, but not the same round as casting a spell or manifesting a spirit unless the effect requires no words or gestures.

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

The character may only 'take' worn clothing and one item per hand into the new form. Spells and spirits may only be used in the new form if they do not require words.

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

Aquatic Animal Form

Prerequisites: Animal Form or water spirits
Requirements: Endurance 14

The character may change shape into a water animal once per day: either an amphibian or a fish. When changing into aquatic animal form, the player may spend one mojo to gain back all missing verve.

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

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

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

Arcane Resistance

Requirement: Charisma 10

The character is especially resistant to magical effects against the character. Characters with *arcane resistance* gain a bonus of two to reactions against most spells. This does not affect physical after-effects of a spell, nor things summoned or created by the spell. Thus, the character gains no bonus against a summoned creature, nor against the removal of levitation from a rock. Arcane resistance also affects demonic powers.

Arcane resistance will usually manifest in some physical manner, such as a lightly glowing aura or a physical mark that changes when the resistance comes into play.

Assassin

Requirements: Thief
Intelligence 12
Agility 12
Strength 10
Charisma 10
Backstab skill

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

Blind-Fighting

Requirements: Charisma 11
                   Wisdom 11

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

Cantrips

Requirement: Sorceror
Antirequisite: Classical Sorcery

When you have a spell impressed on your mind, it wants nothing more than to get out again. You can use any impressed spell for lesser tricks of similar magic without loosing the spell. For example, if you have *fan of fire* impressed, you can create a tiny flame from the end of your wand. If you have *great ball of fire* impressed, you can create a tiny globe of flame that explodes in tiny, harmless fireworks. If you have *dust wand* impressed, you can clean a small table. If you have *open* impressed, you can nudge open an unlocked door. Each without expending the spell in question.

Casting the cantrip form of a spell requires a wand of ash, cherry, hawthorn, holly, oak, willow, or yew, taken from a place of power. The character is assumed to have a wand when they first take this specialty, but if they lose it they'll need to acquire a new one.

Cantrips also require the same ingredients as the full form, however, the ingredients are not used up and may be re-used later. Cantrips do not cost any verve, and you can repeat them for as long as you have a version of the spell impressed. Once you loose the spell's full form, however, and no longer have that spell impressed, you can no longer use its cantrip form.

Cantrips are at most one-tenth of the full spell's power. They can't take effect more than three yards away; if three-dimensional, they can't affect more than a one-foot radius sphere, and if two-dimensional they can't affect more than a one-yard radius plane. They cannot last longer than ten minutes. Cantrips cannot directly cause injuries or survival point loss. For example, a cantrip of *great ball of fire* will not directly harm a person—but if they're wearing a paper hat covered in oil and it ignites, that can cause harm.

If it doesn't make sense for a spell to have a cantrip form that doesn't cause damage, then it can't be used as a cantrip. There's no cantrip version of a *mage bolt*, for example, because all *mage bolt* does is use pure magic to blast an opponent.

This specialty is unavailable to classical sorcerors; the spell must be impressed in the sorceror's mind, not just memorized.

Chain Spells

Requirements: Sorceror
                   Intelligence 11

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

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

The verve cost for the spells is determined normally, as if the chained spell were a level equal to the combined levels of the spells. So if a classical sorceror were to chain learn *mage bolt* and *shield*, the verve cost would be 2 (for the levels) plus the level of effect.

Chained spells must all have the same target if they have a target.

Chameleon

Prerequisite: Species Saurian

The saurian can alter their body color at will to blend in with their surroundings. This grants the saurian a bonus of 3 to attempts to hide or surprise. Anyone trying to see the saurian while the saurian is attempting to hide will be at a penalty of three to their roll.

The chameleon can also communicate soundlessly using their color shifting ability. Anyone within sight who understands chameleon color-talk will understand the chameleon; many other saurians of the same culture will know the color-talk; anyone with the ability to see colors can learn the language the same as any other language.

Charismatic

Requirements: Charisma 13
Intelligence 12
Single Moral Code

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

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

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

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

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

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

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

Inspiration is similar to a controlled adrenaline rush. The target sees

more clearly their place in the world for the duration of the inspiration. The targets are "in the groove" for whatever action they are attempting. If you've ever been in "the sweet spot" playing sports or entertaining a crowd, you've an idea of what this is like.

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

The *Charismatic* can turn this skill around and try to demoralize. Targets are allowed a willpower roll.

The *Charismatic* must have an appropriate *Art* to base the *inspiration* on. It can be anything from *oratory* to *entertainment* to *etiquette*. If it uses a charisma roll, it can probably be used to inspire. The Guide will adjudicate based on culture and skill interactions.

Charismatic Healing

Requirements:	Exemplar or Charismatic
	Good Moral Code

The character's charisma is applied as a major contributor to any reaction against disease, disfigurement, or just plain getting dirty. (This is in addition to the minor bonus all *Exemplars* have, if the character is also an *Exemplar*.)

The character may also try to heal 2 survival or injuries per day per level; a charisma roll is required for each try to be successful.

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

Circle Magic

Requirements:	Charisma 12
	Sorceror

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

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

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

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

Classical Sorcery

Antirequisite:	Cantrips

The classical sorceror memorizes spells once and never forgets them. Spells do not disappear from a classical sorceror's mind after casting, as it does with mnemonic sorcerors. Classical sorcerors may know only as many spells as a mnemonic sorceror could memorize.

Classical sorcerors memorize spells by spending mojo, as the

mnemonic sorceror does to research new spells. If they have the mnemonic formula in a language they understand, the cost to learn the spell is only two mojo per spell level.

It costs casting level+1 verve to cast a spell. Spells cannot be cast at a lower level than the spell's level.

Classical sorcerors cannot use cantrips.

Climbing

Requirements: Endurance 12
Strength 11
Agility 11

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

Closed Mind

The character is resistant to psychic skills. The character gains a bonus of two to all reactions against psychic effects.

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

Combat Frenzy

Requirements: Endurance 13
Strength 10
Charisma 12

The character may enter a *berserk rage* or other special focused state of mind which enhances the character's ability to inflict pain, ignore pain, and single-mindedly attack the enemy. The frenzy will last for the duration of combat, or the character's life, whichever ends first. When the frenzy ends, any points left in the temporary pool are lost. "Combat" means that the character is in combat (with combat movement) or moving toward combat and nothing else.

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

A character may not enter a combat frenzy more than once without sleeping for at least an hour. Coming down from a combat frenzy requires two rounds (one round if the character's willpower is 10 or higher). During the coming down period, the character will crow, stomp, and brag about their exploits.

Componentless Casting

Requirements: Sorceror
Special: 13

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

Nonverbal casting allows the sorceror to cast spells that normally require words without speaking. A 13 wisdom is required.

Motionless casting allows the sorceror to cast spells that normally require gestures without gesturing. A 13 charisma is required.

Immaterial casting allows the sorceror to cast spells that normally require ingredients, without ingredients. A 13 agility is required.

Some components are essential to casting the spell, because without it there's no place for the spell to form or come from. For example, *Inscription* will still require expensive ink, and *Eternal Flame* will still require a pointed object. Ingredients that are destroyed only at the end of the spell's duration are also usually essential to the spell.

Contacts

Requirement: Charisma 13

Characters who take this specialty have important specific contacts. For every level the character has reached, the character gains one important contact which the player will name and describe. These contacts provide reliable information within their sphere of knowledge and are trustworthy. Characters with this specialty also gain the skill *contacts* in the *personality art* field. They'll gain a +1 to their personality art field (or they'll gain the field at +1 if they don't yet have it). Their general contacts can also span many cultures.

Contortionist

Requirements: Agility 13
Thief

The character can squeeze through openings or fit into spaces of half the size of non-contortionists. The character gains a bonus of three to rolls involving such actions. The character also gains this bonus to hiding in shadows, moving silently, picking pockets, and picking locks or disabling traps.

Counterspells

Requirements: Sorceror
Intelligence 12

The sorceror understands and can research spells to counter other spells. There is one counterspell for each school. A counterspell can counter any spell of its own school, including another counterspell. The metamagic counterspell counters counterspells of any school.

Counterspells automatically counter the sorceror's own spells and spells cast at a level lower than the counterspell's casting level. For spells cast at a higher level than the counterspell's level, the sorceror must make a reason roll at a penalty of the difference in levels.

Level: 1
Range: six yards per level
Formula: words, gestures
Duration: concentration
Casting Time: 1
Area of Effect: one spell
Reaction: none
Schools: Special, Metamagic

The character also gains a bonus of two to *spellcraft* skill rolls.

Damaging Cantrips

Requirement: Sorceror
Prerequisite: Cantrips

The character's cantrips can cause up to one point damage for every die of damage the spell would have caused if cast. Spells whose only effect is to cause damage, such as *mage bolt*, can be used as a cantrip. A fifth-level sorceror using a memorized *mage bolt* as a cantrip does two points damage; casting it would do 2d4+2.

Range and area of effect are reduced as normal for cantrips, but the maximum limit on range and area of effect is removed.

Deflect Missiles

Requirements: Endurance 12
Strength 11
Agility 13

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

Disease Immunity

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

The character is immune to natural diseases, and gains a special bonus (based on character level) on reactions against magical diseases.

Exceptional Ability

Requirements: Archetypal Ability 18

The character has *exceptional* ability in their archetypal ability. The character must already have an 18 in their archetypal ability to take advantage of this specialty. Once per session, the player may choose to exercise the exceptional ability. The effects last for ten minutes.

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

The character gains a bonus of one to the reaction corresponding to that ability, as well as to any skill rolls that use the ability, at any time, and a bonus of three while exercising the exceptional ability.

Exceptional Agility

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

Exceptional Charisma

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

Exceptional Endurance

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

Note that there is no archetype that has endurance as its archetypal ability. Only creatures whose archetypal ability is endurance can use "exceptional endurance".

Exceptional Intelligence

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

Exceptional Strength

Exceptional strength gives the warrior a bonus of four to attack, six to damage, and triples the amount they can carry per slot.

Exceptional Wisdom

Exceptional wisdom grants the prophet a bonus of three to reactions against temptations, as well as reactions to see through deceptions that attempt to confuse good and evil choices.

Exemplar

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

The *Exemplar* is an exemplar of a particular moral code. Usually, the *Exemplar* will be a fervent worshipper of a local deity, however, the *Exemplar* has an even higher calling: their moral code. The character must maintain a strict moral code.

All *Exemplars* may take prophet levels with no roll required. They may only use certain spirits, however. All *Exemplars* may use spirits of prophet and spirits of protection. *Exemplars* of Good may use spirits of healing. *Exemplars* of Order may use spirits of war. *Exemplars* of Chaos may use spirits of peace. *Exemplars* of Evil may use spirits of death. The *Exemplar*-prophet may not use spirits of any other type, unless they were a prophet before they were an *Exemplar*, or they have some other means of taking prophet levels.

Exemplars may detect their opposing moral code(s) up to twenty yards away for a cost of one mojo. For example, an *Exemplar* of Order may detect Chaos up to twenty yards away; an *Exemplar* of Chaotic Good may detect Order and/or Evil up to twenty yards away. Non-player characters don't have mojo; they may use this ability once per day.

Exemplars of Good are constantly surrounded by a *protection spirit vs. Evil* for one foot. *Exemplars* of Evil are constantly surrounded by a *protection spirit vs. Good* for one foot. The *Exemplar* may apply charisma as a minor contributor to all reactions.

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

Exemplar of Goodness and Order

This *Exemplar* chooses to further Order and Goodness at all personal cost, and must maintain a strict Ordered Good moral code. Examples of these *Exemplars* include Arthur in the movie Excalibur, Joan of Arc, maybe Samson, and, if you're a comic-book reader, Captain America.

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

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

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

Exemplar of Goodness and Freedom

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

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

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

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

Exemplars of Evil

The Evil *Exemplars* are more difficult to play, as evil is selfish and normally has no desire to be an exemplar for other creatures.

Exemplars are not just the epitome of their moral code; they are also someone who fights to advance that moral code for its own sake, not any benefit for the *Exemplar*. It requires a sense of a moral grand design. Evil isn't very good at that. Evil tends to get bogged down in the selfish present. That's what makes Evil so popular — it is preferred by those who want their benefits in the short run. It is very difficult to create an evil character who still cares selflessly about other evil entities and about Evil in general. But without that sense of a greater cause they aren't an *Exemplar*. They're just an evil person who happens to be more evil than others.

An *Exemplar* of Good wants other people to be Good. An *Exemplar* of Evil doesn't just want other people to be Evil. They want other people to fail to be Good.

Fall Safely

Requirements:	Endurance 12
	Strength 11
	Agility 11

Subtract 1 yard per character level from the distance the character has fallen, for the distance to use for determining damage. Also, the player may make a fortitude roll to either take half damage from the fall or take no injuries, as the player wishes.

Familiar

Requirement:	Sorceror, Monk, or Prophet

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

common examples of familiars.

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

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

The familiar and the character each have a general idea of the other's direction, and can let the other know that they need aid.

Spells and spirit manifestations with a range of *self* can also be cast or manifested on the familiar.

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

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

Familiar Puppet

> *Requirements:* Sorceror, Monk, or Prophet
> Charisma 15

> *Prerequisites:* Familiar
> Familiar's Eyes

With Familiar Puppet, the sorceror, monk, or prophet gains full control over their familiar. The character may control their familiar's movement and actions while using the Familiar's Eyes.

The character may cast spells, manifest spirits, or use psychic skills through the familiar. Requirements for performing the formula, rite, or power remain the same, which will keep some off-limits for some familiars depending on vocalizations and hand movements required.

When controlling their familiar in this manner, any survival points lost by the familiar are also lost by the controller. Any injury points gained by the familiar are also gained by the controller. If the familiar goes unconscious, dies, or is affected by consciousness-stealing effects such as being turned to stone, the controller will go unconscious. The controller will also need to make any unconsciousness/death rolls as normal for injury points gained in addition to the risk of going unconscious because the familiar goes unconscious.

Familiar's Eyes

> *Requirement:* Sorceror, Monk, or Prophet
> *Prerequisite:* Familiar or Animal Companion

The character may see through the eyes (or other sensory organs) of the familiar. While doing so, the character is unaware of their own surroundings. The character may also "nudge" the familiar to a desired direction or action. It takes one full round to begin sensing via the familiar's senses. Familiar's Eyes work across any distance, and even across planes or dimensions.

Familiar's Form

Requirement: Sorceror or Prophet
Prerequisites: Familiar
Familiar's Eyes

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

Favored

Requirement: Player Character

The character is favored by fate, destiny, or some deity. The character has twice level favor points each level. These points may not be saved from level to level. A first level character has two favor points. A second level character has four, and no more. The player can choose to use the points for any roll anywhere in the game; the points are not lost unless the adjusted roll is successful (or unsuccessful, if the player is trying to make a roll fail); and only the number needed for success are lost. For example, Toromeen's player rolls a 14 to attack a gryphon; Toromeen is favored. Tony tells the Adventure Guide that he's willing to burn up to two favor to get a success. Toromeen needs only a 13, so the Guide tells him he just lost 1 favor, and has successfully hit the gryphon. The next round, the gryphon hits Toromeen on a 9 and does 8 points of damage. Tony tells the Guide that he's willing to burn 4 favors to not get hit by the gryphon. The gryphon needs a ten or lower to hit Toromeen, so he just lost 2 favors and did not lose 8 survival.

Players of favored characters may also, once per level, choose to overturn any one roll anywhere in the game; they may make a successful roll unsuccessful, or an unsuccessful one successful, no matter the odds. However, the Guide will roll against the amount the roll was moved by, and if that roll succeeds, something else will happen to the favored character to balance the scales. The backlash will not negate the overturned roll. It will involve some new hot water for the character that, if overcome, could move the character closer to some other success in this adventure.

Fighting Expert

Requirements: Strength: 11
Agility: 10
Intelligence: 9

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

Fighting experts gain one combat bonus every even level after taking this specialty, which can only be used for additional actions when using a weapon within their fighting style(s).

Focused Attack

Requirements: Charisma 11
Agility 10
Intelligence 10

Once per day, the character may focus their attack in a way that takes advantage of their opponent's weaknesses and blindspots. The player must make a perception roll while in combat with the opponent; that round, the character will gain a bonus of level to

attack that opponent. The bonus lasts for two rounds, plus one round for every three levels of the character.

The perception roll may be attempted over as many rounds as necessary to succeed. Once successful, the focused attack may not be used for the rest of the day. Often, especially when in combat with Fantastic creatures, the bonus will apply to all creatures of that type. When fighting against non-player characters with archetypes, however, the bonus will only apply to that one opponent.

Foresight

> *Requirements:*   Charisma 11
>   Wisdom 11

The character has the foresight to plan far ahead. The character can retroactively have had a discussion with anyone or any group of people that they reasonably could have had contact with, at the cost of one mojo for every five minutes of discussion.

Sorcerors and prophets can have retroactively cast a spell or manifested a spirit, for one mojo per level of the spell or spirit manifestation. If retroactively performed today, it may involve retroactively switching some spells or spirits; this doesn't cost mojo. If the caster is higher level than they were when they cast or manifested the spell or spirit, use their current level for the effects.

Sorcerors and prophets can use one mojo to retroactively memorize a spell or call a spirit. They must either have slots that have always been free since their last chance to memorize or call, or be willing to switch out with another spell or spirit that hasn't been used.

Retroactive changes must not contradict anything that's gone before. Retroactive encounters can be roleplayed or summarized, but remember that mojo must be useful.

Holy Weapon

> *Prerequisite:*   Exemplar

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

The character must complete a quest to acquire the holy weapon.

Iconic Alchemy

> *Prerequisite:*   Symbolic Alchemy
> *Requirements:*   Sorceror or Prophet
>   Wisdom 13

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

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

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

Iconic alchemy adds 20 silver coins to laboratory setup costs (30 to

upgrade costs) and 2 to maintenance costs, per spell or spirit level.

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

Influential

Requirement: Charisma 12

The character can convince people and creatures of things that are objectively untrue. When attempting to do so, the target(s) make a perception roll to avoid believing the untruth. The character can apply mojo to that roll if their target succeeds, and gains experience from applied mojo as normal. When attempting to convince a group of targets, unnamed individuals are handled as a group effort.

"These are not the foreigners you're looking for."

"These are not the foreigners we're looking for."

Their reaction roll is usually at a bonus of 2 (easy) for normal untruths, but that number will be modified depending on the blatancy of the untruth. If the reaction roll fails, the target will believe for at least level rounds (in conflict) or level minutes (outside of conflict), and will continue to believe afterward until something happens to make them question their belief.

If the target makes their reaction, they remember the influencing attempt. So if the character tries to convince them that they don't need to look in the closet, they know that the character was trying to convince them to avoid the closet and may well act on that knowledge.

Besides attempts at convincing objective untruths, rolls to convince another creature of something are archetypal for this character.

Knight's Charge

Prerequisites: Warrior
Horsemanship skill (in *Fighting Art*)

The character, when mounted on a warhorse, can charge opponents for greater damage. The character must start the charge from ten yards or more away from their target. If the attack is successful, damage is doubled, including both dice and bonuses. Other bonuses or penalties for movement apply as normal for anyone other than the target. The charging character has no penalties to defense against attacks from whoever they charge.

Knight's Steed

Prerequisites: Warrior
Horsemanship skill (in *Fighting Art*)

The character, when mounted on a warhorse, can control the steed almost as if it were an extension of their own body. No attacks can target the horse without also targeting the rider. The horse will never be frightened or panicked unless the knight is also affected, and even then the horse gets its own reaction roll.

The horse can attack separately from the rider, effectively giving the player an extra attack. The player makes all rolls for the steed, and may use their combat pool on the steed's attacks. If the character has other mounted specialties such as Knight's Charge or Knight's Sweep, the steed can also take part in those actions.

Knight's Sweep

Prerequisites: Warrior
Horsemanship skill (in *Fighting Art*)

The character, when mounted on a warhorse, can make a sweeping attack against a mass of first level or lower opponents. The player rolls one attack, and the damage rolled is applied to the player's choice of up to level opponents. The opponents must all be within movement yards of each other, using the movement of the steed. The character must start the sweep at least ten feet away from the first target. The space between the character and the first target must be clear. Bonuses or penalties for movement apply as normal for anyone other than the targets. If the character's attack roll is successful, the targets have a penalty of three to attack the character.

When performing a sweep, the character can attack individuals even if they are part of a group effort. At third level, the character can perform sweeps against second level or lower opponents; at sixth level, against third level or lower, and at ninth level against fourth level or lower, and so on.

Leaping

Prerequisite:	Martial Artist or Thief
Requirements:	Endurance 12
	Strength 12
	Agility 12

The character can leap greater distances than normal through the combination of physical excellence and advantageous use of the environment.

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

Legendary Weapon

Requirements:	moral code

Your weapon improves with your legend. One of your weapons is an heirloom, a special gift from a master armsmaker, or otherwise bears a special heritage. It is +1 to attack. Whenever it is used as the final hit that downs a creature, you can choose, once for each odd level, to call it a legendary blow. A final hit is one that results in the creature's death or unconsciousness.

The first time the weapon provides a legendary blow, it becomes +1 to both attack and damage. The second time, it becomes a +2 weapon for attack and damage. Each subsequent legendary blow adds one to the weapon's attack and damage bonus.

If the weapon provides a legendary blow against the same kind of monster three times, it becomes a special weapon against that kind, gaining double its normal bonus. For example, a +3 legendary sword used three legendary times against dragons will become a +3 sword, +6 vs. dragons. Kinds of monsters are creatures such as dragons, dinosaurs, undead, elves, spiders, chaotic mist creatures, demons, giants, goblins, lizards, manticores, and werecreatures.

If you lose the weapon, your character will, during this or the next level, discover where the weapon is so that it can be recovered.

Long Distance Running

Requirements:	Endurance 13
	Strength 10
	Agility 10

The character is able to move long distances quickly, without tiring. Increase movement by 1 per character level for purposes of daily movement. The character need not rest when they keep their daily movement at normal (including their bonus). They can also choose to move double normal—by staying on the move for twice the normal time in a day—and then make health rolls the same as a normal person moving normally.

Long Life

Requirements:	Endurance 10
	Charisma 12
	Moral Code

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

If the player chooses to make their character older, the character will gain the field and skill benefits of their age. The player may save their age-based field and skill bonuses and use them during play to gain relevant skills and fields.

Magic Heirloom

The character has a magic heirloom that gives them a bonus of 2 to defense or (if a weapon) an attack and damage bonus of 2. Further specialties can add special abilities to the heirloom, such as a further bonus of 2 against special opponents.

The heirloom identifies the character as a member of the family or organization that gave them the heirloom, and its possession will open doors for them among other members.

This heirloom may be lost or stolen, but the character will always have some idea of where to find it again, similar to the *Personal Binding* specialty.

Magic Specialization

Requirements:	Secondary Ability 15
	Intelligence 12
	Sorceror Archetype

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

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

Specialists gain a bonus of three on reason rolls to understand new spells within their specialty, and a penalty of three on reason rolls outside their specialty. Specialists cannot understand any spell in their opposing type.

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

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

Martial Artist

Requirements:	Agility 14
	Strength 10
	Endurance 9
	Intelligence 10
	Charisma or Wisdom 10

Martial Artists gain the Martial Arts fighting art skill automatically. They gain a +1 to attack when using martial arts.

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

The Martial Artist may convert their attack bonuses when using Martial Arts into a combat pool even if they are not a warrior (see the warrior archetype). They may use this pool as if they were a warrior, but only for Martial Arts actions.

Master's Voice

Prerequisite:	Any of Animal Form, Familiar
	Puppet, or Familiar's Form
Requirement:	Charisma 12

The character may speak intelligibly while in the form of an animal. If the animal has hands or feet, the character can also grasp items of appropriate size and shape and manipulate them almost as if they were a human of the same size as the animal. This can allow sorcerors or prophets to cast spells or manifest spirits while in the animal form or acting as the animal.

Mental Resistance

Requirements:	Wisdom or Charisma 12
	Monk Archetype

Mental Resistance gives the monk the *mental craft* field at +1, and one *mental resistance* skill. The skills are *resist attacks*, *resist control*, *resist perception*, and *detect intrusion*.

The character can use their mental craft field bonus on reactions against their chosen form of mental intrusions.

Resist attack grants a reaction bonus against mental attacks meant to cause mental or physical damage. *Resist control* grants a reaction bonus against any attempts to take control of the character. *Resist perception* grants a reaction bonus against any attempts to detect or otherwise perceive the character or the character's power in an extrasensory manner. *Detect intrusion* gives the character a chance (perception) to recognize that an intrusion is being attempted.

The character must be conscious and unsurprised by a mental intrusion to gain a bonus against it. Mental Resistance may be used against both magical and psychic intrusions.

Merry Band

Requirements:	Charisma 13
	Level 3
	Moral Code

You have attracted a band of followers devoted to you. They may be a gang, a band of brothers, fanatics, disciples, henchmen, sidekicks, or viziers, but whoever they are they look to you for leadership, guidance, and support. The band consists of warriors, thieves, and/or experts, but not sorcerors, monks, prophets, or monsters. Only species that are already part of the player character

group can be followers. Your character must have at least two followers, and can have as many as you want as long as the total levels of your character's followers are less than or equal to your own level, modified by charisma as a major contributor. No one follower's level can meet or exceed your own.

For example, Will Stratford is seventh level and gains a Merry Band. He decides on Doc Laramee (a 2nd level thief), Whisky McBain (a 3rd level warrior), Lucky Glover (a 1st level warrior), and Buttermilk McGuire (a 1st level warrior). (For full effect, followers should be given nicknames rather than real names.) Will has seven levels of followers, the maximum Will is allowed.

The cost of living for a character with a Merry Band is double normal. It also costs one mojo per follower to take a band on an adventure (the entire band does not need to come). If the character wishes to call a follower who did not come on the adventure, it costs one mojo and the player rolls d100 to see how many hours it takes the follower to arrive. Practical mojo may be used for either of these costs.

The player can spend their mojo on any action by the band (as a group effort) or by any individual follower.

Improving and changing followers

Changes to followers are allowed once per level. When your character's level increases, you can attract new followers, discharge existing followers, replace dead, traitorous, or discharged followers, and/or increase the levels of your existing followers, as long as, at the end of the changes, you have at least two followers and their total levels are do not exceed your maximum.

Discharged followers will initially be nearly as supportive of your character as they were when in your band, but are from then on handled as a normal non-player character by the Adventure Guide.

Follower abilities

The player can roll abilities for any follower using 3d6, assigning them as desired, or the player can use the set 8, 9, 10, 11, 12, 13. A follower's charisma and wisdom cannot exceed that of their leader.

Followers have verve, and they gain maximum survival and verve for their first level as a player character does. They do not have mojo of their own. They do gain 6 points of practical mojo per level that can be used to gain fields, skills, and equipment as if it were mojo. Equipment is gained at the rate of ten coins per point. Their six points of first-level mojo can use first-level mojo costs for fields and skills. Their other mojo uses normal costs for fields and skills. A follower's equipment is only available if the follower is available, and, while it can be stolen, it cannot be sold or otherwise converted into money.

Followers do not gain specialties. However, the player can spend one mojo at any time to grant a follower—or a group effort involving followers—one of the character's specialties. The follower or group effort must meet the requirements for the specialty (prerequisites are met by the player character). Once granted, use of this specialty lasts for the rest of the adventure.

Experts

An expert is a leveled follower that is not one of the real archetypes. Experts designate one intelligence-based field in which they are an "expert". Rather than gaining a level bonus to the Fighting Art, experts gain a level bonus to that field. They can also apply mojo to this field bonus and to gaining skills within the field.

An expert's archetypal ability is intelligence, and their archetypal reaction is reason. Their verve contributor is wisdom.

Betrayal

If followers are treated poorly, they may turn on the object of their devotion. They are unlikely to directly confront the player character, but rather will betray the character, feel guilty about it, and run away. Betrayal can come in the form of stealing (especially if the follower feels they've not been given their fair share of loot—a good rule of thumb is 10% of the character's share divided up among the merry band); desertion in time of danger (especially if the character uses followers callously as monster fodder); or even betrayal to the character's enemies.

After betrayal, a follower will disappear and become a non-player character.

The player is allowed a charisma roll, probably with modifiers, to forestall a disgruntled devotee. On a successful charisma roll the follower(s) forgive their errant leader's past transgressions.

Multiple Archetype

> *Requirement:*   Archetypal Abilities 10

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

If this specialty is taken at first level, the player may "pre-choose" the archetype that their character will advance in for their second level. The character will gain the special abilities of that archetype. The character's "real" archetype(s) are the ones that provide reactions, attack bonus, and survival or verve.

Special abilities include restricted fields, spell-casting, calling spirits, and the ability of warriors to convert attack bonuses into combat bonuses.

For example, a first level character with 16 strength and 12 agility might choose to be a warrior, and pre-choose thief for second level. The character will react, attack, and have survival points as for a warrior but will also be able to learn thief fields as if the character were a first level thief. On reaching second level, the character must place that level in the thief archetype. At that point, the character will be a full first level each in warrior and thief, and will gain the survival points (or in this case verve points), reaction bonus, and attack bonus (if any) for a first level thief.

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

Characters only gain initial resources at the first character level, not for each first archetype level. Likewise, characters who multi-type to sorceror do not automatically acquire spells for their spellbook. Characters who multi-type to thief do not gain first level thieving fields, but rather the normal increase for level advancement.

Players whose characters have more than one archetype can use their mojo to affect rolls for any of their archetypes. Their costs for gaining or improving things such as fields or skills are according to the archetype they gained their current level in. Verve can be used in place of survival if the damage is archetypal for any of the character's archetypes.

A player may not choose an archetype that violates the restrictions in the main rules for creating a new group, until at least two levels after the game starts. If the game starts at first level, as is normal, a player can only choose a forbidden (because other player characters already have it) archetype at third level or higher.

Multiple Spell Targets

> *Requirement:*   Intelligence 12

Prerequisite: Chain Spells

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

Musician

Requirements: Agility 11
Intelligence 10

The character is an exceptional musician. They may play any musical instrument passably given a few days of study, and can play any instrument within a general class immediately, even if they've never used that particular instrument before.

The Musician gains the Musical Science field at +1 with one instrument class (Wind, String, Percussion, Keyboard, Vocals) as well as the skill play unfamiliar instrument: a Musician can play unfamiliar instruments with their Musical Science field bonus, at a penalty of 2.

The Musician can gain one field bonus or one new style every three levels after taking this specialty, and can also apply mojo to the field as normal. Musical skills are archetypal for the Musician.

Nature Friend

Requirements: Wisdom 12
Good Moral Code

The character may learn the languages of animals. They gain the field Nature Friend at +1 with the skills calm animal and discern qualities (usually a perception roll). They gain a further bonus of 1 to this field every third level.

The character may add skills to this field as normal. Skills available within this field include woodcraft, the five animal languages (mammals, birds, snakes and lizards, fish and water-creatures, and insects), the forest language of the Faerie, and nature stealth. Nature stealth combines the thief skills hide and silence but only within a natural realm.

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

The character may befriend any domestic or non-hostile animal automatically. They may also calm a wild or attack animal. The animal must make a willpower roll, with a penalty of the character's nature friend field bonus. A failure indicates that the animal's reaction category is shifted one level in the direction the character desires. The character must approach the animal fearlessly to exercise this ability.

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

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

Never Miss

Requirements: Agility 11
Charisma 10

The character is such a good shot with their missile weapons that they never take a shot they can't hit. If they roll a thrown or missile attack and the roll indicates a miss, they did not actually shoot or throw, and they have not wasted the missile or weapon—it remains available for a later attack.

Characters with *Never Miss* also never have to worry about hitting the wrong target in a crowd: if they miss their target, they didn't actually fire.

Nobility

Requirements:	Intelligence 8
	Charisma 10
	Wisdom 8

The character is from a noble family, and may reap the benefits of nobility. The character must maintain a noble demeanor and uphold the family name. If the character tarnishes the family name, the character may no longer use the familial benefits of nobility, and may even experience a backlash.

The character gains the Art *Noblesse Oblige* at +1, with two skills. They gain one noble etiquette skill, such as an etiquette for all nobility in a specific culture, or an etiquette for an activity that nobility engage in, such as courting, fashion, ruling etiquette, or chivalry. They also gain one of a noble language, a royal history, equestrianism, law, heraldry, a fine art, or a noble sport such as jousting, dueling, falconry, or hunting. At the time they gain this specialty, they may choose to move any appropriate existing skill into *Noblesse Oblige*. (This will probably change that skill's scope.)

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

The character gains a bonus of 1 on interactions with other members of the nobility of their culture. This benefit is not lost if they tarnish the family name, even against members of the nobility participating in a backlash. They're still part of the in-group, even if the in-group doesn't like them. An "interaction" is pretty much any roll except an attack roll. Even reaction rolls against spells cast by nobles (of their culture) are at a +1. The other person must know that the character is a noble for the character to gain this bonus. (As a member of the nobility, the character is also affected by this, but only when the other noble has the Nobility specialty.)

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

Noble Pet

Prerequisite:	Nobility

The character has a pet traditional to nobility, such as a horse, falcon, or dog. The animal is exceptional for its species. It has a 4 intelligence, a 9 charisma, and a +1 on all survival dice. Its first survival die is the maximum for that die. Its perception is the same as its owner's. The animal has either long been in the character's family, or has a pedigree entwined with the character's family.

The animal will never be confused as to its owner or its family, even by supernatural means. It is completely reliable, and may be given simple instructions to carry out in the character's absence. The animal can reliably be sent to known locations and (if instructed) return. When at all possible, the animal will be able to track and find its owner, though it will not do so if that puts its owner in danger, unless the character wants it to.

When within twenty yards the animal can communicate silently with its owner, giving its owner a bonus of 1 to all perception rolls. The animal can communicate its basic (one-word) fears, needs, and other concerns to its owner and respond to silent commands.

If the animal dies, it will be replaced with another in its line during the character's next level.

Open Secrets

Prerequisite: Species (Elf or Half-Elf)

The character's senses are so alien that they easily see things meant to be secret. Whenever the character passes within four yards of a secret or hidden door or similar camouflaged feature, the Adventure Guide should make a perception roll for the character; if it is successful, the character has seen the door.

When actively searching for secret or hidden doors, the player makes a charisma roll instead of a perception roll.

Parry

Requirement: Agility 11

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

If a character parries an attack against an attacker who is using multiple attacks per round, the parrying character can (if they have any available) use combat points to increase the number of attacks parried. One combat point adds one parry to the number of parries against a single attacker. No extra roll is required.

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

Personal Binding

Requirement: Player Character

The character is "bound" to an item, person, or place, which may be changed once per level. The Guide is forbidden from permanently removing that thing. If an item is stolen, for example, it must be retrievable. Persons may not be killed, nor places destroyed.

When a bound thing is missing, the character always knows how to find it. This knowledge need not be paranormal. It can come from clues, confessions, or soliloquies; or from intuition, magic, divinity, or psychic links. The player may always ask, "will this action lead me closer to the item compared to not taking this action" and the Adventure Guide must answer yes or no truthfully.

All actions which lead the character closer to the bound item compared to not taking those actions are archetypal. When the player chooses to bid mojo on such an action, they will receive up to that many free mojo on top as needed. These free mojo give the character experience as normal. A player who bids three mojo but needs five, for example, will spend their three as well as two free; the character receives experience as if five mojo were spent. If they bid three mojo but need seven, however, it will still fail, because they need four extra mojo beyond their bid, and they only bid three.

Poisoner

Requirements: Intelligence 13
Agility 10
Non-Good Moral Code

The Poisoner automatically gets the *poison* skill in a relevant field of their choice. They gain a bonus of two to the poison skill roll.

Poisons require mojo to manufacture. The base mojo required is the strength of the poison. The action time and effects of the poison also affect the mojo cost to manufacture. The penalties are additive: a poison that causes 1d6 injuries and has an action time of 2 rounds will have a mojo cost of 12. Strengths below zero can offset the mojo

cost, but the mojo cost will never be less than one.

Action Time	Injury	Ability	Sleep	Mojo
1 hour	0	0	0	0
30 minutes	1	1	d10	1
10 minutes	d2	2	d20	2
1 minute	d3	3	2d12	3
5 rounds	d4	4	2d20	4
4 rounds	d6	5	3d20	5
3 rounds	2d4	6	4d20	6
2 rounds	2d6	7	6d20	7
1 round	3d6	8	2d100	8
—	+d6	+1	+1d100	+1

1. Injuries are gained once and then the poison is done.
2. The ability (or concentration) will be penalized by that much for the duration of the poison, not per action time.
3. Sleep (or paralysis) time is that many minutes, after which the victim can awaken as normal. Paralysis which resembles death costs two extra mojo. Paralysis that leaves the victim conscious costs two extra mojo.

The poisoner can create multiple doses at an extra cost of half the base cost; each extra dose costs a minimum of one mojo extra.

Creating a chronic poison (one which causes cumulative ability loss or injuries) doubles the mojo cost.

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

Power Casting

Requirements:	Charisma 9
	Sorceror
	Moral Code

The character's casting level is increased when within a place of power, if at least one of the character's moral codes match the place of power's code. If one code matches, casting levels are increased by the place of power's level. If both codes match, casting levels are increased by twice the place of power's level.

If the character has access to them, the character can also memorize and cast spells of one level higher than their actual level while within the place of power. Spells memorized but not cast may be neither used nor forgotten while outside a place of power.

Power Shift

Prerequisite:	Reliquary Magic if not 4th level in a Mental Archetype
Requirements:	Charisma 11 or Wisdom 11
	4th level in a Mental Archetype or Reliquary Magic
	Moral Code
	Player Character

A character with *Power Shift* is aware of the hidden veins of power feeding the world. They can sense places of power and draw forth moments of power. Drawing a moment of power requires a pattern of lost things, forgotten and dry: a chain of flowers, dried and pressed between the pages of long-unread books hung from a dead tree; letters from long ago, carefully kept in a room no one visits and lain out in a spiral on the ground; hard candy dusty and brittle from an ancient tin strewn through the ashes of an ancient fire.

Manipulating places and moments of power costs mojo. The character can double the radius of a place of power, double the duration of a moment of power, or increase or decrease the level of a place of power by one, for 1 mojo. Creating a zero-level moment of power for one hour at a one-yard radius, costs 1 mojo. Moments of power created by the character are centered on the character and the pattern that the character has created, and have the character's moral code. The pattern is only needed for creating the moment (or extending the place). If the pattern is destroyed after the moment of power is created, the moment of power remains.

Characters must be within half the radius of the place of power to affect it; that is, they must be near its center. For example, if a place of power is three miles wide, they must be within the center one and a half miles. It takes about five minutes to create a pattern. Creating or shifting a place of power takes one round.

The character can also sense places of power on a perception roll, at a bonus of the level of the place of power. The character must be within the place of power and must actively attempt to sense it.

Rituals require a significant sacrifice, a drawn symbol of power, and a chant, all of which must be related to the results of the ritual. The Adventure Guide has more information about performing rituals.

Prehensile Tail

Prerequisite: Species Saurian

A prehensile tail gives the saurian the ability to do almost anything with their tail that they can do with their hands. A prehensile tail gives the saurian a bonus of 2 to climbing and to walking in unstable situations such as a tightrope. The saurian can have a weapon ready from the front or back, though they may use only one per action. They can use a two-handed weapon and still use a shield. They may ready one weapon without dropping their current weapon. If a thief, they can pick pockets and pick locks (locks and traps) while doing other things, such as fighting.

Prehensile tail makes more sense at early levels, because it is something the character always had.

Priestly Circle

Requirements: Prophet
Charisma 11

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

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

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

Provisioning

Requirement: Charisma 11

The character is an expert at acquiring supplies, equipment, and funds at short notice, and at planning ahead for what items will be necessary. The player may retroactively choose to have purchased

small, inexpensive items as long as there has been a reasonable opportunity to purchase or acquire them in the last level weeks. (And as long as the character's pack, pouch, or other carrying device hasn't been replaced or emptied since then.)

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

The player may also trade mojo for larger and more expensive equipment. Trading mojo for equipment or supplies results in ten times mojo squared silver coins worth of items. Items take a number of hours equal to the mojo used, to acquire. If the character needs to acquire a horse and tackle, worth 85 silver coins, this will take 3 mojo (for up to 90 silver coins worth of supplies) and 3 hours.

The worth of supplies is measured by what they would cost in the general community near where the character is searching for them.

Psychic Warrior

Requirements:	Monk Archetype
	Charisma 9
	Reason 9

The *Psychic Warrior* is a master of psychic combat, in the same way that warriors are masters of physical combat. The monk's psychic combat bonus is the monk's level, and the combat bonus may be used for various things during psychic combat just as for warriors.

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

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

Quick Healing

Prerequisite:	Tough Upbringing if not a physical archetype
Requirement:	Thief or Warrior or Tough Upbringing

The character heals more easily than others. For each night's healing roll, the character automatically makes their health roll to restore survival or heal injury. The character must rest at least three hours. If the character rests for a full day, they will regain twice the normal amount of survival points.

Reaction

Requirement:	Charisma 11 or Agility 11

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

- Whenever I see an Orc, I will attack it with my sword.
- Whenever I am surprised in the forest, I will cast *mage bolt* at whatever surprised me.
- Whenever I fall into a more than 9 foot fall, I will cast *slow fall*.
- Whenever I enter a room, I will search for exits.

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

Surprise penalties do not affect the reaction. If the character attempts any actions other than the reaction, however, surprise penalties apply as normal. If the reaction requires any "stuff", such as a sword or spell components, that stuff must be reasonably available to the character but in general it is assumed that the character does keep them available and easily accessible.

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

Reliquary Magic

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

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

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

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

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

Restoration

> *Prerequisite:* Exemplar or Martial Artist
> *Requirement:* Player Character

The character who always seems to take a beating before summoning a reserve of strength? That's you. Your character can restore lost verve. Restoration costs one mojo. If unconscious, they are restored to consciousness automatically.

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

Restoration requires no action on the character's part, but it helps to say something ironic or heroic.

Riposte

> *Prerequisite:* Parry

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

Ritual Magic

> *Requirements:* Wisdom 10
> Mnemonic Sorceror

The sorceror can cast spells directly from their spell book, without preparing it ahead of time. Ritually preparing a spell for casting requires uninterrupted casting time for four minutes per level of the spell. The player must make a reason roll to successfully ritualize

the spell. The character may gain a bonus of 1 by taking six minutes per level, a bonus of 2 by taking eight minutes per level, a bonus of 3 at ten minutes per level, and so on. Beyond those requirements, the spell is cast as normal and requires the same components and additional casting time as for normal casting.

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

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

Scholar

Requirement: Intelligence 13

The character is a scholar, a seeker of knowledge. Scholars automatically gain the *literacy* skill in either their native culture or the *Language Science* field. If they are in a culture that does not have a written language, they will devise their own notation scheme.

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

On taking this specialty, the character gains one extra language skill and one extra Science skill, in a relevant field of the player's choice.

Seat of Power

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

The character comprehends the ritual required to construct and use a throne or high seat that enhances magical energies. A seat of power must be installed on and linked to a place of power. It grants a bonus of that place's level to casting level for all spells cast while seated within the seat of power. (Spells must be cast by the sorceror at a minimum of their level.) It also applies a bonus of the place's level to any reaction or ability rolls that the sorceror needs to make while casting or resisting sorcery.

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

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

A seat of power requires eight mojo to build.

Sense Arcana

      Requirements: Mental archetype
                  Charisma 12

The character can sense their type of arcane power near them. A sorceror can sense magic, a prophet can sense divine power such as spirit manifestations, and a monk can sense psychic skills in action.

The character is allowed a perception roll at a bonus of the level of effect and a penalty of one for every ten yards away the arcane power is being used.

Any character with Sense Arcana can sense a ritual being performed at a place of power. For such rituals, the penalty is per mile rather than per ten yards.

Demonic power is perceptible to both prophets and monks.

The character senses only that arcane power is in use and the relative strength of that power, but not direction or kind of power (magic school, divine sphere, or psychic field). Relative strength depends on both level of effect and distance. As a rule of thumb, if the combined modifier for level of effect and distance is zero or less, the relative strength is weak; if the modifier is one or two, strength is moderate; for three to five, strength is strong, and for six to nine, strength is powerful. Any higher is very powerful.

Sidespell

      Prerequisite: Staff of Power
      Requirement: Sorceror

The sorceror can cast spells into their staff of power, and then loose those spells later. Verve and components are used when a spell is cast into the staff. The target of a spell is chosen when the spell is loosed. When loosed, a sidespell's casting time is 1. The sorceror can loose a sidespell even when surprised.

A staff of power can bear a limited number of sidespells at a time. The staff has a number of slots equal to the sorceror's level. Each spell requires its level plus one slot. Thus, a seventh-level sorceror could have one sixth level sidespell; or one fourth-level and one first-level sidespell; or one third-level and one second-level sidespell; or two first level sidespells and one second-level sidespell,

for example. Sidespells must be loosed before another sidespell can be stored in their place.

The sorceror must hold their staff to loose the sidespell. Further, the player must choose an action their sorceror must perform to activate the sidespell, such as:

The sorceror must raise the staff vertically at least a foot up.

The sorceror must stamp the base of the staff against the ground or other horizontal flat surface.

The sorceror must rap the tip of the staff against a wall or other mostly vertical service.

The sorceror must extend the staff horizontally, pointing the tip or base toward the target of the sidespell.

Species

The character is an Elf, Dwarf, Halfling, Gnome, or other character race, and gains benefits and penalties according to their species.

Species	Ability Adjustments	Preferred Archetypes	Size	Vision
Dwarf: +1 Endurance, -1 Charisma		Warrior, Thief	Small	Underground, -2
Elf: +1 Agility, -1 Endurance		Warrior, Sorceror	Medium	Night, -1
Gnome: +1 Intelligence, -1 Wisdom		Warrior, Thief, Mentalist	Small	Night, -1
Goblin: +1 Endurance, -1 Strength		Thief	Small	Night, -1
Halfling: +1 Agility, -1 Strength		Warrior, Thief	Small	Night, -2
Half-Elf: no adjustments		Warrior, Sorceror, Thief	Medium	Night, -2
Half-Orc: +1 Strength, +1 Endurance, -1 Charisma		Warrior	Medium	Underground, -2
Pixie: +2 Agility, -1 Endurance, -3 Strength		Sorceror, Thief	Tiny	Night, 0
Saurian: +1 Endurance, +1 Fortitude		None	Large	Underground, -2

Preferred Archetypes

If the character has only one archetype no roll is required to advance in that archetype. The character may choose from multiple archetypes at any level increase if the player rolls vs. the archetypal ability of the new archetype (training may be required in-game). The roll has a penalty of the character's current level in the archetype. If the chosen archetype is *preferred*, no roll is required. An elf can advance as warrior or sorceror without rolling, for example. They may multi-type at first level, as described under the Multiple Archetype specialty, if both archetypes are *preferred*. If the character has multiple archetypes, advancement not within a preferred archetype requires a roll.

Special Vision

Most non-human species have both normal vision and either night or underground vision. **Night** vision is the ability to see in darkness using ambient light from stars or a sliver of a moon. This ability is useless around bright lights. A character with night vision suffers fewer, if any, penalties due to darkness. **Underground** vision is a combination of senses, with the character able to see differences in heat, feel the motion of air, and triangulate from sounds and echoes. The character with underground vision is able to see and work with no light within enclosed spaces. In the open and outdoors, this vision is less useful. The default penalty for using underground vision in the outdoors is increased by 3. Determining fine differences with underground vision is difficult if not impossible. It can't be used to read normal text, for example.

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

Age, height, and weight

Aging affects the character's base starting age and the number of dice rolled for starting age. Elves generally start at 150 plus 10d6 years old, for example. *Aging* also affects the age at which a character begins to feel the affects of age, and the rate at which aging affects the character. A Dwarf, for example, will begin to get old at 320 years plus eight times endurance, and will potentially worsen every eight plus eight times endurance as a special contributor years thereafter. That is, all numbers are multiplied by the *aging* multiplier.

If the player chooses to make their character older, the character will gain the field and skill benefits of their age. The player may save their age-based field and skill bonuses and use them during play to gain skills and fields relevant to the adventure.

Species	Base Height	Base Weight	Height Dice	Weight	Aging	Move Base	Average Height	Average Weight
Dwarf:	41	80	2d6	x10	x8	8	4′	150 lbs
Elf:	52	30	6d6	x6	x10	11	6′ 1″	156 lbs
Gnome:	33	48	1d6	x4	x10	6	3′ .5″	62 lbs
Goblin:	32	44	2d6	x4	x3	6	3′ 3″	72 lbs
Halfling:	35	46	2d6	x5	x3	6	3′ 6″	116 lbs
Half-Elf:	54	44	4d6	x7	x6	10	5′ 8″	142 lbs
Half-Orc:	56	52	5d6	x8	x.9	10	6′ 1.5″	192 lbs
Human:	54	48	5d6	x7	x1	10	5′ 11.5″	170.5 lbs
Pixie:	6	5	1d6	x1	x.5	14/3	8.5″	8.5 lbs
Saurian:	80	200	4d6	x5	x2	12/15	7′ 10″	270 lbs

Thieving Modifiers

The species gain bonuses or penalties on thieving skills. Dwarves tend to be good at locks, and Halflings at keeping silent and hidden.

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

Dwarf

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

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

Dwarves receive the Spelunking skill in native culture or any relevant field, at no cost.

Elf

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

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

Gnome

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

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

All Gnomes have the field *Nature Tongues* at +0 and the skill *plants*. This skill lets them talk to plants; plants have knowledge according only to their own sphere sized by their height. Plants are otherwise as intelligent as animals when gnomes talk to them.

They may learn the languages of any unintelligent animal species, adding them to the *Nature Tongues* field.

Gnomes may gain the *Nature Friend* specialty without regard to wisdom or moral code.

Goblin

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

Halfling

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

Known in some areas as "Hobbits", they are perhaps the race that, except for their size, most resemble humans. Halflings tend to be very conservative, and tend toward the Ordered moral code and the Good moral code. Etiquette plays a large role in Halfling society.

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

Half-Elf

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

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

Half-Orc

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

Pixie

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

Pixies gain a bonus of 1 to perception, a penalty of 1 to willpower, and a special bonus based on wisdom against sleep or mind control.

Pixies gain the skills *aerobatics* and *herbalism* in their *Native Culture*.

Pixie thieves must use their slower (walking) speed to gain their bonus of 3 to silence. If a Pixie is a warrior, they can only increase their combat movement by 2 per combat bonus point.

Saurian

Saurians are bi-pedal lizard-like creatures, with long forking tongues, bulbous eyes, and ears behind eye-lid-like membranes. Their shiny, iridescent scales reflect green and blue in sunlight, and also make them appear wet or slimy even in dry conditions. They are suited to warmer temperatures than other species, and withstand any temperature as if it were ten degrees cooler than it really is. Because of this, they prefer not to be out at night when the temperature is cooler.

They can move quickly on all fours, using their long arms as legs. Their larger base movement rate is their all-fours movement.

Saurians will regrow arms, legs, and tails if they lose them. After a scene where a Saurian gains injury points, they can make an evasion roll at +8. On a successful evasion roll, all injuries were to a single limb; they don't then have to worry about unconsciousness or death from that injury. They may choose which limb is lost; they will then automatically heal one injury point per day in addition to any other healing rolls (which won't apply to that limb). Until their limb heals, its injuries will only contribute a penalty of three, and only to actions involving that limb. (Movement involves their tail as well as their legs and possibly arms.) Let the player choose which limb was injured, or roll d5 (arm, arm, leg, leg, tail) if they can't decide. The minimum injury level is three; if their injuries were less than that, they are increased to three when the limb is removed. Thus, it takes at least three days to restore a lost limb.

Saurians gain a bonus of two to any death rolls, as well as to unconsciousness rolls brought on by gaining injuries. Saurians don't feel pain in the debilitating sense that other creatures do, so they'll also gain a bonus of four to any rolls against physical torture.

When the temperature goes below 70 degrees, movement drops by 2. For every additional ten degree drop, movement is reduced by 1.

Because they are large creatures, Saurians do not have to roll for unconsciousness or death until they reach two injuries. Their fortitude bonus also comes from being Large.

Speedy Movement

Requirements:	Endurance 12
	Strength 11
	Agility 12

The character is able to get from place to place quickly, by running quickly, using shortcuts, and avoiding the obstacles that normally get in people's way. Add 1 to the character's movement per character level.

Spell Preparation

Requirements:	Sorceror
	Intelligence 11
	Agility 11

The caster can perform their spells up to the point of casting but wait to loose them. The level of effect is chosen when the character starts casting the spell. The target and voluntary effects of the spell are chosen at the time the spell is loosed. Ingredients must be kept available until the spell is loosed.

The caster can change their mind and not loose the spell. Verve is

not lost, nor is the spell lost from memory, if the character chooses not to loose it.

The caster may not cast another spell while keeping a previous one prepared. The preparation is then lost. If the character loses consciousness (including sleeping), preparation is also lost.

Spellbook Exchange

Requirements:	Mnemonic Sorceror
	Level 2
	Charisma 10

The sorceror can read a spell from their spellbook directly into their mind, replacing a spell that they already have memorized with another spell of that level or lower. Swapping a spell requires one minute and one verve, per level of the spell being swapped in.

Spellhold

Requirements:	Sorceror
	Wisdom 10
	Charisma 10

The caster can concentrate to hold a spell and loose it well after casting. Loss of concentration means that the spell goes off. The character may have to make a willpower roll to maintain concentration if surprised, if they lose survival in an attack, or are otherwise shocked enough to possibly lose concentration.

The caster must choose all aspects of the spell at casting. Only the actual effects are delayed. The target, for example, must be chosen at casting. The spell is cast, but is held in abeyance until the sorceror lets it loose. Any reactions are made at the time the spell is cast.

A caster can choose to quench a held spell. This takes spell level

rounds. On a loss of concentration during the quenching period, the caster's willpower roll to control the spell is at a bonus of the spell level and a penalty of the number of rounds to go.

The caster can change their mind about quenching, but must make a willpower roll at a penalty of the number of rounds spent quenching to successfully keep the spell (a failure means that the spell was already quenched).

Whether quenched or loosed, a held spell is used up, and uses verve and other resources at the time of casting.

Spirit Attachment

> *Requirement:* Prophet

The prophet may attach spirits to a place or person. Once attached, spirits are only removed if triggered or if the prophet wills it. The prophet does not "lose" that spirit until that spirit is triggered or otherwise used. For example, if a prophet can hold four spirits of third level, and attaches one spirit to a dwelling to protect the dwelling, that prophet still has four spirits 'held', and may not call another one. The prophet can at any time recall the spirit; the spirit attachment ends immediately, and it will take 2d20 minutes for the spirit to return to the prophet's use. The prophet knows when a spirit is triggered and when it is available.

The spirit's trigger may, at first level, be a single command word or a single, simple thing (sword, the color red). At higher levels, the trigger may use as many words as the character's level. A second level character might have it triggered on a "red sword", a third level character on "three attacking Orcs", etc. The trigger and the target must be the same at first level. At second level and higher, the words to describe the trigger may be divided between trigger and target. For example, at first level the trigger and target might be described by "human". If any human (as the sorceror would

perceive it) enters the range of the spirit, the spirit is triggered, and that human is the target of the spirit. At second level, the prophet might say that the trigger is "human", but the target is "tree". If a human comes within range of the spirit, the spirit's effect is triggered but the target will be the tree (if there is only one tree within range, or the prophet doesn't care which tree is targeted).

Spirit Bane

The character is marked with divine protection. The character has a bonus of two to reactions against any divine or spiritual effect. Divine creatures must make a willpower roll to attack the character. Spirit bane also protects against demonic power.

Spirit bane will usually manifest in a physical manner, such as a lightly glowing aura or a physical mark that changes when the resistance comes into play.

Spirit Channel

> *Prerequisite:* Spirit Attachment
> *Requirements:* Prophet
> Wisdom: 14

When any of the prophet's spirit attachments are triggered, the prophet will see, hear, and otherwise perceive what is happening in the area of the spirit as if the prophet were at that location. The prophet can move their point of perception from that location at level yards per round. They can use any spirit manifestations, specialties, or other special powers that affect themself to improve their ability to perceive what is happening.

The effect lasts for level minutes after the triggered spirit manifestation ends. They cannot physically affect the location, but they can choose to speak and (if they wish) manifest a ghostly

presence.

Spirit Drain

> *Requirements:*   Prophet
> Charisma: 9

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

Spirit Drain works when burning spirits as well; a prophet can choose to burn less than the full spirit. Burning a spirit in this manner is treated the same as if burning a full spirit of the lesser level.

Staff of Power

> *Requirements:*   Sorceror
> Charisma: 10
> Moral Code

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

A staff of power, when held and displayed by the sorceror, grants a bonus of one to the sorceror's casting level for all spells cast. (Spells must be cast at a minimum of their level.)

A staff of power requires four mojo to create.

Stout Heart

> *Requirements:*   Endurance 9
> Moral Code

The player may roll two dice instead of one, taking the highest roll, for survival point increases. Rolls of 1 on either die are re-rolled.

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

Stout Mind

> *Requirements:*   Sorceror, Prophet, or Monk
> Wisdom 9
> Moral Code

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

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

Sunless Senses

> *Prerequisite:*   Species (Dwarf or Gnome)

The character has a sense of depth, direction, stone, and stonework that does not rely on cues available above ground. The character can sense sloping surfaces, recognize recent excavation or

construction, and recognize hidden stonework (such as pits, falling blocks, and sliding stone walls), and easily knows how deep they are underground and what direction they are facing.

When attempting to determine such information, the player makes a charisma roll instead of a perception roll.

Sworn Racial Enemy

Requirement: Charisma 8

The character's community or race are sworn enemies of another species. The character gains a bonus of 4 to attack their racial enemy, and a penalty of 4 to social rolls regarding the racial enemy.

Symbolic Alchemy

Prerequisites: Alchemy
Requirements: Sorceror or Prophet
                      Literacy
                      Intelligence 14

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

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

scroll allows for choice, it may only be used by characters of the same archetype that uses that spell or spirit.

Scrolls have a calling/casting time of spell level. Scrolls last for two months per level of the alchemist before the ink degrades. After this time, the scroll will have no effect (though, if readable it may be useful for someone researching that particular spell).

Team Combat

Requirements: Warrior
                      Charisma 10

The character can build a team that fights more effectively together. The character can team multiple characters in an attempt to synchronize their attack and defense maneuvers. Each person attempting to join the team must make a perception roll. Anyone with the *Fighting Art* skill *team combat* gains their *Fighting Art* field bonus as a bonus on the roll. Characters with the *Team Combat* specialty automatically gain the *team combat* skill.

The character with this specialty is the coordinator of the attack. If their player does not make their roll, the team does not form.

The team — everyone who made their perception rolls — pools all of their attack bonuses together as combat points, which can be allocated by the leader as normal. Each member of the team has one attack by default, and the leader can allocate points for extra attacks as normal. If the team leader allocates some points to defense, the defense bonus applies to all team members. The members of the team are not subject to normal facing rules: even if there is limited room for opponents to attack, if even one of the team members can attack then all will be able to, because the team is working together.

The team leader can attempt to team as many as charisma (as a special bonus) other characters (beyond the team leader) together. So, for example, a team leader with a charisma of 13 could create a

team of four: the team leader plus three others.

The team-up lasts for two rounds for every warrior level of the leader. The leader can end the team-up at the beginning of any round. Anyone leaving the team removes their part of the pool.

So, for example, a fourth level warrior with this specialty and a 12 charisma, a second level thief, and a second level warrior decide to team up. Each player makes their perception roll. The total pooled combat points are four (for the leader), one (for the thief), and two (for the second-level warrior), for a total of seven. As a fourth level warrior, she can divert up to eight attack bonuses into combat bonuses. She converts two points of the combat pool into a bonus to defense and leaves the rest on attack, applying it to the second-level warrior. So the leader and the thief attack with no bonus, and the second-level warrior attacks at +5. All three gain a bonus of two to their defense. The team-up lasts up to eight rounds.

Tiny Combat

> *Prerequisite:*   Small species

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

The character with this specialty will gain a bonus of 1 to attack rolls against up to four levels of other races or creatures (use the creatures' normal levels from the Encounter Guide, though the bonus will apply to any creatures of that type). The character will also gain a bonus of 4 to defense against the attack rolls of large, humanoid creatures such as trolls, ogres, and giants.

When trying to escape any larger creature, the character gains a bonus according to the difference in size if the smaller creature is not fighting. A *small* creature trying to escape a *large* creature will gain a bonus of 2 to defense. This does not combine with the +4 defense bonus against large, humanoid creatures.

Topical Alchemy

> *Prerequisites:*   Alchemy
> *Requirements:*   Sorceror or Prophet
>   Intelligence 14

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

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

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

Tough Upbringing

The character has had a tough upbringing and is exceptionally good at survival for a first level character of that archetype. They gain an extra 4+d6 survival. Endurance modifiers apply to the roll. This specialty makes most sense at first level, but may be taken any time.

Turn Undead

> *Requirements:*   Prophet or Exemplar
>   Wisdom 12

The character can repel and destroy undead creatures. The player makes a willpower roll. If successful, the character has repelled all undead of first level or lower. If the roll is successful by at least two, the character has repelled all undead of second level or lower. If successful by at least four, the character has repelled all undead of third level or lower, and so on.

The character can only turn undead they can see. The character must have and display their holy symbol.

Success level	Undead turned	1 injury at
0	First level	6
2	Second level	8
4	Third level	10
6	Fourth level	12
8	Fifth level	14
10	Sixth level	16
+2	+1 level	+2

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

Intelligent undead are allowed a willpower roll to avoid being repelled. If the undead makes their reaction, they are not repelled, but they will also not attack the character. The player can choose to reduce their character's success level and penalize intelligent undead's reaction rolls by the same amount.

The character can also destroy undead. If the success level is more than five beyond that necessary to turn the undead, the undead will gain one injury for every point the success level is greater than that. (Remember that while injuries will affect an undead's actions and reactions, undead are not normally susceptible to unconsciousness.)

Turned undead will avoid the area the character is in for the duration of the scene (often, the duration of a combat encounter) plus 2d6 minutes. Unintelligent undead will flee at normal speed for that entire time. Intelligent undead often will, too. If the only reasonably available direction to flee is toward the character, the undead will be able to approach and pass the character. In that case, they may also choose to make one attack as they flee past.

Two-Weapon Blitz

Prerequisite: Two-Weapon Fighting
Requirements: Strength 12+, by weapon
Agility 13

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

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

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

Two-Weapon Fighting

Requirements: Strength 10+, by weapon
Agility 11

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

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

Use Basic Weapons

Requirements: Strength 9
Agility 8
Intelligence 8

The character has the *basic weapons* skill in *Fighting Arts*, and may gain weapon familiarities with basic weapons. This specialty is normally only useful to the prophet, monk, and sorceror archetypes as it grants nothing thieves or warriors don't already have.

Vigilant Sleep

Prerequisite: Exemplar, Tough Upbringing, or Nature Friend if not Monk
Requirements: Charisma 10
Monk, Exemplar, Tough Upbringing, or Nature Friend

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

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

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

Weapon Specialist

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

The specialist may specialize in the use of specific weapons of a particular style. That style counts as a special fighting field. The styles are slashing weapons, thrusting weapons, bludgeoning weapons, bows, crossbows/firearms, and thrown/slung missiles.

The styles cost mojo just as for any field, and the bonus may be increased as for any field. Weapons within the style cost mojo just as for any skill. The character must already have that weapon as a skill in their Fighting Art field.

The bonus for the character's specialized field and their Fighting Art field are combined. A character with a +2 in slashing weapons and a +3 in Fighting Art will have a +5 to attack if their weapon is in both fields.

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

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

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

Psychic fields

There are five psychic fields: one science, one craft, and three arts. Psychic fields are available only to the monk archetype. The use of psychic fields is described in the rules for the monk archetype.

Field	Skills	Verve Cost	Monk Roll	Target Reaction
Corporeal Art:	Healing	4	Charisma	Health
	Self-Control	2		
	Morphinesis	3		
Dimensional Science:	Sensitive	2	Intelligence	Evasion
	Dimensional Shift	4		
	Temporal Shift	5		
Psychokinetic Craft:	Pyrokinesis	3	Wisdom	Fortitude
	Telekinesis	2		
Spiritual Art:	Spirit Aura	2	Charisma	Willpower
	Spirit Host	3		
	Spirit Summons	4		
	Spirit Travel	3		
Telepathic Art:	Catalyst	2	Charisma	Perception
	Domination	4		
	Empathy	1		
	Illusion	3		
	Telepathy	2		

Psychic effects and techniques

Each psychic skill consists of at least one *basic effect* that defines what the skill can do. Within each skill there are also *techniques* that improve the effectiveness of the skill. Some techniques can apply to all skills in a field. Psychic techniques cost two mojo if they apply to one skill, and four mojo if they apply to an entire field. If the monk already has the technique in one skill in a field, they can spend two mojo to make that technique apply to all skills in the field.

The basic effects of a psychic skill are what the skill can do if the psychic does not use their psychic pool to improve it. For example, a psychic with the *healing* skill in *Corporeal Art* can heal d4 points damage without using their psychic pool. If they put one point into that effect, they can heal 2d4 points damage.

There are some basic effects that can be applied to any skill. These are more general effects that affect how psychic powers are used.

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

See the monk archetype for more information about psychic fields and skills.

Effect	Base	Increase	Notes
Verve Period:	1 round	x2	By default, verve costs are incurred every round. This effect decreases the cost to every three rounds, six rounds, etc, paid at the beginning of the period.
Penalize Reaction:	0	-1	Targets are usually allowed reaction rolls to reduce or negate the effects of a power. This effect penalizes that reaction.
Improve Chance:	0	+1	This effect grants a bonus to the character's psychic skill roll.

Psychic field descriptions

Corporeal Art

Healing

Effect name	Effect	Level bonus	Effect type
Injuries Healed	d4	+1d4	Basic effect
Cure Disease	strength 1 disease	+1	Technique
Neutralize Poison	strength 1 poison	+1	Technique
Limb Restoration	level 1 limb	+1	Technique
Faster Healing	base time x ½	x ½	Technique

Healing requires one round of concentration per injury point healed, and ten minutes of concentration per level of limb restored. These times may be controlled according to the *reduced time* effect.

Limbs may be restored according to *limb restoration* effect level:

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

Self-Control

Effect name	Effect	Level bonus	Effect type
Increase Physical Ability	+1	+1	Basic effect
Heal Injury	1 point	+1	Basic effect
Increase Mental Ability	+1	+1	Technique
Bonus vs. Poison	+1 reaction	+1	Technique
Bonus vs. Disease	+1 reaction	+1	Technique
Immunity to Body Magic	+1 reaction	+1	Technique
Slow Bodily Functions	½ time	x½	Technique
Stun Opponent	1 round	+1 round	Technique

Increasing physical or mental abilities only grants the monk the immediate benefits of the higher abilities. For example, increasing endurance increases the character's health and fortitude but does not increase the character's survival.

Immunity to body magic provides enhanced reactions against any magic that affects the body, such as transmutations and teleports.

Slow bodily functions slows every part of the character's metabolism. Probably at about an eighth or more, unobservant others might consider the character dead, and at a sixty-fourth or more, even observant others might consider the character dead. The slowed metabolism also slows the effects of bleeding, ailments, hunger, and anything else which is part of the target's metabolism.

Stun opponent requires a called attack to succeed.

Morphinesis

Effect name	Effect	Level bonus	Effect type
Enhanced Senses	x2	+1	Basic effect
Decrease Height	-2%	-2%	Technique
Fall	- 5 feet	-5 feet	Technique
Harden Skin	+1 defense	+1 defense	Technique
Increase Height	+5%	+5%	Technique
Jump	+10% jump	+10%	Technique
Run	+1 movement	+1	Technique

Enhanced senses grants increased ability to see, hear, or smell. A

character with five levels of effect in *enhanced sight* would be able to see things as if they were a sixth of the distance away. Enhanced senses can also give a perception bonus of up to 1 per effect level, if the Guide rules that the enhanced sense applies.

Dimensional Science

These techniques can be learned for any *Dimensional Science* skill.

Technique	Effect	Level bonus
Portal Size	3 inch diameter	x2
Hidden Portal	-1 perception	-1
Range	3 yards	x2
Targets	1	x2

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

The *range* technique can also be used to affect targets directly without a portal, in which case the *targets* technique is required.

Sensitive

Effect name	Effect	Level bonus	Effect type
Future	15 seconds	x2	Basic effect
Past	10 minutes	x2	Basic effect
Use Senses	3 yard radius	x2	Technique
Proxy Target	+1 perception	+1	Technique

Combat Sense	+1 defense or attack	+1 either	Technique

Sensitive gives the monk general impressions about things that are happening that affect or relate to the target.

Future and **Past** give impressions about things that will or have happened in relation to the target during the time frame specified.

Use senses allows actually seeing and hearing a vision that is clearer than the normal general impressions.

Proxy target allows the monk to sense things affecting the owner of the target, if the target is a prized or important possession and if the monk makes a successful perception roll.

Dimensional Shift

Effect name	Effect	Level bonus	Effect type
Travel Distance	1 yard	x2	Basic effect
Mass of Targets	1 pound	x2	Basic effect
Blink Time	15 seconds	x2	Technique
Direction Shift	30 degrees	+30 degrees	Technique
Affect Magical Creatures	+1 equivalent	+1	Technique

Dimensional Shift allows the monk to shift objects or creatures out of phase with our normal three dimensions.

Travel distance allows moving the object while it is out of phase.

Mass of targets specifies the maximum mass of each target. The *targets* technique is still required to use it against others.

Blink time is the amount of time the target stays out of phase. Without this effect, the shift is immediate (to the traveler, the shift is immediate no matter how long it appears to outside observers).

Directional shift allows the monk to bend directions through the shift. If the monk were to dimensionally shift a moving object, the

object will move in a different direction after being shifted.

Affect magical creatures allows the monk to attack creatures that otherwise require a magical weapon to hit. The monk does not gain an attack bonus; the effect is the bonus *needed to affect at all*.

Temporal Shift

Effect name	Effect	Level bonus	Effect type
Forward Time	15 seconds	x2	Basic effect
Backward Time	10 minutes	x2	Basic effect
Mass of Targets	1 pound	x2	Basic effect
Stretch Time	+1 reactions, defense, actions, damage, move	+1 each	Technique
Compress Time	+2 armor, ½ time	+2/x2	Technique

Temporal shift allows the monk to temporarily shift backward or forward in time. When the monk lets up concentration, the target snaps back to the original time, plus however much time the monk maintained concentration. The target moves as an invisible ghost through time, able to see the pas or future, but unable to affect it.

Mass of targets specifies the maximum mass of each target. The *targets* technique is still required to use it.

Stretch time allows the target to move quickly compared to the world. This makes it easier for the target to hit and avoid being hit.

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

Psychokinetic Craft

Pyrokinesis

Effect name	Effect	Level bonus	Effect type
Mass of Targets	1 pound	x2	Basic effect
Temperature	10 degrees	+10 degrees	Basic effect
Targets	1	x2	Basic effect
Area of Effect	1 yard	x2	Technique
Damage	d3	d4, d6, d8, 2d6, +1d6	Technique
Range	3 yards	x2	Technique

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

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

Damage allows for an immediate attack which causes damage.

Telekinesis

Effect name	Effect	Level bonus	Effect type
Targets	1	x2	Basic effect
Mass of Targets	1 pound	x2	Basic effect
Range	3 yards	x2	Basic effect
Motion Speed	1 yard per round	x2	Basic effect
Telekinetic Punch	d4 damage	+d6, d8, 2d6, +1d6	Technique
Telekinetic Shield	+1 defense	+1	Technique
Telekinetic Glide	+2%	x2	Technique

The monk may move mass through mental power. A **telekinetic punch** capable of causing immediate damage may also be used, and of course the *targets* and *range* techniques will be required (range

can be dropped if the monk touches the target).

Telekinetic Shield requires *targets* and *range* to improve defense against attacks by multiple targets or targets at range.

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

Spiritual Art

Spirit Aura

Effect name	Effect	Level bonus	Effect type
Sense Remnants	sense morality	+1 sense	Basic effect
Targets	1	x2	Basic effect
Affect Magical Creatures	+1 equivalent	+1	Technique
Range	3 yards	x2	Technique

Ghosts and death leave remnants of their passing. With *spirit aura*, the monk—or targets that the monk designates as normal—can sense and possibly even affect those remnants. At its most basic, the monk can *sense remnants* of powerful moral codes; if the area is filled with Evil or has an aura of Good, the character can sense this. For each additional level placed in the effect, the character gains one extra sense, in order: smell, hearing, and sight. If there are ghosts or powerful impressions of the dead, the monk will sense (smell, hear, and possibly see) them. The more powerful the remnants are, the stronger the sensations will be.

Affect Magical Creatures allows the monk to attack creatures that normally require a magical weapon to attack. Each additional level lets the monk affect a creature that needs +2 to hit, +3 to hit, etc. The monk does not receive an actual attack bonus.

Spirit Host

Effect name	Effect	Level bonus	Effect type
Conversation Depth	1 intelligence	+1	Basic effect
Control Bonus	+1 willpower	+1	Basic effect
Proxy Target	+1 perception	+1	Technique

A **conversation depth** of 1 means indirect conversations such as yes/no answers on a ouija board. A depth of 2 allows for indirect means such as ouija boards and indirect writing (where the monk's hand writes the answers the spirit gives). At depths of three and above, the spirit can speak through the monk, although conversations will be limited as if to a person with an intelligence equal to the conversation depth (and no greater than the spirit's true intelligence).

The monk must make a willpower roll to regain control once the séance is over. This roll may be made every round. If failed, the monk must either pay *conversation depth* verve or give control of their body to the spirit. The *control bonus* is applied to this roll.

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

Spirit Summons

Effect name	Effect	Level bonus	Effect type
Elapsed Time	1 hour	x2	Basic effect
Conversation Depth	1 intelligence	+1	Basic effect
Proxy Target	+1 perception	+1	Technique

Elapsed time is the amount of time since the spirit was last in this location or last held or was part of the proxy target. If the spirit to be summoned is not present, the monk must use a *proxy target*,

something prized or important to the desired spirit. The monk must make a perception roll to successfully use the proxy. Corpses are common proxy targets for newly dead creatures.

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

Spirit Travel

Effect name	Effect	Level bonus	Effect type
Speed	1 foot per round	x2	Basic effect
Clear Senses	1 sense	+1 sense	Technique
Targets	1	x2	Technique

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

Telepathic Art

Telepaths can touch and manipulate the minds of other creatures.

Technique	Effect	Level bonus
Area of Effect	1 yard	x2
Non-Targets	1 target	x2
Range	3 yards	x2

Area of effect allows telepaths to affect all minds within the area of effect, whether the telepath knows about them or not. If there are minds within the area of effect that the telepath does not wish to affect, the *non-targets* technique can remove them as targets. All creatures in the area of effect are allowed their own reaction.

Catalyst

Effect name	Effect	Level bonus	Effect type
Targets	1	x2	Basic effect
Increase Resistance	+1 reactions	+1	Basic effect
Inhibit Psychics	-1 to rolls	-1	Basic effect
Join Psychics	1 level	x2	Basic effect
Transfer Verve	1 point/round	+1 point/round	Basic effect
Damage Psychic	d4	+d4	Technique
Trigger Power	1 level	+1 level	Technique

The *catalyst* can augment or diminish other psychics' powers, or act as a conduit to join multiple psychics together into one more powerful psychic.

Increase resistance grants a reaction bonus against psychic effects.

Inhibit psychics penalizes all of the target's psychic success rolls.

Join psychics allows the psychic to merge the effect levels of multiple psychics together. The catalyst may be included in this group. The effect of *join psychics* is the number of levels that each member of the group may contribute to the whole. The catalyst's levels all come through.

Transfer verve allows the monk to transfer verve to or from the target, or between multiple targets.

Damage psychic causes this much damage, as a weapon, to the target psychic.

Trigger power allows the catalyst to trigger another psychic's power(s). With enough levels in *trigger power* the catalyst may even choose targets or apply other effects to the manifested power.

Domination

Effect name	Effect	Level bonus	Effect type
Targets	1	x2	Basic effect
Control	1 point	x2	Basic effect
Duration	1 round	x2	Technique

Control is the amount of control the dominator has over the dominated. Agility, strength, and skills can be used at up to that score.

Duration means that the domination continues after the telepath stops concentrating.

Empathy

Effect name	Effect	Level bonus	Effect type
Targets	1	x2	Basic effect
Complexity	1 point	+1	Basic effect
Fake Emotion	1 point	+1	Basic effect
Force Emotion	1 point	+1	Technique
Convince	1 word	x2	Technique
Forget	5 seconds	x2	Technique
Duration	1 round	x2	Technique

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

Fake emotion is the ability to cause the target to think that the monk or another target is feeling a specific emotion. The effect level is the strength of that emotion, with 1 being very faint, 5 being a good average, and 10 being very strong.

Force emotion is similar to *fake emotion*, except that the target feels the emotion toward the monk or another target.

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

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

Illusion

Effect name	Effect	Level bonus	Effect type
Targets	1	x2	Basic effect
Sense Count	1 sense	+1 sense	Basic effect
Damage Potential	1 point	x2	Basic effect
Independent Items	1 item	x2	Basic effect
Trick	1 sensory item	+1	Technique
Insert Memory	1 word	x2	Technique
Duration	1 round	x2	Technique

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

Illusions can cause damage to the target's survival, up to a maximum per target of the **Damage Potential** effect. This damage

lasts until the target disbelieves or falls unconscious. One third of that damage (round down) remains after disbelief or unconsciousness. Note that the *Damage Potential* is merely the maximum. The damage done is what the target expects for that weapon, up to the damage required for unconsciousness.

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

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

Duration allows the illusion to continue after the monk stops concentrating.

Telepathy

Effect name	Effect	Level bonus	Effect type
Targets	1	x2	Basic effect
Depth	1 intelligence	+1	Basic effect
Speak	1 loudness	+1	Technique
Combat Bonus	+1 attack, movement	+1	Technique
Mental Blast	d3 damage	+d3	Technique

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

Speak allows the monk to speak telepathically. Loudness 1 is a whisper, loudness 5 is normal conversation, loudness 10 is yelling.

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

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

Spells

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

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

How spells work

Formulas: words, gestures, and ingredients

Spells require the recitation or performance of a specific spell formula on the part of the caster. These formulae are constructed from words, gestures, and ingredients. When a formula requires **words**, the words must be pronounced clearly and said firmly and at a conversational loudness. They may not be whispered, for example. When a formula requires **gestures**, the gestures require freedom of movement of arms, hands, and fingers. Some spells will specify gestures that require further freedom of movement. Spells which require **ingredients** usually result in the destruction of those ingredients. Unless otherwise noted, ingredients may only be used once for any spell which requires them.

Reverse spells

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

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

Duration

Some spells are instantaneous. They act immediately and are done. Other spells are permanent. The magic acts immediately, but the non-magical effect remains behind. Some spells have a duration of "concentration". These spells remain in effect for as long as the caster maintains concentration on it. See the main rules for what it means to be concentrating.

Most spells have a limited duration that varies according to the level the spell is cast at. The sorcerer need not concentrate to keep these spells going: once cast, the spell lasts for whatever its duration is, and the sorcerer can go on to other things.

A few spells are instead dependent on a verve binding. The sorcerer must dedicate a certain amount of verve to the spell's effects. If an effect is dispelled, or its necessary ingredient(s) destroyed, the sorceror loses that verve. A sorcerer cannot bind more verve than they have; however, the verve remains available for normal use. If the verve binding comes due and the sorceror doesn't have enough verve left, the points are lost to survival instead and one of every ten points are added to injuries (if the sorceror doesn't have enough survival, of course, then more will be added to injuries). Verve (or survival or injuries) are restored as normal once lost. Non-player characters (that don't have verve) have a verve-binding limit equal to their survival.

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

Range

Spells with a range of *self* may only be cast upon the caster. Spells with a range of *touch* require that the caster touch the spell recipient. In combat, a successful attack roll is required, and the target is allowed an evasion roll.

Reactions

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

Physical reactions are generally at a severe penalty if the target is unconscious. Any reactions against physical effects are at a penalty of three when the target is sleeping, or five when the target is completely unconscious.

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

Levels of Magic

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

You can search through the spells by description, school, and level at *godsmonsters.com/grimoire*.

First level

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

Second level

Animal Undead
Armor
Cleanse/Soil
Crawl
Dancing Wood
Dead Night
Delay Passage
Dreams
Drowsiness
Ephemeral Backdrop
Fan Flames/Dampen Fire
Fan of Frost
Fast Friend
Last Sight
Mage Bolt
Magic Table
Manservant
Phantasmal Self
Sand Blast
Sensory Assurance/Uncertainty
Shadows
Sleep
Slipknot
Slippery Surface/Traction
Smoky Stairs
Strength/Weakness
Sulfuric Spray

Third level

Aggressive overload
Aura of Innocence/Guilt
Bar Passage
Dark Bubble
Dream Omen
Dust Wand
Fire Blast
Group Suggestion
Hide Item
Immovable Object
Intelligence/Stupidity
Lesser Ball of Fire
Levitate
Locate Origin
Maidservant
Mend Wounds
Mnemonic Transferal
Mutual Understanding/Confusion
Open
Phantasmal Disguise
Phantasmal Sleeper
Secret Conference
See Parasite
Silence
Sleepfall
Sleepwalking
Spell Shade
Unravel Bonds
Voice of the Dead
Wizard Mark

Fourth level

Agility/Clumsiness
Animate Corpses
Contingent Elocution
Diagnose Disease
Elemental Ward
Ephemeral Stage
Find Item
Glue
Invisibility
Lost Corner
Magic Box
Personal Alteration
Phantasmal Room
Private Fire
Riddleshield
Scribal Servant
Stinging Guardian
Sulfuric Burst
Wave Action
Web

Fifth level

Aura of Nobility/Depravity
Bottle of Dreams
Dispel Magic
Endurance/Sickly
Entwined Candles
Ephemeral Reflection
Fighting Prowess/Poor Fighting
Find Location
Flame Ward/Inflame
Great Ball of Fire
Lasting Suggestion
Magic Door
Phantasmal Camouflage
Phantasmal Carriage
Seek Item
Shade Effects
Snap Trick/Snapback
Veil
Wandering
Wizard's Ear

Sixth level

Angular Path
Clear Portal
Cold Flame
Demonic Clarity
Dreamwalk
Entwined Chimes
Find Magic
Learn Language
Phantasmal Terrain
Raise Undead
Tracer
Wizard's Hand
Workman's Servant
Wraithshape

Seventh level

Aura of Invincibility/Weakness
Dampen Magic
Dweomerburst
Enchanted/Cursed Weapon
Entwined Cups
Ephemeral Play
Magic Halls
Magic Transport
Phantasmal Force
Protection from/Susceptibility to
Dispel

Eighth level

Delay Spell
Dreamhold
Ghostshape
Magic Hole
Phantasmal Foe
Reverse Spell
Spell Key
Wizard's Eye

Ninth level

Escape
Ethereal Wall
Magic Portal
Spell Loop
Well of Souls

Tenth level

Great Balls of Fire
Teleport
Undead Guardians

Eleventh level

Astral Wall
Bestow Spell
Duality

Twelfth level

Between time
Contingency
Ghost Ship
Promise

Thirteenth level

Target Contingency

Fourteenth level

Area Contingency
Permanent Enchantment
Teleportal

Schools of Magic

Conjuration

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

Divination

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

Mental

Aggressive overload
Antisocial
Aura of Confidence
Aura of Depravity
Aura of Desperation
Aura of Guilt
Aura of Innocence
Aura of Invincibility
Aura of Nobility
Aura of Weakness
Charisma
Confuse Languages
Demonic Clarity
Dreams
Drowsiness
Eyetrick
Fast Friend
Fighting Prowess
Group Suggestion
Intelligence
Lasting Suggestion
Learn Language
Master's Voice
Mutual Confusion
Mutual Understanding
Phantasmal Camouflage
Phantasmal Carriage
Phantasmal Disguise
Phantasmal Foe
Phantasmal Force
Phantasmal Object
Phantasmal Room
Phantasmal Self
Phantasmal Sleeper
Phantasmal Terrain
Poor Fighting
Promise
Rainbow Fan
Riddleshield
Secret Conference
Sensory Assurance
Sensory Uncertainty
Sleep
Sleepfall
Sleepwalking
Stupidity
Suggestion
Understand Languages
Wandering
Wave Action
Well of Souls

Metamagic

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

Summoning

Angular Path
Animal Undead
Animate Corpses
Armor
Astral Wall
Bar Passage
Between time
Bottle of Dreams
Cleanse
Cursed Weapon
Dancing Wood
Delay Passage
Dreamhold
Dreamwalk
Duality
Dust Wand
Elemental Ward
Enchanted Weapon
Entwined Candles
Entwined Chimes
Entwined Cups
Escape
Ethereal Wall
Flame Ward
Ghost Lights
Ghost Walkers
Guardian
Inflame
Last Sight
Lost Corner
Magic Box
Magic Door
Magic Halls
Magic Hole
Magic Portal
Magic Table
Magic Transport
Raise Undead
Secret Message
Shield
Snap Trick
Snapback

Soil
Sparkling Chaser
Stinging Guardian
Teleport
Teleportal
Undead Guardians
Veil
Ventriloquism
Voice of the Dead
Wizard's Ear
Wizard's Eye
Wizard's Hand

Transmutation

Agility
Brittle Object
Clean Slate
Clumsiness
Contingent Elocution
Control Mist
Crawl
Dampen Fire
Dancing Wood
Dead Night
Endurance
Enlarge
Fan Flames
Farseeing
Fire Blast
Ghost Ship
Ghostshape
Glue
Hair
Immovable Object
Indestructible Object
Invisibility
Leaping
Levitate
Maidservant
Manservant
Mend Wounds
Open
Personal Alteration
Private Fire
Quickfall
Scribal Servant
Shrink
Sickly
Silence
Slipknot
Slippery Surface
Slow Fall
Smoky Stairs
Strength
Traction
Unravel Bonds

Weakness
Workman's Servant
Wraithshape

Spell details

Aggressive overload

Level: 3
Range: level yards
Formula: words, gestures
Duration: level minutes
Casting time: 3
Area of effect: 1 creature
Reaction: perception
School: mental

Aggressive overload redirects an attacker's aggression back into their own mind, effectively paralyzing them, causing them to collapse. The attacker must be attacking the caster; the attacker's reaction roll is penalized by the casting level, up to a maximum penalty of the attacker's intelligence.

Agility

Level: 4
Range: touch
Formula: words, gestures, ingredients
Ingredients: cat's whiskers
Duration: 5 minutes per level
Casting time: 1 round
Area of effect: 1 creature
Reaction: fortitude
School: transmutation
Reverse: Clumsiness

The target's agility will increase by 1 for every four levels.

Angular Path

Level: 6
Range: touch
Formula: words, gestures, ingredients
Ingredients: glass lens
Duration: 3 minutes per level
Casting time: 3
Area of effect: 1 creature or object
Reaction: evasion
School: summoning

Angular path sends the target into an ethereal dimension above our normal three dimensions. The target is not visible through normal senses. They can see the normal world, but they cannot affect it. They can hear things said in the normal world if they make a perception roll. They can also move "through" solid objects such as walls and floors, by finding an extra-dimensional path around the obstruction. A perception roll is required to find such a path, and it is a *path*. It must be traversed; it cannot be reached through or pried at.

The target can return to normal space at any time, ending the spell. It takes one round to return to normal space. The target is immune to any effects taking place in the normal world for the duration of the spell.

Angular Reformation

Level: 1
Range: 12 yards per level
Formula: words, gestures
Duration: 10 minutes per level
Casting time: 1

Area of effect: 2 yard radius per level
Reaction: none
School: conjuration

Angular reformation modifies shadows and corners to make an area or distance appear larger or smaller. Within the area of effect, any line can be modified upward by 50% per level, or downward by one plus .25 per level.

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

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

Animal Undead

Level: 2
Range: touch
Formula: words, gestures, ingredients
Ingredients: animal blood or dung
Duration: concentration
Casting time: 2 rounds
Area of effect: special
Reaction: none
School: summoning

The sorceror may animate a single kind of animal corpse, up to twice level corpses for small creatures, four times level corpses of tiny creatures, level corpses of medium-sized creatures, and nothing larger than that. Tiny undead animals have one level and d4 survival, small undead one level and d6 survival, and

medium undead two levels and 2d6 survival. The undead creatures have the same claw and bite attacks that they had when alive, but none of their organic abilities such as poison. Flying creatures may fly, even if they have no skin.

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

Animate Corpses

Level: 4
Range: self
Formula: words, gestures, ingredients
Ingredients: thimble of human blood
Duration: concentration
Casting time: 1 minute
Area of effect: special
Reaction: none
School: summoning

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

Antisocial

Level: 1
School: mental

Antisocial reduces the target's charisma by 1 per level. Charisma cannot be reduced to zero. Charismas below 3 are non-sentient and find it difficult to perceive social cues or have self-will.

See *Charisma* for more details.

Area Contingency

Level: 14
Range: touch
Formula: words, gestures, ingredients
Ingredients: quicksilver, eyeball
Duration: 12 hours per level
Casting time: 20 minutes + spell
Area of effect: 3 yard radius per level
Reaction: none
School: metamagic

This is similar to the sixth level spell *contingency*, but it can be placed upon the specific location the caster is at when the spell is cast.

The ingredient is an eye of a magic-using creature and an amount of quicksilver worth 100 silver coins per half day that the *area contingency* will remain in effect. The eye is not destroyed on casting the spell. If the eye is removed or destroyed, the *area contingency* will cease to function.

Otherwise, the spell conforms to the *contingency* description.

Armor

Level: 2
Range: touch
Formula: words, gestures, ingredients
Ingredients: tiny metal disc
Duration: 4 hours per level past one
Casting time: 1 minute
Area of effect: 1 creature
Reaction: none
School: summoning

The *armor* provides all-round protection from physical attack, or magical attacks that do physical damage and require an attack roll. It is not cumulative with existing armor, normal or

magical, but otherwise provides a bonus of five to defense, including to reactions.

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

Astral Wall

Level: 11
Range: touch
Formula: words, gestures, ingredients
Ingredients: 20 times level silver coins of diamond dust
Duration: level days
Casting time: 5 minutes
Area of effect: special
Reaction: none
School: summoning

Astral wall blocks astral travel and divinations, such as astral forms and clairvoyance. Creatures that live within the astral plane may batter down the wall by doing damage to it equal to the caster's level times two, at a defense of +6. The astral barrier regains one survival point per round. Battering down the barrier will be audible in dreams.

The astral barrier can match any physical wall, protecting an area behind it for up to level times 5 yards wide and deep, and level yards tall. If used to protect an area without a matching physical wall, it can only protect a sphere half level yards in radius.

Aura of Confidence

Level: 1
Range: touch
Formula: words, gestures, ingredients

Ingredients: brass ring
Duration: 2 minutes per level
Casting time: 1
Area of effect: level yard radius
Reaction: evasion
School: mental
Reverse: Aura of Desperation

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

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

Aura of Depravity

Level: 5
Ingredients: tarnished gold ring
School: mental

Aura of depravity makes those under the spell's effect feel the target is a depraved, lying, untrustworthy scoundrel.

See *Aura of Nobility* for more details.

Aura of Desperation

Level: 1
Ingredients: tarnished brass ring
School: mental

Aura of desperation makes those under the spell's effect feel the target is floundering, desperate, not capable of much of anything at all. Any success the target does have is luck at best, and probably not reliable. The target will have a

penalty of 1 to skill rolls for the spell's duration.

See *Aura of Confidence* for more details.

Aura of Guilt

Level: 3
Ingredients: tarnished silver ring
School: mental

Aura of guilt causes the target to seem the most likely culprit for any misdeeds that come to light while the target is around. Potential accusers must make a willpower roll to avoid assuming that the target is the guilty party.

See *Aura of Innocence* for more details.

Aura of Innocence

Level: 3
Range: touch
Formula: words, gestures, ingredients
Ingredients: silver ring
Duration: 2 minutes per level
Casting time: 2
Area of effect: level yard radius
Reaction: evasion
School: mental
Reverse: Aura of Guilt

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

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

Aura of Invincibility

Level: 7
Range: touch
Formula: words, gestures, ingredients
Ingredients: platinum ring
Duration: 2 minutes per level
Casting time: 4
Area of effect: level yard radius
Reaction: evasion
School: mental
Reverse: Aura of Weakness

The target is clearly invincible. There is no point in attacking them; surrender or retreat is the best option if at all possible. Morale for the opposition (within range) will be at a penalty of 2; for the target's allies, at a bonus of 2.

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

Aura of Nobility

Level: 5
Range: touch
Formula: words, gestures, ingredients
Ingredients: gold ring
Duration: 2 minutes per level
Casting time: 3
Area of effect: level yard radius
Reaction: evasion
School: mental
Reverse: Aura of Depravity

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

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

Aura of Weakness

Level: 7
Ingredients: tarnished platinum ring
School: mental

Aura of weakness makes the target appear to be the most easily overcome weak spot and best place to concentrate attacks. The target is a clear failure of the enemy's line, and the opposition gains a bonus of 2 to morale; allies have a penalty of 2.

See *Aura of Invincibility* for more details.

Bar Passage

Level: 3
Range: touch
Formula: words, gestures, ingredients
Ingredients: tiny wooden wedge
Duration: level minus 2 days
Casting time: 5
Area of effect: 1 door
Reaction: none
School: summoning

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

The caster may open the item at any time, without dispelling the magic. The door cannot be larger than two yards radius per level.

Bestow Spell

Level: 11
Range: touch
Formula: words, gestures
Duration: special
Casting time: special
Area of effect: sorceror touched
Reaction: willpower
School: metamagic

Bestow spell transfers one spell from the caster to the target. The caster loses the spell. The victim has it as if they had memorized it.

Duration depends on whether the target has 'room' for a spell of that level. If the target has enough spell slots to store a spell of that level, duration is 'permanent'. That is, the spell stays in the target's memory until it is cast. If the target does not have enough spell slots at the time of casting, or is not a mnemonic wizard, the spell will last for a number of days equal to the casting level before it fades from memory.

Casting time is one round per level of the spell being transferred.

If the bestowed spell is higher level than the target can normally cast, there is a chance that its use will drive the target temporarily insane. The target must make a reason roll, at a penalty of the difference between the spell's level and the target's level. If failed, the target will become confused, lost, incoherent. For the duration of the insanity, the target's wisdom, charisma, and intelligence are reduced by the difference between the spell's level and the target's level. The insanity will last d100 minutes.

Between time

Level: 12
Range: self
Formula: words, gestures, ingredients
Ingredients: golden pocket watch
Duration: half level seconds
Casting time: 6
Area of effect: caster
School: summoning

The caster is able to move between the hands of the clock for a very brief period. They are literally between time, and so cannot affect anything in real time other than themselves and what they carry. They can move to and through any location that is not otherwise occupied by matter other than air, and they can leave things behind at any location they've moved through. They move at their normal movement. If the caster moves, it will look to any onlookers as if they instantly changed position.

The spell is not of much use underwater. However, the caster can walk *on* water or other liquids for the duration of the spell. They can also move through energy, such as fire, without harm, since they are between time. Spells and other powers that affect the caster only may be used, but any that would have an external effect will simply fail.

The golden pocket watch is not used up in casting the spell. The pocket watch must be in working order, must have a second hand, and will likely be worth around 1,000 coins. While between time, the ticking of the second hand is as loud as a small drum.

Bottle of Dreams

Level: 5
Range: level minus 4 yards
Formula: words, gestures, ingredients
Ingredients: bottle of smoky quartz and stopper of birch
Duration: level days
Casting time: 1 round plus dream
Area of effect: level yard radius
Reaction: willpower
School: summoning

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

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

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

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

Brittle Object

Level: 1
School: transmutation

Brittle object applies a penalty of level to reactions for breakage or destruction.

See *Indestructible Object* for more details.

Charisma

Level: 1
Range: touch
Formula: words, gestures, ingredients
Ingredients: silver ring, worn by target
Duration: 10 minutes per level
Casting time: 1 round
Area of effect: 1 creature
Reaction: willpower
School: mental
Reverse: Antisocial

The target's charisma increases by 1 per casting level.

Clean Slate

Level: 1
Range: touch
Formula: words, gestures
Duration: instant
Casting time: 1
Area of effect: 1 paper, glyph, or sigil
Reaction: special
School: transmutation

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

Cleanse

Level: 2
Range: level yards
Formula: words, gestures, ingredients
Ingredients: soap flake (or latrine grime)
Duration: instant
Casting time: 2
Area of effect: 1 creature or object
Reaction: evasion
School: summoning
Reverse: Soil

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

Clear Portal

Level: 6
Range: touch
Formula: words, gestures, ingredients
Ingredients: glass lens
Duration: level rounds
Casting time: 3
Area of effect: portal level feet diameter
Reaction: none
School: divination

Clear portal makes the other side of any egress or entryway (up to level feet in diameter) visible through the portal. The spell can work on doorways, permanent dimensional portals, or long hallways—any portal which is normally a means of entry or exit.

Clumsiness

Level: 4
School: transmutation

Clumsiness decreases the target's agility. Agility may not be decreased to zero. Agilities below three lack all coordination, and an inability to perform even the simplest tasks.

See *Agility* for more details.

Cold Flame

Level: 6
Range: level feet
Formula: words, gestures, ingredients
Ingredients: silver dust
Duration: instant
Casting time: 3
Area of effect: cone level yards long
Reaction: evasion
School: conjuration

Cold flame creates a jet of blue and white cold flame that damages any organic creatures in its cone. The cone is level inches wide at its base, and half level feet wide at its end. It causes half level d6 damage. Victims may make an evasion roll to take half damage. The *cold flame* does not damage any items the victims are carrying.

Confuse Languages

Level: 1
School: mental

Confuse languages makes the target creature or piece of writing incomprehensible to anyone. Speaking sounds like babble, and writing looks like random scratchings.

See *Understand Languages* for more details.

Contingency

Level: 12
Range: self
Formula: words, gestures, ingredients
Ingredients: eyeball, statue

Duration: 24 hours per level
Casting time: 10 minutes + spell
Area of effect: caster
School: metamagic

Contingency allows sorcerors to cast a spell on themselves, spells that will not take effect until a specific condition is met. The *contingency* can recognize any condition that the caster could have recognized through natural or personal-spell-enhanced ability when casting the spell. Senses granted through magical items or through spells cast by others do not count.

The spell to be made contingent can be no greater than half the caster's level, minus 5.

The contingency is a list of conditions that must be met. The conditions can be one word for every three levels. One word can be used to specify that the contingency applies to a specific individual (such as the caster) or individual object. Once triggered, the spell is ended.

Contingent Elocution

Level: 4
Range: touch
Formula: words, gestures, ingredients
Ingredients: warm breath
Duration: level years
Casting time: 4
Area of effect: 1 object
School: transmutation

Contingent elocution causes the target to speak a pre-designated speech the moment that the conditions set by the caster are met. If the object has a mouth (such as a statue) the mouth will move in time with the speech; otherwise, the object will sprout a mouth of size appropriate to the object's size. The speech can consist of up to five words per level, spread over one minute per level.

The contingency is a list of conditions that must be met. The conditions may consist of two words for every level of the caster. One word can be used to specify that the contingency applies to a specific individual (such as the caster) or a specific object. Different conditions can be applied to different parts of the speech. The conditions must occur within two yards per level of the target object to be detected.

Control Mist

Level: 1
Range: 3 yards per level
Formula: gestures
Duration: concentration
Casting time: 1
Area of effect: 5 yard diameter per level
Reaction: none
School: transmutation

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

Crawl

Level: 2
Range: touch
Formula: words, gestures, ingredients
Ingredients: spider legs
Duration: level minutes
Casting time: 1
Area of effect: 1 creature
Reaction: fortitude
School: transmutation

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

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

Cursed Weapon

Level: 7
School: summoning

Cursed weapon causes a penalty of one to attack and to damage when using the weapon.

See *Enchanted Weapon* for more details.

Dampen Fire

Level: 2
School: transmutation

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

See *Fan Flames* for more details.

Dampen Magic

Level: 7
Range: 10 yards per level
Formula: words, gestures, ingredients
Ingredients: hex sign

Duration: level minutes
Casting time: 1 round
Area of effect: 3 yard radius per level
Reaction: reason
School: metamagic

Dampen magic may automatically dampen any of the caster's own spells. Dampening other spells requires a reason roll at a penalty equal to the other caster's level. The dampening has much the same effect as *dispel magic*, except that the effects are temporary. *dampen magic* may be cast on an object or creature; if the creature fails an evasion roll, the area of effect will follow the creature.

Non-permanent ritually enchanted items, such as potions or *permanent* spells, are not dampened, but their effects are. Thus, a potion quaffed under the effects of *dampen magic* might appear to not take effect until a *dampen magic* spell ends.

Dancing Wood

Level: 2
Range: level yards
Formula: words, gestures, ingredients
Ingredients: 2 ash leaves
Duration: concentration
Casting time: 10
Area of effect: special
Reaction: none
Schools: summoning, transmutation

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

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

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

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

Dark Bubble

Level: 3
Range: 10 yards per level
Formula: words, gestures, ingredients
Ingredients: charcoal dust
Duration: 30 minutes plus 10 per level
Casting time: 2
Area of effect: 5 yards per level
Reaction: evasion
School: conjuration

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

Darkness

Level: 1
School: conjuration

Darkness is near pitch black in the area of effect. Creatures within the darkness cannot see out of it. The darkness affects normal sight only.

See *Light* for more details.

Dead Night

Level: 2
Range: 10 yards per level
Formula: words, gestures, ingredients
Ingredients: obsidian shard
Duration: 20 minutes per level
Casting time: 1
Area of effect: level plus 5 yard radius
Reaction: evasion
School: transmutation

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

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

Delay Passage

Level: 2
Range: 5 yards per level
Formula: words, gestures
Duration: 2 rounds per level
Casting time: 1
Area of effect: 1 door
Reaction: none
School: summoning

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

The door cannot be larger than two yards radius per level.

Delay Spell

Level: 8
Range: 10 yards per level
Formula: words, gestures, ingredients
Ingredients: timepiece
Duration: 15 minutes per level
Casting time: 1 round+
Area of effect: 1 creature, object, or place
Reaction: evasion
School: metamagic

Delay spell delays a spell so that it takes effect later on the target. The casting time is one round plus the casting time of the spell to be delayed. The delayed spell is otherwise cast as normal, however, it does not take effect until the caster-specified delay is reached. The delay may be no greater than fifteen minutes per level, and may not be changed once set.

Targets are allowed an evasion roll. If successful, the spell is attached to their current location and does not move with them.

A person, place, or item with a delayed spell attached to them will detect as magical, and the delayed spell may be dispelled as normal.

Demonic Clarity

Level: 6
Range: level feet
Formula: words, gestures
Duration: level minutes
Casting time: 3
Area of effect: 1 creature
Reaction: none
School: mental

Demonic clarity brings a possessed creature's true mind temporarily back into control of their body. It can affect demonic, magical, psychic, and similar possessions. The sorceror must make a perception roll, at a bonus of casting level, to be successful. If the victim is possessed by a demon, that demon's level is applied as a penalty to the roll. If by a spell, the spell's level of effect is a penalty. And if by a psychic, the level of effect applied to reaction penalties is a penalty to the sorceror's roll.

If the victim cares about their possession, their wisdom is applied as a major contributor to the sorceror's roll. It can be applied either for or against the roll, depending on whether the victim wants to be free or wants to be possessed. A victim with low wisdom will be at cross-purposes: if they want to be possessed, their low wisdom ends up making it easier for the sorceror to free them from possession, and vice versa.

Diagnose Disease

Level: 4
Range: touch
Formula: words, gestures, ingredients
Ingredients: leech
Duration: instant
Casting time: 1 minute
Area of effect: 1 creature
Reaction: willpower
School: divination

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

Dispel Magic

Level: 5

Range: 10 yards per level
Formula: words, gestures, ingredients
Ingredients: hex sign
Duration: special
Casting time: 3
Area of effect: 3 yard radius per level
Reaction: special
School: metamagic

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

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

Dream Omen

Level: 3
Range: touch
Formula: words, gestures
Duration: special
Casting time: 1 minute
Area of effect: 1 creature
Reaction: perception
School: divination

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

Dreamhold

Level: 8
Range: level yards
Formula: gestures, ingredients
Ingredients: name of target on parchment
Duration: 10 minutes per level
Casting time: 4
Area of effect: 1 creature
Reaction: reason
School: summoning

Dreamhold allows the target to return from a dream with something in hand: an object or even a creature, as long as that object or creature was held in the waning moments of the dream. Objects or creatures will not have magical abilities, but will have natural abilities.

The target must successfully make a reason roll to bring the dream into reality. The target does not have to know the spell is being cast for it to be successful. As long as they "remember" the dreamthing, they will bring it out. However, a target who does realize what is happening may voluntarily forego bringing out the dream. Once brought out, the dream thing lasts for the duration of the spell and then fades away.

Dreams

Level: 2
Range: level yards
Formula: words, gestures, ingredients
Ingredients: eagle's feather
Duration: special
Casting time: 1 round
Area of effect: level creatures
Reaction: willpower
School: mental

The caster can cause a specific description to enter an already sleeping creature's dreams. The

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

Dreamwalk

Level: 6
Range: 10 yards per level
Formula: words, gestures, ingredients
Ingredients: chamomile
Duration: special
Casting time: 1 minute
Area of effect: 1 creature
Reaction: willpower
School: summoning

Dreamwalk allows the caster or a chosen creature within range to enter the dreamworld of a sleeping creature also within range. The dreamer must already be dreaming. The dreamwalker will also sleep for the duration of the spell. The dreamwalker may take any form in the dream, but the form will somehow bear resemblance to the dreamwalker's waking appearance.

If the dreamwalker merely observes, the victim will remain unaware of the intruder's status (although the dreamwalker may well appear in the dream and be remembered on awakening). If the dreamwalker takes action in the dream, the target is allowed a perception roll, depending on the nature of the actions, to recognize the

dreamwalker as an external presence.

Dreamers who detect the presence of the dreamwalker may attempt to either expel the intruder or trap the intruder with an opposed willpower roll. The spell is ended if the dreamwalker is expelled, and may be ended at any time by an untrapped dreamwalker (though dreamwalkers who are unfamiliar with the spell may not know this).

Drowsiness

Level: 2
Range: 2 yards per level
Formula: words, gestures, ingredients
Ingredients: beach or desert sand
Duration: level minutes
Casting time: 4
Area of effect: 1 creature
Reaction: willpower
School: mental

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

Duality

Level: 11
Range: self
Formula: words, gestures, ingredients
Ingredients: worm mucous, tree sap, limestone

Duration: level rounds
Casting time: 6
Area of effect: level yards
Reaction: none
School: summoning

Duality creates a second version of the spellcaster with the same survival points as the caster had at the time of casting. The duality has no verve of its own, but the caster may choose to use verve to protect the duality if appropriate.

The duality cannot cast spells, is not capable of independent action, and attacks and reacts at a penalty of two (with a penalty of two on defense also). The caster, when controlling the duality, may not cast spells above third level and attacks, reacts, and defends at a penalty of one. The duality may be created with or without simple clothes; if created with clothes they will match the caster's, to the extent that they can and remain simple. The duality will also have any of the *physical* abilities of the caster, such as claws, poison, or flight.

The duality is created next to the caster. If the duality leaves the area of effect, the spell ends.

Dust Wand

Level: 3
Range: self
Formula: words, gestures, ingredients
Ingredients: wand or staff
Duration: concentration
Casting time: 3
Area of effect: cone level times 3 yards long
Reaction: evasion
School: summoning

Dust wand sucks dust, light dirt, and grime off any surface that the caster points their wand or staff toward. The cleansing cone is three yards wide at its end. It will clean dirt and grime off of

things and creatures, but will not clean dirt that is part of the ground or thicker than half an inch per level. When dusting hard surfaces, this will be enough to clear tracks from the dust—there won't be any dust left to have tracks.

The sorceror must maintain concentration on the task of cleaning but can otherwise dust large areas by moving as normal for concentrating.

Dweomerburst

Level: 7
Range: 2 yards per level
Formula: words, gestures, ingredients
Ingredients: 200 silver coin geode
Duration: instant
Casting time: 3
Area of effect: 1 yard diameter per level
Reaction: perception
School: metamagic

Dweomerburst deforms magical control in the area of effect. Anyone casting a spell during the round the dweomerburst is loosed risks damage. The damage taken is the level of the spell being cast averaged with the casting level, in d6, limited by the *dweomerburst* casting level. Thus, if a seventh-level sorceror casts *dweomerburst* and catches a ninth-level sorceror casting *great ball of fire* (a fifth-level spell), the *fireball*-casting sorceror runs the risk of 9+5, halved, or 7d6 damage. If the fireball-casting sorceror were higher level, the risk remains 7d6, because that's the level the *dweomerburst* was cast at.

Each casting sorceror in the area of effect is allowed a perception roll, at a penalty of the casting time of the spell being cast, up to 10. A target that fails its perception roll takes full damage from the *dweomerburst*. A target that makes its perception roll can reign in their spell for no damage, or cast the spell and take half damage.

Elemental Ward

Level: 4
Range: touch
Formula: words, gestures, ingredients
Ingredients: spark, ice, or flame
Duration: level days
Casting time: 1 minute
Area of effect: level minus 3 feet diameter
Reaction: fortitude or evasion
School: summoning

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

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

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

Once discharged, the ward ends.

Enchanted Weapon

Level: 7
Range: touch
Formula: words, gestures, ingredients
Ingredients: silver and carbon
Duration: level minutes
Casting time: 2 minutes

Area of effect: 1 weapon
School: summoning
Reverse: Cursed Weapon

Anyone using the weapon will gain a bonus of 1 to attack and 1 to damage. The weapon gains all the advantages of being a +1 magical weapon, including the ability to "hit" special creatures.

Endurance

Level: 5
Range: touch
Formula: words, gestures, ingredients
Ingredients: tiny iron bar
Duration: 5 minutes per level
Casting time: 1 round
Area of effect: 1 creature
Reaction: fortitude
School: transmutation
Reverse: Sickly

The target's endurance will increase by 1 for every five levels.

Enlarge

Level: 1
Range: level yards
Formula: words, gestures, ingredients
Ingredients: bull's horn powder
Duration: 5 minutes per level
Casting time: 1
Area of effect: 1 creature or object
Reaction: fortitude
School: transmutation
Reverse: Shrink

Enlarge multiplies the size of the target by one plus an additional 25% (.25) per level. At fourth level, the target's size and mass will double. The target's mass before casting cannot exceed one hundred pounds per level. All of the target must be within range.

At a 50% increase in size, targets gain a bonus of 1 to damage; at a 100% increase (a doubling), targets gain a bonus of +2. At 200%, 400%, and each doubling of size thereafter, another damage bonus is gained. Movement increases by 1 per level of effect.

Entwined Candles

Level: 5
Range: touch
Formula: words, gestures, ingredients
Ingredients: candles made from wax of 1 hive
Duration: level days
Casting time: 1 minute
Area of effect: 2 candles
School: summoning

When one *entwined candle* is lit, the other lights as well. When one is extinguished, the other goes out. These candles can be used for signaling at any distance—or potentially starting a fire remotely. A candle can be extinguished or lit normally, and a lit candle is, for example, subject to being blown out by wind or rain. While the candles may be re-used for multiple castings, the wax will eventually burn down.

Entwined Chimes

Level: 6
Range: touch
Formula: words, gestures, ingredients
Ingredients: three-bar chimes from copper of 1 lode
Duration: level days
Casting time: 1 minute
Area of effect: 2 chimes

School: summoning

These *entwined copper chimes* each ring when the other rings. If the wind blows on one set of chimes, the other set, whatever the distance, will emit the same sounds—though without moving. Each of the three bars has a different tone, which makes the chimes capable of simply-coded messages. The chimes may be re-used for multiple castings of the spell.

Entwined Cups

Level: 7
Range: touch
Formula: words, gestures, ingredients
Ingredients: water from 1 spring, copper cup from 1 lode
Duration: level days
Casting time: 1 minute
Area of effect: 2 cups
School: summoning

The water from each *entwined cup* displays the reflection that the other cup would normally show. Since the water must be from the same spring, it's a good idea to protect the water from evaporation once the cups are separated by any distance. Once unchanged, the cups may be refilled with water without recasting the spell, but at any time the two cups must both contain water from the same spring. The cups may be re-used for multiple castings of the spell.

Ephemeral Backdrop

Level: 2
Range: 10 yards per level
Formula: words, gestures, ingredients
Ingredients: prism
Duration: 2 minutes per level

Casting time: 5
Area of effect: level yard diameter
Reaction: none
School: conjuration

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

The *backdrop* is extremely thin. If viewed from behind, the image is reversed.

Ephemeral Play

Level: 7
Range: 3 yards per level
Formula: words, gestures, ingredients
Ingredients: glass ball
Duration: 15 minutes per level
Casting time: 1 minute
Area of effect: level yard diameter
Reaction: none
School: conjuration

Ephemeral play creates an extremely realistic scene much like *ephemeral stage* except that the *ephemeral play* is dynamic: objects can move within the area of effect.

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

Ephemeral Reflection

Level: 5

Range: touch
Formula: words, gestures, ingredients
Ingredients: fine brightly-colored sand
Duration: 10 minutes per level
Casting time: 1 minute
Area of effect: mirrored surface
Reaction: none
School: conjuration

Ephemeral reflection creates a dynamic scene much like the *ephemeral backdrop's* painting of light except that the ephemeral reflection can display a moving scene.

The *ephemeral reflection* must be cast on a reflecting surface, such as clear water or a mirror, that is up to half level feet diameter.

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

It is the caster's choice whether the scene replays from the beginning once it is finished, or simply ends when the scene runs out.

Ephemeral Stage

Level: 4
Range: 5 yards per level
Formula: words, gestures, ingredients
Ingredients: glass pyramid
Duration: 2 minutes per level
Casting time: 7
Area of effect: level yard diameter
Reaction: none
School: conjuration

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

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

Escape

Level: 9
Range: touch
Formula: words, gestures, ingredients
Ingredients: soapy bubble
Duration: instant
Casting time: 5
Area of effect: 1 creature or object
Reaction: evasion
School: summoning

Escape transports the target to a random location in a random direction. The transport will always occur to a reasonably safe surface, in that the surface will be enough to hold the target and there will be enough room for the target. Other features of the destination (such as creatures, traps, or other problems) are ignored by the spell. The caster may affect any target up to level times twenty pounds.

Determining the destination requires three rolls: a d12 for a 'clock' direction horizontally, a 2d4 (minus 2) for a 'clock' direction vertically, and a d1000 for the number of yards maximum in that direction. Once you know the maximum distance, choose the surface nearest to the maximum distance in a line toward the caster. There is a leeway of one yard per level; any surface within that distance of the line will suffice.

Eternal Flame

Level: 1
Range: touch
Formula: words, gestures, ingredients
Ingredients: charcoal and pointed object
Duration: level hours
Casting time: 1 round
Area of effect: 1 object
Reaction: none
School: conjuration

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

Ethereal Wall

Level: 9
Range: touch
Formula: words, gestures, ingredients
Ingredients: 10 times level silver coins of gold dust
Duration: level days
Casting time: 5 minutes
Area of effect: special
Reaction: none
School: summoning

Ethereal wall blocks ethereal travel, such as through teleportation. Creatures that live within the ether may batter down the wall by doing damage to it equal to the caster's level times two, at a defense of +6. The ethereal wall regains one survival per round. Battering down the wall will be audible in the physical world.

The ethereal wall can match any physical wall, protecting an area up to level times 10 yards wide. If used to protect an area without a matching physical wall, it can only protect a sphere level yards in radius.

Eyetrick

Level: 1
Range: 3 yards per level
Formula: words, gestures
Duration: instant
Casting time: 1
Area of effect: 1 creature
Reaction: none
School: mental

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

Fan Flames

Level: 2
Range: 5 yards per level
Formula: words, gestures, ingredients
Ingredients: fire, flame, or spark

Duration: 2 rounds per level
Casting time: 1
Area of effect: 3 yard radius per level
Reaction: none
School: transmutation
Reverse: Dampen Fire

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

The sorceror may control the intensity of effect.

Fan of Flame

Level: 1
Range: self
Formula: words, gestures, ingredients
Ingredients: any spark or flame
Duration: 1 round
Casting time: 1
Area of effect: 1 yard long, 120 degree arc
Reaction: none
School: conjuration

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

Flammable items will need to make reactions or catch fire.

Fan of Frost

Level: 2
Range: self
Formula: words, gestures, ingredients
Ingredients: drop of once-frozen water
Duration: 1 round

Casting time: 2
Area of effect: 2 yards long, 120 degree arc
Reaction: none
School: conjuration

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

Items affected by the frost break more easily for the next round: any reactions against breaking, fracturing, or otherwise cracking are made at a penalty of half the level of the *fan of frost*.

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

Farseeing

Level: 1
Range: touch
Formula: words, gestures
Duration: 10 minutes
Casting time: 1 round
Area of effect: 1 creature
Reaction: none
School: transmutation

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

The target also receives a bonus of 2 to perception rolls.

Fast Friend

Level: 2
Range: 10 yards
Formula: words, gestures, ingredients

Ingredients: concentrated sugar
Duration: special
Casting time: 5
Area of effect: 1 person
Reaction: willpower
School: mental

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

Fighting Prowess

Level: 5
Range: touch
Formula: words, gestures, ingredients
Ingredients: tiny weapon replica
Duration: 2 rounds per level
Casting time: 1 minute
Area of effect: 1 creature
Reaction: fortitude
School: mental
Reverse: Poor Fighting

The target gains an attack bonus of 1, a defense bonus of 1, and an additional temporary pool of 2d6 survival. Survival loss will reduce the temporary pool before affecting the character's true survival.

Find Item

Level: 4

Range: self
Formula: words, gestures, ingredients
Ingredients: strip of thread tied to stick
Duration: level minutes
Casting time: 4
Area of effect: 20 yards per level
Reaction: none
School: divination

Find item helps the sorcerer find a specific, known item. If the item is within the area of effect, and the sorceror makes a perception roll, the sorceror is drawn toward the item.

The sorceror must be familiar with the item and must picture the actual item in their mind.

Find Location

Level: 5
Range: self
Formula: words, gestures, ingredients
Ingredients: feather of migratory bird
Duration: 10 minutes per level
Casting time: 1 minute
Area of effect: level miles
Reaction: none
School: divination

Find location helps the sorcerer find a specific, known location. If the location is within the area of effect, and the sorceror makes a perception roll, the sorceror is drawn toward the location.

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

Find Magic

Level: 6
Range: self

Formula: words, gestures, ingredients
Ingredients: lodestone
Duration: level minutes
Casting time: 6
Area of effect: 10 yards per level
Reaction: none
School: divination

Find magic helps the sorcerer detect the presence and direction of magical auras anywhere within the area of effect.

If there is more than one magical aura within the area of effect, the sorceror will detect as many extra ones as the perception roll succeeded by.

Fire Blast

Level: 3
Range: level yards
Formula: words, gestures, ingredients
Ingredients: dry pine needles
Duration: instant
Casting time: 5
Area of effect: 4 yards radius
Reaction: evasion
School: transmutation

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

Fire Darts

Level: 1
Range: 60 yards
Formula: words, gestures, ingredients
Ingredients: spark
Duration: instant

Casting time: 1
Area of effect: special
Reaction: none
School: conjuration

Fire darts shoots a single fire dart for each level of the sorceror from the sorceror's fingers.

The dart causes one survival point loss and will ignite any flammable object it hits. It will hit any object it is aimed at.

Flame Ward

Level: 5
Range: 3 yards per level
Formula: words, gestures, ingredients
Ingredients: damp cloth
Duration: level rounds
Casting time: 1 round
Area of effect: level yard radius
Reaction: none
School: summoning
Reverse: Inflame

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

Flash

Level: 1
Range: 40 yards
Formula: words
Duration: 3 rounds
Casting time: 1
Area of effect: 1 creature
Reaction: evasion
School: conjuration

Flash creates a bright flash of light that blinds the

target for one round. The target's vision is degraded for another two rounds afterward, giving them a penalty of 2 to attack rolls and other rolls requiring sight.

The penalty only applies to creatures that use sight for seeing and attacking.

Fool's Magic

Level: 1
Range: touch
Formula: words, gestures
Duration: level days
Casting time: 1
Area of effect: 1 creature or object
Reaction: evasion
School: metamagic

Fool's magic places a magical aura on the target. Creatures are allowed an evasion roll. Anything that detects magic will detect the *fool's magic*.

The target may not exceed level cubic feet in volume.

Ghost Lights

Level: 1
Range: 7 plus 4 yards per level
Formula: words, gestures, ingredients
Ingredients: phosphorus or firefly
Duration: level minutes
Casting time: 1
Area of effect: special
Reaction: none
School: summoning

Ghost lights creates a vaguely man-sized blob of white, gauzy light, which can be formed by the caster into very simple shapes. They are as bright as torches, and may be divided into one piece for every three points of the caster's intelligence.

Ghost Ship

Level: 12
Range: touch
Formula: words, gestures, ingredients
Ingredients: apple blossoms
Duration: half level hours
Casting time: 10 minutes
Area of effect: 1 vehicle
Reaction: none
School: transmutation

Ghost ship turns any vehicle or transport into a spectral thing, dim and insubstantial. All attacks into and out of the *ghost ship* are at a penalty of level to attack and half level to damage. The *ghost ship* no longer moves normally, but rather in a slow, eerie, ghostly manner. It has a movement of level. When moving at normal "walking" speed, it, and everyone and thing it carries, may move through solid objects.

The *ghost ship* may move vertically as well as horizontally, but only at half movement.

While the vehicle may contain living creatures, the vehicle itself may not be alive. The vehicle must weigh level times fifty pounds or less.

Ghost Walkers

Level: 1
Range: 50 plus 5 yards per level
Formula: words, gestures, ingredients
Ingredients: rusty bar or cricket
Duration: level minutes
Casting time: 1
Area of effect: special
Reaction: perception (active)
School: summoning

Ghost walkers creates the noise of something moving, either walking, crawling, slithering,

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

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

Ghostshape

Level: 8
Range: touch
Formula: gestures, ingredients
Ingredients: glass slivers, smoke
Duration: 2 minutes per level
Casting time: 4
Area of effect: 1 object
Reaction: none
School: transmutation

Ghostshape causes an object that weighs no more than 4 pounds per level and is no more than 3 inches per level on a side, to become ghost-like for up to a number of rounds equal to the caster's level. The spell automatically quits after the object is pushed completely through something solid (e.g., a wall). If the object is in something solid when the spell's maximum duration is up, its being is intertwined with that solid.

Objects held by someone else have that person's reactions. Magical items and living creatures may not be ghosted.

Ghosted items are not affected by gravity. They cannot be pushed through living things. A ghosted item would not, for example, go through an Elven space flitter or the biofolds of the Tectonis, since those vessels are alive. While any living creature can thus touch a ghosted item, only the caster can actually grasp it. To others, it

feels nearly immaterial, and weightless.

The spell's components are a bit of smoke and some glass slivers.

Glue

Level: 4
Range: touch
Formula: words, gestures, ingredients
Ingredients: sap
Duration: 5 minutes per level
Casting time: 4
Area of effect: 1 foot plus half level feet diameter
Reaction: evasion
School: transmutation

Glue causes the two target items or creatures to stick together when joined. The *glue* can hold up to ten pounds per level before failing.

Rolls to pull the stuck items apart are at a penalty of twice level. Fragile items are likely to break or tear rather than pull apart.

Great Ball of Fire

Level: 5
Range: 10 yards per level
Formula: words, gestures, ingredients
Ingredients: sulfur and guano
Duration: instant
Casting time: 5
Area of effect: 7 yard radius
Reaction: fortitude or evasion
School: conjuration

The *great ball of fire* creates a huge, fiery explosion. It does 1d6 damage for each casting level, up to a maximum of 10d6. Those within the area of effect may make a reaction roll for half damage. The ball of fire will, if constrained, generally expand in whatever direction(s) it can to fit its volume (you can usually guesstimate, but it is approximately 1,400 cubic yards, or a cube 11 yards to a side).

The flame will ignite any flammable ingredients and melt soft metals. Any object on a target that fails its reaction, will itself have to undergo a fortitude roll to survive.

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

Great Balls of Fire

Level: 10
Range: 10 yards per level
Formula: words, gestures, ingredients
Ingredients: sulfur and urine
Duration: instant
Casting time: 10
Area of effect: special
Reaction: fortitude or evasion
School: conjuration

The caster may create a number of *great balls of fire* equal to the casting level. The total dice damage of all *balls* cannot exceed level d6, and no single *ball* may exceed 10d6 damage. The caster may otherwise allot the dice among each of the *balls of fire*. Each ball of fire is similar to a *great ball of fire*, except that its radius is one yard for each d6 allotted to it.

If a target is caught in multiple *balls of fire*, only the *ball* causing the most damage applies. However, for each *ball* that could affect the target, and that overlaps other balls by less than half its radius, there is a penalty of 1 to the reaction roll.

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

Group Suggestion

Level: 3
Range: level yards
Formula: words, gestures
Duration: level minutes
Casting time: 2
Area of effect: level yard diameter
Reaction: willpower
School: mental

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

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

Guardian

Level: 1
Range: level yards
Formula: words, gestures, ingredients
Ingredients: dog's tooth
Duration: 3 hours plus level
Casting time: 2 rounds
Area of effect: 3 yard radius per level
Reaction: none
School: summoning

Guardian emits a loud noise of the sorceror's choice when any creature enters or touches the warded area. If the sorceror creates a password, any creature speaking the password will not trigger the guardian.

The noise is audible for up to twenty yards in the open, less if walls or other obstacles intervene. It lasts for one minute, then stops making the noise but continues guarding the location.

Hair

> **Level:** 1
> **Range:** touch
> **Formula:** words, gestures, ingredients
> **Ingredients:** razor and oil
> **Duration:** permanent
> **Casting time:** 2 rounds
> **Area of effect:** special
> **Reaction:** fortitude
> **School:** transmutation

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

Hide Item

> **Level:** 3
> **Range:** touch
> **Formula:** words, gestures, ingredients
> **Ingredients:** patch of grey gauze
> **Duration:** level hours
> **Casting time:** 1 minute
> **Area of effect:** 1 object
> **Reaction:** none
> **School:** divination

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

Immovable Object

> **Level:** 3
> **Range:** touch
> **Formula:** words, gestures, ingredients
> **Ingredients:** tree root
> **Duration:** 10 minutes per level
> **Casting time:** 2 rounds
> **Area of effect:** 1 object
> **Reaction:** none
> **School:** transmutation

Immovable object makes it very difficult to move the affected object.

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

Indestructible Object

> **Level:** 1
> **Range:** touch
> **Formula:** words, gestures, ingredients
> **Ingredients:** tree sap (or brackish water)
> **Duration:** 10 minutes per level
> **Casting time:** 1 round
> **Area of effect:** 1 object
> **Reaction:** none
> **School:** transmutation
> **Reverse:** Brittle Object

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

Inflame

> **Level:** 5
> **School:** summoning

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

See *Flame Ward* for more details.

Inscription

> **Level:** 1
> **Range:** touch
> **Formula:** words, gestures, ingredients
> **Ingredients:** precious metal or gem
> **Duration:** instant
> **Casting time:** half spell level hours
> **Area of effect:** 1 spell of up to level
> **Reaction:** none
> **School:** metamagic

Inscription prepares a spell for impression on the sorceror's mind. Usually, this takes the form of writing the spell in a spellbook, but different cultures may use different forms of inscribed spells. The precious metal is used in the construction of the inscription (for example, inlaid into the pages of the spellbook). It takes 30 minutes per level of the spell being inscribed to inscribe a spell, and the precious metal or other material must be worth 10 silver coins per level of the spell.

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

Intelligence

Level: 3
Range: touch
Formula: words, gestures, ingredients
Ingredients: gold-lined hat, crown, or band
Duration: 10 minutes per level
Casting time: 1 round
Area of effect: 1 creature
Reaction: willpower
School: mental
Reverse: Stupidity

The target's intelligence will increase by 1 for every three levels.

The gold-lined hat, gold crown, or gold-threaded band must be worn on the head of the target. The gold (which is used up) must be worth at least twenty silver coins.

Invisibility

Level: 4
Range: touch
Formula: words, gestures, ingredients
Ingredients: dust of clear glass
Duration: level hours
Casting time: 1 round
Area of effect: 1 creature or object
Reaction: fortitude
School: transmutation

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

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

Last Sight

Level: 2
Range: touch
Formula: words, gestures, ingredients
Ingredients: prism (reusable)
Duration: instant
Casting time: 1 round
Area of effect: corpse
Reaction: none
Schools: divination, summoning

Last sight shows the sorceror what the corpse saw in the level seconds before dying.

Sight attacks that affected the victim, such as a gorgon's gaze, may affect the sorceror. A reaction roll is required, at a bonus of 4.

Lasting Suggestion

Level: 5
Range: 2 yards per level
Formula: words, gestures, ingredients
Ingredients: snake's fat
Duration: level hours
Casting time: 3
Area of effect: 1 creature
Reaction: willpower

School: mental

Lasting suggestion is much like *suggestion* except that it lasts for hours.

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

Leaping

Level: 1
Range: touch
Formula: words, gestures, ingredients
Ingredients: leg of leaping insect
Duration: level rounds
Casting time: 1
Area of effect: 1 creature
Reaction: fortitude
School: transmutation

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

Learn Language

Level: 6
Range: touch
Formula: ingredients
Ingredients: special
Duration: 10 minutes per level
Casting time: 6
Area of effect: 1 person
Reaction: evasion
School: mental

Learn language allows the target to speak and understand, or to read and write, one language. The spell's ingredient is one work written in the language or the ear-bone or skull of a creature who speaks and understands the language.

While under the spell's effects, the target can read and write the language, if the component was a work of writing; or can understand and speak the language, if the component was an ear-bone. If the component was a skull, the target can read, write, understand, and speak the language. The components may be re-used.

Lesser Ball of Fire

Level: 3
Range: 5 yards per level
Formula: words, gestures, ingredients
Ingredients: rouge and water
Duration: instant
Casting time: 3
Area of effect: 3 yards diameter
Reaction: fortitude or evasion
School: conjuration

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

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

Levitate

Level: 3
Range: 2 yards per level
Formula: words, gestures, ingredients
Ingredients: baton
Duration: 10 minutes per level
Casting time: 3
Area of effect: 1 creature or object
Reaction: fortitude
School: transmutation

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

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

Light

Level: 1
Range: 20 yards per level
Formula: words, gestures, ingredients
Ingredients: spark
Duration: 1 hour plus 10 minutes per level
Casting time: 1
Area of effect: 10 yard radius plus level
Reaction: evasion
School: conjuration
Reverse: Darkness

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

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

Locate Origin

Level: 3
Range: touch
Formula: words, gestures, ingredients
Ingredients: fine lens or clear gem
Duration: level rounds
Casting time: 1 round
Area of effect: 1 object
Reaction: perception
School: divination

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

Lost Corner

Level: 4
Range: touch
Formula: words, gestures, ingredients
Ingredients: paper möbius strip
Duration: half level hours
Casting time: 4
Area of effect: 1 corner of a room
School: summoning

A *lost corner* draws invisible and unused extra angles to a corner and forms them into a temporary refuge separate from the world. The Lost Corner is its own tiny pocket universe, formed into a small rectangular room.

The rectangular room can be up to level feet wide, level feet tall, and level yards deep. (The entrance is infinitely thin, and only allows one person to enter at a time.) The appearance of the interior walls and floor may be chosen by the caster. Just about any interior may be specified: rock, leather, wood, or cloth, for example. Regardless of the appearance, the walls and floor are slightly yielding but indestructible. They are the edge of the tiny universe. They can't be broken because there is nothing to break to.

The sorceror can allow anyone to enter the *lost corner*, or may specify conditions that must be met to enter. There can be one simple condition (such as holding a sigil, making a sign, or saying a word) for every three levels of effect.

If the sorceror wants there to be a condition to *exit* the *lost corner*, these conditions count separately from the entrance conditions, even if they are the same conditions.

The spell must be cast on a true corner: the horizontal angle (between the two walls) must be between 60 and 120 degrees. The angle from the vertical (between floor and walls or ceiling and walls) must be between 85 and 95 degrees.

When the duration ends, any contents reappear at the entrance location in the real world.

Mage Bolt

Level: 2
Range: 20 plus 10 yards per level
Formula: words, gestures, ingredients
Ingredients: tiny carved arrows
Duration: 10 minutes per level
Casting time: 1
Area of effect: creatures in 3 yard radius
Reaction: none
School: conjuration

Mage bolt creates a bolt of energy that causes d4+1 damage to the target creature. The caster gains an extra bolt at fourth level and every two levels thereafter. The bolts may be sent out all at once to any targets in the area of effect, or may be sent out one at a time. The caster can hold the bolts for as long as the spell's duration, and may even cast other spells in rounds when they are not sending out bolts. Mage bolts are diffuse attacks and cannot be used as called shots.

Magic Box

Level: 4
Range: touch
Formula: words, gestures, ingredients
Ingredients: tiny sponge
Duration: 12 hours plus level
Casting time: 1 minute
Area of effect: 1 empty container
School: summoning

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

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

The container must be no more than twice level inches diameter.

When the spell ends, any items remaining in the *box* are expelled through the opening(s).

Magic Door

Level: 5
Range: 1 foot per level
Formula: words, gestures, ingredients
Ingredients: silver dust
Duration: level rounds
Casting time: 1 round
Area of effect: 2 doors
Reaction: none
School: summoning

Magic door connects two doorways so that walking through one exits the other. Each particular door is one way, in that the teleport only applies to one side of the door: the caster's side at the local end, and the opposite side at the other end. The spell, however, is a two-way spell in that items and creatures can enter either door, to be transported to the other.

Light and sound traverse the doors as if they were normal doors to their magical destinations.

While the doors need not be actual doors, they must be pre-existing entrances/exits used for entry and egress. They must be approximately the same size. If the two doors are of the same basic type and shape, opening one opens the other. Otherwise (as for a door to a window), each must be opened separately, and from the correct side.

The near door must be within the range of the spell. The far door must be within 10 yards per level. The doors must be larger enough for the caster to use, and must fit completely within spell range.

Magic Halls

Level: 7
Range: self

Formula: words, gestures, ingredients
Ingredients: silver key
Duration: half level minutes
Casting time: 8
Area of effect: caster
Reaction: none
School: summoning

Magic halls allows the caster to travel through any doorway or exit and pass through to any other door or entrance within range. The caster may continue passing from door to door in this manner until the spell ends. If the caster wishes to bring someone else along with them, they will need to hold the door open, or stand in the doorway while letting them pass. Otherwise, the spell's magic fades from each passage by the end of the round that the caster steps through.

Magic Hole

Level: 8
Range: touch
Formula: words, gestures, ingredients
Ingredients: spider's web
Duration: level minus 6 days
Casting time: 1 minute
Area of effect: 1 "web hole"
School: summoning

The *Magic hole* must be cast on a disc woven of spider's web. The disc may be up to level inches in diameter. The *magic hole* can be expanded to ten times that. The *magic hole* has a depth of level minus three feet. Anything that can fit in the hole, it can carry. It weighs only what a small disc of spider's web would weigh, no matter how much is stored in the hole. When contracted to its normal size, the hole may be rolled up, folded, or even scrunched up.

If items remain in the *hole* when the spell's duration ends, they are expelled through the hole's opening.

Magic Portal

Level: 9
Range: 1 foot per level
Formula: words, gestures, ingredients
Ingredients: tiny miniature door or chalk hole drawn on wall
Duration: half level rounds
Casting time: 5
Area of effect: 1 foot diameter per level
Reaction: none
School: summoning

Magic portal creates a one-way black hole that leads to any other place within 10 yards per level. The destination must either be known to the caster, or be specified in exact direction and distance. Travel using a magic portal causes disorientation, as if surprised.

If the destination is blocked either magically or because something is already there, travel does not occur, but disorientation does.

Magic Table

Level: 2
Range: self
Formula: words, gestures, ingredients
Ingredients: mule's hair
Duration: 20 minutes per level
Casting time: 1 round
Area of effect: 4 yards per level
Reaction: none
School: summoning

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

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

Magic Transport

Level: 7
Range: self
Formula: words
Duration: instant
Casting time: 1
Area of effect: caster
Reaction: none
School: summoning

Magic transport teleports the caster and up to 30 pounds of carried items per level to any location within 10 yards per level. The caster is disoriented, as if surprised, following the transport. The sorceror can visualize a known place within range, or specify an exact distance and direction relative to their current location. If the location is already occupied or ethereal travel is blocked, the *transport* fails, and the caster (and any other living things transported) are treated as surprised for at least two rounds.

Maidservant

Level: 3
Range: touch

Formula: words, gestures, ingredients
Ingredients: broom whisker, cookbook page, servant's cap
Duration: 30 minutes per level
Casting time: 1 minute
Area of effect: 3 yard radius per level
School: transmutation

The *maidservant* is an invisible force that can dust, prepare meals, iron, launder and dry clothing, sew and mend clothing, shop, maintain a pantry, clean and dress infants, serve meals, dress and undress an adult, maintain a fire in a fireplace or stove, boil water, wash dishes, and sweep and scrub floors. It will attend only to the person it is attached to, and can be told by its master to perform a particular task unsupervised, such as shopping to refill a pantry, or serving a meal until guests are finished. It can carry up to three pounds per level, and pull or push twice that. (Things that are easy for a human to move, such as doors on hinges, can also be moved by the *maidservant*.)

Since it has no form, the *maidservant* can neither attack nor be attacked physically, nor can it maintain a hold on something if someone grabs it away. The *maidservant* can act outside of the area of effect, but only in furtherance of a command given within the area of effect, such as to obtain a particular hat from the closet.

The servant's cap must have been used by a maidservant for at least a year, and is not used up by the spell.

Manservant

Level: 2
Range: touch
Formula: words, gestures, ingredients
Ingredients: hops flower, drop of wine, servant's button

Duration: 30 minutes per level
Casting time: 1 minute
Area of effect: 3 yard radius per level
School: transmutation

The *manservant* is an invisible force that can dress or undress the caster (or other target), bring small items such as hats or wine bottles, pour wine, serve meals, clear tables, open doors, and hold chairs. It will attend only to the person it is attached to, and can be told by its master to perform a particular task unsupervised, such as opening a door for guests, or serving a meal until guests are finished. It can carry up to three pounds per level, and pull or push twice that. (Things that are easy for a human to move, such as doors on hinges, can also be moved by the *manservant*.)

Since it has no form, the *manservant* can neither attack nor be attacked physically, nor can it maintain a hold on something if someone grabs it away. The *manservant* can act outside of the area of effect, but only in furtherance of a command given within the area of effect, such as to obtain a particular bottle of wine from the cellar.

The servant's button must have been used by a manservant for at least a year, and is not used up by the spell.

Master's Voice

Level: 1
Range: touch
Formula: words, gestures, ingredients
Ingredients: crystal needle
Duration: level days
Casting time: 1
Area of effect: 1 creature
School: mental

Master's Voice imprints upon the target—the bearer of the message—up to level rounds of a message from another person, who must speak the message to the bearer. When the bearer triggers the message, it is delivered exactly as spoken, and in the same voice. Once delivered, the message is gone; the bearer does not hear the message when triggered, and does not have to hear the message when imprinted.

The message's bearer must be intelligent and have a vocal apparatus moderately similar to that of the person providing the message.

Mend Wounds

Level: 3
Range: touch
Formula: words, gestures, ingredients
Ingredients: silver thread
Duration: permanent
Casting time: 3 rounds
Area of effect: 1 wound
Reaction: fortitude
School: transmutation

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

Mnemonic Transferal

Level: 3
Range: self
Formula: words, gestures, ingredients
Ingredients: gryphon quill, green emerald
Duration: instant

Casting time: special
Area of effect: caster
Reaction: none
School: metamagic

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

The casting time for *mnemonic transferal* is the level of the spell being transferred.

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

Mutual Confusion

Level: 3
School: mental

Mutual confusion causes the target to not understand anything the caster says, and for the caster to not understand anything the target says.

See *Mutual Understanding* for more details.

Mutual Understanding

Level: 3
Range: touch
Formula: words, gestures, ingredients
Ingredients: ginger root
Duration: 2 minutes per level
Casting time: 1 round
Area of effect: 1 creature
Reaction: willpower

School: mental
Reverse: Mutual Confusion

Mutual understanding allows the caster and target to converse in speech (assuming the target has vocal speech) and understand each other.

Open

Level: 3
Range: 10 yards per level
Formula: words, gestures, ingredients
Ingredients: springwort
Duration: instant
Casting time: 3
Area of effect: 1 door or lock
Reaction: none
School: transmutation

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

If *open* is cast on a magically barred item, the caster must make a reason roll at a penalty equal to the casting level of the magic bar. The door must be no larger than 2 yards radius per level.

Paper Chase

Level: 1
Range: self
Formula: words, gestures, ingredients
Ingredients: feather
Duration: level minutes
Casting time: 1
Area of effect: level feet wide, level times 2 yards long

School: divination

The caster knows the direction to any paper in the area of effect that contains writing. The more writing, the stronger the sense of the paper's location.

Permanent Enchantment

Level: 14
Range: touch
Formula: words, gestures, ingredients
Ingredients: diamond or special
Duration: verve binding
Casting time: 10 minutes
Area of effect: 1 spell
Reaction: reason
School: metamagic

Permanent enchantment causes any spell to become nearly permanent. The affected spell must normally have a duration. The caster must touch either the target of the to-be-permanent spell, or that spell's caster. If that caster does not wish the spell to be made permanent, a reason roll is allowed to avoid permanency.

The spell's ingredient is a diamond or other precious work worth at least 100 silver coins per level of the spell to be made permanent. If the diamond is destroyed, the permanency is also destroyed. The diamond (or other precious item) need not remain near the permanent spell.

Casting a *permanent enchantment* spell requires binding two verve, plus the bound spell's level, plus the bound spell's casting level. It also reduces the caster's endurance by 1, and gives the caster three injuries.

Personal Alteration

Level: 4

Range: self
Formula: words, gestures, ingredients
Ingredients: wet clay
Duration: 3 minutes per level
Casting time: 4
Reaction: none
School: transmutation

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

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

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

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

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

Phantasmal Camouflage

Level: 5
Range: 10 yards per level
Formula: words, gestures, ingredients
Ingredients: twigs and leaves
Duration: level hours
Casting time: 1 minute

Area of effect: 3 yard radius per level
Reaction: perception (active)
School: mental

A *phantasmal camouflage* hides a group of creatures and their gear as a copse or forest of trees. The camouflage is a primarily visual illusion that relies on the victims' minds for the other senses.

The camouflaged creatures may move as normal, and this does not harm the basic effectiveness of the illusion; however, it is likely that anyone seeing a moving wood will become very suspicious, which may result in a closer examination of the wood. If any of the victims of the illusion attempt to damage the phantasmal wood they receive an automatic reaction roll at a bonus of 4. Merely touching or examining the phantasm does not generate a reaction roll, as the victim's mind creates the appropriate tactile feel.

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

Phantasmal Carriage

Level: 5
Range: touch
Formula: words, gestures, ingredients
Ingredients: tiny gauze drop cloth
Duration: level+d6, times 10, minutes
Casting time: 3
Area of effect: 1 vehicle
Reaction: none
School: mental

Phantasmal carriage alters the appearance of a vehicle or device of transport. The vehicle's basic size and rough dimensions remain the same, but the vehicle can be made to appear as any similarly-sized vehicle. A large cart could be made to appear as a petite coach, for example. A sailing vessel could become a barge. The vehicle must be no more than half level yards in diameter.

The *phantasmal carriage* is a primarily visual illusion that relies on the victims' minds for the other senses. The vehicle gains no special abilities.

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

Phantasmal Disguise

Level: 3
Range: touch
Formula: words, gestures, ingredients
Ingredients: facepaint and brush
Duration: 10 minutes per level
Casting time: 1 round
Area of effect: one creature or object
Reaction: perception (active)
School: mental

A *phantasmal disguise* transforms the target into something else that approximates the same size and shape as the target. It is a primarily visual illusion that relies on the victims' minds for the other senses. The sorceror will be most successful at creating *phantasmal* disguises they have studied extensively. A reason roll is required to create a well-designed illusion; on a failed reason roll, victims automatically receive an initial reaction to see the illusory nature of the disguise. The sorceror receives a bonus of 4 to this roll if they have studied the proposed illusion extensively; a bonus of 2 if they have studied it

generally or seen it recently; and a penalty of 2 if they have never seen the thing they are creating a phantasm of.

Field bonuses may apply as appropriate. Characters may also learn the skill *phantasms* in the field *Magical Science*; their field bonus will then apply to their reason roll — whether creating a phantasm or seeing through one.

If any of the victims successfully attack the disguise they receive an automatic reaction roll at a bonus of 4. Merely touching or examining the phantasm does not generate a reaction roll, as the victim's mind creates the appropriate tactile feel.

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

If a creature is disguised, the creature may move as normal, although if their mode of movement differs from the disguise's mode of movement this may allow further reactions to see through the disguise.

Phantasmal Foe

> **Level:** 8
> **Range:** 2 yards per level
> **Formula:** words, gestures, ingredients
> **Ingredients:** hair, nail, or skin of the victim
> **Duration:** level rounds
> **Casting time:** 8
> **Area of effect:** 1 creature
> **Reaction:** perception (active)
> **School:** mental

A *phantasmal foe* is the most fearsome thing the target can imagine, dragged from the victim's own primal fears. Only the caster and the target

can see the *phantasmal foe*.

The *foe* is so fearsome and so much a part of the victim's mind, that only active attempts to disbelieve it (which work as normal for a phantasm) will overcome the illusion.

The *foe* attacks as a fourth level fantastic creature, is invulnerable to all attacks by its victim, and will follow the victim wherever they flee.

Phantasmal Force

> **Level:** 7
> **Range:** three yards per level
> **Formula:** words, gestures, ingredients
> **Ingredients:** fleece and spearpoint
> **Duration:** concentration
> **Casting time:** 7
> **Area of effect:** 3 yard radius per level
> **Reaction:** perception (active)
> **School:** mental

A *phantasmal force* is a primarily visual illusion of an armed or dangerous force, that relies on the victims' minds for the other senses. The sorceror will be most successful at creating *phantasmal forces* they have studied extensively. A reason roll is required to create a well-designed illusion; on a failed reason roll, victims automatically receive an initial reaction to see the illusory nature of the phantasm. The sorceror receives a bonus of 4 to this roll if they have studied the proposed illusion extensively; a bonus of 2 if they have studied it generally or seen it recently; and a penalty of 2 if they have never seen the thing they are creating a phantasm of.

Field bonuses may apply as appropriate. Characters may also learn the skill *phantasms* in the field *Magical Science*; their field bonus will then apply to their reason roll — whether creating a phantasm or seeing through one.

The *force* can be any group of attackers, from a

swarm of bees to an army of giants, that fit within the area of effect. They will attack appropriately for what they are, but at no greater level than the casting level.

The first time a victim successfully damages a member of the *phantasmal force* that victim receives an automatic reaction roll at a bonus of 4, unless the sorceror successfully has the *phantasmal force* react believably. This requires an evasion roll by the caster. Merely touching or examining the *phantasmal force* does not generate a reaction roll, as the victim's mind creates the appropriate tactile feel.

All victims, as well as the phantasmal force itself, must be within the area of effect to experience the non-visual effects. The spell effects any number of victims, as long as they are within the area of effect. The *phantasmal force* can cause damage as normal for phantasms.

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

Phantasmal Object

> **Level:** 1
> **Range:** touch
> **Formula:** words, gestures, ingredients
> **Ingredients:** colored chalk
> **Duration:** level minutes
> **Casting time:** 1
> **Area of effect:** 3 yard radius per level
> **Reaction:** perception (active)
> **School:** mental

A *phantasmal object* is a primarily visual illusion of a single object that relies on the victims' minds for the other senses. The sorceror will be most successful at creating *phantasmal* things they have

studied extensively. A reason roll is required to create a well-designed illusion; on a failed reason roll, victims automatically receive an initial reaction to see the illusory nature of the phantasm. The sorceror receives a bonus of 4 to this roll if they have studied the proposed illusion extensively; a bonus of 2 if they have studied it generally or seen it recently; and a penalty of 2 if they have never seen the thing they are creating a phantasm of.

Field bonuses may apply as appropriate. Characters may also learn the skill *phantasms* in the field *Magical Science*; their field bonus will then apply to their reason roll—whether creating a phantasm or seeing through one.

The caster does not have to maintain concentration if the phantasmal object is 3-inches in diameter or less per level; otherwise full concentration must be maintained. If any of the victims attempt to damage the phantasm they receive an automatic reaction roll at a bonus of 4, unless the sorceror has maintained concentration and successfully has the phantasm react believably. This requires an evasion roll by the caster. Merely touching or examining the phantasm does not generate a reaction roll, as the victim's mind creates the appropriate tactile feel.

All viewers must be within the area of effect to experience non-visual effects. The phantasmal object can cause damage as normal for phantasms.

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

Phantasmal Room

Level: 4
Range: level yards
Formula: words, gestures, ingredients
Ingredients: miniature plumb and hammer
Duration: 10 minutes per level
Casting time: 1 minute
Area of effect: level yards radius
Reaction: perception (active)
School: mental

A *phantasmal room* transforms a single enclosed room via a primarily visual illusion that relies on the victims' minds for the non-visual senses. The room may contain any number of inanimate or mechanical objects, but no living creatures. The sorceror will be most successful at creating *phantasmal* rooms and things they have studied extensively. A reason roll is required to create a well-designed illusion; on a failed reason roll, victims automatically receive an initial reaction to see the illusory nature of the phantasm. The sorceror receives a bonus of 4 to this roll if they have studied the proposed illusion extensively; a bonus of 2 if they have studied it generally or seen it recently; and a penalty of 2 if they have never seen the thing they are creating a phantasm of.

Field bonuses may apply as appropriate. Characters may also learn the skill *phantasms* in the field *Magical Science*; their field bonus will then apply to their reason roll—whether creating a phantasm or seeing through one.

If victims damage the phantasmal room they receive an automatic reaction roll at a bonus of 4, unless the sorceror has maintained concentration and successfully has the phantasm react believably. This requires an evasion roll by the caster. Merely touching or examining the phantasm does not generate a reaction roll, as the victim's mind creates the appropriate tactile feel.

The phantasmal object can cause damage as normal for phantasms.

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

Phantasmal Self

Level: 2
Range: self
Formula: words, gestures, ingredients
Ingredients: miniature mask
Duration: 2d6 minutes plus 2 per level
Casting time: 2
Area of effect: caster
Reaction: perception (active)
School: mental

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

The spell alters only appearance, although the phantasmal component will cause viewers to create the other senses. The caster gains no special abilities, and it is the caster's responsibility to mimic any mannerisms. Failure to do so may grant reaction rolls to see through the illusion. If the caster's gear and clothing do not match the illusory gear and clothing, attacking the caster may also grant a reaction roll. Merely touching or examining the caster does not generate a reaction roll, as the victim's mind creates the appropriate tactile feel to match the *phantasmal self*.

Victims who see through the illusion still see the visual effects of the spell rather than the actual caster.

Phantasmal Sleeper

Level: 3
Range: touch
Formula: words, gestures, ingredients
Ingredients: pinch of eye sand
Duration: special
Casting time: 1 round
Area of effect: 1 creature
School: mental

A *phantasmal sleeper* is a visual and auditory illusion of the target. The target must lie down as if to sleep; the *phantasmal sleeper* will then take the form of the target. It will also make appropriately sleep-related noises.

The target may move to any other place within level miles to actually sleep. As long as they go to sleep within thirty minutes, the *phantasmal sleeper* will remain until they wake up or for ten hours, whichever is sooner.

If the target does not go to sleep (or travels outside level miles from the phantasm), the *phantasmal sleeper* lasts for level times ten minutes.

Phantasmal Terrain

Level: 6
Range: 20 yards per level
Formula: words, gestures, ingredients
Ingredients: miniature wooden rake and sand
Duration: level hours
Casting time: 1 minute
Area of effect: 10 yard diameter per level
Reaction: perception (active)
School: mental

Phantasmal terrain alters the appearance of a plot of land or a geographical feature. Hills may be laid low or raised, streams turned into rushing rivers, lakes into green fields, fields into deep forest, plains into crevasse-filled badlands and precipices into rolling hills.

If any of the victims attempt to damage the *phantasmal terrain* they receive an automatic reaction roll at a bonus of 4. Merely touching or examining the phantasm does not generate a reaction roll, as the victim's mind creates the appropriate tactile feel.

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

Poor Fighting

Level: 5
School: mental

Poor fighting gives an attack and defense penalty, but does not reduce survival.

See *Fighting Prowess* for more details.

Private Fire

Level: 4
Range: level yards
Formula: gestures, ingredients
Ingredients: a patch of metal mesh
Duration: level hours
Casting time: 3
Area of effect: level yards radius
School: transmutation

All fires within the area of effect are dimmed to near-darkness and cold outside the area of effect. This includes any flame-based light source, such as lanterns and torches. Within the area of effect, fires continue to burn, and provide both light and heat as normal.

The spell must be cast upon a flame; if that flame moves, so does the area of effect.

Promise

Level: 12
Range: touch
Formula: words, gestures
Duration: until discharged
Casting time: 12
Area of effect: 1 person
Reaction: none
School: mental

Promise holds the target to a promise of some action. The target must make the promise willingly and under no magical, spiritual, or psychic compulsion. That is, the promise must be of their own choice (though that choice can be influenced by events outside of their control).

The promise must be a promise that can be fulfilled. Open-ended promises fail within level days. Promises that can only be fulfilled in the target's death fail immediately.

Once under the spell's effects, the target must do their best to fulfill the promise. If they deviate from their promise, delay its fulfillment, or twist its meaning, they will suffer greatly: every day that they do not work toward the promise's fulfillment, they gain an additional penalty of one to all rolls. These penalties are permanent and cumulative until the character begins to truly fulfill the promise, at which point the penalties disappear one per day.

Protection from Dispel

Level: 7

Range: touch
Formula: words, gestures, ingredients
Ingredients: small iron web
Duration: level minutes
Casting time: 4
Area of effect: 1 spell
Reaction: none
School: metamagic
Reverse: Susceptibility to Dispel

Protection from dispel adds an additional penalty of the casting level to attempts to dispel the spell. The caster must touch the object, creature, or location affected by the spell to be protected.

Quickfall

Level: 1
School: transmutation

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

See *Slow Fall* for more details.

Rainbow Fan

Level: 1
Range: self
Formula: words, gestures, ingredients
Ingredients: prism
Duration: instant
Casting time: 1
Area of effect: 1 creature per odd level
Reaction: perception
School: mental

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

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

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

Raise Undead

Level: 6
Range: level yards
Formula: words, gestures, ingredients
Ingredients: thimble of human blood
Duration: 10 minutes per level
Casting time: 1 minute
Area of effect: special
Reaction: none
School: summoning

Raise undead temporarily reanimates human skeletons or corpses. The undead retain none of their experience in life, nor any intelligence at all. They may be controlled only when within range, or may be given a single simple command (such as "guard area" or "chase" a visible entity).

Skeletons raised are first level. Walking corpses are second level. The sorceror may raise up to *level* skeletons or *half level* corpses, and there must be skeletons or corpses available to raise.

Reverse Spell

Level: 8
Range: 2 yards per level
Formula: words, gestures, ingredients
Ingredients: blue herring
Duration: level minus 6 rounds
Casting time: 4
Area of effect: 1 sorceror
Reaction: perception
School: metamagic

Reverse spell affects the next spell completed by the target. If the spell is reversible, the actual casting is the reverse of the form the sorceror tried to cast. If the target was casting *enchanted weapon*, for example, the actual spell will be *cursed weapon*. If no reversible spell is cast by the target before the duration of *reverse spell* ends, the *reverse spell* dissipates with no effect.

The target is allowed a perception roll to keep their spell intact, at a penalty of the casting level.

Riddleshield

Level: 4
Range: 5 yards
Formula: words
Duration: 10 minutes per level
Casting time: 4
Area of effect: half level opponents
Reaction: none
School: mental

When casting *riddleshield* the sorceror presents a riddle to the target. Until the target solves the riddle, they may not attack or in any way attempt to harm the caster. For all other actions and reactions they are at a penalty of 1.

Targets must be able to understand the caster's language and reasonably be able to hear the riddle. The spell ends once any target solves the riddle or when the duration ends.

Guides must decide how likely a non-player opponent is to solve any particular riddle; but the Guide must solve the riddle for NPCs. Player characters and NPCs are allowed a reason roll; if successful the riddling player must provide a hint. If more than one target makes their reason roll, each must be given a different hint.

The caster may not personally attack the targets of the *riddleshield*, but is otherwise free to act and cast spells for the duration of the spell.

Sand Blast

Level: 2
Range: 5 yards per level
Formula: words, gestures, ingredients
Ingredients: pinch of sand
Duration: 1 round
Casting time: 1
Area of effect: level feet diameter, level yards long
Reaction: evasion
School: conjuration

Sand blast creates a blast of sand that reduces visibility to nil for the spell's duration. Anyone in the area of effect must make an evasion roll or be blinded for d4 rounds after the spell ends.

Scribal Servant

Level: 4
Range: touch
Formula: words, ingredients
Ingredients: woad ink, scribe's pen
Duration: 10 minutes per level

Casting time: 1 round
Area of effect: level yard radius
School: transmutation

This spell causes a scribe's pen to take dictation, writing out onto paper or other surface designed for writing what the targeted speakers say. The caster can designate up to level speakers to be recorded. If a speaker exits the range of the spell, their words are no longer recorded, even if they re-enter the spell's range.

The *scribal servant* will follow simple directions about what to scratch out, what not to record, and how to emphasize or quote specific passages.

The pen must have been a scribe's tool for at least a year. The *scribal servant* will use the script that scribe most commonly uses. Neither pen, paper, nor ink are used up by the spell, although the paper will be covered with ink depending on how much was said, and ink will be depleted depending on how much was set to paper.

Secret Conference

Level: 3
Range: 10 feet
Formula: words, gestures, ingredients
Ingredients: quill, hummingbird feather
Duration: 2 minutes per level
Casting time: 2
Area of effect: up to level companions
Reaction: none
School: mental

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

Secret Message

Level: 1
Range: 25 plus 25 yards per level
Formula: words, gestures
Duration: level rounds
Casting time: 1
Area of effect: 1 creature
Reaction: evasion
School: summoning

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

See Parasite

Level: 3
Range: touch
Formula: words, gestures
Duration: 10 minutes per level
Casting time: 2
Area of effect: 10 yards per level
Reaction: none
School: divination

See parasite gives the recipient a second sight that allows them to see spiritual or mental parasites controlling any victims within sight. The target need not concentrate, but must be able to see the parasite's host. If the target can see the host and the host is in the area of effect, the target of the spell will see both the host and the parasite as a sort of double-exposure image. If the parasite has a physical form, the after-image will have that form. Otherwise the image will in some way reflect the parasite's nature.

See Whole

Level: 1
Range: touch
Formula: words, gestures, ingredients
Ingredients: paste
Duration: level seconds
Casting time: 1 minute
Area of effect: level yard radius
School: divination

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

Seek Item

Level: 5
Range: touch
Formula: words, gestures, ingredients
Ingredients: thread tied to a stick
Duration: 5 minutes per level
Casting time: 3
Area of effect: 20 yards per level
Reaction: none
School: divination

Seek item is much like *find item* except that it may be cast on others. It draws the spell recipient to any specific item that is familiar to the recipient, if that item is within the area of effect.

The recipient must make a perception roll. The sorceror may benefit that roll using their own charisma as a major contributor.

Sense Magical Aura

Level: 1
Range: self
Formula: words, gestures
Duration: level minutes
Casting time: 1
Area of effect: level feet wide, level times 10 yards long
Reaction: none
Schools: divination, metamagic

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

Sensory Assurance

Level: 2
Range: level yards
Formula: words, gestures, ingredients
Ingredients: paper chain
Duration: level minutes
Casting time: 2
Area of effect: level yard radius
Reaction: perception
School: mental
Reverse: Sensory Uncertainty

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

Sensory assurance is also useful when used along with visual spells such as *angular reformation* and *ephemeral backdrop*.

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

Sensory Uncertainty

Level: 2
School: mental

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

See *Sensory Assurance* for more details.

Shade Effects

Level: 5
Range: self
Formula: words
Duration: special
Casting time: special
Area of effect: 10 yards radius per level
Reaction: none
School: metamagic

Shade effects allows the caster to retain control over effects that normally can't be changed after casting. A *light*, for example, can be varied in brightness to the caster's whim. Wind walls can be moved about.

Common effects include range, target, area, and special effects. A wizard could move *enchant a weapon* from weapon to weapon, for example (but would still have to touch each weapon). If a reaction is allowed against the spell, a successful

reaction cancels the *shade effects*. If the affected spell's center of effect ever leaves the radius of effect of the *shade effects*, *shade effects* is cancelled and the affected spell is stuck in whatever state it was at, at that time. Otherwise, the duration of *shade effects* is the same as the affected spell.

Shade effects must be cast immediately before the spell to be affected. Casting time is the number of effects the caster desires control over.

Shadows

Level: 2
Range: touch
Formula: words, gestures, ingredients
Ingredients: black greasepaint
Duration: 30 minutes per level
Casting time: 1 round
Area of effect: 1 creature
Reaction: evasion
School: conjuration

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

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

Shield

Level: 1
Range: touch
Formula: words, gestures, ingredients
Ingredients: tiny bone disc
Duration: 5 rounds per level
Casting time: 1
Area of effect: 1 creature
Reaction: none
School: summoning

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

Shrink

Level: 1
School: transmutation

Shrink divides the size of the target by one plus an additional 25% (.25) per level. At fourth level, the target's size and mass will half. When the target's size is divided by 2, the target is considered one size lower (medium-sized creatures will be considered small). When divided by 4, the target is considered two sizes smaller; divided by 8 means three sizes smaller, and so on for each doubling of the reduction. Movement is reduced by 1 per level of effect.

See *Enlarge* for more details.

Sickly

Level: 5
School: transmutation

Sickly decreases endurance. Endurance may not be reduced to zero. Endurance of less than three is so low that even the easiest tasks can cause exhaustion and lasting weariness.

See *Endurance* for more details.

Silence

Level: 3
Range: touch
Formula: words, gestures, ingredients
Ingredients: piece of sea sponge
Duration: 5 minutes per level
Casting time: 4
Area of effect: 1 creature
Reaction: none
School: transmutation

Silence causes all actions by the target to make no noise. Intentionally attempting to make noise (such as speaking to another character, clapping hands, or stamping on the ground) temporarily negates the spell's effects for that action and reduces the spell's duration by one minute.

Sleep

Level: 2
Range: 15 yards per level
Formula: words, gestures, ingredients
Ingredients: pinch of eye sand
Duration: 4 rounds per level
Casting time: 2
Area of effect: 5 yard radius
Reaction: willpower
School: mental

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

The player may (before rolling the dice) reduce the number of levels affected and apply this as a penalty to the reactions against the *sleep* spell. If the reduction is 3 or more, it is possible for zero levels (and thus zero creatures) to be affected.

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

Sleepfall

Level: 3
Range: 3 yards per level
Formula: words, gestures, ingredients
Ingredients: crust from a sleeper's eyes
Duration: instant
Casting time: 2
Area of effect: 1 creature
Reaction: none
School: mental

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

Sleepwalking

Level: 3
Range: level yards
Formula: words, gestures, ingredients
Ingredients: victim's hair
Duration: 3 minutes per level
Casting time: 1 round
Area of effect: 1 creature
Reaction: willpower

School: mental

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

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

Slipknot

Level: 2
Range: level yards
Formula: words, gestures, ingredients
Ingredients: knot tied in a shoelace knot
Duration: instant
Casting time: 1 round
Area of effect: 1 knot
Reaction: none
School: transmutation

Slipknot unravels the target knot. The knot must be constructed of rope, thread, or string and be as flexible as normal rope.

The knot must be contained in an area half level inches in diameter.

Slippery Surface

Level: 2
Range: level yards
Formula: words, gestures, ingredients
Ingredients: oil
Duration: level rounds
Casting time: 2
Area of effect: level yard diameter

Reaction: evasion
School: transmutation
Reverse: Traction

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

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

Slow Fall

Level: 1
Range: 10 yards per level
Formula: words, ingredients
Ingredients: feather or down
Duration: level rounds
Casting time: 1
Area of effect: 1 creature or object
Reaction: fortitude
School: transmutation
Reverse: Quickfall

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

Smoky Stairs

Level: 2
Range: touch
Formula: words, gestures, ingredients

Ingredients: smoke
Duration: level minutes
Casting time: 1 round
Area of effect: special
Reaction: none
School: transmutation

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

Snap Trick

Level: 5
Range: touch
Formula: words, gestures, ingredients
Ingredients: gold thread
Duration: 2 minutes per level
Casting time: 1 round
Area of effect: 10 yard radius per level
Reaction: evasion
School: summoning
Reverse: Snapback

The sorceror encloses the item in their hand, casts the spell, and can then call the item back as long as the item remains in the area of effect. If the item is held by another creature, that creature is allowed a willpower roll, at a penalty of 3, to keep the item from snapping. If the sorceror leaves the area of effect but returns before the spell's duration ends, the item may be snapped.

Snapback

Level: 5
School: summoning

Snapback snaps the target item back to the location it was at when the spell was cast. The item must be kept by the sorceror after the spell is completed. The destination must remain within the area of effect, and the object must remain in the sorceror's possession.

See *Snap Trick* for more details.

Soil

Level: 2
Ingredients: latrine grime
School: summoning

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

See *Cleanse* for more details.

Sparkling Chaser

Level: 1
Range: 5 yards per level
Formula: gestures, ingredients
Ingredients: sparks
Duration: 5 minutes per level
Casting time: 1
Area of effect: 1 creature
Reaction: none
School: summoning

The *sparkling chaser* is a two to four yard trail of multi-colored light-bubbles that chase down the target at a movement of eight. Once cast, the *chaser* will follow the target to any distance. If the lights catch the target, they circle it rapidly, bubbling and bursting all the while. This makes it easier to attack the target (negating darkness penalties) and makes it more difficult for the target to attack (a penalty of one in close combat, and a penalty of two for ranged attacks).

The sparks for the ingredients can come from any source, such as a log from a fire or flint and steel struck together.

Spell Key

Level: 8
Range: self
Formula: words, gestures, ingredients
Ingredients: silver key
Duration: special
Casting time: 1 round+
Area of effect: 1 spell
Reaction: none
School: metamagic

Spell key allows the caster to specify certain conditions under which a spell's effects are ineffective. The casting time is one round plus the casting time of the spell to be *keyed*. The keyed spell is otherwise cast as normal. Physical area effect spells, such as fireballs or ice storms, generally may not be keyed. Duration spells such as *indestructible object* may be keyed (allowing the key to more easily destroy the object), as may spells such as *teleport* (causing keys to not be teleported).

The key is a list of conditions that must be met. The conditions can take up one word for every two levels. One of those can be used to specify that the key is a specific individual (such as the caster) or individual object.

The key may not be changed once set.

Spell Loop

Level: 9
Range: self
Formula: words, ingredients
Ingredients: tiny silver möbius band
Duration: level rounds
Casting time: 6 + spell
Area of effect: 1 spell
Reaction: none
School: metamagic

Spell loop allows the caster to quickly cast all or some impressions of a multiply-memorized spell in succession. The initial casting time of *spell loop* is six, plus the casting time of the spell to be looped. The spell is not cast on casting *loop*. However, for all subsequent rounds, the spell is cast with a casting time of zero, until the caster runs out of impressions of that spell, or the duration for *spell loop* runs out. The caster may perform these subsequent casts with only minimal concentration, and may perform any other action except spellcasting while the spells are looping.

Spell Shade

Level: 3
Range: self
Formula: words
Duration: level minutes
Casting time: 1
Area of effect: 10 yard radius per level
Reaction: none
School: metamagic

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

Stinging Guardian

Level: 4
Range: touch
Formula: words, gestures, ingredients
Ingredients: creature, model
Duration: level days
Casting time: 5 minutes
Area of effect: special
School: summoning

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

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

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

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

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

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

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

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

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

Strength

Level: 2
Range: touch
Formula: words, gestures, ingredients
Ingredients: tiny iron chain
Duration: 5 minutes per level
Casting time: 1 round

Area of effect: 1 creature
Reaction: fortitude
School: transmutation
Reverse: Weakness

The target's strength will increase by 1 for every two casting levels.

Stupidity

Level: 3
School: mental

Stupidity decreases the target's intelligence. Intelligence may not be reduced to zero. Intelligences below three are non-sentient, and cannot follow even the most basic logic.

See *Intelligence* for more details.

Suggestion

Level: 1
Range: level yards
Formula: words, gestures
Duration: level minutes
Casting time: 1
Area of effect: 1 creature
Reaction: willpower
School: mental

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

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

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

Sulfuric Burst

Level: 4
Range: 20 yards per level
Formula: words, gestures, ingredients
Ingredients: sulfur in an aspic bead
Duration: instant
Casting time: 4
Area of effect: 1 creature or object
Reaction: evasion
School: conjuration

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

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

Sulfuric Spray

Level: 2
Range: self
Formula: words, gestures
Duration: 1 round
Casting time: 1
Area of effect: 2 yards long, 120 degree arc
Reaction: none
School: conjuration

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

Susceptibility to Dispel

Level: 7
School: metamagic

Susceptibility to dispel adds a bonus of half the casting level to any attempts to dispel the spell.

See *Protection from Dispel* for more details.

Target Contingency

Level: 13
Range: touch
Formula: words, gestures, ingredients
Ingredients: pixie dust, eyeball
Duration: 8 hours per level
Casting time: 15 minutes + spell
Area of effect: 1 creature, object, or place
School: metamagic

Target contingency allows sorcerors to cast a spell on another creature. The spell will not take effect until a specific condition is met.

Otherwise, *target contingency* conforms to the *contingency* description.

Teleport

Level: 10

Range: touch
Formula: words
Duration: instant
Casting time: 2
Area of effect: special
Reaction: health
School: summoning

Teleport transports the sorceror and any target(s) nearly instantly to a destination known to the sorceror. Transportation takes 2d6 minutes, no matter the distance. The sorceror may transport any number of extra individuals or objects (all of which must be touching or which the sorceror is touching), up to 150 pounds per level above nine.

Teleportation can only occur to a place, some location that the caster has been and is memorable, or which is describable. This means that the caster cannot teleport to empty air, to the insides of solid matter, or simply by distance and direction. Also, the facing of targets is not guaranteed: if facing is necessary, roll d12 and consult a clock for the relative change in facing of the targets.

If the destination is in some way blocked (for example, because it has been filled in with rocks or there is an *ethereal wall*), the caster must make a perception roll. If successful, the teleporters take 2d6 points of damage and are tossed out of the ether at a place d20 yards from the nearest livable place. If unsuccessful, they take 3d6 points of damage (three of which will be injuries) and are tossed d100 miles from the nearest livable place. Each separate object or character are rolled for separately, for damage, distance, and direction (usually it is easiest to roll direction on a d12, using the result as a point on a clock).

There is a chance that the sorceror will slightly miss the destination, especially for unfamiliar destinations. The sorceror must make a perception roll, at a bonus of 10 if the place is one with which the caster is extremely familiar (several months of intimate knowledge, such as the place you grew up), a bonus of 5 if the place is one with which the caster is familiar or has carefully studied for several days, no bonus if the place is one which the caster has visited casually, a penalty of three if the caster has never been there but only seen it, and a penalty of six if the caster has never seen it and is going by someone else's description. There is an additional penalty of three if the caster is currently lost. If this roll is failed, multiply the amount it fails by 10 for the percentage of the distance between the caster's current location and the desired location, that the attempt is off by. Roll d12 for the direction of error.

Teleportal

Level: 14
Range: level yards
Formula: words, gestures, ingredients
Ingredients: gem
Duration: 5 minutes per level
Casting time: 20 minutes
Area of effect: special
Reaction: none
School: summoning

Teleportal allows travel as the lower level *teleport* spell. The caster must be at least familiar with the area. The portal can be up to 4 inches wide, tall, or diameter, per level, and can be made to conform with the size of an existing opening or object if desired (e.g., a window, a door, or a mirror). No light issues from the portal—it is a grey area. Other than that, it acts as the *teleport* spell. It allows for travel both to the destination and from the destination. The portal exists on both ends. At 20th level and higher, the sorceror may choose to make the portal not exist on the destination end.

If one end of the teleportal is blocked, the portal cannot be used.

The spell's component is a gem worth, in silver coins, the number of digits in the distance (in miles) between the portals, times 1,000. If the distance is from 0 to 9 miles, the gem must be worth 1,000 silver coins. If from 10 to 99 miles, the gem must be worth 10,000 silver coins, etc. If the gem is destroyed, so is the spell.

Tracer

Level: 6
Range: 10 yards plus 5 per level
Formula: words, gestures
Duration: level weeks
Casting time: 3
Area of effect: 1 creature or object
Reaction: willpower
School: divination

This spell creates a magical link between the caster and the spell recipient. As long as the caster and recipient are on the same plane and in the same sphere, the caster will know the approximate distance and direction to the recipient. If the recipient leaves the plane/dimension of the caster, but returns before the duration is up, or the caster arrives in the same plane/dimension as the target, the caster is allowed a perception roll. If made, the caster knows that the recipient is somewhere there, but only distance is known—not direction.

Living creatures are allowed a willpower roll, at a penalty of 2, to avoid becoming the target of *tracer*.

Traction

Level: 2
Ingredients: coarse sand
School: transmutation

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

See *Slippery Surface* for more details.

Undead Guardians

Level: 10
Range: level yards
Formula: words, gestures, ingredients
Ingredients: thimble of human blood, dead
Duration: verve binding
Casting time: 1 minute
Area of effect: special
Reaction: none
School: summoning

Undead guardians reanimates human skeletons or corpses. The undead retain none of their experience in life, nor any intelligence at all. They may be given a single simple command (such as "guard area" or "chase" a visible entity).

Sorcerors must bind two points of verve for each skeleton, and four points of verve for each corpse. Skeletons are first level, and corpses are second level. Three verve will increase a skeleton's level by one. Two verve will increase a corpse's level by one.

The sorceror must have the requisite number of dead, either skeletons or corpses, available.

Understand Languages

Level: 1
Range: touch
Formula: words, gestures, ingredients
Ingredients: ginger or mandrake root
Duration: 5 minutes per level
Casting time: 1 round
Area of effect: 1 creature or writing
Reaction: willpower
Schools: divination, mental
Reverse: Confuse Languages

Understand languages gives the sorceror the ability to understand the target's speech or one piece of writing.

Unravel Bonds

Level: 3
Range: touch
Formula: words
Duration: instant
Casting time: 3
Area of effect: 1 bond
Reaction: none
School: transmutation

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

Unraveled bonds may fall or dangle once unraveled.

Veil

Level: 5
Range: touch
Formula: words, gestures, ingredients
Ingredients: empty, opaque jar
Duration: 2 hours per level
Casting time: 1 minute
Area of effect: 10 yards per level diameter
Reaction: evasion
School: summoning

A *veil* cast on an area or item makes it more difficult to magically *find* or *seek* or otherwise divine the location of things, locations, and creatures within the area of effect. Attempts at using such spells to find things covered by the *veil* are at a penalty of the casting level to perception or other success rolls.

Ventriloquism

Level: 1
Range: 4 yards per level
Formula: words, ingredients
Ingredients: beak of a crow or parrot
Duration: level minutes
Casting time: 1
Area of effect: 1 creature, object, or place
Reaction: evasion
School: summoning

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

Voice of the Dead

Level: 3
Range: touch
Formula: words, gestures, ingredients
Ingredients: tooth or lower jawbone
Duration: level hours
Casting time: 1 minute
Area of effect: 1 person
School: summoning

The target of *voice of the dead* can imitate the voice of the dead person whose tooth or lower jawbone they carry. The target of the spell must

have a similar-enough vocal apparatus as the dead person to carry the dead person's voice—most humanoids can carry the voice of another humanoid, such as an elf the voice of a dwarf or human. The dead person must also have died within level hours of the spellcasting, or level days if the spell is cast upon the dead person's killer.

The spell also confers the ability to speak the dead person's native tongue, or any language within the dead person's *Native Culture*.

Wandering

Level: 5
Range: touch
Formula: words, gestures
Duration: level hours
Casting time: 5
Area of effect: level creatures
Reaction: perception
School: mental

The target cannot find their way and will take wrong turns, mistake landmarks and signs, and even mistakenly interpret heavenly navigational aids such as the sun and stars. Without forced guidance, any destination that is not in sight will never be reached.

Wave Action

Level: 4
Range: 2 yards per level
Formula: words, gestures, ingredients
Ingredients: beach sand
Duration: level rounds
Casting time: 3
Area of effect: 1 creature
Reaction: willpower

School: mental

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

Weakness

Level: 2
School: transmutation

Weakness will decrease the target's strength by 1 for every two casting levels. The target's strength may not be reduced to zero. Strengths below three make it difficult to carry anything, or to move normally.

See *Strength* for more details.

Web

Level: 4
Range: 3 yards per level
Formula: words, gestures, ingredients
Ingredients: spider web strand
Duration: 5 minutes per level
Casting time: 3
Area of effect: level yard diameter
Reaction: evasion
School: conjuration

Web conjures a spiral net of tough, sticky, grey strands much like a spider's web. The web is twice level inches thick, and very strong. Creatures may tear through the webbing if they make a strength contest against ten plus the level

of the spell. Attempting escape takes one full round.

The strands must be cast between two or more points (like a spider's web), The width or height (or depth if horizontal) of the web can be increased by up to 50%, with a corresponding reduction in the other dimension. A strand can maintain a weight of up to level times thirty pounds; the entire mass can maintain a weight of level times one hundred pounds. When the spell ends, the strands disappear.

Well of Souls

Level: 9
Range: self
Formula: words, gestures, ingredients
Ingredients: cactus or aloe spine
Duration: concentration
Casting time: 1 minute
Area of effect: level mile radius
School: mental

All living souls are refreshed by the depths of the well of souls. This spell drops the caster down the well and back up another well within the area of effect—riding on the senses of another living, intelligent creature. The caster can sense everything that their destination senses.

The caster's destination is random, though the caster can choose one of the eight compass points for a direction; however, if no living, intelligent creature is in that direction, the destination is pulled at random from the entire area of effect.

If their destination pays attention, they will know someone is riding their senses. Otherwise, a perception roll at a penalty of five gives them warning. Monks have no penalty. If the victim is aware, they know the direction to the caster.

While in the well of souls, the caster's own body is unconscious.

Wizard Mark

Level: 3
Range: touch
Formula: words, gestures
Duration: level years
Casting time: 3 rounds
Area of effect: 7-inch-square surface
Reaction: none
School: metamagic

Wizard mark places a magical marking on any stone, wood, or metal surface as long as it has a flat area seven by seven inches square. The sigil is unique to the sorcerer who inscribes it and recognizable once seen. Wizard marks are visible to any who can detect magic.

The mark cannot be placed on living things. The sigil can be accompanied by up to level words.

If a sorceror marks a surface, the place that surface resides—even if it moves—counts as *extremely familiar* for purposes of spells such as teleport.

Wizard's Ear

Level: 5
Range: self
Formula: words, gestures, ingredients
Ingredients: sea shell
Duration: level minutes
Casting time: 1 round
School: summoning

The *wizard's ear* is a nearly-invisible ear and lobe, created next to the sorcerer's own left or right ear. The *ear* can move at up to ten yards per round and can move through any space at least large enough for a disembodied ear. The *ear* is at a disadvantage over the equivalent *eye* or *hand* in that it has neither touch nor sight to guide its movement. For this reason, the *ear* will be most useful for destinations within sight of the caster or a known distance away.

The *wizard's ear* can hear normally. If the *ear* is subjected to deafening noise, the sorceror will be deafened for one to three rounds depending on the level of noise.

If the *ear* is plunged into liquid or moved through gas, it will displace the liquid or gas as normal. It will not be harmed.

The *ear* is nearly invisible; there is a penalty of eight to detect it, and it is treated as invisible, with a defense of +4, for purposes of combat. If the *ear* takes more than half level points of damage, it is dispelled, and the sorcerer is deafened for one round.

Wizard's Eye

Level: 8
Range: self
Formula: words, gestures, ingredients
Ingredients: bat's eye
Duration: level minutes
Casting time: 1 round
School: summoning

The *wizard's eye* is a nearly-invisible eyeball, created just above and in the center of the sorcerer's eyes. The *eye* can move at up to ten yards per round and can move through any space at least large enough for a small marble.

The *wizard's eye* sees normally in light, and has underground vision at a penalty of two. If the *eye* is subjected to blinding light, the sorceror will be blinded for one round. The *eye* has no lids.

If the *eye* is plunged into liquid or moved through gas, it will displace the liquid or gas as normal. It will not be harmed.

The *eye* is nearly invisible; there is a penalty of ten to detect it, and it is treated as invisible, with a defense of +5, for purposes of combat. If the *eye* takes more than half level points damage, it is dispelled, and the sorcerer is blinded for one round.

Wizard's Hand

Level: 6
Range: self
Formula: words, gestures, ingredients
Ingredients: 3 hazelnuts
Duration: level minutes
Casting time: 1 round
School: summoning

The *wizard's hand* is a nearly-invisible version of the sorcerer's hand, created just above the sorceror's right or left hand—whichever is grasping the hazelnuts. The *hand* can move at up to ten yards per round and can manipulate or lift anything as if it were the caster in the caster's current state; the caster must manipulate their own hand to grasp, lift, or manipulate anything using the *Wizard's Hand*.

The caster can feel physical objects but not energy (such as heat or cold) or chemical effects (such as acid); the *hand* is immune to energy and chemicals. Any damage caused by or to the hand exceeding half level points in a single attack or action dispels the hand and the caster takes two points damage; otherwise, the caster takes one point damage if it is destroyed.

If the *hand* is plunged into liquid or moved through gas, it will displace the liquid or gas as normal. It cannot fit into places that the wizard's hand could not also fit.

The *hand* is nearly invisible; there is a penalty of eight to detect it, and it is treated as invisible with a defense of +2 for purposes of combat.

Workman's Servant

Level: 6
Range: level yards
Formula: words, gestures, ingredients
Ingredients: workman's tool
Duration: 10 minutes per level
Casting time: 1 minute
Area of effect: 1 tool
School: transmutation

Workman's servant causes a tool to perform its function without assistance. Axes will spring into the air to chop wood, plows will dig furloughs, needles will sew clothing, and so on, as long as they have logs to chop, farmland to plow, and cloth and the thread to stitch it.

The tool must be a real tool meant for use at its task, and used for a year or more at that task. It is not used up by the spell.

Wraithshape

Level: 6
Range: touch
Formula: gestures, ingredients
Ingredients: shredded paper, smoke
Duration: 2 minutes per level
Casting time: 3
Area of effect: 1 object
Reaction: none
School: transmutation

Wraithshape causes an object to become smoky and insubstantial for the spell's duration. It can be blown through tiny cracks, etc. The object can weigh no more than 4 pounds per level, and be no more than 2 inches on a side, per caster level.

Objects held by someone else have that person's reactions. Magical items and living creatures may not be wraithshaped.

Items that are in a confined space when the spell's duration expires are usually destroyed, unless the container is weaker.

The spell's components are a handful of shredded paper (about one sheet's worth) and a wisp of smoke.

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