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NEW OPTIONS FOR MAGIC IN
WARRIOR, ROGUE & MAGE



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~ SUPPLEMENT #5 ~

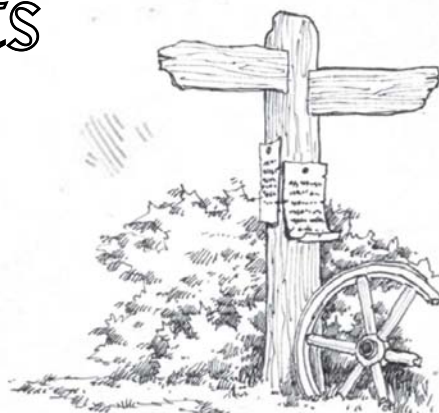
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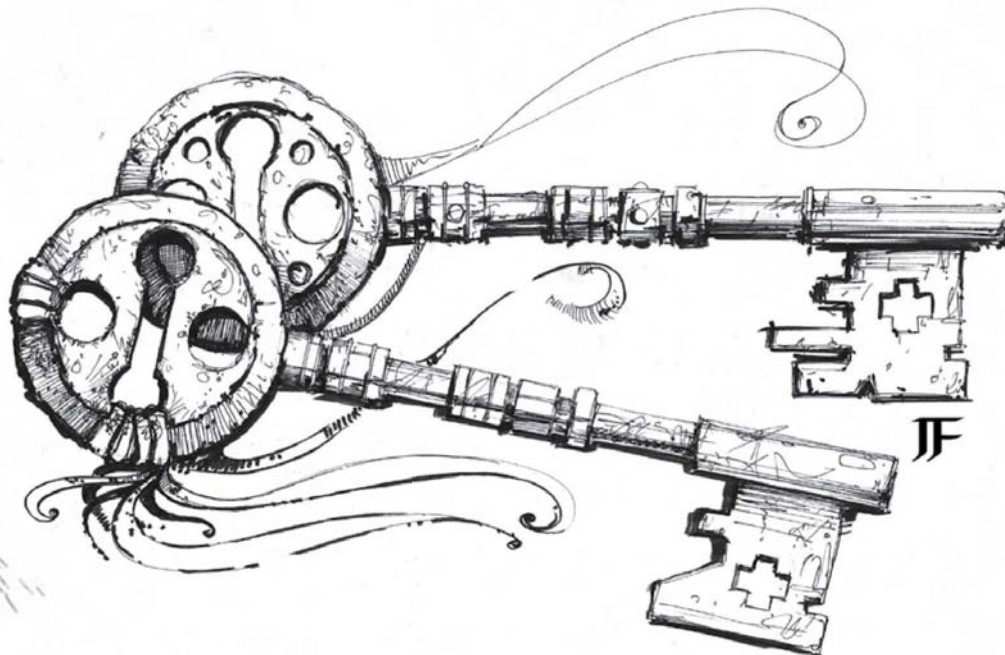
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Introduction

In the immortal words of many barbarian heroes, "What sorcery is this!" The standard magic system in *Warrior, Rogue & Mage* is fun, quick, and simple to use but it's also a very "bare bones" system that lacks many spells that are typical of fantasy adventure and "sword and sorcery" fiction.

Some of the basic spells can seem too weak or too strong for their Circle and some archetypal powers of wizards in fiction are missing. While the limited selection of spells in the core *Warrior, Rogue & Mage* rulebook serve as a good basis for adventure, some groups of players may want the versatility offered by a broader range of powers. Also, some groups may prefer to use a more "free form" magic system with no spell lists at all.

With these issues in mind, this supplement aims to fill in some of the gaps in the basic spell list and offer a more complete list of powers as well as offer options for using magic in other ways (including a free form system). The spell lists in this book can replace the list in the core rulebook or be added on top of it. With that

said, enjoy unleashing the power offered by arcane knowledge against those barbarians at the gates of your tower. "What sorcery is this!" indeed.

"Chapter One: General Guidelines for Magic" explains the benchmarks used for creating the spells in this book and some advice for how to use them to make new spells.

"Chapter Two: Variant Magical Systems" offers some ideas for running campaigns with different levels of magic in the world.

"Chapter Three: Spells" offers a large selection of generic spells that can be quickly modified to make specific spells for your campaigns.

"Chapter Four: Spellbooks" serves as an example of how the plain spells in Chapter Three can be modified.

"Chapter Five: Talents" offers new talents that affect the way characters interact with magic.



Chapter One:

General Guidelines for Magic

The following table shows the basic guidelines used to design the spells in this book and should serve as a helpful guide to designing new spells for your own campaigns.

Circle	Mana	DL	Damage	Defense	Attribute/Skill Modifier	Summoning
First	1	5	1D6 (+1)	+2 Defense	Temporary skill bonus	Bird, mouse
Second	2	7	2D6 (+2)	+4 HP, +4Def	Long-term skill or temporary attribute bonus	Wolf, horse
Third	4	9	3D6 (+3)	+1 Fate (negate hits), +6Def	Big long-term skill bonus or long-term attribute bonus	Bear, dire wolf
Fourth	8	13	4D6 (+4)	Negate damage	Major transformation, Long-term change to multiple stats, negate enemy bonus (e.g. armor piercing)	Drakes, major elementals

In the table above, "Damage" refers to the typical amount of damage caused or healed by spells of that Circle at extremely close range (within arms reach of the caster); the added bonus for enhancements is equal to the spells Circle. "Defense" gives examples of a typical level of defensive protection offered by a spell of that Circle. "Attribute/Skill Modifier" gives examples of typical bonus ranges to attribute or skill rolls granted by spells of that Circle. An example of a small bonus would be +1 or +2 (equivalent to a skill) or granting a character an Exceptional Attribute (rolling an extra die for attribute rolls and taking the best result). An example of a big bonus would be +4 to +6 to a skill roll or allowing the substitution of another (presumably more advantageous) attribute; for example, the

"Quickness of the Mind" spell that allows the target to use the Mage attribute for rolls instead of Rogue. A short-term bonus is usually for one action and a long-term bonus lasts for an entire encounter.

Many attack or healing spells have other advantages such as affecting targets at range, affecting multiple targets, affecting an area, adding its damage to another attack, or having a lingering effect. In these cases, the raw damage is usually reduced a step or two to compensate. For example: "Frostburn", "Ice Dagger", and "Vampiric Touch" are First Circle attack spells. "Frostburn" does 1D6 damage when the caster touches an enemy; "Ice Dagger" only does 1d6-2 damage but it works as a ranged attack that keeps

the caster out of his foe's reach; and "Vampiric Touch" does only 1D6/2 damage to a touched enemy but it also heals the caster by the same amount.

If a Defense effect only works against a limited range of attacks, then it may offer the level of defense benefit usually offered by a higher circle. For example, "Deflection" is a First Circle spell that offers protection equivalent to a Second Circle spell but it is limited to only working against ranged attacks.

Summoning spells are permanent until the summoned object or creature has its hit points reduced to zero or the summoner dispels it at which point it vanishes. A spell that conjures something temporarily would be built as another kind of spell. For example, a spell that conjures a glowing sword that vanishes after the combat encounter would be an attack spell

of an appropriate Circle for its damage and other advantages (it sets things on fire, drips with venom, etc.) and limitations (it requires a Swords skill check to use, etc.). For summoning effects, the general rule of thumb is that a summoned creature may not have more total attribute points than the spell's Circle multiplied by 5 and no attribute may be higher than the Circle multiplied by 3. Casters control the creatures they summon although the control is limited to commands the creatures can understand (you can empathically order a bear to attack your enemies or bash down a door, but you can't ask him to go and count how many men are standing down by the river because bears don't understand arithmetic). Casters can control a number of Circles worth of summoned creatures equal to their Mage attribute at one time. For example, a caster with a Mage attribute of 4 could control a pair of wolves (Second Circle) or an Earth Elemental (Fourth Circle) but



would need to dismiss them in order to summon anything else. Items and equipment can also be summoned, but rarer and more unique items are more difficult to summon (one serving of rations worth one silver piece is easier to summon than a silver coin).

When designing spells, keep the Circles in mind. A spell of a given Circle is roughly equivalent to a spell of the Circle below with two enhancements. For spells that could have a broad range of power from First to Fourth, such as a spell that offers a bonus to a roll for example, the Circle you choose for the spell will determine the minimum level at which it can be cast. If you choose to assign a spell to the First Circle, it will be possible for any mage to cast it at a weak level or boost it to a higher level by spending more mana. If you assign that same spell to the Fourth Circle, there is no way to cast that spell weakly without learning a different version of the spell. Also keep in mind that enhancing First Circle spells is very mana inefficient when compared to the other Circles that cost an even number of mana points: enhanced First Circle spells lose more mana due to rounding. If you want to make a low powered spell that you intend to be enhanced to higher power levels, you should make it Second Circle unless you want that extra versatility to come at a higher cost (or you are playing with the low magic Warrior, Rogue & Scholar variant rules and want it to be available to basic spellcasters without the Advanced Spellcaster talent).

This book contains a variety of spells for all Circles. By selectively eliminating some of them, you can add definition and character to the magic of your world. Perhaps in your campaign, there is a Conclave of Ice Wizards who do nothing halfway so all ice spells are potent Third or Fourth Circle spells while the Union

of Fire Mages are interested in all flames from sparks to raging infernos so there are fire spells of all Circles. Maybe your world has a higher level of technology and excellent armor is cheap and plentiful, but healing is very limited so you might choose to say that Second and Third Circle healing spells may only be cast as rituals and there are no Fourth Circle healing spells available. If you want to run a sword and sorcery campaign where magic is a dark force with no peaceful applications, you can eliminate everything but the attack spells. If you want to have attack spells that are rare and powerful, then you could say that there are no attack spells below Fourth Circle. It's up to you. It's your world so make the magic your own.



Chapter Two:

Variant Magical Systems

COMMON MAGIC

WARRIOR, ROGUE & MAGE

This is the default system of Warrior, Rogue & Mage. Any character with a Mage attribute of 1 or higher has access to spells. Any spells that are found or bought can be transcribed in a character's personal spell book for use. In this variant, magic is common and is a skill like any other. Being really good at magic requires skills and talents but anyone who is even moderately clever can learn to do it at a basic level without intensive training. The only requirement is the money to buy a spellbook and spells to transcribe into it.

LOW MAGIC

WARRIOR, ROGUE & SCHOLAR

If you want to run a campaign where magic is rarer and requires more dedication than basic literacy, you can use the Warrior, Rogue & Scholar system. The Mage attribute is replaced by the Scholar attribute. All references to the Mage attribute in the core rules will refer to the Scholar attribute. This is a purely cosmetic change that allows characters with no magical abilities to still be clever and quick-witted and mentally sharp. If you don't mind non-spellcasting characters having a Mage attribute, you are free to continue using "Mage" in this variant for easier reference. In order to cast spells in this variant, a character needs to buy a talent called "Spellcaster" which gives access to First Circle spells. Spell casting works as usual, although new characters are limited to First Circle spells when they begin their careers. All other talents that affect your magic abilities (like Blood Mage) need Spellcaster as a prerequisite now. When the character is granted an advancement by the

C/M, he can acquire the "Advanced Spellcaster" talent which grants him access to the remaining spell circles.

VERY LOW MAGIC

WARRIOR, ROGUE & THE SORCERER'S APPRENTICE

If you like the low level of magic in Warrior, Rogue & Scholar but you want to slow the acquisition of magical power even further, you can use this variant of WR&S that has a step-by-step spellcasting advancement. Like "Warrior, Rogue & Scholar" above, characters must buy talents in order to have access to spells, but in this variant the "Spellcaster" and "Advanced Spellcaster" talents are replaced by the four talents below, which give access to the four spell Circles. The talents must be taken in order. If you wish to slow the acquisition of these talents to prevent a spellcaster from skipping through the Circles too quickly, you can add more prerequisites to them. A good example would be requiring spellcasters to master more than one spell of one Circle before taking the talent to access the next Circle (i.e. a character must have two First Circle spells before accessing the Second Circle, three Second Circle spells before accessing Third Circle spells, and so on). If you wish to tie the advancement of spellcasters more directly to their place and actions in your campaign world (so a character is not just "a wizard" but "an initiate of the Order of the Crimson Tower" or "an acolyte of the Brotherhood of the Silver Sun"), you can add social or other specific prerequisites to these talents. To add unique character and flavor to spellcaster characters and give them additional background ties to the campaign setting, you could offer a different progression

of spellcaster talents from each religious order, academic conclave, or crotchety old hermit. Of course, you can just use the four talents with no prerequisites other than taking them in order, but examples of social prerequisites are included in the table on the next page for three different sources of magical training.

No Magic

WARRIOR, ROGUE & SCHOLAR-WHO-DOESN'T-STUDY-MAGIC

If you want to play a campaign with no spellcasting player characters, you can use the Warrior, Rogue & Scholar variant and disallow the Spellcaster talent. Such a setting could be completely devoid of magic and all the "monsters" would just be unusual animals. Or you could use this option to play a Howardian sword and sorcery setting where all magic is inherently tainted and only used by corrupt villains (who are usually weak and have low Warrior attributes). This variant could also be used for a setting where the only magic takes the form of enchanted weapons and other items that can be found or purchased, but not created by player characters.

High Magic

WAR WIZARD, RITUAL ROGUE, AND SCHOLARLY SORCERER

In the default Warrior, Rogue & Mage game, casting spells is something that anyone can do. In this variant, it is something that everyone does. This variant is useful for settings that have an intensely animistic world view where everything in the physical world is the result of the work of spirits rather than natural laws. In a setting like this, a warrior does not use a sword as a tool. His sword is a steel companion with its own soul and desires; warrior and blade work together as partners who fight

against common enemies. If your armor fails to protect you, it is not because your enemy found its weak point: it could be because you offended your armor's spirit and it betrayed you, or perhaps the spirit of your enemy's spear outsmarted your armor's spirit, or perhaps your armor's spirit was just undernourished because you haven't given it enough prayers and offerings.

This variant can also be used for more mythic settings where heroes aren't just highly skilled, but are in fact partially divine and the world alters according to their desires. Such a hero doesn't just slay a drake with his bow because he is so accurate that he can put an arrow right through the drake's heart by hitting the one spot where a scale is missing from its hide. No, such a hero slays a drake with a perfect arrow shot because the flight of the arrow is guided by all the hero's honor, duty, and love for the people he is defending and the point of the arrow is sharpened by the white-hot focus of all the hero's rage aimed at the threat to his village and that rage splits the drake's scaly armor like dry leaves to open a channel for the arrow to reach the beast's heart.

In a WWRR&SS game, every character begins with a free First Circle spell of their choice. Characters with a Warrior attribute of 5 or more can choose to use Mana Points instead of Hit Points when they take damage. Characters with a Rogue attribute of 5 or more may spend a number of mana points up to their Rogue value to add an equal amount to their Defense score for one round. Characters with a Mage score of 5 or more may cast spells with one level of enhancement at no extra Mana cost (although the DL increases normally). Any character may spend Mana Points to gain a bonus to an attribute or skill roll: 1 MP for each +1 bonus with a maximum bonus on one roll equal to the level of

TALENT	THE ORDER OF THE DARK SPIRE is a group of wizards in the city state of Traevan. They are primarily an academic organization and value the pursuit of knowledge above all.	THE KNIGHTS OF TRATH are an ancient monastic order of warrior mystics who combine magic and might at arms to oppose oppression and tyranny and promote peace in the Imperium.	THE MAD HERMIT OF MOUNT SHANVUR is an old, wild-eyed eccentric who has lived in a ramshackle shed perched on top of a pillar of rock overlooking the pass above the town of Mercate for as long as anyone can remember.
FIRST CIRCLE SPELL-CASTER: The character can learn and attempt to cast First Circle spells.	Before being allowed to cast any spells, a student of the Dark Spire academy must first demonstrate that they have a broad base of knowledge and have an academic aptitude. Prerequisite: Lore skill.	Before a page can become a squire and learn to use spells, he must show mindfulness of the world, sureness of action, and skill with the Trath Knight's signature weapon. Prerequisites: Awareness, Acrobatics, and Swords skills.	Before the Mad Hermit will teach a supplicant the secret of magic, they must make the climb to his house (DL 11) while carrying a live goat (W/3/R/4/M10, HP9). He will reward those who bring him a goat with the Skim spell.
SECOND CIRCLE SPELL-CASTER: The character can learn and attempt to cast Second Circle spells.	To be allowed access to the techniques and knowledge required for Second Circle spells, a wizard of the Dark Spire must demonstrate their growing mastery of their craft. Prerequisite: Thaumaturgy skill and ability to cast three First Circle spells.	Before a squire can be knighted and be granted access to the order's most commonly used spells of the Second Circle, he must prove that his magic and his body have become one united force. Prerequisite: Blood Mage talent.	Before the Mad Hermit will agree to teach a student the secrets of Second Circle spells, the student must retrieve a coin that the Hermit throws into a stream in a deep mountain cave. Those who succeed are given the Magic Sight spell.
THIRD CIRCLE SPELL-CASTER: The character can learn and attempt to cast Third Circle spells.	The aspiring Master Magus must contribute to the Dark Spire's store of magical knowledge either through extensive research or (more adventurously) by recovering a significant volume of lost lore or artefacts from the ruins of the old Imperium.	For a knight to become a Master, he must have proven his skills and shown that magic now flows freely through him. Prerequisites: The character must have the Channeler talent and must have resolved a major dispute (i.e. negotiating a peace treaty) or averted a disaster (i.e. saving a city from destruction).	Before the Mad Hermit will agree to teach a student the secrets of Third Circle spells, the student must hunt and kill a bear using only weapons made from wood and stone by the student's own hands. Those who succeed are taught how to summon a bear and cast the Greater Creation spell.
FOURTH CIRCLE SPELL-CASTER: The character can learn and attempt to cast Fourth Circle spells.	The aspiring Grandmaster must have a broad understanding of magic. Prerequisites: Able to cast 4 First Circle, 3 Second Circle, and 2 Third Circle spells and must have participated in the ritual casting of a Fourth Circle spell.	In order to be granted the rare title of Lord of the Trath, he must be nominated for an empty seat on the Lord's council by one of the current Lords and then defeat (but not kill) any Lord who opposes the nomination in a ritualized duel.	Before the Mad Hermit will agree to teach a student the secrets of Fourth Circle spells, the student must leap from the Hermit's hut to the valley floor below and survive. Those who master this are finally able to understand the Intangibility spell.

TABLE TALENTS FOR THE WARRIOR, ROGUE & THE SORCERER'S APPRENTICE OPTION

the relevant attribute. For example, a character with Warrior 4 could spend up to 4 MP for a +4 bonus to any Warrior roll. Damage for spells or weapons (including unarmed attacks) can also be boosted in this way and the limit is the attribute used to make the attack. Characters with a Mage score of 0 in this variant can still use magic if they have the Blood Mage talent to spend HP for it.

FREE FORM MAGIC

WARRIOR, ROGUE & SPONTANEOUS MAGE

Some sorcerers in classic fantasy literature (or even comic books) seem to have an almost inexhaustible supply of very specific spells to fit nearly any situation. If you prefer to use this style of magic in your game, then obviously you don't want to memorize thousands of slightly different spells with long difficult to pronounce names like "Crimson Entanglement of Quatzlciterak!" This free-form magic variant can be applied to any of the magic levels discussed above, but it works best with one of the variants that requires an investment on the part of the spell caster, like "Warrior, Rogue

& Scholar" or "Warrior, Rogue, & Sorcerer's Apprentice" In this system, any spellcaster can cast any spell they want at any time by inventing it on the spot. The player describes the effect and Circle of the spell and the GM will adjust the DL if enhancements are necessary to get the desired effect. Note that this system is based on results and not on methods: breaking down a door by making the caster temporarily strong enough to kick it in is the same Circle and DL as summoning a chaos spirit that is born, wails a terrifying birth cry that splinters the door into kindling, then dies and fades away to nothingness. The DL can also be adjusted downward by adding inconvenient limitations to the spell. For example, "I summon a gremlin from the fairy realm to mangle this trap mechanism so it can't be activated and hurt us. I call the gremlin named Looghocker. He does good work but he's really greedy so I have to give him some of my jewelery or he won't do it." Note that if it's not inconvenient, then it doesn't count (you can't say something like "this spell can only be cast on one particular day of the year so the DL is much lower... luckily, that day is today!")



Chapter Three:

Spells

The spells in this chapter represent very basic and flavorless magical effects. In the campaign world, the same spell might be known by many different names and have many different appearances despite the fact that they are mechanically the same. For example, Painful Touch is a spell that allows the caster to touch a target and do 1d6 damage. In the game world, that spell might be known as Frostburn (the caster's hand is rimed with frost and his touch chills his target with frostbite) or Embergrasp (the caster's hand blackens and cracks like burning wood and the scorching heat that comes from within the glowing cracks burns anyone he touches). Whether these differences are purely cosmetic or have effects in game (fire effects can ignite combustibles but creatures of living fire are immune to fire damage, for example) will be decided by the GM. For examples of how to turn these generic spells into more specific and flavorful versions, see Chapter Four: Spellbooks. The spells are listed here with some alternate names in parentheses to help inspire new variations.

FIRST CIRCLE

ATTACK SPELLS

PAINFUL TOUCH (Frostburn, Embergrasp, Shocktouch, Grip of Corrosion, Kiss of Venom)
Touch attack that causes 1d6 damage. Each level of enhancement raises the damage by +1.

PAINFUL MISSILE (Icedagger, Slingbullet, Spark)
A small magic missile that causes 1d6-2 damage (minimum 1) to a target within line of sight.

Each level of enhancement raises the damage by +1.

PAINFUL BLAST (Burning Ash, Frostbreath, Sandspray, Acid Cloud)

A short ranged blast that strikes up to 2 targets within 3 yards of the caster and each other for 1d6/2 damage. Each level of enhancement raises the damage by +1.

LESSER VAMPIRIC TOUCH (Caress of Hunger)

Touch attack that causes 1d6/2 damage and heals the caster by the same amount of damage caused. Each level of enhancement raises the damage by +1.

POISON TOUCH (Wasting Disease, Slowburn, Acid Touch)

Touch attack that afflicts target with mild poison (1d3 initial damage, 1 damage per round until successful Warrior check vs. DL 7). Each level of enhancement can increase the DL of the Warrior check by +1.

STUN (Frighten, Stumble, Lost Moment)

One character within the casters line of sight must make a DL 7 Mage roll or lose their next action. Each level of enhancement can increase the DL by +1.

DEFENSIVE SPELLS

Soothing Touch (Painease, Calming Touch, Cauterize)

Heals 1d6 HP. Caster must touch the target. Each level of enhancement heals an additional hit point.

SOOTHING RAY (Inspire Stamina)

Heals one target within the caster's line of sight for 1d6-2 HP (minimum 1). Each level of enhancement heals 2 additional hit points.

SOOTHING AURA (Bond of Brotherhood)

Heals up to 2 targets within 3 yards of the caster for 1d6/2 damage. Each level of enhancement heals an additional hit point.

LESSER ARMOR (Armor of Faith, Battle Awareness Meditation, Stoneskin, Oakflesh)

The touched target benefits from a +2 bonus to Defense for one round. Each level of enhancement raises the bonus by +1. The spell can be sustained until the end of a combat encounter for 1 additional Mana point.

LESSER DEFLECTION (Spirit Shroud, Guardian Sylphs, Shield of Faith, Cloud of Darkness)

The touched target is protected from ranged attacks by a shield that has 4 HP. The protected character will not take damage from ranged attacks until the shield is destroyed. Each level of enhancement raises the shield's HP by +4. Any excess damage is not transferred if the shield is depleted by an attack that deals more damage than the remaining hit points of the shield. The shield fades after one hour if it is not depleted; it may be sustained for one mana point per additional hour.

UTILITY SPELLS

COURIER (Whispering Wind, Call the Messenger, Telepathic Sending)

This spell allows the caster to send a short message (any speech delivered in one breath) to a specific person or place within one mile. Each level of enhancement increases the distance by another mile.

CREATE FOOD AND WATER (Magician's Meal, Wizard Bread)

The spell creates one daily ration of food and water for one person. The food is a bland but nourishing porridge, gruel, or doughy bread. With an enhancement, the food can be made seasoned and flavorful. With two enhancements, the food can be made to order in the form of any real meat and vegetables.

MAGIC LIGHT (Torch of Pantel, Coldfire, Eyes of the Moon)

Caster creates a magic light in the palm of the caster's hand or on the tip of a staff or other weapon held by the caster that illuminates a 10-yard radius, much like a torch. Enhancement can be used to add one or more of the following effects:

- • Ball of light: the light can be moved by a thought up to 5 yards away from the caster
- • Colored light: the light shines in a color of the caster's choice
- • Light beam: the light shines in a tight beam which reaches 15 yards
- • Flash: the effect lasts only one round but everyone who looks unprotected into the flash is blinded for 1d6 rounds

The magic light shines for 1 hour or until dispelled by the caster. It can also be sustained for 1 additional mana per hour.

SENSE MAGIC (Arcane Awareness, Detect the Craft)

Caster senses the presence of magic in a 3 yard radius. Each level of enhancement adds another yard to the radius. This basic detection is instantaneous, but the spell can also be sustained for a cost of 1 mana per minute. The sensation is vague and only indicates if magical power is present, but with an enhancement the Circle (or equivalent) of the magic can be determined.

LESSER TELEKINESIS (Mindgrasp, Hand of Thought, Servant of the Breath, Summon Pixies)

Caster may remotely move one item within line of sight and with a mass up to 1kg. Each enhancement adds another kilogram of weight that can be moved. Telekinesis lasts for 1 minute and can be sustained for 1 additional mana per minute. Objects can be weakly thrown using Mage as an attack roll, but doing so expends the energy of the spell. Damage is 1D6/2 (+1 per enhancement).

MINOR SUMMONING (Weak Calling, Raise Simple Creature, Call Vermin)

Caster may summon a small creature with up to 5 points in attributes and no attribute higher than 3.

MINOR CREATION (Arcane Fabrication, Spellweaving, Spellsmith)

Caster may summon a single small and common item. The item must be 3 yards or less in its longest dimension, weigh less than 3 kilograms, and have a market price of less than 3 silver pieces. Examples of such items are 3 yards of rough cloth, a 3 yard wooden pole, a cross-bow bolt, a plain cloth tunic, a simple dagger, a rock, etc. Each level of enhancement raises the length, weight, or value by +1 (yard/kilogram/silver piece). (Optional: The caster may be required to have talent as a Craftsman and make a skill check to increase the silver piece value of the created item. Making a fancy dagger with engraved details would require the knowledge of a blacksmith, making a shirt with interesting embroidery would require the knowledge of a tailor, etc.)

MINOR DIVINATION (Gravespeak, Interrogate the Stones, Echoes of the Past)

The caster may use this spell to ask a question about the present or the recent past in relation

to an object or place the caster touches. For example, if the caster sees that a room has been recently disturbed, the spell could be used to ask "Who was in this room before I came here?" or "Who pushed over that bookshelf?" Some casters directly interrogate the inanimate objects they are curious about, such as asking a smashed table "Who broke your legs?" or asking a bloody knife "Who did you hurt?" Some variations of this spell are used to get information from the dead by questioning their corpses about things they knew or saw in life. Each casting of this spell allows the asking and answering of one main information question (who, what, where, when, why, how...) and a few clarifying follow-up questions that can be answered "yes" or "no" or "not clear". Each level of enhancement allows questions about the more distant past but information becomes increasingly vague. When using this spell to question a sentient spirit (such as a dead person), the object of the spell may resist answering by making an opposed Mage roll against the caster.

ENHANCED SKILL (Blessing, Inspiration, Sharpen Tool, Analyze Foe, Blur, Deepshadows)

Whether it's through temporarily conjuring the perfect tool for the job or mystically granting insight into the task at hand, this spell allows the touched target to make one skill check or attack roll with a +2 bonus. Each level of enhancement raises the bonus by +1.

JUMP (Blink Teleport, Leap, Burrow, Shadowstep)

This spell allows the caster or a touched target to instantly move to another location within 5 yards and in line of sight of the caster. Each level of enhancement increases the range by 5 yards.

SENTRY WARD (Faithful Watchdog, Boundary)
The caster marks a small area (less than 10 yards in its longest dimension) such as a small room, a doorway, or a circle on the ground. The caster will be instantly aware if anyone passes the marked boundary unless they make an opposed Rogue check against the caster's Mage attribute to sneak through. The duration of the spell is 12 hours. Each level of enhancement can add 6 hours to the duration or add +1 to the DL of the check to successfully pass the warded boundary.

SKIM (Lightfoot, Featherfloat, Hover)
This spell allows the caster to run across any surface including water and vertical walls as long as they don't stop running; the caster will fall after stopping on a surface that can't normally support them. The spell lasts one round but can be sustained for one mana per additional round.

TENT (Endure Elements, Insect Ward)
This spell protects the caster from the effects of normal weather for 6 hours: the caster's clothing repels rain, dust, and mud and remains at a comfortable temperature. The caster can even lie down on muddy ground without getting wet or dirty and small insects and vermin won't approach within one yard. The spell must be cast with one level of enhancement to endure extremes of heat or cold (such as in a sweltering summer heatwave or desert or freezing cold in the depths of winter).

DISGUISE (1000 Faces, Flesh-shaping, Costume Change)
The caster can alter their appearance in simple ways such as changing skin tone, facial features, and hair color. Enhancements can be used to make more substantial changes such as increasing or decreasing apparent weight or height up to 10% or changing the color and

style of clothing and equipment. Copying a specific individual's appearance also requires a Mage check (in addition to the enhancements needed to make appropriate changes) with a DL determined by the GM based on how familiar the caster is with the subject to be copied.

EMPATHY (Read the Heart, Sense Emotions)
The caster becomes more aware of the inner feelings of others. While the caster can not read the thoughts of others, their true emotions and attitude are more apparent. This gives the caster a +2 bonus on all rolls in social situations like negotiations or interrogations or interpreting the gestures of someone from an unfamiliar culture without a common language. With an enhancement, the caster may also transmit their own feelings to others; the caster can't lie in this state but it can be useful for making someone who doesn't speak your language understand when you try to say things like "I don't want any trouble" or "Get out of here or I'll kill you". This spell lasts about 30 minutes but it can be sustained for 1 mana point for each additional 10 minutes.

SECOND CIRCLE

ATTACK SPELLS

WOUNDING TOUCH (Claws of the Beast, Shadowless Kick, Fist of Fire)
Touch attack that causes 2d6 damage. Each level of enhancement raises the damage by +2.

WOUNDING MISSILE (Lightning Bolt, Acid Arrow, Telekinetic Punch)
A magic missile that causes 1d6+2 damage to a target within line of sight. Each level of enhancement raises the damage by +2.

WOUNDING BLAST (Fire Grenade, Dagger Wind, Choking Cloud)

A short ranged blast that strikes up to 3 targets within 5 yards of each other for 1d6 damage. Each level of enhancement raises the damage by +2.

PUSH (Summon Spectral Ram, Bellow)

This spell strikes one target within 5 yards of the caster. The target must roll an opposed check of their Warrior attribute against the caster's Mage attribute. If the caster wins, the target is pushed away from the caster until the target is beyond the range of the spell. The target will get a favorable circumstance bonus if there is something sturdy for them to hold when they resist the push. Each enhancement can add one yard to the range. If the target strikes an unyielding object before reaching the full range of the spell, they stop and take 1d6 damage.

VAMPIRIC TOUCH (Kiss of the Succubus, Cannibalize)

Touch attack that causes 1d6 damage and heals the caster by the same amount of damage caused. Each level of enhancement raises the damage by +2.

SPIT VENOM (Corrosive Strike, Wilting Stare)

The caster strikes one target up to 5 yards away with lethal poison (1d6 initial damage, 2 damage per round until successful Warrior check vs. DL 11). Each level of enhancement can increase the DL of the Warrior check by +1.

DEFENSIVE SPELLS

HEALING TOUCH

Heals 2d6 HP. Caster must touch the target. Each level of enhancement heals 2 additional hit points.

HEALING RAY

Heals one target within the caster's line of sight for 1d6+2 HP. Each level of enhancement heals 2 additional hit points.

HEALING AURA

Heals up to 4 targets within 5 yards of the caster for 1d6 damage. Each level of enhancement heals 2 additional hit points.

ARMOR

The touched target benefits from a +4 bonus to Defense for one round. Each level of enhancement raises the bonus by +2. The spell can be sustained until the end of a combat encounter for 2 additional Mana points.

DEFLECTION

The touched target is protected from ranged attacks by a shield that has 8 HP. The protected character will not take damage from ranged attacks until the shield is destroyed. Each level of enhancement raises shield's HP by +8.

UTILITY SPELLS

CLAIRVOYANCE

The caster can enter a trance and mentally project their senses up to 100 yards from their body in any direction. The caster can see and hear normally (e.g. they are still affected by darkness) and can move their point of view at the pace of a slow walk but cannot pass through a solid barrier (although it can pass through any opening bigger than the caster's fist). Enhancements can be used for the following effects:

- Increase the range by 100 yards
- Increase the speed at which the caster's point of view can move. One enhancement will increase the speed to a running pace, two is fast enough to follow a galloping horse, three is fast enough to keep up with a swift

bird.

- Allow the caster's point of view to pass through solid barriers. One enhancement will allow it to pass through curtains, shutters, and thin wooden doors. Two enhancements will allow it to pass through wood or mud walls. Three will allow it to pass through stone walls. Four enhancements are needed to pass through metal or other exceptionally dense materials such as some rare types of wood or stone.

ENCHANT WEAPON

The caster puts a temporary enchantment on a weapon that grants its wielder +2 on attack rolls and damage. Lasts for one combat encounter. Enhancement can be used to add +2 to the attack bonus, +2 to the damage bonus, or +1 to both.

IDENTIFY MAGIC

Allows the caster to identify one magical property of an item. Each level of enhancement identifies one additional property. (Optional: "Properties of a magic item" may include information about its history such as its age, creator, significant previous users, etc.)

INCITE RAGE (Awaken the Slumbering Bear)

This spell causes one target to go into a berserker frenzy (as the Berserker talent), but the DL of the Mage roll to end the frenzy is the caster's Mage score +3. Each level of enhancement can raise the DL by +1.

CALM RAGE (Sooth the Savage Heart)

This spell causes one target to suffer a -2 penalty to attack rolls against anyone who makes no violent motions toward them. Each level of enhancement can add another -1 to the penalty. If the total penalty causes the target to make an attack roll of 0 or less, it must make a Mage roll

of DL 7 to attack again unless provoked.

MAGIC SIGHT

The target of this spell gains the ability to see without penalty through darkness or other vision obscuring things like clouds of smoke, dust, fog, etc. The vision extends 10 yards. Each level of enhancement can extend the range by 5 yards.

TELEKINESIS

Caster may remotely move one item within line of sight and with a mass up to 10kg. Each enhancement adds another 10 kilograms of weight that can be moved. Telekinesis lasts for 1 minute and can be sustained for 1 additional mana per minute as long as it is used to move things slowly. If it is used for too many quick, forceful movements like throwing objects the energy of the spell is spent. Up to 3 objects can be forcefully thrown using Mage as an attack roll. Damage is 1D6 (+2 per enhancement).

CALL OBJECT

The caster may summon a particular object that has been prepared as the object of this spell in a ritual that takes about an hour. The object must be small enough and light enough for the caster to hold it off the ground unassisted. When this spell is cast, the object instantly appears in the caster's grasp if it is within 10 yards of the caster. Each level of enhancement will add 10 yards to the range.

SUMMONING

Caster may summon a creature with up to 10 points in attributes and no attribute higher than 6.

CREATION

Caster may spontaneously create a single common item from nearby materials. The item must

be 10 yards or less in its longest dimension, weigh less than 10 kilograms, and have a market price of less than 10 silver pieces. Examples of such items are a 10 yard length of rope or chain, a ladder, a crossbow, a small shield, a sword, a square stone block, etc. Each level of enhancement raises the maximum length, weight, or value by +2 (yard/kilogram/silver piece). (Optional: The caster may be required to have talent as a Craftsman and make a skill check to create item. Reforging a pile of daggers into a sword would require the knowledge of a blacksmith, etc.)

ENHANCED WARRIOR (Steely Sinews)

This spell allows the touched target to roll an additional D6 and keep the highest for all Warrior rolls for the duration of one encounter.

ENHANCED ROGUE (Quicksilver Nerves)

This spell allows the touched target to roll an additional D6 and keep the highest for all Rogue rolls for the duration of one encounter.

ENHANCED MAGE (Diamond Mind)

This spell allows the touched target to roll an additional D6 and keep the highest for all Mage rolls for the duration of one encounter.

WALL WALK

The caster may walk on any solid surface as if it were horizontal ground for up to 10 minutes. The spell can be sustained for 10 minutes per additional mana spent.

LEVITATION

Caster may slowly float up and down for up to 3 minutes. The spell can be sustained for 1 mana per additional minute. This spell provides no horizontal propulsion, but a caster may use other means to float horizontally.

GUARDIAN WARD

The caster marks a small area (less than 10 yards in its longest dimension) such as a small room, a doorway, or a circle on the ground. Anyone passing the marked boundary will be challenged by a guardian (a spirit, a summoned creature, a mechanical construct, or something else depending on the specific variation of the spell). There are three main types of guardian that the caster may choose. The guardians are extremely dedicated to guarding their area or portal and will not allow anyone to pass them until destroyed or outmanoeuvred or overpowered. The spell lasts until the guardian is destroyed or dismissed by the caster.

- **Warrior Guardian:** W8, R4, M1. 25 HP, Defense 12. Each round the Warrior Guardian can make a melee attack for 1d6+2 damage.
- **Rogue Guardian:** W4, R8, M1. 20 HP, Defense 14. Each round the Rogue Guardian can make one ranged attack for 1d6 damage or two melee attacks for 1d4+2 damage.
- **Mage Guardian:** W1, R3, M8. 12 HP, Defense 9. Each round the Mage Guardian can use its Mage score to make a ranged or melee attack of 1d6 or heal itself for 1d6 HP.

UNDEAD WARD (Sanctify, Holy Ground, Repel the Unclean)

The caster marks a small area (less than 10 yards in its longest dimension) such as a small room, a doorway, or a circle on the ground. Any undead must beat the caster in an opposed Mage check in order to pass the marked boundary. Ranged attacks can be used normally across the barrier. The spell lasts 2 hours. It can be sustained for 1 mana point per hour.

THIRD CIRCLE

ATTACK SPELLS

DESTROYING TOUCH (Dragon Claw, Immolation, Touch of Decay)

Touch attack that causes 3d6 damage. Each level of enhancement raises the damage by +3.

DESTROYING MISSILE (Lightning Bolt, Fire Lance)

A magic missile that causes 2d6+2 damage to a target within line of sight. Each level of enhancement raises the damage by +3.

DESTROYING BLAST (Chain Lightning, Firebolt, Whirlwind, Storm of Blades)

A powerful blast that strikes up to 5 targets in the caster's line of sight and within 5 yards of each other for 2d6 damage. Each level of enhancement raises the damage by +3.

GREATER VAMPIRIC TOUCH (Vampire's Embrace, Feast of Ghouls)

Touch attack that causes 2d6 damage and heals the caster by the same amount of damage caused. Each level of enhancement raises the damage by +3.

DEFENSIVE SPELLS

RESTORING TOUCH

Heals 3d6 HP. Caster must touch the target. Each level of enhancement heals 3 additional hit points.

RESTORING RAY

Heals one target within the caster's line of sight for 2d6+2 HP. Each level of enhancement heals 3 additional hit points.

RESTORING AURA

Heals up to 5 targets within the caster's line of

sight for 2d6 damage. Each level of enhancement heals 3 additional hit points.

FATE ARMOR (Lucky Charm, 9 Lives, Spectral Bodyguard)

The touched target gains 1 fate point that may only be spent to negate the damage from an attack. Each level of enhancement adds another fate point. These fate points are lost at the end of the combat encounter if they are not spent.

PURIFY VENOM

This spell allows the caster to replace a touched poison victim's Warrior check to stop the poison with a Mage check by the caster.

UTILITY SPELLS

STASIS (Petrify, Iceprison, Tomb of Bronze)

Touch attack that puts target into stasis. Time stands still for the target; the target cannot move, attack or be attacked. The spell lasts one hour and each level of enhancement adds one additional hour.

CONCENTRATE (Mental Index, Mind of Steel, Focus of the Archmage)

For the duration of this spell, the caster may maintain any number of spells for only a single -1 penalty. The mana costs for sustaining the spells are unaltered. This spell lasts 10 minutes plus 10 additional minutes for each level of enhancement.

FINE TELEKINESIS (Dancing Blades, Poltergeist Legion)

Caster may remotely move many items within line of sight and with a total mass up to 10kg. Each enhancement adds another 10 kilograms of weight that can be moved. Telekinesis lasts for 1 minute and can be sustained for 1 additional mana per minute. The caster can make

quick precise movements with the manipulated objects and can even wield weapons in combat. In one combat round, the caster may spend three "telekinesis points" to represent how the cloud of manipulated objects are being used. Each enhancement adds an additional "telekinesis point".

- Shield: +1 Defense bonus to one character. There is no AP for this "shield".
- Attack: Deal 1d6 damage to one target or fire a loaded ranged weapon for its normal damage. Attacking with a two-handed weapon for 2d6 damage requires 2 points.
- Steps: Form a bridge, ladder, or stairs to allow one character to move their normal running distance while ignoring terrain. They must be on solid ground at the end of their movement because Fine Telekinesis can't bear their weight for an extended time.

The Shield and Attack effects can be combined: up to three points may be spent for the same effect on one target. For example, one character can get up to a +3 shield bonus and one enemy can be attacked for 3d6 total damage.

GREATER SUMMONING

Caster may summon a creature with up to 15 points in attributes and no attribute higher than 9.

PHANTOM STEED (Magic Carpet Ride, Cloud Chariot)

This spell creates a magical creature or construct which can travel over land and water as fast as a galloping horse. The steed has W5, R5, M0, 12HP, and a 1d6 damage melee attack that uses Warrior. The spell cannot be sustained and ends after 24 hours or when the steed is destroyed, but it can be cast again immediately.

RAISE WALL (Fortress, Mason's Secret)

This spell creates a thick, sturdy wall out of

surrounding inanimate materials. Rock, earth, sand, timber, or even snow and ice can be magically raised and fused into a solid wall. The magic forms the material into a wall but the qualities of the material don't change (i.e. a wall of ice will melt in the spring, a wall of wooden timber can be burned). The total area of the wall is 50 square yards. Each level of enhancement can add another 10 square yards. Because the purpose of the spell is to create a barrier and not simply a slab of material that can be used as one, the wall must be formed in a stable position: it can stand freely in a vertical position but it can only be formed away from the vertical if it is firmly attached to an existing structure (such as forming a roof over load-bearing walls or sealing off an opening). It cannot be created in an unstable position where it will immediately fall over or collapse. The wall appears crude and roughly hewn but an additional level of enhancement can be used to carve or decorate it according to the caster's wishes and artistic ability.

GREATER CREATION (Spectral Workshop, Fairy Forge, Magifactory)

Caster may spontaneously create a single complex item with articulated parts or many simple items from nearby materials. The items must all fit inside a cube 10 yards on a side and have a total market value of less than 100 silver pieces. Examples of complex items include plate armor, rifles, crossbows with cranequin, golem components, or other things with interlocking or moving parts. Each level of enhancement raises the maximum length by 2 yards, the maximum value by 10 silver pieces, or reduces the required volume of raw materials by a quarter (the remainder will be made up by the magic; 4 enhancements can eliminate the need for raw materials completely). (Optional: The caster may be required to have talent as a Craftsman and

make a skill check to create an item. Reforging a pile of daggers into a sword would require the knowledge of a blacksmith, etc.)

EXCHANGE ATTRIBUTE

This spell allows the caster to reduce one attribute by 2 points and increase another by 1 point for the duration of one encounter. Each level of enhancement allows another 2 points to be exchanged. At the CM's option, this spell may be split into different version that need to be learned separately. For example, a variant with 6 versions:

- Warrior for Rogue: The caste's muscles are magically guided to work in perfect balance so power becomes precision.
- Warrior for Mage: The caste's mind cannibalizes his physical strength and energy to draw more power for the mental faculties.
- Rogue for Warrior: The caste's nerves, joints, and muscles are slightly altered to trade fine control and graceful movements for precision for raw power.
- Rogue for Mage: The caste's mind withdraws into itself for purely mental pursuits which leaves his limbs shaking and trembling from the diminished guidance from the brain.
- Mage for Rogue: A portion of the caste's mind is given over to governing the body's physical movements which slows and weakens the mind for more abstract pursuits.
- Mage for Warrior: By tapping into primal forces within, the caster becomes more animalistic, less thinking but stronger and driven by rage and fear and instinct.

Or a variant with 3 versions:

- Sacrifice Strength: The caster may trade Warrior for either Rogue or Mage.
- Sacrifice Control: The caster may trade Rogue for either Warrior or Mage.

- Sacrifice Thought: The caster may trade Mage for either Warrior or Rogue.

Or another variant with 3 versions:

- Feed Strength: The caster may exchange another attribute for Warrior.
- Feed Precision: The caster may exchange another attribute for Rogue.
- Feed Thought: The caster may exchange another attribute for Mage.

INVISIBILITY

The touched target of this spell becomes completely invisible. Anyone attempting to target the invisible character will have a -6 penalty unless there are circumstances to minimize or eliminate that penalty (e.g. the invisible character is standing in water or mud that shows their steps, their enemies are trained in fighting while blind, etc.). The spell lasts for 30 minutes. spell can be sustained for 10 minutes per additional mana spent.

MAGIC STEP

The caster can teleport up to 10 yards in any direction. Each enhancement adds 10 yards to the distance teleported. No line of sight is needed, but the caster must have a clear image of the place where he wants to teleport to in his mind.

AIR WALK

The caster may walk on air as if it were solid ground for up to 10 minutes. The spell can be sustained for 10 minutes per additional mana spent.

HAZARDOUS WARD (Wall of Fire, Blade Barrier, Shrine of Icy Winds, Miasma)

The caster marks a small area (less than 10 yards in its longest dimension) such as a small room, a doorway, or a circle on the ground. Anyone passing the marked boundary will take 3d6 damage. The duration of the spell is 12 hours.

Each level of enhancement can add 6 hours to the duration or add +3 damage to the ward.

CURSE OF WITHERING (Sap Strength, Limbs of Lead)

A target within line of sight of the caster suffers a -1 penalty to Warrior rolls for the duration of one encounter. Each level of enhancement increase the penalty by an additional -1.

CURSE OF TREMBLING (Sluggishness, Inflict Tremors)

A target within line of sight of the caster suffers a -1 penalty to Rogue rolls for the duration of one encounter. Each level of enhancement increase the penalty by an additional -1.

CURSE OF CONFUSION (Inflict Visions, Maze, Hypnotic Chant)

A target within line of sight of the caster suffers a -1 penalty to Mage rolls for the duration of one encounter. Each level of enhancement increase the penalty by an additional -1.

FOURTH CIRCLE

ATTACK SPELLS

ANNIHILATING TOUCH (Scythe of Death, Rip Spirit from Flesh, Freezing Grasp)

Touch attack that causes 4d6 damage. Each level of enhancement raises the damage by +4.

ANNIHILATING MISSILE (Boulder Cannon, Thunderbolt, Eruption)

A magic missile that causes 3d6+2 damage to a target within line of sight. Each level of enhancement raises the damage by +4.

ANNIHILATING BLAST (Chain Lightning, Meteor Strike, Burning Hail, Rain of Swords)

A powerful blast that strikes up to 10 targets in the caster's line of sight and within 10 yards of each other for 3d6 damage. Each level of enhancement raises the damage by +4.

MANA DRAIN (Wizard Death, Energy Drain)

This spell causes one target within the caster's line of sight to lose Mana points. The target must make a DL 11 Mage check or lose 2d6 Mana points. Each level of enhancement increases the DL by +1.

ULTIMATE VAMPIRIC TOUCH (Reaper's Harvest, Consume Life)

Touch attack that causes 3d6 damage and heals the caster by the same amount of damage caused. Each level of enhancement raises the damage by +4.

DEFENSIVE SPELLS

RESURRECTING TOUCH

Heals 4d6 HP. Caster must touch the target. Each level of enhancement heals 4 additional hit points. This spell can be used on a character who died less than an hour before; it can restore them to life with 1d6 hit points.

RESURRECTING RAY

Heals one target within the caster's line of sight for 3d6+2 HP. Each level of enhancement heals 4 additional hit points. This spell can be used on a character who died less than 5 minutes before; it can restore them to life with 1d6/2 hit points.

RESURRECTING AURA

Heals up to 5 targets within the caster's line of sight and within 10 yards of the caster for 3d6 damage. Each level of enhancement heals 4 additional hit points. This spell can be used on characters who died in the preceding round; it

can restore them to life with 1 hit point.

MIRROR IMAGE (Doppelgänger, Twin)

The caster creates an illusionary duplicate of themselves that has the same attributes, skills, physical talents, and hit points but no mana points. The duplicate and the caster must stay adjacent to each other or the duplicate will fade away. Any time the caster or the duplicate is targeted by an attack, the caster may make a Rogue roll at DL 11 to choose which twin will be hit: this roll represents the caster and the twin shuffling back and forth to confuse the enemy into targeting the caster's choice. The mirror image has the same equipment as the caster (but all magic items are non-magical copies) and may attack with the caster's skills and weapons, but not spells. The duplicate and the caster may not attack on the same turn (i.e. the caster still only gets one attack, even with two bodies), unless the caster has the Double Attack talent in which case both may make one attack. The spell lasts one round but may be sustained for 1 mana point for each additional round.

UTILITY SPELLS

SANCTUARY (Withdraw, Retreat Within, Long Moment)

This spell creates a small bubble around the caster. Time flows differently in this immobile sanctuary: although time appears to pass normally for the caster, only a few seconds pass outside the bubble. While inside the sanctuary, the caster cannot move, attack or be attacked. The caster may only interact with objects that were carried when the spell was cast. For example, the caster could sit down, open a backpack, and read a book, but couldn't take a book from a nearby table. The spell has an apparent duration of one hour for the caster and one combat round for those outside the sanctuary.

Each level of enhancement adds one additional hour or allows one additional character who is touching the caster to be included in the spell's effect.

ULTIMATE SUMMONING (Summon Earth Elemental)

Caster may summon a creature with up to 20 points in attributes.

APOTHEOSIS

This spell allows the caster to use their best attribute for any roll for one round. The spell can be sustained for 1 mana point per round.

INTANGIBILITY (Smokewalker, Form of Shadow)

The touched target of this spell becomes almost completely intangible to solid matter. They can still be seen but solid objects smaller than their body will pass through it like smoke. They can be heard but their voices sound like a quiet whisper even when shouting and they make no more sound when moving than a very soft breeze. They can't casually pass through solid objects larger than themselves but they can do it with a little concentration. They can slip through narrow cracks (such as slipping around a closed door) with a DL5 Rogue check and they can pass through solid barriers with a DL7 Mage check. The spell lasts 30 minutes and may be sustained for one mana for each additional 5 minutes.

MAJOR DIVINATION (Doom, Sense Fate)

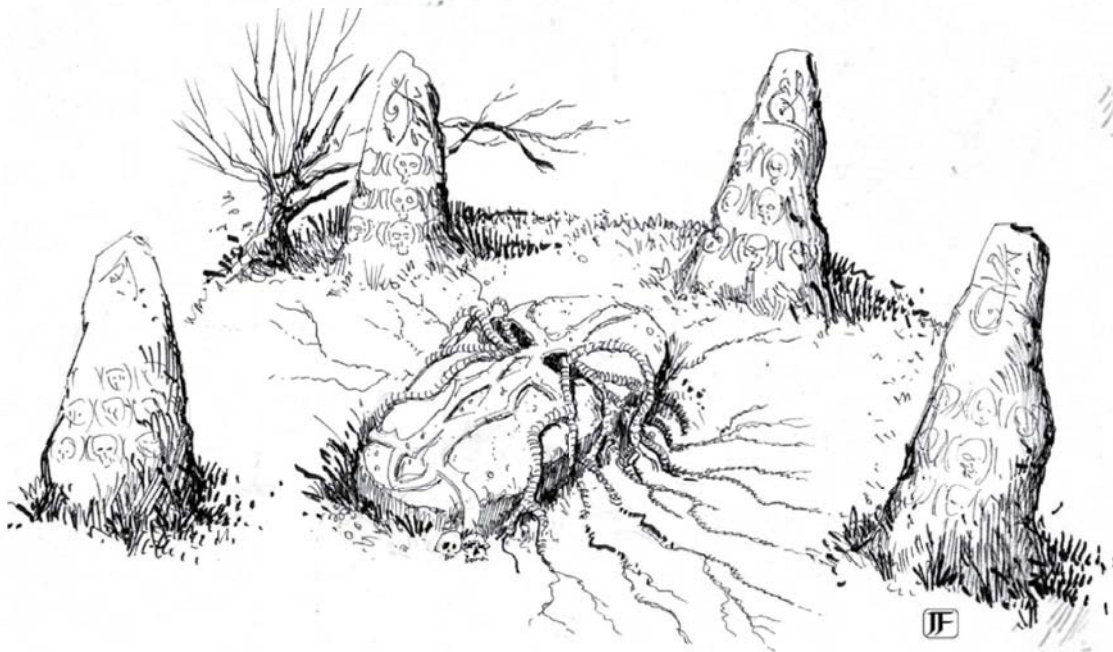
This spell allows the caster to determine the circumstances of a future event such as the success of an ally or the defeat of an enemy. When casting this spell, the player describes a specific event that will happen at some future time and spends two of the character's Fate points. These Fate points cannot be restored until the foretold event has happened. This specific event is per-

ceived by the character as a vision of the future. Although the player has chosen these conditions (subject to approval from the GM, who should ensure the circumstances are not too vague or too impossibly specific), the character has not. From the point of view of the characters in the game world, these circumstances were always in place and only now were they revealed. The circumstances determined by this spell provide a permanent +4 bonus to actions that will lead to the foreseen event or a -4 penalty to actions that would prevent the foreseen event. For example, a character might want to determine the circumstances under which the foul ic Drake Bangverm will be defeated. The player of the character who casts this spell decides that "Bangverm will die in a circle of spears and fire." From that point on, all attacks against Bangverm while it is surrounded by spears and fire will get a +4 bonus and Bangverm will have a -4 penalty on its actions to avoid being killed. It is up to the GM to decide if and when the conditions have been fulfilled (Do the spears need to be literal spears or can the "circle of spears and fire" be a circle of thin stone obelisks with ritual bonfires? If Bangverm is maimed but

lives and the common people start calling him "The One-eyed Wyrmling" does that count as the "death of Bangverm"?)

OPEN MOONGATE (Leyline Walker, Sail the Dragon Rivers)

The caster can open moongates at special places (like stone circles) that allow instant travel over long distances between them. Moongates start to close slowly after 2 minutes. They cannot be held open, nor can they be opened more than once every 6 hours. The caster must have some way of identifying the destination (for lack of a better word, the caster must know the mystical "coordinates" of the other stone circle). At the basic DL, this spell allows the caster to open a moongate between two known opening points. For one level of enhancement, the caster may choose a destination that lies on a line between the current location and another known opening point. If attempting to stop on the line, the actual destination point will be 3d6 x10 miles from the chosen destination. Each additional enhancement will divide that deviation in half.



Chapter Four:

Spellbooks

This chapter contains examples of how the generic spells in Chapter Three can be made more specific and flavorful.

THE TOME OF ICE

The pages of this thick spellbook are plates of scrimshawed whalebone from the frigid polar seas. The plates are bound together with strips of leather; the book lacks a cover but is wrapped in a white furred wolf skin. There are rumored to be multiple copies of this tome passed from one shaman to another among the tribes of barbarians that follow the herds of stone elk and whales as they migrate along the permafrost covered borderlands and coasts.

FIRST CIRCLE

- Frostburn: Touch attack that causes 1d6 damage. Enhancement raises the damage by +1.
- Mist Armor: The caster is surrounded by an obscuring cloud of cold fog and ice that provides +2 bonus to Defense for one round. Each level of enhancement raises the bonus by +1. The spell can be sustained until the end of a combat encounter for 1 additional Mana point.
- Whispering Wind: As the Courier spell.
- Coldfire: A flickering blue flame with no heat. As the Magic Light spell.
- Step of Drifting Snow: As the Skim spell.
- Inner Hearth: As the Tent spell.

SECOND CIRCLE

- Icespear: Ranged attack for 1d6+2 damage to a target within line of sight. Each level of enhancement raises the damage by +2.
- Awaken the Slumbering Bear: As Incite

Rage spell.

- Summon Wolf: Caster may summon a wolf (W4, R4, M0. HP8, Def 8. Bite for 1d6 with Warrior).

THIRD CIRCLE

- Maw of the Icewurm: A powerful blast that strikes up to 5 targets in the caster's line of sight and within 5 yards of each other for 2d6 damage. Each level of enhancement raises the damage by +3.
- Iceprison: A touched target is sealed in ice as the Stasis spell.
- Doom: As the Curse of Withering spell.

CODEx OF THE ORDER OF TRATH

The Trath Knights are an order of warrior mystics who combine magic and might at arms to oppose oppression and tyranny and promote peace in the Imperium. Though the Imperium has fallen and their numbers have dwindled, the Trath Knights are still dedicated to protecting the weak and ensuring peace. The characteristic hum of their rune swords often serves as the final warning that wrongdoers hear when they refuse to cease their evil ways and surrender themselves to justice. The Trath Knights can be terribly fierce opponents but their force is always tempered by mercy: their code demands that they check rather than hurt, hurt before wounding, wound before maiming, and maim before killing. They respect all life and all creatures that are willing to live in peace because they believe that all living things are connected by — and manifestations of — the flow of magical energy through the world. During the final days of the Imperium, the Patriarch of the Imperial Faith declared the Trath to be heretical

because they believed that souls were nothing more than temporary condensations of this energy flow rather than the orthodox interpretation that says all souls are unique and distinct entities. Today, this is rarely an issue because Trath are rarely encountered and in the eyes of the common people they are legendary heroes that are often confused with Paladins of the church. The spells used by the Trath Knights are not often recorded in one spellbook; they are usually taught directly to a knight by a mentor or recorded individually in enchanted tablets that magically provide oral instruction in the voices of the ancient masters who made them.

FIRST CIRCLE

- Unbalance: As the Stun spell.
- Battle Awareness Meditation: The caster's mind is focused so well that they can parry and deflect blows and dodge ranged attacks before they are fired. Some knights even slice arrows and bullets in half with their swords to avoid injury. As the Lesser Armor spell.
- Mind to Mind: The caster can contact another character mind to mind to send them a telepathic message. As the Courier spell.
- Hand of Thought: As Lesser Telekinesis spell.
- Sense Echoes of the Past: The caster reaches out with their mind and feels for the trace emotions and memories of past actions that have caused ripples in the local flow of energy. As Minor Divination.
- Insight: The caster focuses on a task and allows the flow of energy in the world to guide their actions. As Enhanced Skill.
- Telekinetic Leap: The caster uses telekinesis to augment a powerful leap. As the spell.
- Telekinetic Speed: As the Skim spell.
- Heart to Heart: As the Empathy spell.

SECOND CIRCLE

- Clear the Path: The caster uses a powerful telekinetic push to force enemies away from them. As the Push spell.
- Nurture Life Force: The caster connects his own energy to the life force of a touched target and uses mana to augment the natural rejuvenation of living things. As the Healing Touch spell.
- Sense Motions of the Present: The caster enters a trance and reaches out into the world with their mind as Clairvoyance spell.
- Augmented Blade: The caster infuses a bladed weapon with magic so that it literally glows and hums with power, as Enchant Weapon.
- Sooth the Savage Heart: The caster telepathically projects his own inner calm to sooth the anger of another as the Calm Rage spell.
- Mind Over Crude Matter: As the Telekinesis spell.
- Focused Body: The caster uses minor telekinesis to augment their muscles as the Enhanced Warrior spell.
- Focused Reflexes: The caster uses minor precognition to make their actions more precise and to ensure they are in the right position at the right time. As the Rogue spell.
- Focused Mind: The caster uses their meditative focus to sharpen their thoughts. As the Enhanced Mage spell.

THIRD CIRCLE

- Ignite Blade: The caster's mana infused weapon temporarily blazes with power allowing it to slice through almost anything, as Destroying Touch spell.
- Trust in the Flow: The caster allows the flow of magic around and through him to guide fatal blows away from him as the Fate

Armor spell.

- Concentrate
- Fine Telekinesis
- Mind Trick: With a gesture, the caster befuddles another character and makes them susceptible to confusion as the Curse of Confusion spell.

FOURTH CIRCLE

- Respite: The caster retreats within his own mind to renew his focus and organize his thoughts as the Sanctuary spell.
- Touch the Flow: The caster opens completely to the flow of magic in the world and becomes one with the flow so that all actions become equally effortless, as the Apotheosis spell.

CAPTAIN ORCELL CRANE'S ARTILLERY HANDBOOK

Captain Crane is a legendary figure among gunmages of the old Imperium. Some say he never really existed and he is just a symbolic folkloric figure whose name was attached to the deeds of many, very different people. Regardless of the truth of the matter, copies of Crane's handbook are highly prized by those who aspire to be gunmages. The original handbook is said to have been a training manual for Imperial artillerymen with many notations and addenda written in the margins by Captain Orcell Crane. A complete copy is very rare but fragments composed of a single chapter (or in some cases, a few loose pages) can be found in most cities. The original text of the handbook is useful for learning the theoretical and practical applications of firearms (from pistols to great cannon), the proper compositions of the powders used in them, the casting of shot, and geometry for finding range and elevation. The notes in the margins (that were supposedly written by Captain Crane himself in his own copy of the

handbook) contain information that can be used to learn the Gunmage talent as well as spells.

CHAPTER ONE: POWDER AND SHOT (Alchemy skill, Firearms skill, First Circle spells)

- Muzzle Flash: With this spell, an empty firearm can be made to belch forth a fiery retort to give a nasty surprise to anyone standing too close. As Painful Blast.
- Powder Smoke: This spell enhances and concentrates the billowing clouds of smoke that linger after shooting a firearm. The magical cloud makes it difficult for enemies to get a clear line of sight on the caster as they can only catch quick glimpses of him through the smoke. Attacks against the caster are likely to strike nothing but smoke, leaving the caster's hide intact. As Lesser Armor.
- Arcane Loader: Although this spell is typically used to summon a bullet and a charge of powder into the breech of an empty firearm, it can be used to summon a variety of simple tools useful for an artilleryman: pieces of fuse, lengths of cord, a knife, a piece of flint, a forked stick to use as a swinefeather, etc. As Minor Creation.
- Steady Hands: This spell was originally designed to steady a gunman's aim but it also finds use in any application where careful precision is a benefit whether that is picking pockets or removing an arrow from a wound or sticking a spear into an enemy's throat. As Enhanced Skill.
- Keep the Powder Dry: Some gun mages say that this is the origin of the spell more commonly known as Tent.

CHAPTER TWO: THE USE AND MAINTENANCE OF DRAGONS (Second Circle spells)

- Knockback: This spell allows a small bullet to slam a target's body like a charging bull and send them flying a short distance

instead of dropping them in their tracks. As Push spell.

- Heartseeker Bullet: This spell causes a bullet that strikes flesh to continue to dig into the foe's body in an effort to reach its heart or other vital spot. The bullet continues to do damage each round as the Spit Venom spell.
- Arcane Spotter: The caster's vision scouts ahead of his physical location to better aim indirect artillery fire. This spell also has many non-artillery uses as any good spy knows. As Clairvoyance.
- Stabilize Trajectory: Although this spell was originally meant to make firearms more accurate and powerful when shooting, it has been discovered that it also adds quite a lot of sting to a stroke with a rifle butt. As Enchant Weapon.
- Clear the Smoke: Although this spell was designed to clarify lines of sight on a smoky battlefield, it has also proven very useful for night time sniping. As Magic Sight.
- Quick Draw: According to the notes in the Handbook, early gunmages used this spell to ensure that they would also be able to call a pistol or rifle to their hands in an emergency, but it can be used with any portable object. As Call Object.

CHAPTER THREE: THE GREAT BOMBARDS (Third Circle spells)

- Chain Shot: A firearm or cannon shot splits and scatters to strike many foes. Typically, this spell is used to allow a Dragon Rifle shot to punch straight through or ricochet from one target to another to strike many foes at once. However, this spell is also used to scatter a large shot in a deadly spray of shrapnel to cover a wider area. As Destroying Blast.
- Phantom Crew: The caster can load and fire an artillery piece single-handedly by using

this spell to magically perform all the little tasks that go into preparing a cannon or siege engine for firing. As Fine Telekinesis.

- Fortify Cover: As Raise Wall.

THE SCROLL OF BASK

This spellbook is in the form of a scroll made from a single long sheet of snake leather from the hide of a monstrous serpent. One end of the scroll is fastened to the inside of a wooden case that holds the scroll when it is rolled up. A viper skull with fangs extended around the edge of the box cover conceals a locking clasp that holds the box shut. The scroll contains a selection of spells transcribed by an unknown author. The spells are interspersed with passages extolling the various virtues of reptiles in general and snakes in particular. There are no Fourth Circle spells in the Book of Bask but the end of the scroll has been roughly torn, so those spells may have been present when the scroll was intact.

FIRST CIRCLE

- Kiss of Venom: The caster's saliva becomes a caustic venom. The venom neutralizes quickly after leaving the caster's body, so it doesn't continue to burn for long, but one quick kiss is often enough. The caster can deliver the venom with their mouth or spit in their hand and slap their target. As Poison Touch.
- Venomous Breath: This spell produces venom from the lining of the caster's throat and lungs. With a powerful cough, the venom is released in a caustic spray. The cloud of venom disperses quickly and doesn't do much damage, so it is usually only used to surprise opponents long enough for the caster to escape or maneuver to a better position. As Painful Blast.
- Eyes in the Grass: This spell summons a small non-poisonous snake (W1, R3, M0:

bite with Rogue for 1-2 damage) that obeys the caster. It can't attack effectively against anything larger than a mouse, but it can carry something the size and weight of a mouse and it moves quickly for its size. As Minor Summoning.

- Serpent Strike: This spell allows the caster to move with the quickness and precision of a striking serpent. As Enhanced Skill.
- New Skin: The caster's skin sloughs off to reveal a new identity underneath. As Disguise.

SECOND CIRCLE

- Spit Venom: As standard Spit Venom spell.
- Scaly Hide: The caster's skin becomes thick and scaly. As Armor.
- Sharpen Fang: This spell gives a piercing weapon a supernatural sharpness. As Enchant Weapon.
- Hypnotic Dance: The caster stares intently and sways rhythmically to lull an enemy into a stupor. As Calm Rage.
- Eyes of the Serpent: The caster's eyes, nostrils, and tongue transform into those of a pit viper. This allows the caster to navigate by augmenting normal vision with the ability to sense heat, vibration, and scent. As Magic Sight.
- Call Viper: The caster summons a Venomous Snake (as per WR&M core rulebook) that obeys the caster. As Summoning.
- Serpent Spine: This spell endows the caster with sinuous flexibility and lightning reflexes. As Enhanced Rogue.
- Clarity of Cold Thought: This spell endows the caster with the virtue of cold logic free of emotional distractions (a frequent theme in the Book of Bask). As Enhanced Mage.
- Snake Pit: This spell surrounds a warded area with hundreds of snakes of various sizes. When any intruder approaches, the

snakes weave their bodies together to create a bipedal humanoid form to challenge the intruder. As Guardian Ward.

THIRD CIRCLE

- Rebirth: The touched target sheds their wounded flesh and crawls out of the ruined mass with a restored body. As Restoring Touch.
- Purify Venom: As the standard spell.

THE RED MOUNTAIN RECORD

This set of rectangular ceramic tablets was discovered in a cave in a Red Mountain valley. They were stored in an iron-bound wooden crate that had rotten and split apart. The tablets themselves remained entirely intact. The edges of the tablets have odd ridges and crenelations that allow them to fit together in different combinations like puzzle pieces. Some of these tablets fit together side by side but some come together at an angle to create a corner or completely enclosed box. These combinations have revealed new spells in addition to those recorded on a single tablet. Thus far, the researchers at the Dark Spire (where the original tablets are kept for study) have determined that First Circle spells are recorded on individual tablets; Second Circle spells are revealed by connecting two or more tablets in a plane (either side by side or top to bottom); Third Circle spells are revealed around the inside or outside corners where three tablets are connected. The few Fourth Circle spells that have been deciphered were found spiraling around the edges of boxes formed by four or more tablets arranged like the walls of a room. No one is quite sure who created the tablets, but one of the iron bands that held the crate together bears the crest of Agric, a master wizard who lived approximately 300 years ago in the vicinity of Bekel.

FIRST CIRCLE

- **Fist of Stone:** The caster's fist becomes as hard as stone and strikes like a mace. As Painful Touch.
- **Sandspray:** A stream of sand scours skin and flesh from bone. As Painful Blast.
- **Wound Mortar:** The caster smears mud and clay on a wound and seals it like closing a gap in a brick wall. As Soothing Touch.
- **Harden Flesh:** The target's skin and muscle becomes more durable and develops a gritty, sandy texture. As Lesser Armor.
- **Meteor Shield:** A cloud of rocks and gravel from the ground begins to swirl around the target of this spell and intercept attacks. As Lesser Deflection.
- **Stone Loaf:** This spell turns a rock or lump of clay into a nourishing substance with a texture like hard bread. The flavor remains unchanged. As Create Food and Water.
- **Call Gnomeling:** This spell summons a small magical creature of stone called a Gnomeling that resembles an animated rough-hewn stone figurine about a foot tall (W3, R1, M1, Pinch attack for 1d4-2 damage using Warrior). It is cleverer than an animal but it cannot speak, read, or write. It obeys the caster as best as it can. As Minor Summoning.
- **Apprentice's Forgework:** As Minor Creation.
- **Interrogate the Stones:** The caster can question objects made of earth and stone, including the ground, to learn about events that have transpired in the vicinity, as Minor Divination.
- **Burrow:** The caster sinks into the earth and erupts from the ground nearby. As Jump.

SECOND CIRCLE

- **Harness of Granite:** The caster summons a stone suit of armor. Although the armor is

very heavy, it supports its own weight and moves with the wearer like a second skin, so there is no AP. As Armor.

- **Perfect Weapon:** This spell enhances metallic, wooden, or stone weapons. Edges are sharper, as Enchant Weapon.
- **Call Mine Spirit:** This spell summons a dusty, hunchbacked, rat-like creature skilled at digging. It has a gruff and humorless personality but it shovels very well. W6, R2, M2, and carries lantern and shovel (1d6, uses Warrior). As Summoning.
- **Master's Forge:** As Creation.
- **Strength of the Earth:** This spell empowers a creature standing on the ground with the strength and stability of the earth. As Enhanced Warrior.

THIRD CIRCLE

- **Gravel Storm:** With a gesture, the caster calls forth a powerful blast of gravel that rips flesh to shreds like a blunderbuss. As Destroying Blast.
- **Petrify:** The target of this spell turns to solid stone. As Stasis.
- **Fortress of Earth:** As Raise Wall.
- **Master's Workshop:** As Greater Creation.

FOURTH CIRCLE

- **Earthquake:** This spell opens a small chasm in the earth full of grinding jagged rocks to mangle the caster's foes. As Annihilating Blast.
- **Summon Earth Elemental:** This spell calls forth a powerful elemental from the earth to do the caster's bidding.

TASELNIK'S SPELLBOOK

The locked polished brass cover of this book features the research notes and spells of Master Taselnik, a wizard renowned for researching ancient storm magic and using it as a basis to

develop new spells.

FIRST CIRCLE

- Shocktouch: Arcs of electricity crawl around the caster's hand and arm. As Painful Touch.
- Jolt: A small arc of electricity jumps from the caster to the target. It causes no damage but it's quite painful and can be very distracting. As Stun.
- Arc Light: A brilliant arc creates a bright light. As Magic Light.
- Analyze Charge: This spell allows the caster to detect the minor static charges left on the objects in an area to "hear" the actions that recently transpired near them. As Minor Divination

Second Circle

- Lightning Bolt: As Wounding Missile.
- Charge Weapon: The caster wraps a crackling sheath of lightning around a weapon. As Enchant Weapon.
- Ride the Lightning: A vertical column of lightning arcs between the ground and the sky and the caster can grab it like a cable to be lifted off the ground and travel vertically along the arc. As Levitation.

THIRD CIRCLE

- Chain Lightning: The caster throws a bolt of lightning that arcs from one target to another. As Destroying Blast.
- Arc Ward: This spell protects an area from intrusion with a fence of arcing lightning. As Hazardous Ward.

COMPACT OF THE WINDS

This fine leather book is filled with pressed tree leaves that have been carefully glued to the paper pages. The leaves are covered with spells written in a flowing script that is difficult to read due to the way the lines of text meander

along the veins of the leaves. Many pages have clarifying notes written on the paper pages around the leaves in a much harsher and more angular style of handwriting.

FIRST CIRCLE

- Guardian Sylphs: The caster summons a cloud of protective air spirits called sylphs that flit around the caster and block ranged attacks by sacrificing themselves. As Lesser Deflection.
- Whispering Wind: The caster summons an insubstantial and invisible whorl of air that can capture one exhaled breath, carry it to a destination, and release that breath to repeat the words that the caster spoke with it. As Courier.
- Servant of the Breath: The caster exhales forcefully and the breath becomes semi-substantial and functions as a prehensile limb under the caster's control. As Lesser Telekinesis.
- Inspiration: The caster summons and inhales a creative air spirit that aids and guides the caster from within until the caster exhales again. As Enhanced Skill.
- Leaf on the Wind: The caster jumps into the air and is born aloft by focused gusts of wind that extend the range of the jump far beyond the normal limits of athleticism. As Jump.
- Feather Strides: The caster floats lightly and barely touches the ground while running and can even skip across water with only a few ripples. As Skim.

SECOND CIRCLE

- Wind Strike: The caster calls forth a powerful gale to blow foes away. As Push
- Limbs of Air: The caster can exhale a magical breath that mingles and multiplies with the surrounding air currents to create strong

motive force to lift and carry objects within line of sight. As Telekinesis

- Sylph Body: The caster's body seems insubstantial and smoky with each blurred movement; the caster's body feels so light that every action is smooth, swift, and effortless. As Enhanced Rogue.
- Updraft: The caster is born aloft by a strong focused updraft. As Levitation.

THIRD CIRCLE

- Sylph Legion: The caster summons a horde of martial sylphs that can wield weapons and bear other objects as the caster directs to destroy enemies and defend allies. As Fine Telekinesis.
- Cloud Steed: As Phantom Steed, but the horse appears to be made of smoke.
- Cloud Chariot: As Phantom Steed, but instead of a horse the spell conjures a chariot car made of smoke. It doesn't require a pack saddle to carry cargo, but the caster must stand.
- Trod Footless Halls of Air: As Air Walk.

FOURTH CIRCLE

- Suffocate: This spell uses air pressure to cause destruction. The target is alternately suffocated and crushed by a rapidly expanding and contracting vortex of air. As Annihilating Missile.
- Crushing Vortex: This spell surrounds up to 10 targets with a raging whirlwind that focuses all the power of a storm into a very small area to cause incredible devastation. As Annihilating Blast.
- Smokewalker: The caster takes on the appearance of smoke. As Intangibility.

THE PYROS FOLIO

This plain looking book is a collection of fire spells from many diverse sources that were

compiled by a mage using the pseudonym Pyros. Pyros' name is so closely associated with fire magic that many fire-related things are named with "pyro-" as a prefix.

FIRST CIRCLE

- Embergrasp: As Painful Touch.
- Smoldering Touch: As Poison Touch, but the spell causes slow smoldering and scorching instead of poisoning so it affects flammable targets rather than living targets (for most creatures, this makes no difference).
- Cauterize: A much more painful and scarring (but no less effective) version of Soothing Touch.
- Coldfire: As Magic Light, but the light always takes the form of a flame.
- Summon Ash Rat: This spell summons an ash rat out of any nearby flame to do as the caster directs. An ash rat (W2, R3, M0) is a small rat-like creature that smoulders and glows softly like a dying ember. It can squeeze through small spaces, bite for 1 hit point of damage with Rogue, and scorch flammable materials for 1d6/2 damage by grappling them with Warrior. As Minor Summoning.

SECOND CIRCLE

- Flaming Arrow: This spell conjures a flaming arrow. As Wounding Missile.
- Burning Aura: The caster is surrounded by a shield of fire that repels attacks as the Armor spell.
- Firebrand: This spell wreathes a weapon with magical flames, as Enchant Weapon.
- Stoke the Heart: This spell causes a target's blood to (figuratively) boil with rage. As Incite Rage.
- Handforging: This spell allows the caster to forge metal items with bare hands instead of a forge and tools. The spell can also be

used to melt or render anything with heat to make a new object (such as making candles from wax or fat) or baking as in an oven (for turning flour into bread) or kiln (for turning clay into pottery). As Creation.

THIRD CIRCLE

- Firebolt: Perhaps the most famous spell from the Pyros Folio, this spell causes a scorching blast of fire. As Destroying Blast
- Render Toxin: This spell magically cooks and breaks down venoms, even those that are already inside a living victim. As Purify venom.
- Summon Firemare: This spell summons a coal-black horse with flaming hooves that hover an inch about the ground. The firemare cannot cross smooth water at any speed greater than a walk and cannot cross rough water at all; it can travel over muddy ground at the same speed as a normal horse, but it gallops faster than a normal horse over dry ground. As Phantom Steed.
- Fire Walk: The caster may step into any flame the size of a large torch and step out of any other flame within 10 yards. As Magic Step.
- Ring of Fire: This spell creates a wall of fire to protect an area from intruders or to contain prisoners. As Hazardous Ward.

FOURTH CIRCLE

- Immolation: With a touch, the caster engulfs a target in white-hot flames. As Annihilating Touch.
- Comet: The caster calls a massive ball of fire down from the sky to devastate an area. As Annihilating Blast
- Kindle the Phoenix: The caster ignites a target's body with a touch. The body is consumed by fire and reduced to ashes in moments. Before the ashes cool, the target

reappears in a flash of flames with a new unharmed body. As Resurrecting Touch.

THE PATH OF UNDE

This handsome book is bound in black leather and silver buckles. It contains the spells used by the foul necromancer, Ral Undre, seventh duke of Greydrake, in his rise to power and eventual fall at the hands of Paladins of the Imperial Church. After Undre's destruction, the book was taken back to Chaetril by the Paladins but it disappeared en route. Since then, it has resurfaced in many other cities and spells have been copied from it and sold by shadier merchants. There are some rumors that say Undre somehow managed to survive and that he is trying to recover his book. Others say that he already found it and he is the one that is distributing copies as part of a nefarious plot.



FIRST CIRCLE

- Boneclaws: This spell causes the bones of the caster's fingers to twist and extend through the fingertips as sharp claws. As Painful Touch
- Frighten: The dark energies of this spell can chill the heart and mind of even the bravest. As Stun.
- Deaden Flesh: This spell deadens the nerves and eliminates the sensation of pain. Minor injuries scab over quickly and seal themselves. As Soothing Touch.
- Spirit Shroud: This spell summons the spirits of the dead and forces them to defend the caster. As Lesser Deflection.
- Return the Simple Beast: This spell animates a small animal as an undead creature (either W3/R2/M0 or W2/R3/M0 depending on the type of animal). As Minor Summoning
- Bonecraft: This spell creates simple items from bones, leather, hair and other body parts. As Minor Creation.
- Gravespeak: This spell allows the caster to interrogate the spirit of a dead person when in the presence of the physical remains. As Minor Divination.
- Shadowstep: This spell allows the caster to step into a shadow and emerge from another shadow within line of sight. As Jump.
- Ghost Sentry: This spell summons and binds a ghost to patrol the area indicated by the caster. The ghost will not stop anyone from entering the area, but will report all it sees to the caster. As Sentry Ward.
- Fleshcraft: The caster can mold flesh like clay. As Disguise.
- to drain life energy from any living or magically animated thing within reach. As Vampiric Touch.
- Bone Armor: This spell summons a suit of magically animated armor made from the bones of many skeletons. The segments of the armor move with the caster and sometimes move independently to better block incoming blows. As Armor but the caster must sustain the spell, this variant of the spell cannot be used for only one round.
- Blood Vision: This spell allows the caster to spill some of their blood and use the blood as a sensory organ: the caster can see and hear from the point of view of their blood as long as it remains within range of the spell. The blood cannot move under its own power and must be carried by something or thrown (Undre himself used zombie rats to carry a vial of his blood, but a group of thieves in Cemimus have used blood soaked crossbows bolts to spy on houses they intend to rob). As Clairvoyance but the point of view is fixed to the blood.
- Sepulchral Sight: The caster's eye sockets become deep pools of darkness that swallow all light. As Magic Sight.
- Restless Bones: This spell can animate a human skeleton to serve the caster as an undead laborer or warrior. As Summoning.
- Flesh Puppet: This spell can animate a fresh human corpse to serve the caster as a zombie. As Summoning.
- Tomb Guardian: This spell allows the caster to summon a spectral guardian to guard a designated place against intruders. As Guardian Ward.

SECOND CIRCLE

- Reaping Wind: This spell creates a black cloud that streaks toward its target like a crossbow bolt towing a curtain of darkness in its wake. As Wounding Missile.
- Harvest Feast: This spell allows the caster
- The Master's Chamber: This spell was used by Undre to prevent undead he didn't control from disturbing him when he was performing his dark rituals in Tukrael. As Undead Ward.

THIRD CIRCLE

- **Craft Greater Fleshpuppet:** This spell gives the caster the power to merge many dead bodies into one monstrous abomination and animate it as a powerful zombie. The Greater Fleshpuppet has Warrior9, Rogue5, Mage0 and can attack twice with its bare hands (damage as a mace) or fight with weapons. Its powerful build gives it +3 to damage when attacking with Warrior.
- **Charnel Nightmare:** This spell summons a dead and rotted horse to serve as the caster's steed. The charnel nightmare is twice as fast as a galloping horse, but it can only travel when the sun is below the horizon. In other respects, it is the same as Phantom Steed.
- **Cloak of Night:** This spell shrouds the caster in darkness until the caster's form melts away completely. As Invisibility.
- **Consumption of the Flesh:** The targets of this spell are consumed from within by their own body. They cough up blood, their cheeks become sunken and their bones become more prominent as their muscles and fat shrivel. As Curse of Withering.
- **Numb the Flesh and Dull the Nerves:** The targets of this spell stumble and drop things as their sense of touch is dulled and their limbs tremble and struggle to obey their will. As Curse of Trembling.
- **Inspire Madness:** Targets of this spell are plagued by horrible hallucinations and delusions. As Curse of Confusion.

FOURTH CIRCLE

- **The Unfinished Great Work:** There are no Fourth Circle spells in Undr's spellbook, but there are many notes about a ritual he was researching that seems to be some variation on Resurrecting Touch that would allow

casters to bring themselves back from the dead in an altered or improved state. This section of the book is not often copied, but there are some copies to be found in larger cities.

THE PALADIN'S PRAYER BOOK

This is a short book that features many prayers of the Imperial Faith and some of the spells most often used by the church Paladins. Copies of this book come in many forms from very plain to elaborately illuminated.

First Circle

- **Painease:** The caster touches a target and fills them with a sense of calm. Soothing Touch.
- **Armor of Faith:** The caster's clothing and armor are blessed and seem to provide more protection than normal. As Lesser Armor.
- **Shield of Faith:** Ranged attacks at the protected subject of this spell miss or strike other obstacles before reaching flesh. As Lesser Deflection.
- **Light of Faith:** As Magic Light
- **Blessing:** The Paladin says a quick prayer for guidance in his next endeavor. As Enhanced Skill.

THE SAPPHIRE GRIMOIRE

This book explains many rituals used by alchemists to make potions and powders and oils, enhance common materials, or even enhance themselves. The versions of the spells in this book are cast with the Alchemy skill instead of Thaumaturgy and can only be cast as rituals (unless otherwise specified below). Any enhancements and extra costs to sustain the spell must be done when ritual is performed, even if the effect is not used until a later time. Items that provide an effect for a limited duration (i.e. not summoning spells) last for only one day be-

fore losing their power unless the caster spends double the mana points to lock the power into the item until it is used.

FIRST CIRCLE

- **Healing Potion:** This is a potion that provides healing as the Soothing Touch spell.
- **Ironskin Oil:** This is an oil that can be applied to skin to make it more resistant to damage. Swords and arrows glance off unless the blow is very strong and direct. As Lesser Armor
- **Stone to Bread:** This oil can be rubbed onto a stone to transform it into a loaf of bread or stirred into a bowl of sand to transform it into porridge. As Create Food and Water.
- **Lightning Bottle:** This glass vial can be activated to provide light as the Magic Light spell.
- **Minor Creation:** As the standard spell.
- **Dust of Floating:** This dust can be sprinkled on the feet to provide the effects of the Skim spell.
- **Repel Elements:** This oil can be rubbed on skin and clothing to repel water and insects as the Tent spell.
- **Theatre Mask:** This mask gives its wearer a completely new appearance (chosen by the caster during the ritual to make the mask). The mask is absorbed into the face of its wearer and is consumed by the magic. As Disguise

SECOND CIRCLE

- **Acid Grenade:** This pressurized bottle of acid explodes when opened or shattered. As Wounding Blast.
- **Potion of farseeing:** This potion gives its consumer Clairvoyance.
- **Blade Oil:** Despite the name, this oil can be applied to any weapon to enhance its accuracy and damage as Enchant Weapon.

- **Berserker Potion:** This potion can be drunk or thrown at an unwilling target. As Incite Rage spell.
- **Soporific:** This potion can drunk or thrown at an unwilling target. It causes drowsiness and dulls the emotions as Calm Rage.
- **Owl Eye Salve:** When applied to the eyes, this greasy salve provides Magic Sight.
- **Shape Material:** This ritual allows the use of the Creation spell to alter the form of raw materials.
- **Oil of True Iron:** This oil can be rubbed on the muscles to provide the effect of the Enhanced Warrior spell.
- **Potion of True Silver:** This potion gives its consumer the Enhanced Rogue effect.
- **Potion of True Gold:** This potion gives its consumer the Enhanced Mage effect.
- **Spider Oil:** This oil can be rubbed on the hands and feet to allow the user to stick to any solid surface like the Wall Walk spell.
- **Lift Oil:** This oil can be rubbed on the body to give its user the Levitation power.

THIRD CIRCLE

- **Health Transference Rod:** This sharp copper fork can be used to stab another character and transfer Hit Points from them to the user holding the rod. The rod burns out after one use. As Greater Vampiric Touch.
- **Poison Neutralizer:** This bitter powder can be rubbed into an infected wound or mixed with wine and swallowed to provide the effects of Purify venom.
- **Tomb of Bronze:** This clay pot full of thick, coppery syrup can be broken against an enemy to coat them in a magical layer of bronze that both protects and traps them as the Stasis spell.
- **Magifactory:** This ritual provides the effect of the Greater Creation spell.
- **Oil of Invisibility:** It does what its name

implies.

- **Brass Thorns:** This potion can be splashed around the edge of a portal or poured along the ground in a line to cause a massive thicket of metal thorns to spring up. The thorns will slash and grab at anything that attempts to pass through them. As Hazardous Ward.
- **Oil of Lead:** This dull grey oil can be splashed onto a character to inflict a Curse of Withering.
- **Oil of Black Silver:** This black oil can be splashed onto a character to inflict a Curse of Trembling.

- **Oil of Scattered Thought:** This greasy iridescent oil can be splashed onto a character to inflict a Curse of Confusion.

FOURTH CIRCLE

- **Turn Lead into Gold:** Unfortunately for those expecting to become wealthy overnight, the name of this potion is only a metaphor for making our worst qualities into our best. It gives its user the effects of the Apotheosis spell.

Chapter Five: Talents

This chapter contains new talents for spellcasters.

ALCHEMICAL MASTER: The character can make permanent potions for 1.5 times the mana cost instead of the normal double cost.

EFFICIENT CASTER: The caster may increase the DL to cast a spell by +1 to reduce the mana cost by 1 point (to a minimum of 1 Mana Point). The cost to sustain or enhance a spell is unaffected.

FAMILIAR AIDE: The caster's familiar is a magical creature that helps to focus the caster's power, provides minor assistance, and even gives advice through the magical bond they share. As long as the familiar is assisting, the caster receives a +1 bonus on rolls to cast spells in a ritual form. The caster and the familiar count as

one participant toward the limit for maximum participants in the ritual.

FAMILIAR CHANNEL: If the caster has the Familiar talent, then the familiar may act as the source of the caster's spells for purposes of range and line of sight as long as the caster has line of sight to the familiar.

GUNMAGE: When armed with a firearm, the mage may cast attack spells (including touch attacks) through the firearm. If they successfully cast the spell, they must roll to hit with their Rogue attribute (and Firearms skill) but if they hit then the effect of the spell is added to the damage of the bullet. If they miss with the firearm, the spell is wasted. Using this ability requires the use of special bullets infused with rare materials prepared by the caster; these bullets cost twice as much as normal ammunition.

MAGIC RESISTANT: As long as Mage is the character's lowest attribute, they take 2 points less damage from magical attacks and the DL to target them with spells is increased by +2.

MAGE STRIKE: The character may use the Unarmed skill bonus when casting attack spells with a range of "touch". This bonus applies only when the mage personally touches the target (i.e. it doesn't apply when using a familiar or a gunmage attack or a similar ability to deliver the spell).

MANABURN: The caster may spend additional mana points to cast a spell with a lower DL. Each extra mana point reduces the DL by 1.

NECROMANCER: Undead creatures count as one Circle lower (and First Circle summoned undead count as one half) for the purposes of de-

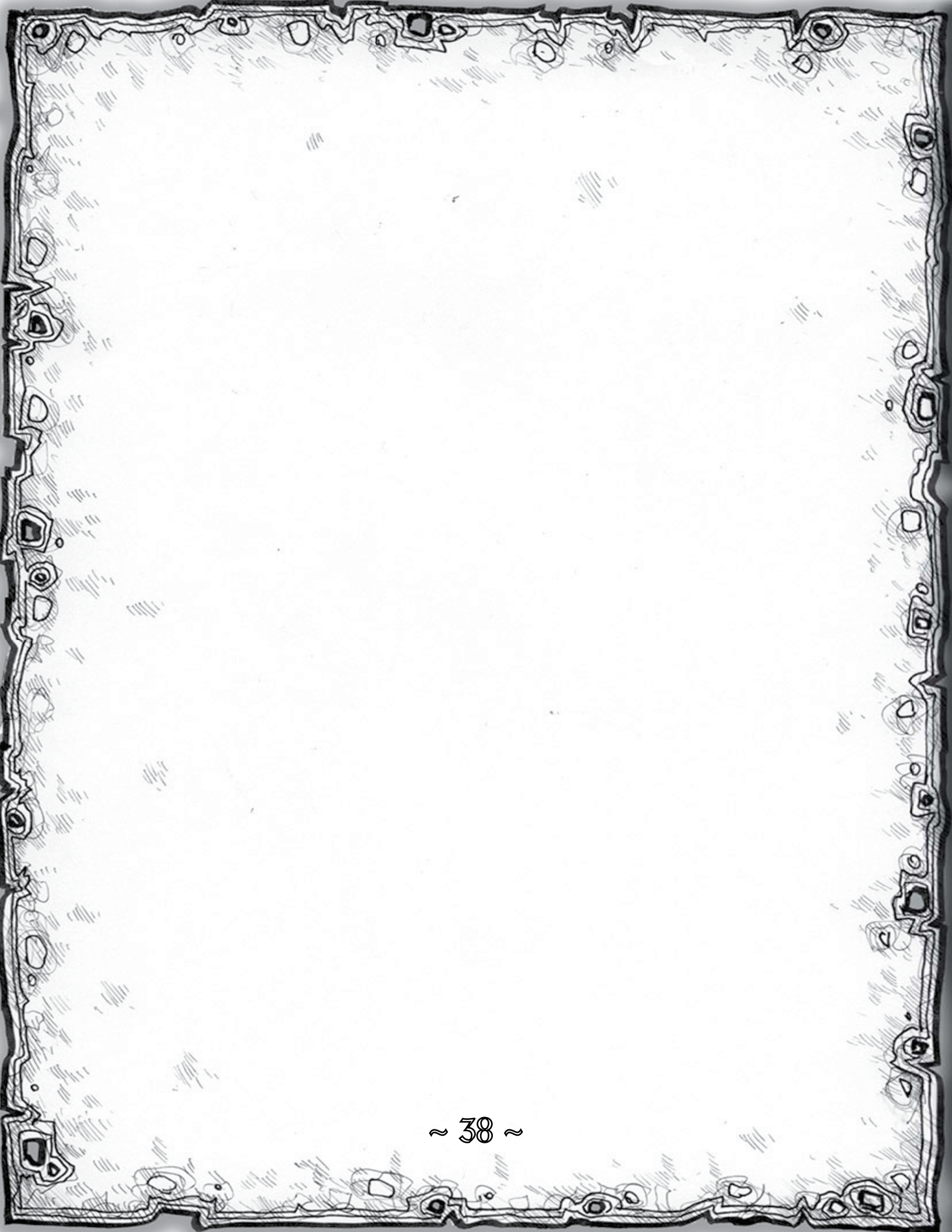
termining how many the caster can summon and control at one time.

SPELL MASTERY: The caster may cast one specific spell with one level of enhancement without increasing the DL to cast the spell. This talent may be chosen multiple times; each time it applies to a different spell.

SPELLTHIEF: The caster may make a Mage check to learn a spell after seeing another character cast it. The DL of the check is equal to the DL of the casting check +4. This must be done immediately after encountering the spell (by the end of the scene or combat encounter).

WARMAGE: The caster may cast a spell and make an attack with a Warrior or Rogue skill in the same round.







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