Sorcery and Sorcerers

Sorcery is the direct manipulation of the cosmos through application of the will. It relies on no god or spirit, only the knowledge and mental strength of the sorcerer.

The Sorcery Skill

The skill of Sorcery allows a sorcerer to learn sorcery spells and understand the methods of his craft. The Skill may be rolled upon to:

- Learn New Spells through instruction or research.
- Recognize Sorcery in effect, or in the process of being cast.
- Detect Magic.
- Recognize a written sorcery spell or grimoire of spells, in whatever form they take.
- Analyze Magic Items. 1d6 Hours and 1d6 POW per hour per item.
- Comprehend Runes and their meaning for Sorcery.

Costs of Magic

Each level of a spell normally requires the expenditure of 1 POW to cast. If a sorcerer's POW is reduced to 0, he cannot cast magic, even if he has stored POW available. The POW will return at a rate of 1 point for every half hour of full rest or every two hours of movement and action. A failed or aborted spell costs 0 POW.

Levels of Effect/ Time to Cast Spells

Nearly every spell on the Spell list is variable, which means that, if more levels are known, and the necessary POW is spent, more powerful versions of a spell may be cast. The exact effect of these extra levels of POW is described in each spell description.

Every sorcerer has a **Manipulation Limit** [1/3 INT rounding up] which governs the maximum number of levels of a spell he can learn or cast.

Spell Strike Rank

Spell Strike Rank - Each level of POW in the spell subtracts one from the sorcerer's SR for the encounter. Thus, if Sangor's SR is 15 and he wishes to cast a second level Fire/Frost, the spell will happen at SR 13 (15-2). For each additional Strike Rank you spend casting (Maximum of SR equal to your Manipulation Limit), you may increase your chance to cast by 3%. Doing so reduces your SR from then on, to a minimum of 0.

- A sorcerer may also spend extra Rounds casting. Each one grants +20% to the spell success chance.
- Each level of the spell, regardless of how the levels are used, counts for POW cost and reduction in SR.

Overcoming POW

Unless otherwise stated, any magic affecting a living target, such as Change or Control, must overcome the POW of the target on the Resistance Table. This need not to be done if the target is willing to receive the spell, as in the case of someone receiving a Heal or Enhancement spell. An unconscious target cannot resist a spell.

Memorization of Magic

A sorcerer must have spells memorized to use them quickly. The limit to the number of levels of spells a sorcerer may have readied is equal to the INT of the character.

Grimoires

Any other spells a sorcerer knows must be carried in spell books, or stored in the INT of a bound spirit or specially prepared magical item. It takes an hour to change any number of spell levels held in mind, but the sorcerer must have access to his grimoire to access a spell not in his memory.

A spell may be used directly from the sorcerer's grimoire, but this will take one full melee round per level of effect desired. A grimoire need not be a book. It could be a set of tattoos, a sigil covered robe, even a rune embossed staff or a set of carved armor.

A sorcerer may use another sorcerer's spell book if the sorcerer makes a Sorcery check at Difficult [-20%] as a percentage for each spell he attempts to decipher. Otherwise, the notation for the spell will be incomprehensible. Reading it anew may be attempted only when a character's Sorcery increases.

The Sorcerer

INITIAL TRAINING

A sorcerer gains initial experience according to their background, but their profession choice is Sorcerer. A character who becomes a sorcerer will receive the following benefits:

LITERACY – The character will receive Sorcery and Read and Write [Language] as *Advanced Skill* choices.

MAGIC BONUS – The starting percentage when a spell or magical skill is acquired, is equal to INT + POW.

INITIAL SPELLS – A character will be trained up to Magic Bonus% skill in nine spell levels of his choice, with no higher than level 3 in any spell.

MEMORIZATION TRAINING – The character will be trained in the techniques allowing him to memorize spell levels up to his INT.

DISPEL – a Sorcerer is trained to dispel his own spells as a free action on his Turn.

Gaining POW

A magician needs a high POW to fuel his spells, and to successfully overcome the resistance of target. Fortunately, it is possible for his permanent POW to increase in the course of his career.

Any time a magician successfully defends with his POW, or overcomes the magical resistance of a target, his POW has been exercised and may increase. Each spell description notes whether a POW check might be gained while using that spell. Subtract the current POW of the character from the Species Maximum [usually 21], then roll the result or less x5 on 1D100.

Example

Sangor the Sorcerer, with a POW of 17, subtracts that from 21 to get a result of 4[x5 = 20%]. He rolls 1D100, getting a 33. Sangor does not succeed in gaining POW.

For every successful roll to gain POW, the magician will gains POW normally. This roll is made along with normal experience checks, when sufficient time is available after an adventure.

Losing POW

Some ceremonial Magics, such as attuning a magic item, take permanent POW away from the practitioners. Magical mishaps or attacks by certain monsters might also result in temporary or permanent POW loss. It is also possible to trade Permanent POW to demons or spirit lords for Spell knowledge.

Gaining New Spells and Spell Levels

Sorcerers may gain new spells by buying Levels at the prices on the list of Spells, or by spending 1d6+2 weeks in full time study, then attempting to make a roll on his Sorcery Skill (-10% per rank of the spell being studied). A successful roll means that the sorcerer has gained new knowledge, a spell of his choice from the list at Level 1, or a new level of a spell he already knows. A failed roll may be retried each following week of continued study. New spells gained by research begin at a percentage equal to Magic Bonus.

A sorcerer may research part time, though no less than half-time, in which case increase the time required by the requisite amount. In addition, the penalty to the Sorcery check is -20% per level to be gained. For higher-level spells, full-time research is definitely the better option.

A sorcerer may also study to raise his casting ability. After each week of full time study, he may roll his Sorcery. If he succeeds he may place a check against one of his spells for Experience rolls. After rising in a spell chance from study, the spell chance must be raised by actual use before it can be studied again.

Potent magical items, libraries, Cabal memberships and grimoires may confer bonuses to certain research rolls.

Example

Sangor attempts to rise from level 2 to level 3 in Summon Salamander. Having rolled a 4, he spends six weeks in full-time study of his subject, aided by a tome found in his adventure 'On the Nature of the Plane of Pyres', which grants +10% to sorcery research checks regarding fire. At the end of that time, he rolls on his Sorcery of 71%, subtracting 30% for the level of the spell. Adds 10% to this modified skill [for his book] he has a 51% chance to learn the new level. He rolls 60, not quite good enough. Another week of continued study gets him another chance, at the same percentage. He rolls a 14 and masters the deeper understanding of the plane of fire.
Sangor then attempts to study Level 1 of Vision, while juggling other duties. Rolling a 3 to see how long he must study, he doubles this for part time research, and has a 51% chance to succeed [71% - 20% per level of the spell to be learned].

Purchase and memorization of Spells by Non-Sorcerers

Non-sorcerers may learn Sorcery (as an Advanced Skill in Character Creation, or later through study or training), but they are not taught the necessary notation to create or read a spell book, and they are not taught how to effectively memorize spells. Therefore a non-sorcerer has a Manipulation limit one less than normal, and cannot memorize more than INT/2 in spell levels [round down] . Non-Sorcerers start at Magic Bonus% with each spell learned and cannot research new spells.

Sorcery Spell Costs

Nearly every sorcery spell is variable, and levels must be learned separately. Successive levels of a spell increase in cost by 500L over the previous level. So a spell that costs 1000L for level one will cost 1500L for level two, and 2000L for level three. A sorcerer cannot learn higher levels than his Manipulation Limit.

The Sorcerer's Staff

A sorcerer may pay an enchanter [or do the job himself if he is an enchanter] to have a staff made for him. The ritual will take 5+1d6 weeks of the sorcerer's time and he will have to pay for the enchanter's upkeep and the expenses of the enchantment at a rate of 3d6 x100 Lunars per week. The sorcerer must be available for that time, and cannot be away from the process for more than a few days at a time. The final ceremony will cost him a point of POW, permanently subtracted from his characteristics.

- The staff acts as a reservoir of POW for the sorcerer. It will have a POW equal to the sorcerer's after he has sacrificed the point of POW, and it can be used to power spells instead of using the POW of the sorcerer. It regains POW at the rate of 1 POW every 2 hours.
- A sorcerer's staff has 20 Hit Points and AP according to the material used in its construction +1d6.
- In melee, at a cost of 1 temporary POW from the staff, it can do an additional 1D6 damage to a target struck with it, if its POW overcomes the POW of the target. If broken in combat, the staff will wither and become useless and dead. If the sorcerer dies, his staff loses its special staff abilities permanently, though it will retain any other enchantments.
- A staff need not be an actual 'staff'. Sorcerers have been known to have jewels, wands, or even weapons enchanted. However, the cost in ingredients and time is doubled for any non-wood substance. A sorcerer may have any number of staves.

Manipulation Limit Explained

Magical Manipulation is what sets sorcery apart from other forms of magic, which rely on set forms of magical expression. The power and properties of a sorcery spell are limited not by the dictates of a god or spirit, but by the desire and power of the mage casting it. In game

terms, the degree of power and control is defined as the *Manipulation Limit*.

Manipulation Limit is Intelligence / 3 [rounding up]. So Sivastri the sorceress, with a INTelligence of 16, would have a Manipulation Limit of 5. That means that she can learn up to 5 levels of any variable sorcery spell, and non-variable spells with a total POW cost of 5 or less.

Further, it means she can decide, case by case, how to spend the levels she knows, or even whether she casts at full POWer. Each level of the spell, up to her Manipulation Limit, or the Levels she knows [which ever is lower] may be allotted to alter certain aspects of the spell when it is cast: Level of Effect, range, duration, number of creatures affected, which are detailed in the spell write up.

- LEVEL OF EFFECT –SPELL RANGE - Listed for each spell, commonly Touch, 10 Yards, 30 Yards, 60 Yards, 120 Yards. Levels known can be spent to extend range, at the expense of Level of Effect.
- RUNIC DESCRIPTORS– each spell has one or more [Runes] associated with it. These may affect other sorcery effects or spells.
- DURATION – The base duration of a spell is listed under its description. Subject to the Manipulation Limit, extra levels of a non-instantaneous spell can be used to increase the duration of a spell up the Duration Track even multiple times

Limitations to Spell Manipulation:

A Sorcerer may Manipulate up to the Number of Ranks she has in the spell, or her Manipulation Limit, whichever is lower. Sorcery spells allow for some or all of: Level of Effect, Range or Duration, to be *Manipulated* from the base stated in the spell description. Each level of a spell may be devoted to one of Level of Effect, Range or Duration. Occasionally a spell, will allow a Level to be spent to do something other than the above, like add additional targets

Aspects that are Subject to Manipulation:

Level of Effect:

The variables described in the body of the spell description, such as dice of damage for Blast, or the # of SIZ for Lift, and any lesser features that go along with them. Each spell is listed in terms of what a single increment or Rank of that spell will do. Additional Levels or Ranks devoted to *Level of Effect* multiply the base amount by the Level of Effect. So Sivastri, who knows Conjure/ Dismiss Sylph 4, could summon a Sylph of Ranks 1 to 4. The lowest number of ranks a sorcerer can devote to Level of Effect is one.

Range

A spell's range is subject to manipulation upward from its base range if the spell specifically states so. Otherwise it is fixed and cannot be manipulated. Each Level devoted to manipulating Range raises the effective range of the spell by 1 increment from its base. Levels devoted to manipulating Range, cannot be devoted to Duration or Level of Effect.
Range Track:
10 Yards > 30 Yards > 60 Yards > 120 Yards > double each further increment.

Duration:

Duration may be manipulated upward on the *Duration Track* by dedicating ranks of the spell to doing so. Start at the increment listed in the spell, and devote a rank per increment until you get to the increment you want. Note that 'Instant' does not appear on the track. Instant spells are not subject to manipulation. Duration may not be reduced from the amount listed in the spell description. Levels devoted to extending the duration cannot also extend range or be counted toward Level of Effect.
Duration Track:
1 round > 1 Minute/10 rounds > 15 minutes > 1 Hour > 2 Hours > 4 Hours > double each further increment.

Sivastri knows Conjure/ Dismiss Sylph 4. She decides that she needs the service of a level 2 Sylph for an extended period, since she hopes to use it to carry her overland. Normally, a Rank 2 Sylph could carry her [SIZ 10] 1000 yards in 10 rounds (1 Minute: the base duration of the spell). Sivastri's destination is ten miles away [17600 yards]. Her Manipulation limit is 5, but she only knows the spell to level 4. So, spending 2 ranks to conjure a Level 2 Sylph means

she has two more levels that she can choose to spend to Manipulate the spell. She cannot extend the Range of Conjure/ Dismiss Elemental, because the spell does not allow elementals to appear further away than the base range. Extending the Duration, could move her 1 or 2 steps up the Duration track from 1 Minute to 15 minutes or one Hour. She cannot spend any further levels because she only knows Conjure / Dismiss Sylph 4, and extending the duration of a Level 2 Sylph to one Hour uses up all four levels. If she were larger than SIZ 10, she would need to employ a sylph of Rank 3, which would only allow her to extend the spell by 1 level – to 15 Minutes.

Common Spell List

Spell	Rune[s]	Cost [L]
Blast	Fire, Disorder	500
Change	Man, Beast, Disorder	1500
Conjure/ Dismiss Elemental	Each of Fire, Air, Earth, Water, Darkness, Lunar	1000
Control	Mind, Mastery	1500
Countermagic	Magic	500
Dispel Magic	Magic, Disorder	500
Enhance/Disminish	Man	1000
Fire/Frost	Fire, Ice	1000
Heal/Wound	Man, Beast, Disorder	1500
Illusion	Light	1000
Invisibility	Light, Darkness	1000
Lesser Thaumaturgy	Many	500
Lift	Telekinesis	1000
Light/Dark	Light, Darkness	500
Lightning	Light, Air	1500
Perception	Mind, Air	500
Protection	Telekinesis	500
Resist	Magic	1000
Seal/Unseal	Telekinesis	500
Sharpen/Dull	Telekinesis, Disorder	500
Speak to Mind	Mind, Communication	1000
Teleport	Mind, Man	1500
Vision	Mind	1000
Wall	Earth	1000
Wards	Magic	1000

Blast [Fire, Disorder]   **Range** – 120 Yards   POW Check - No
Duration – Instantaneous

This spell immediately creates a magical blast of intense light directed at a single target. Roll the spell chance, reduced by any defense the target may have. A success is a hit. For each level of effect, the target takes 1D6 damage to its total Hit Points. Armor in the location will absorb the damage, but the spell cannot be parried. A Protection or Resist Fire spell will reduce the damage done. Countermagic will affect Blast, as will Resist Fire.

Additional Levels may be spent to increase the range.

Change [Man, Beast, Disorder] **Range** – 30 Yards   POW Check - Yes
Duration – 10 Rounds

This spell will affect 5 SIZ points of a target per level, which may be the caster if he wishes. Each additional level increases the SIZ of target that may be affected, and enough levels must be used to equal or exceed the total SIZ of the target. The spell forces the target into another shape. The new shape must be in the same kingdom (animal, vegetable, or mineral) as the original target. For instance, a troll cannot be changed into a tree, but it can be changed into a frog. The frog would have all the attributes of the troll, including the SIZ, although the sorcerer could use additional levels of effect to reduce the SIZ of the Frog for the duration of the spell. Finally, the conditions for life in the new form must be present: the spell cannot change a man to a fish in the desert, though he might change to a fish in a river or a sea.

The target of this spell cannot use the exotic abilities of the new shape if it has any. The troll would not be able to breathe fire if he were changed into a dragon, nor would he have the intelligence or knowledge of a dragon, but he will be able to use its physical abilities, such as flying, or claw, at their starting % (or higher if the individual possesses greater ability).

The Target of the spell has its Physical Attributes reduced to those of the new form, but its mental attributes are unchanged. If the new form's physical attributes are higher, the sorcerer can devote levels in the spell to maintaining those attributes. Each level will maintain one or more higher attribute[s] by up to a total of ten points, but a sorcerer can only increase an attribute up to the listed average value for that creature.

Additional levels of this spell can be used to affect more than one creature instead of a single larger one, or extend the duration of the spell according to the Duration Track.

Note: It is up to the player using change to provide the necessary information required to use the spell. This may require some preparation in order to have the hit location tables and such on hand. Many sorcerers develop 'favorite' shapes to adopt to simplify this.

A Changed Sorcerer may use her sSorcery Skill normally while Changed, but cannot cast spells while Changed unless the new form possesses speech for vocalization and appropriate digits for gestures. If the form is capable, the sorcerer has all spellcasting rolls reduced by 20% while transformed. Do not refigure skills to reflect the sorcerer's changed physical attributes. Any skills that the sorcerer has normally that the new form shares [a claw attack, for example] are available at their full value. Finally, use the new Physical Attributes to figure Hit Points, Damage Bonus, etc.

Example:

Sivastri, who knows Change 4 wishes to change her own form to something more powerful in melee, that can also fly. She decides on a gargoyle. At SIZ 10, Sivastri needs to devote 2 levels of effect to transform her SIZ of 10 into a rather diminutive SIZ 10 Gargoyle. This leaves her two Levels of her Change 4 to Manipulate the spell. She could increase the duration by up to 2 positions on the Duration Track [see below], from the base of 10 rounds, to 1 Hour. She could also use her levels to increase her STR to 20 and SIZ by up to 8, making her the same SIZ as a normal gargoyle, but rather weak by comparison. The spell will then last for the base 10 melee rounds. She decides to spend 1 level to maintain some of the gargoyle' strength and size (10 Attribute points). Her STRength of 13 is raised to 15, her SIZ of 10 to 18, and she uses her remaining level to increase the duration to 15 minutes. She is small and weak by gargoyle standards, but able to fly and fight, and gains the other normal abilities [its rocky 6 Point Skin and claws] of a gargoyle for the duration of the spell. Because she has never fought with claws before, her skill begins at her Melee Attack bonus. Because she chose a form that can speak and gesture, she can cast spells, but is at -20% to do so.

Conjure/Dismiss Elemental [Type]   **Range** – 10 Yards   POW Check - Yes
Duration – 10 rounds

This spell conjures a specific type of element, specified when the sorcerer learn the spell, shapes it, and directs it to its task. Any elemental conjured will have 3D6 DEX, and 1D6 SIZ per level of the elemental. It has no INT or POW and must be directed with the attention of the magician, taking one Action to change the elementals instructions. All elementals are affected by magic and are immune to poison. Their hit points equal their SIZ. Aside from these aspects, each elemental has different abilities. In addition, elementals interact with other elementals or elemental spirits according to the Elemental Interaction table.

Levels may be spent to increase the duration of the conjuration.

Elemental Interaction

	Earth	Fire	Air	Water	Shade	Lune
Earth	Level	Mutual Dest.	No effect	Level	No effect	No effect
Fire	Mutual Dest.	No effect	Level	Mutual Dest.	Level	Mutual Dest.
Air	No effect	Level	No effect	No effect	No effect	Level
Water	Level	Mutual Dest.	No effect	No effect	No effect	Mutual Dest.
Shade	No effect	Level	No effect	No effect	No effect	Level
Lune	No effect	Mutual Dest.	Level	Level	Mutual Dest.	No effect
Fulminar	Mutual Dest.	No effect	No Effect	Mutual Dest.	Level	Level

No effect – Elementals have no effect on each other.
Mutual Destruction – The two elementals compare hit points. The one with the fewer points is destroyed, the other is reduced to the difference between the hit points. If the elementals have the same hit points, both are gone.
Level – Compare the level of the attacking elemental to the level of the target elemental. An attack is made using the resistance table. If the attack is successful, the target elemental is destroyed. Elementals automatically attack each other at the same time on the resistance table, which can lead to mutual destruction.

Example

A gnome with 10 hit points meets a salamander with 12 in a contest to Mutual Destruction. The gnome loses 12 HP, becoming a puddle of slag; the salamander loses 10 HP, and has 2 remaining.

- A sorcerer cannot conjure no more levels of elemental than his Manipulation limit. Additional simultaneously conjured elementals are progressively harder, reducing the Summon Skill roll by a cumulative 10% and + POW cost per level of additional elemental. Thus an INT 17 Sorcerer [Manipulation limit 6] could conjure a level 3 elemental, then conjure another level 3 elemental the next turn, but the second elemental would be conjured at -30% to his roll and a cost 6 POW instead of the usual 3.
- Roll SIZ/ HP for each elemental on summoning. Each time it damages or attacks a target, subtract 1 HP from its total [Its SIZ does not change] for each die of damage added. Thus if a SIZ 12, level 3 Salamander does 3d6 damage to a target, its own HP drop by 3 immediately. Similarly a SIZ 9 Sylph could add 3d3 to arrows or thrown weapons, three times over three rounds, before being dispersed. If the effect is not rated in dice, subtract 1d4+1 HP.
- Elementals can manipulate their own forms, or their element, at will, under the direction of their controller, roughly equivalent to their own SIZ. This can

be used in combination with skill rolls. So a SIZ 10 gnome could move 10 SIZ of earth, roughly 3 cubic feet, or 1 cubic foot of stone, at its full speed, excavating as the controller directs, or building if the controller has an applicable skill. A fire elemental of 10 SIZ could swallow a campfire, putting it out, recovering up to 10 lost HP; or heat a sword blank to the appropriate temperature for the hammer. These sorts of tasks are open-ended and comprise the most common use of elementals in the world.

Air – The Sylph

A sylph is a whirlpool of air, which will occasionally form into transparent humanoid shape. It can:
1. Carry an object through the air at 5 points of SIZ per level of sylph for 1000 Yards in 10 melee rounds.
2. Knock down 3 points of SIZ per level of sylph.
3. Destroy a salamander or Lune by comparing its level against the level of the salamander on the resistance table and making a successful attack.
4. Ignore damage from physical weapons, even those with Sharpen spells.
5. Be added to a missile or thrown weapons to increase the chance of hitting by 5% per level and add 1d3 damage per level, or reduce the chance to hit of arrow, bolts and other light missiles, by 5% per level.
6. Move without burden at 36 Yards per melee round, quadrupled if moving at full speed.
7. Carry messages on scraps of paper up to a Mile away in 10 melee rounds.
8. Maintain a wind of 20 MPH over a 3-yard by 3-yard area. Levels may be devoted to increasing the force of the wind or the area by another 3x3 section.

Fire – The Salamander

A salamander usually appears as a lizard-like shape of fire. Constantly active, even while being held in place by its summoner, it can:
1. Engulf a single target in flames, doing 1D6 damage per level of salamander. Armor and Protection spells protect against this attack.
2. Ignite inflammable objects it touches, so they will burn on their own, doing 1D4 flame damage per round in addition to the salamander's fire damage.
3. Be damaged by physical weapons, but damage them in turn at 1D6 per level of the salamander.
4. Absorb flame damage from other sources, including the Fire spell, to heal its wounds.
5. Destroy a Sylph or Shade by comparing its level against the sylph's on the resistance table and making a successful attack.
6. Mutually annihilate the hit points of an Undine, Gnome or Lune until only one survives.
7. Can be added to a metal weapon to do an additional 1D6 of damage per level of the salamander plus the damage of the weapon, but the weapon takes 1d6 damage per rank when the salamander is placed in the weapon.
8. Move at 24 Yards a round, which triples when moving at full speed.
9. Salamanders can be damaged by the Frost spell.

Earth – The Gnome

The gnome always forms into a man-like shape. It can:
1. Hit physically for 1D6 damage per level of gnome at 15 x Level%.
2. Be damaged by physical weapons, but the attacker must make a roll of POW×5 or less on 1D100 or the weapon takes the same amount of damage back to itself.
3. Find the nearest source of metals or gems within POW in yards, as specified by the summoner.
4. Destroy an undine by comparing its level to the undine's on the resistance table and making a successful attack.
5. Mutually annihilate hit points with a salamander until one is gone.
6. Move 12 Yards a round over or through the earth, which doubles when moving at full speed.
7. Excavate or move earth equal to 1 cubic foot per 3 SIZ of the gnome at its normal speed.

Water – The Undine

The undine will manifest as a tower of water and occasionally take the shape of a beautiful human female. It can:
1. Engulf one target to drown it at 1D8 points/melee round. Each melee round the target may match its POW against the POW of the undine on the resistance table to keep its breath and not be drowned.
2. Be damaged by physical weapons, but take half the rolled damage and cannot be impaled.
3. Carry an object or person on top of or through the water at 5 points of SIZ per level of undine for a mile in 10 melee rounds.
4. Wash away a gnome by comparing its level against the level of the gnome on the resistance table and making a successful attack.
5. Mutually destroy a salamander's or Lune's hit points until one or the other is destroyed.
6. Be added to a weapon to let it move normally underwater.
7. Move unencumbered 36 Yards per melee round in water, and 6 Yards on land.

Red Moon - Lune

A Lune is an eldritch egg-shaped patch of scaly, shadowy red, with a tail or tentacle. It can:
1. touch one target with its tentacle to inflict Madness. Each melee round the target may match its POW against the POW of the Lune on the resistance table to keep it's Sanity. On a fail, roll on the Madness chart below.
2. Be damaged by physical weapons.
3. Carry an object or person through shadows, darkness or Red Moonlight, at 5 points of SIZ per level for a mile in 10 melee rounds.
4. Destroy a Sylph or Undine by comparing Levels and making a successful attack.
5. Mutually destroy a salamander's or shade's hit points until one or the other is destroyed.
6. Carry messages any distance under the light of the Red Moon.
7. Move unencumbered 36 squares per melee round under the light of the Red Moon, 18 at night and 3 during the day.
8. Destroy Spirits by comparing is level and making a successful attack.

Madness
This effect must overcome the target's POW to be successful. If the victim is overcome, then the priest rolls 1D100 again with the results below. If the victim is not overcome, roll 1D100 and add 50:

01-05   Insanity. Temporarily lose 1d4 INT; Roll again on the Madness table for the effect. If 01-05 is rolled again, victim loses 1 INT Permanently and develops a psychosis.
06-20   Catatonia [Collapse as if in a coma; cannot be reached magically, or physically].
21-80   Paranoia [Attacks the nearest person immediately, loosing their next action].
81-100 Delusion [Befuddled, allow player to describe the delusion].
101-150 No effect.

Darkness - Shade

A shade is a roiling cloud of shadow, which may take on a vaguely humanoid form. It can:
1. Obscure a natural light source [and the light it sheds] such as a torch or campfire, sustaining damage to itself equal to 1d6 per die of damage the item would do.
2. Travel instantly from one shadow to another within 1000 yards.
3. Carry an object at 5 SIZ per level of the Shade, instantly from one shadow to another within the SIZ of the Shade in Yards, at the cost of Id6 damage per trip.
4. Attempt to smother a salamander or Lune by comparing its level to that of the other elemental.
5. Grant a single individual +10% to Stealth per level of the Shade.
6. Move itself with a 90% Stealth roll when not in direct light.
7. Engulf a living target that does not possess the Darkness rune, causing Demoralize on a successful POW attack, at the cost of 1d4+1 damage to itself.
8. Move up to 24 yards per turn in shadow, 9 normally, 3 in bright light.

Fulminar – Lightning

A Fulminar appears as a burly humanoid composed of cloud and lightning. It can:
1. Create Light as the Light/ Dark spell of its Rank +1.
2. At the cost of 1 HP per die of damage it deals, strike at objects or creatures within 5 yards with lightning doing 1d4+1 damage per rank of the Fulminar on a successful POW vs. POW. It may strike up to its rank in targets, doing 1d4+1 to each, or a single target for 1d4+1 X its rank.
3. Take damage normally, but if struck in melee its lightning does 1 damage per rank directly to the HP of the striker.
4. Teleport as a move action up to 24 yards, or 10 times that distance as a full round action. It can carry 5 SIZ in willing passengers per rank while teleporting.
5. A Fulminar fails Stealth rolls automatically in most situations.
6. Mutually destroy a Gnome or Undine, or destroy a Shade or Lune by comparing levels and making a successful attack.
7. Can be added to a weapons damage doing +1d4+1 damage to targets struck. When the Fulminar is placed within the weapon, 1 Point per rank is done directly [ignoring Armor Points] to the HP of the weapon or the wielder.

Dismissing Elementals

A sorcerer can dismiss her own elementals at any time. The user of this spell may also cast the spell to dismiss an elemental of any type the user knows how to conjure. He must overcome the level of the elemental with the cast level of Dismiss Elemental on the Resistance Table.

Example

Sangor knows Conjure/Dismiss Salamander 3. A level 5 salamander is conjured against his party. Casting Dismiss Elemental 3, he compares his level 3 Dismiss against the level of the salamander on the resistance table, a 40% chance. Sangor rolls 27, and the attacking salamander is gone.

Control [Mind, Mastery]   **Range** – 120 Yards   POW Check - Yes
Duration – 10 melee rounds

Each level of the spell equates to 5 INT, which must equal or exceed the INT of the creature to be controlled. Creatures without INT cannot be affected, nor can any form of undead. If the Caster has sufficient levels, he may attack more than one creature per casting. Each individual attacked requires a POW vs. POW check. On a success, if the caster wishes, he may simply allow his victim to *collapse* [see below], at which time the spell ends. If the caster wishes to maintain control, he must concentrate on the spell, using no other spells or doing anything more than moving normally and speaking to others in short sentences. While concentrating, he may control the movements, even the speech of the target. If the caster is forced to fight or concentrate on any other activity, the victim *collapses*.

A *collapsed* victim is robbed of the ability to take physical or mental actions, until it regains control of itself with a roll of POW + CON on D100 or the first time he is

struck. The roll may be attempted once each melee round after the round of collapse. NPCs will revive after 1d6 rounds instead if the GM wishes.

The afflicted can still move, and attacks against a collapsed victim are roll normally.

Levels may be spent to increase Duration or Range.

Countermagic [Magic]   Range – 30 Yards   POW Check - No
Duration – 5 minutes
This spell creates a magical shield around the user or on any person or object he wishes to keep magic from affecting. The level of an incoming spell must be rolled against the level of the Countermagic on the resistance table. A successful roll means the spell penetrates the Countermagic. If a POW vs. POW roll is required by the incoming spell, it will still have to be made. The Countermagic protects the target and anything he is carrying. The Countermagic remains in play, unless the spell that overcame it was Dispel. Countermagic is effective versus Blast and Lightning, but not against Fire/Frost.

Levels may be spent to increase Range or Duration.

Dispel [Magic, Disorder]   Range – 120 Yards POW Check - No
Duration – Instantaneous
This is a spell used for removing the effects of a spell such as Control, Lift, Sharpen/Dull, etc. It must overcome the level of the target spell on the resistance table. It can be used to dispel an elemental. It must be directed at a particular spell (though saying, "Get rid of that spell that has Gottfried walking like a zombie" will do, if the exact spell is not known) and, if the target is protected by Countermagic, it must be of equal or higher level than the Countermagic. It may be directed against a target's Countermagic specifically, in which case roll on the Resistance Table to see if the Countermagic is dispelled.
Dispel may also be thrown at a character who is in the process of casting a spell in an attempt to keep that spell from happening. The dispelling mage must complete his casting in the same round that the spell he is attempting to affect is cast.

Levels may be spent to increase Range.

Example
Sangor attempts a third level Dispel to stop the mage in the black robes from casting whatever spell he is currently attempting. Sangor succeeds with his casting check on the same round that his target did theirs, so he compares his Dispel with the level of the spell his target was casting on the Resistance Table to see who was successful.

Enhance/Diminish [Man, Beast]   Range – Touch   POW Check- On Diminish
Duration – 15 minutes
This spell can add one point per level, in any combination, to the STR, CON, SIZ or DEX of the target. This spell can also diminish a characteristic in the same manner.

Levels may be spent to increase Range or Duration.

Fire/Frost [Fire, Ice]   Range – 120 Yards   POW Check - Yes
Duration – 1 Round

Each level of this spell does 1D6 fire or cold damage to everything in a one-Yard-diameter circle. Levels may be used to add 1 yard radius to an existing fire, or add another fire area at the same intensity of effect, even combining the effects. The Fire/Frost appears as a pillar of the appropriate element arising from the ground. Damage is absorbed by armor, Protection, and Resist spells, but Countermagic has no effect. The affected area does not require fuel for fire and can only be removed via Dispel, or the successful casting of its opposite on an area.

The fire version may also ignite flammable material, damaging anyone or thing within it at 1D4 points per melee round.

Frost can also be used to put out fires, freeze water sufficient to bear SIZ equal to its rolled damage, and damage salamanders.

Levels may be spent to increase Range or Duration.

Example
Sangor the Sorcerer needs to block a 2Yard-wide passage, and fry the first rank of attacking trollkin in the process. He casts a fifth level Fire, creating a 2 yard diameter Fire at level 2, filling the passageway, using his remaining level [which is within his manipulation limit of 5, to extend the casting to 10 rounds. Making his POW vs. POW against the front two trollkin, they each take 2D6 damage, and their fellows will have to deal with crossing or extinguishing the fire if they want to pursue.

Healing/Wounding [Man, Beast, Disorder]   Range – Touch POW Check – On Wounding
Duration – Instantaneous

A level of this spell heals or inflicts 1 Hit of damage done to the Hit Points of a target. It does not work against poison or disease. Healing can keep a dying character from death if cast in time. It can also be cast on a location to heal local damage, even reattaching a limb or similar if 6 or more Hits are applied in a single casting to such a wound.

Cast as Wounding, the caster must touch the target, overcome the target's POW. Wounding then does 1 Hit of damage per level to a single location [roll d20 for location as normal]. Countermagic and Resist Wounding will affect this, but armor and Protection do not.

Illusion [Light]   Range – 30 Yards   POW Check - No
Duration – 15 minutes

This spell allows the caster to build up an image of an object equal to 5 SIZ points for every level of the effect. This image is totally visual, with no sound, scent, touch, or taste component. Unless the caster concentrates on it to the exclusion of all else, the illusion will not move. Additional levels of the spell can add another aspect of sensation to the Illusion. If touch is included, an illusion can affect the minds of those who have not

disbelieved, causing 1d6 Stun damage [behaves as real damage in all ways, except it cannot damage or kill, only paralyze and overcome location or drive someone into Unconsciousness for 1d6 rounds per level] per level of the illusion if appropriate [An illusory troll could do Stun Damage, whereas the illusion of a treasure chest would not]. The more senses included, the less likely the spell is to be dispelled, or disbelieved. Observers may disbelieve an illusion if they suspect its true nature. They must spend a combat action doing so, during which they cannot defend against the Illusion [because that would defeat their attempt to disbelieve it]. If they succeed on a POW x5 the illusion becomes obvious and incapable of harming or affecting anyone. For each additional sense included, the target for the POW check is reduced by one multiple. Other factors, such as history, or realism of the setting, might also affect the check. By 1 multiple in either direction.

Finally, a sorcerer who knows Illusion and chooses to disbelieve does so at POW x5 regardless of the normal difficulty.

Levels may be spent to increase Range or Duration.

Example

Sangor is dueling a brother sorcerer, Alagard for bragging rights. Alagard casts Illusion 5, spending 3 levels on what appears to be a potent fire elemental, adding the sensations for Touch and Hearing, with his remaining levels. Sangor is taken aback by the hissing flaming lizard, shying from the heat of it. Until he remembers that Alagard doesn't know how to conjure a salamander. Sangor does not know the Illusion spell, but attempts to disbelieve. Normally, the POW check would be POW x3 [x5, reduced by 2 multiples for the added senses of Touch and Hearing], but the GM allows that Sangor's conviction that Alagard does not know the conjure salamander spell will improve his odds of success by 1 multiple, so the POW Check goes back up to x4. Sangor rolls, and fails. Alagard's ersatz salamander does 3d6 stun damage to the hapless Sangor, who couldn't quite convince himself that it was not real.

Invisibility [Light]   Range – Touch   POW Check - No
Duration – 15 minutes
Each level of this effect covers a SIZ 5 object or person. The caster must concentrate on the spell and must do no more than a normal move or speak. Fighting, casting spells, or similar distractions such as falling into pits or negotiating a difficult path will break the spell. If the subject of the spell is attacked by something that cannot better perceive it, the attack is made at -50% IF the location of the invisible subject is successfully guessed with a Listen or other check. This spell does not stop sound or senses other than the visual.

Levels may be spent to increase Range or Duration.

Lesser Thaumaturgy   Range - 5 yards   POW Check - No
Cost to Learn 500L
POW Cost 0   [Occupies 1 INT]
Duration special (see description)

You manifest a minor wonder, a sign of supernatural power, within range. This spell cannot affect others who are unwilling or unaware. You must have memorized a spell including the [Runic descriptor] associated with the effect you wish to create.

You may create one of the following magical effects within range, or another of your own devising, similar in power:
- Your voice booms up to three times as loud as normal for 1 minute. [Air]
- You cause a book to open and turn to the page of your choice. [Air]
- You cause flames to flicker, brighten, dim, or change color for 1 minute. [Fire]
- You cause your hands, eyes, or a holy symbol or idol in range to bleed for 1 minute. [Body]
- You cause harmless tremors in the ground, and or the sound of grinding earth, for 1 minute. [Earth]
- You create an instantaneous sound that originates from a point of your choosing within range, such as a peal of thunder, eagle's cry, or sinister whispers. [Air, Sky, Beast]
- You cause the flowers of all plants within range to blossom or wither. [Earth, Life]
- You instantaneously cause an unlocked door or window to fly open or slam shut. [Mastery, Air]
- You instantaneously cause a gust of wind to blow through an area in range. This wind can be cold or hot. [Air]
- You alter the appearance of your eyes for 1 minute. [Body]
- Cause a block of text to glow for 1 minute. [Fire, Sky]
- Other non-damaging effects are possible, commensurate with the scale of the ones listed above.

This spell may be extended in duration or range up to the Manipulation Limit of the caster, but POW must be spent to do so. If you cast this spell multiple times, you can have up to your Manipulation Limit in effects active at a time.

Lift [Movement]   **Range** – 30 Yards   POW Check - Yes
Duration – 15 minutes
Each level of Lift affect 5 SIZ points of the person or object to be lifted. If the SIZ is sufficient, the caster may lift the object and move it through the air. If the SIZ affected is less than the SIZ of the subject, it is considered lighter by the SIZ of the spell, for purposes of movement, pushing, etc. The caster may Lift himself, using the spell to fly, if he has sufficient levels to equal or exceed his SIZ. The subject will move at 25 Yards per melee round. Each level of the spell above the minimum necessary to move the SIZ may be used to add 1 Yard per melee round to this speed, if desired. Each 5 ENC carried by the subject reduces the speed by 1 Yard per round.
        If the object does not wish to be lifted, the caster must overcome its POW. An unwilling recipient of the spell may attempt a POW vs. POW to free himself each Round.
        The spell may also be used as an immediate reaction to slow or catch a falling object or individual. If the subject is too big for the level of the spell, each level reduces the falling damage by 1d6.

Levels may be spent to increase Range or Duration.

Light/Dark [Light, Darkness] **Range** – 30 Yards   POW Check - No
Duration – 4 Hours

Light creates a magical light source which illuminates a 3-yard-radius circle. Each additional level adds 3 Yards to the radius. This light is of torch magnitude. The spell may be cast on an object. If so it may be carried and moved. The light may also be cast in mid-air, in which case it is tethered to the spot, unless a Level of the spell is dedicated to tethering it to a willing subject, in which case it follows about 1 yard behind.

Dark imposes a sourceless darkness in a 3 yard-radius circle, which may manipulated as Light above. The area is considered to be unlit, imposing a -40% penalty on Spot checks. Torches, fire or other non-magical light sources in the area shed no light.

Opposing versions of this spell or of magical light can affect each other. Roll the level of the attacking effect against the other on the Resistance Table. If it succeeds, it persists and dispels the other effect as long as they co-exist. On a failure, the opposing effect triumphs.

Levels may be spent to increase Range or Duration.

Lightning [Air, Light]   **Range** – 60 Yards   POW Check - yes
Duration – Instantaneous

Projecting lightning from the casters hands, each level of this spell does 1D6 damage directly to the hit points of that target if the Caster succeeds on a POW vs. POW check against it. Additional levels may increase the number of d6s of damage, or, if the initial target's POW was overcome, may cause the existing bolt to arc to a new target for the same damage on the success of another POW vs. POW check against any new targets. Armor works against Lightning, but metal armor only stops 4 points. Countermagic will work against the spell, as will Resist Lightning. Protection does not apply as the lightning is not a physical force.

Levels may be spent to increase Range.

Example
Sivastri, exploring the Tesserae of Wyrms, is surprised by three scorpionids, who immediately charge what appears to be an easy meal. Sivastri decides that the best defense is a good offense and hurls a potent fifth level Lightning at the creatures as they close. Her targets are well within the base range of 60 yards, but the sorceress elects to have the lightning branch off to [potentially] include all three scorpionids, devoting a level to each of the additional targets. 3d6 of lightning blasts from her fingertips to strike her initial target. Sivastri matches her POW against that of the chaos creature and succeeds, inflicting the lightning damage, and branching on to her next target. If she overcomes the POW of this target as well, it will take 3d6 damage as well, and the bolt will continue on to strike the final of her three targets - if her POW vs. POW is another success.

Perception [Mind, Light]   **Range** – 60 Yards   POW Check - No
Duration – 1 Round

The caster may specify one type of thing he is searching for, such as a trap, door, gold, magic, stairway, thoughts, etc. This spell will then give the direction to the nearest such unknown source that meets these qualifier(s) within the range of the spell. Each additional level allows for more than one searchable thing (the closest *two* traps, or the closest trap *and* the closest door), adds another qualifier to the first search (the nearest source of *hostile* magic), or may double the range (the nearest chest of gold within *120 yards*). Any qualifiers may be combined, so long as sufficient levels are available.

      Finally, a singular object or person may be searched for (Davos the Black, The Wyrmic Pattern, the Sword of Soulblight, etc), by devoting a single level to the accurate naming of such an item (a successful Sorcery check).

      Levels may be spent to increase Range or Duration.

Example

Sivastri, with Perception 4, is searching for the Wyrmic Pattern, a potent ritual site in the Tesserae of Wyrms. She devotes one rank to the Naming of the Object of her search, the rest to Extend the distance. She succeeds on her Sorcery check to Name the Pattern, and can detect its distance if it is within 240 Yards.

      She then decides to Perceive for the magical guardians that she read about. These are said to roam the region of the Pattern, attacking any creature they find. She devotes 2 ranks to her search (one for "guardian", another for "Magical"), if she casts at level 4, she can choose whether she will detect the direction of magical guardians up to 120 yards away for 1 Round, or within 60 Yards for 10 Rounds.

Protection [Movement]   **Range** – 30 Yards   POW Check - No
Duration – 15 minutes

This spell works like armor. Each level adds one point to the armor protection of the caster. Protection works against Fire/ Frost and Blast. It does not work against Illusion or Lightning.

      Levels may be spent to increase Range or Duration.

Resist [Magic]   **Range** – Touch   POW Check - No
Duration – 15 minutes

This spell, originally designed to counter Fire/ Frost, allows each level to reduce heat or cold damage taken by 1d6 or one level (whichever is more beneficial). If the protected character is hit by more than one Heat/ Cold attack, each roll is reduced by the level of the effect.

      A caster may instead choose to cast Resist specific to another type of direct damage, such as Lightning, Poison, or Acid. Only one type of resistance applies in such circumstances. Only one casting of Resist can affect any single subject at a time.

      Levels may be spent to increase Range or Duration.

Example
Sivastri the Sorceress, protected by Resist Heat/ Cold 3, is hit by a level 4 salamander attack, and a level 3 Frost, she would reduced each by three levels, taking 1d6 from the Salamander and negating the frost damage. When she is struck by a level 2 Lightning bolt later in the round, however, it is not affected by her Resistance and does 2 dice of damage.

Seal/Unseal [Telekinesis]　　　　　**Range** – Touch　　　POW Check - No
Duration – 8 Hours/ Instant

This spell acts to bond the edges of any two unliving objects which are at rest and touching one another. Some examples are a door in a doorframe, a sword in a scabbard, or an object held against a wall. The two objects become one object, and cannot be separated for the duration of the spell. The objects can still be battered open or destroyed. A Seal spell adds 20 points to whatever hit points the object has, or creates an STR 20 obstruction that must be overcome.

　　　The reverse spell will open doors [even locked ones on a POW x ? check – multiple determined by the difficulty of the lock], cause scabbarded objects to fly out of their containers and drop to the ground, etc. It also works against a Seal spell if the level of the Unseal overcomes the level of the Seal on the resistance table.

　　　Levels may be spent to increase Range or Duration.

Sharpen/Dull [Earth, Disorder]　　　**Range** – 60 Yards　　POW Check – on Dull
Duration – 15 minutes

This spell adds 5% to the attack chance and 1 point of damage to any weapon (including blunt weapons and missile weapons) to which it is successfully applied. If more than one level is used, it can either add multiples of 5% and one point of magic damage to the weapon, or it can be distributed equally among several weapons, up the level of the spell. Applied to Dull a weapon, it reduces the chance to hit by 5% and to damage by one point per level. Damage cannot be reduced below one point. Levels of Dull may be spread to affect multiple weapons if desired, but each weapon affected requires you to overcome the wielder's POW separately.

　　　Levels may be spent to increase Range or Duration.

Speak to Mind [Mind, Communication]　**Range** – 120 Yard　　POW Check - Yes
Duration – 10 melee rounds

Each level of this spell allows the caster to speak telepathically to another mind, intelligent or not. Only surface conversation or feelings are transmitted. The target of this spell cannot communicate to any other target of this spell. The caster may, however, cast Speak to Mind on two other characters to let them communicate. Additional levels may double the range, increase duration on the Duration Track, or include additional subjects in the link. If a target resists you must overcome their POW to succeed.

Levels may be spent to increase Range or Duration.

Teleport [Mind, Man]   **Range** – Touch   POW Check - No
Duration – Instantaneous

Each level of this spell allows the caster to instantaneously transport 5 SIZ points to another place known well to the caster. The range of this transportation is 1,000 Yards. If the level of the effect is higher than the SIZ requires, each extra point of SIZ allowance will extend the range another 1,000 Yards. ENC up to the subjects STR does not count, but each 10 ENC over this total is equal to 3 SIZ. Only willing or inanimate subjects can be teleported. Beasts could be teleported with a successful Handling or Ride check.

A fumble with this spell will send the caster to a different, probably unpleasant location, whether he was transporting himself or something else.

A caster may state that she is studying a location so that she can teleport to it later, even if it is not in sight. For as long as she has Teleport memorized, she may hold up to her Manipulation Limit of such locations in mind for later use.

Levels may be spent to double the Range for a particular SIZ.

Example

Sivastri spots more scorpionids scrambling over the jumbled tesserae, and elects to flee. Knowing that she could never outdistance the nimble creatures on foot or by air, she casts Teleport to get away. She knows only 2 levels of the spell, which is exactly enough to move her SIZ of 10 up to 1000 yards. As the creatures close she teleports herself back to the junction of the Pavis Road, which she studied on the way here, against just this sort of need. She is carrying less than her STR (13) in ENC, so she can teleport without having to leave anything behind. Had she known Teleport 3, she could have carried more, or added 5000 yards to her travel distance (1000 yards per extra SIZ is more beneficial in this case than doubling her base distance).

Vision [Mind]   **Range** – 120/30 Yards   POW Check - No
Duration – 10 melee rounds

The caster may see what is happening in any area within the first given range of the spell with which he is familiar. This gives full vision and hearing as if the caster were in the area. If the caster is physically next to any area within the 30 Yard range of the spell, he may put the point of origin of the spell into such an area.

Extra levels of the spell may:

- See an area not otherwise visible, due to obstruction (on the other side of a wall, etc).
- Allow the caster to see what happened in an area as much as 1 day ago.
- Reveal the answer to a question from the caster that might be relevant, such as "is the Crown Here?" or "Was the Crown here then?" In such as case, no other

viewing is allowed, simply a vision that shows the answer, if it can be answered in the time allowed.

- Be used to touch an item and receive a vision of its previous use or owner. Each additional level reveals another user or another picture.
- Allow the user a cumulative 10% chance of learning the activation word for a magical device. The user may only attempt this once for any one object until he gains an increase in skill with the spell.
- Increase the Duration or the ranges of the spell.

If the location to be viewed is Warded or Countermagicked, the level of the Vision must overcome the level of the ward to succeed.

The caster may not use any other spell while using the Vision spell, or the Vision spell will cease.

Levels may be spent to increase Range or Duration.

Example

As Sivastri makes her way back to Pavis, she wants to know whether the Scorpionids are still on her trail. She stops and casts Vision 3 to see the Fork from the Pavis road where she teleported, using 2 levels to increase the range of her spell to 360 yards. Since it is a known location - she has seen it before - the GM describes the area as it is at present, just as though she were actually there, and that nothing changes in the 10 melee rounds she views. Since Sivastri only knows Vision 3, she does not learn that the Scorpionids passed this way a minute or two ago, but she will probably find out soon.

Wall [Earth]   **Range** – 10 Yards   POW Check - No
Duration – 15 minutes

This magic brings a wall out of the ground or stone floor. It will appear anywhere needed within the 12-Yard range and will be 1×1×3 Yards. Each additional level of the spell will add 1 Yard to one dimension of the wall. The wall has 30 hit points and 8 AP per cubic yard if any attempt is made to destroy it.

Wall may also be used to create a bridge or other such structure, if the Sorcerer can make a Sorcery Check.

Levels may be spent to increase Duration.

Example

Sangor, finds himself in a ruined library, seeking forbidden tomes, or the means to acquire them. He sees a shelf of books through a broken wall in a chamber above him, but no way to get there. He casts Wall 2, and succeeds at a Sorcery check to create a bridge 1 Yard wide x 1 yard thick and 6 yards long, extending to the room he seeks. He must hurry to gather his prizes before the bridge disappears.

Ward [Magic]   **Range** – Touch   POW Check - No
Duration – 1 Hour

This ritual creates a Ward: a protective area of magic surrounding a person or object in need of guarding or protection, or around something to be confined within the circle. A circle, square or other simple geometric area of 5 yards diameter, or on a side, may be so guarded. The Wards are formed from four or more stones, wands or other items created in a preliminary ritual to gain the effect. Only the caster may take down the Wards safely when they are empowered by the spell, although they may be dispelled.

- Each level of Ward act as a Countermagic 1 against any spell or magical effect passing into or out of the Ward.
- Any creature or item passing into or out of the Ward is subject to Blast 1 per level of the Ward.
- One target may be exempted (by the caster) from effects in either or both directions, for each Level of the Ward.
- Extra level adds 5 Yards to any dimension, or another level of Countermagic and Blast. Extra level also add 1 to the number of targets that may be exempted from the wards effects, as described above.

The caster of the Ward is never affected by it unless (for some reason) she wishes to be. NOTE: It is possible to create permanent Wards, by casting the spell with Permanent POW. So a Level 3 Ward could be made permanent by sacrificing 3 POW permanently from the caster's POW (Casting Ward in such an instance causes the loss of # oermanent POW on a success, or 3d6 Temporary POW on a failure). Such a ward requires permanently placing the Ward stones, which may not be moved without destroying the spell. Permanent Wards will re-establish themselves if Dispelled, returning at a rate of 1 level per Round.

Levels may be spent to increase Duration.

Example

Sangor, having found himself a respectable sorcerer's tower, decides to Ward his work area against demons or other hostiles. He only knows Ward 3, but the workroom is small, so he need not increase the area of the spell. He decides to make the ward permanent by devoting permanent POW to the working. After crafting a set of Warding Stones for this Ward, he prepares himself and casts - but fails. The ward does not work, and Sangor is bereft of 3d6 temporary POW, but since he did not fumble, he can try again with the same materials. Dejected, he stares about his little tower and elects to wait for the next day when his POWer has returned. The following morning, his spell is successful. Sangor reduces his permanent POW by 3, but has a level 3 Ward on his workroom - that should last forever.

New Spells:

These spells are less commonly known, some only appearing in a single grimoire. Others are only available to members of a particular cabal.

Aspect of the Beast
Augury
Break/ Repair
Butterfingers
Chaos Blast
Dehydrate Gorp
Draconic Ascent
Hammerhand
Lesser Thaumaturgy
Power Pool
Ray of Rays
Scent
Silence/ Stifle
Speed/ Slow
Storm Shield
Undead Swarm

Aspect of the Beast [Beast]   Range – Self   POW Check – No
Cost to Learn – 100L
Magnitude – Variable
Time to cast – 1 Action
Duration – 10 Melee Rounds

You imbue you body with the power of the beast lords. Your STR or your DEX rises by 1 per rank (choose which and in what proportion when you learn the spell), you gain a melee attack doing 1d6+1 (plus damage bonus), and granting access to the Slash special maneuvers. You also gain one of the following when you learn this spell: +5% to Spot and Listen Skills per rank; Dark Vision; Scent Tracking.

      Additional levels of this spell increase your talon damage by +1. Your hand takes no damage from whatever it strikes. However, if you parry with the Talon, or are struck on that limb, you suffer damage normally. When the spell is learned, decide whether the spell actually transforms the caster physically, or grants the abilities metaphysically. If there is a physical transformation, often it will change the target into a particular creature, or give her certain aspects of it. It might also create an 'amalgam' appearance, which the

possessor of the spell should determine when learning the spell. STR granted through Aspect of the beast does not stack with that granted via Enhance/ Diminish.

You may use additional levels to extend the duration on the Duration Track.

Augury   [Rune/ Beast/ Man, Disorder]   Range – touch   POW check - No
Cost to Learn – 500L
Magnitude – Variable
Time to cast - 10 Rounds
Duration – 15 Minutes, special

This ritual, accomplished via diverse methods, allows a sorcerer to divine some clue as to future events. The sorcerer spends ten rounds inspecting entrails, watching the flights of birds, reading tea leaves, etc. and framing a yes/ no question in his mind, or one that can be answered with a word or two [such as a location or name], which the player repeats to the GM. The GM then makes a check against the Sorcery skill of the character. On a success, the GM will bestow a portent on the caster as interpreted through the augury method, but making clear the answer to the question.

If the caster wishes, he may chose to specialize in a single augury method, gaining a +10% with that method, but taking a -10% with all others. Casters who specialize may also use their Sorcery to ritually prepare items pertinent to their chosen method, adding 5% per item, up to their Manipulation Limit. Prepared items must be bought or made, and maintained, which costs 10L, and 1 Temporary POW, per week per item.

The first level covers only events that are currently occurring, or are likely to occur in the immediate future [15 minutes]. Multiple levels may be used to ask additional questions, one per level, or to extend the duration of the period to be Augured.

Example
Sangor's rival in the Order of the Silver Moon, Alagard, has bee tasked with finding, and rescuing the errant sorcerer from his recent foray into the troll ruin. Alagard, wishing to know more before he sets out, performs a number of auguries, using his favorite method. He places his ritually prepared rowan wood and Olibanum into the brazier he crafted for the purpose, lights the flame with a careful application of the fire spell, so as not to corrupt the items with his touch or unclean fire. Then he casts Augury 3 successfully, choosing to ask 2 questions and to extend the time augered by 1 levels [from 15 minutes to 1 hour on thee duration track]. Now he may begin asking questions of the Aether [GM], who will secretly roll Alagard's Sorcery skill, modified by +15% for his ritually prepared items.

Alagard has thought carefully about these and first asks 'Is Sangor in danger?' Immediately, the flames flare up, releasing a great gout of black smoke along with a sulphurous stench. Alagard interprets this as a 'yes' response. Since Alagard knows that Sangor intended to venture into the ruins south of town, his second question is more precise, 'Is Sangor underground?' Another gout of flame and smoke.

Alagard puts out the ritual flame, grabs his gear and rushes out, reasonably secure in the knowledge that Sangor will be in trouble and underground within the next hour.

Break/ Repair [Earth, Disorder, Stasis]   Range – Touch   POW Check – No **[?]**
Cost to Learn – 500L
Magnitude - Variable
Time to Cast - 1 Action
Duration – Instant / [10 rounds]

This reversible spell may be used to break or weaken an item or object, or repair damage that one has suffered. By attacking the very substance of an item, Break can weaken or destroy it. Each rank of the spell devoted to potency does 1d6 points of damage to an item's HP, ignoring Armor Points. If the total HP of the item is equaled or exceeded, it is destroyed. If not it is weakened, and may be destroyed by other stresses, such as more damage, or even normal use in some cases. Destruction is permanent, though it may be repaired magically or otherwise, but a weakened item remains so for a base period of 10 rounds [which may be extended if the sorcerer devotes ranks to duration]. If an item is the subject of more than a single Break spell, only the highest level Break will weaken it. Other weakening attempts will not do further Hit Point damage unless they are of higher level than the one currently affecting the item.

　　　Break may affect held items or weapons, but a POW vs. POW success is required in such a case. Magical Items may be affected but their AP, Magical bonuses, and possibly their own POW, must be overcome before applying any damage to the HP of the magical item. Items benefiting from temporary enhancements [such as Bladesharp or Sharpen, may count their numerical bonus as AP against Break.

　　　Repair instantly restores 1d6 hit points [or Armor Points] per level to an item or substance. Thus one could repair a sword, a statue, an armor strap, etc. In fact, regular use of repair is almost essential to maintain armor and weapons in good working order. Most people who are not sorcerers make do with the a trip to the armorer.

　　　If repaired, a magical item that was destroyed, does not regain any magic it possessed.

　　　Levels of the spell may be used to increase the range from Touch. Duration may also be increased if the intent is to keep an object weakened for a longer period.

Butterfingers [Man, Disorder]   Range – 1 Yard per POW   POW check - Yes
Magnitude - 1
Cost to Learn - 500L
Casting Time 1 Action
Duration 10 Melee Rounds
The caster must overcome the POW of the target creature. If successful, the target drops

whatever it was holding in one hand. For the duration of the spell, the target must roll to overcome the caster's POW in order to successfully draw, pick or hold anything in that hand. If the target succeeds in overcoming the caster's POW, the spell is broken.

In addition to the above, the target of this spell suffers a -20% penalty on Athletics skill checks.

Levels may be spent to increase Range or Duration.

Chaos Blast [Chaos]   Range – 30 yards   POW Check - Yes
Cost to Learn – 500L
Magnitude - Variable
Time to Cast - 1 Action
Duration – Instant

You summon a writhing ball of purest chaos and project it toward a single target in range. Roll your Sorcery skill as your 'to hit' chance, reduced by the target's Defense. The Chaos Blast does 1d6 of damage per rank of magnitude devoted to damage, and also immediately makes a POW Attack against the target's POW. If it fails, there is no further effect. If it succeeds, compare the margin of success [the number by which the POW attack as successful] on the table below for further effect.

Chaos Blast effects:
- 1-20: Stunned - Lose 1d4 Turns
- 21-30: Knockback – Does 8+1d8 Knockback per Rank (resisted by SIZ) hurling the target 1 yard away from the caster per point by which the knockback exceeds SIZ. Roll DEX x3 to remain standing or to stop the progress of the knockback at some obstruction, or before a ledge, etc.
- 31-50: Touched by Chaos – Random Chaotic Feature, Temporary [A hero may spend Hero Points to roll POWx the # of Hero Points spent to banish the Chaos Feature].
- 50 or more: Mark of Chaos – Random Chaos Feature, Permanent [A hero may spend Hero Points to roll POWx the # of Hero Points spent to banish the Chaos Feature]. The subject also is branded with the horned circle of chaos.

The chaos blast has no effect on chaotic creatures, but will affect members of chaos who are not yet chaotic. Some cults consider it a terrible blessing by their masters to be subjected to repeated chaos blasts until they are Marked.

Given the revulsion with which chaos is viewed by most Gloranthans, only those truly devoted to chaos, or the absolutely power-mad would risk tainting their souls with knowledge of this spell. However, the power-mad are not under-represented among the ranks of sorcerers. And of course there will always be those who embrace chaos and seek its promulgation.

Levels may be spent to increase Range.

Dehydrate Gorp [Water]   Range – 10 Yard   POW Check – Yes
Cost to Learn – 500L
Magnitude - Variable

Time to Cast - 1 Action
Duration – Instant

Gorps are a considered a plague of chaos and a corruption of the element of water. Thus many sorcerers are happy to learn this spell so that they can destroy these abominations with relative ease. On a successful POW vs. POW check, each rank of the spell devoted to damage does 1d10 damage to a gorp. If the creature could normally regenerate this damage, it cannot. A useful but unexpected benefit of this spell is that it does 1d8 per rank damage to Dragon Snails, water elementals, and other creatures partaking of the water rune in a fundamental way, and does 1d4 damage per rank to any other creature that is composed, at least in part, of water.

Additional ranks may be used to extend the range of the spell.

Draconic Ascent [Dragon]   **Range** – self   POW Check – No
Cost to Learn – 1000 Lunars
Magnitude - Variable
Duration – 10 Rounds

This draconic spell causes the caster to grow draconic scales and grants the power of flight. Each level increases the caster's Armor Points to increase by 1 and grants her a flight speed by 5. If the caster is capable of flight naturally, this increases her natural flight speed. Otherwise, level 1 grants Move 5 flight, and further levels increase it by 5.

Additional levels can be used to increase the duration as normal on the duration track.

Example

Skyrnir, a gryphon, has recently joined the Vermis Custodes, a cabal of sorcerers who are devoted to unlocking the mysteries of the Empire of the Wyrms' Friends. As an incentive to recruit this powerful new ally, the cabal offered him free instruction in 3 levels of Draconic Ascent, a spell that is almost unknown outside of the VC. Under the effects of the spell, for 10 Rounds, Skyrnir can fly at the impressive speed of 27 [Fly speed 12, +15 for level 3], and his Armour Points go from 4 to 7 as his feathers and fur take on a shimmering scaly look.

Hammerhand [Earth]   Range – Self   POW Check – No
Cost to Learn – 500L
Magnitude – Variable
Time to cast – 1 Action
Duration – 1 Melee Round

You transform one of your hands into a powerful weapon imbued with Earth magic. Your normal damage for such an attack becomes 1d8 [plus any damage bonus], with 1d6+8 Knockback and granting access to the *Sunder* and *Stun* special Maneuvers. Additional levels of this spell increase your damage by +1, and do +1D6 of Knockback to your target. Knockback does no damage, but the target must resist the rolled Knockback with their SIZ as a free action or be pushed back 1 Yard per point of difference between your Knockback and their SIZ, If the Knockback is equal to, or lower than the target's SIZ, they fall down in place. Your Hammerhand takes no damage from whatever it strikes.

However, if you parry with the Hammerhand, or are struck on that limb, you suffer damage normally.

You may use additional levels of this spell to extend the duration on the Duration Track. While you have Hammerhand cast, you cannot cast spells with any other elemental Runic associations.

Example

Sivastri, with Hammerhand 4, could spend 3 levels of her spell on enhancing her damage and Knockback, for 1d8+3 damage and 3d6+8 Knockback, and her fourth level to extend the spell to 10 Melee Rounds. Sivastri hopes she will not need to cast Fire/ Frost or Conjure/ Dismiss Sylph, because she would need to dismiss Hammerhand to do so.

Scent [Beast]   Range – Self   POW Check – No
Cost to Learn – 500L
Magnitude – Variable
Time to cast – 1 Action
Duration – 15 Minutes

You gain the ability to detect via scent and discern between them, even tracking by spoor. For the duration of the spell, you gain the skill Tracking (at your starting percentage) if you do not already have it. Your olfactory acuity allows you a 10% bonus to the skill per rank. Whether you possess Tracking normally, or only through this spell, you can learn to employ it better through experience.

You may use additional levels to extend the duration on the Duration Track.

Silence / Stifle [Air, Man]   Range – touch   POW check - Yes?
Cost to Learn – 500L
Magnitude – Variable
Duration - 1 Round

One target is subject to absolute silence for a single round, including the ability to speak.

When cast upon allies, the spell is called Silence. Listen checks to detect an affected target are at -10% per level.

The sorcerer may instead cast the Stifle version of the spell upon an unwilling target, such as a spellcaster, with a POW vs. POW check. Stifle dampens the volume of the affected target's speech, imposing a penalty of -10% per rank on Influence, Sorcery spellcasting checks, Language checks to speak, etc.

Additional levels may silence or stifle additional targets, add a range of 10 yards per level, or may extend the duration according to the duration track. A single casting of the spell may Silence or Stifle, but not both.

Example

Sangor knows he is unlikely to evade trollkin with his miserable stealth skills, so he takes a moment to cast Silence 3 upon himself, extending it by 2 POW to last 5 minutes. He

Power Pool [Water]   Range – Touch   POW Check – No

Cost to Learn – 500L
Magnitude – Variable
Time to cast – 10 Rounds
Duration – 4 Hours

You can cast and store temporary POW in a ritually prepared pool of water. You spend 10 rounds in a ritual of your devising, then expend your POW into the pool. You can expend up to 5 POW per point of Magnitude you possess. Each POW you store in the pool adds 1 POW to the Pool. At another time, within the duration of the spell, you, or another that aided in the ritual, may withdraw a number of POW equal to their Manipulation Limit from the Power Pool. This POW will restore lost Temporary POW, or may be used for spellcasting. Once withdrawn from the Power Pool, it must be used within their Manipulation Limit in Rounds or be lost. This spell is of great use for ritual magic or other purposes for which a great deal of POWer must be accessed. It is also popular with sorcerer cabals, or those who have apprentices, since one may cast into the Power Pool and another can withdraw.

      Levels may be spent to increase Duration.

Example

Sivastri has Power Pool 3, learned from her master. Called to aid him in a great working, she ritually prepares a bowl of water before casting her spell, throwing 10 POW into the bowl, and extending the duration to 8 hours. After resting for a few hours, her POW has returned to full, and she can use it and the 10-point Power Pool to aid her master.

Speed/ Slow [Man]   Range – touch   POW check - Yes?

Cost to Learn – 500L
Magnitude – Variable
Duration - 10 Rounds

As the beneficial Speed, one target's Movement rate is increased by 2 per level. As Slow, the caster must overcome the target's POW to reduce its Movement by 2 per level.

      Additional levels may be spent to extend Range, or add a range of 10 yards per level, or may extend the duration according to the duration track.

Storm Shield [Air]   Range – Self   POW Check – No

Cost to Learn – 500L
Magnitude - Variable

Duration – 10 Melee Rounds

Summon a buffeting wind that surrounds you, pushing back nearby foes and warding you against attack. Each level of this spell does 1D6 of Knockback to anyone within 1 yard of you. Knockback does no damage, but the target must resist the Knockback with their SIZ as a free action or be pushed back 1d6 yards, or fall prone in their current location [target's choice]. In addition, incoming melee or missile attacks are reduced by 5% per level.

      Levels may be spent to increase Duration.

Undead Swarm [Undeath]

Range – 10 Yards   POW Check – No

Cost to Learn – 1000L
Magnitude – Variable
Time to cast – 2 Actions
Duration – 10 Rounds

You imbue the husks of nearby vermin [rats, bats, insects, etc] with a semblance of life, creating minor undead that act as a swarm of creatures under the caster's control. You must have access to sufficient raw materials for your spell to take effect. An undead swarm has 1d10 HP and SIZ per level, can move at a rate of 6, either flying or scuttling as appropriate to the type of creature if which it is composed. It has a defense of 10% per level of the spell, and can only be damaged by attacks that can affect an area (which includes the attack of a salamander or sylph), which may also affect the target of the swarm.

      The swarm attacks HP vs. POW against a single opponent. If it succeeds, the target is distracted by the crawling and biting, which do 1d3 damage to 1d3 locations that round [ignoring armor], and cause the target to lose its next Action.

Example

While exploring a crypt in search of new necromantic lore, Helgar notices that the floor is littered with the husks of hundreds of tomb beetles. He casts his Undead Swarm 4, raising 2d10 HP and SIZ worth of undead beetles to do his bidding, extending the spell for 1 hour. The skittering horde follows him as he delves deeper.