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## SPELL DESIGN

The spells provided in this book are just samples of what are capable with this magic system. Those who use magic tend to develop their own spells to aid them in their individual endeavors. These unique spells are often the deciding factor in success or failure, life or death of an adventuring mage. For this reason this section is included.

Two things are needed to create a spell, the first being the proper material to cast the spell. The second is time, and lots of it.

For the most part spell creation on the part of the character is trial and error, for the player it is simply sitting down with these rules and designing the spell to do what they want, and getting the result approved by the GM.

Several factors are involved in the creation (or conversion) of a spell; size, range, power and duration. Each of these are described in more detail below.

**Size** handles the target or targets, effects, area affected by a casting of the spell.

**Range** indicates how far the spell can reach. It's the maximum distance from the caster that the spell can actually affect.

**Power** describes the spells effects when cast. What it dose as opposed to who it dose it too and from how far away. If the spell has multiply effects then each is figured in to find the overall cost.

**Duration** is how long the spell's effects will last.

Each section has a number of parts, all of which are added together to obtain the section's total. The CT of the spell is figured using the following formula:

$$\frac{\begin{array}{l} \text{(Total Size X Total Range)} \\ + \text{(Total Power X Total Duration)} \end{array}}{\text{SPELL CREATION POINTS (SC)}}$$

Remember when calculating the cost of a spell to include all factors that apply to it.

**SIZE**

The first thing to decide is the spell's size. How many people or things can it effect, its area and the like.

The first thing is to decide if it affects an individual target, multiple targets or an area. Also dose it affect something that is already present or dose it summon something form elsewhere.

**TARGET OR EFFECT**

Target or effect is used if the spell only works on individual or multiple individual targets, or has an effect. For example the spell Wall of Razors is designed to hurl metal blades, so it uses the target or effect.

Cost is determined based on the largest thing that may be affected by the spell. The caster always has the option of casting it at a smaller target, but not larger things. The effect will always manifest as it is described in the spell. The mage who designed Wall of Razors to hurl daggers, but he could also use it to fling arrow heads, but not swords.

**Target and Effect Size Costs**

Target or Effective Size	Cost
Energy only	2
Fine (fly)	2
Diminutive (toad)	2
Tiny (cat)	2
Small (human child)	3
Medium (human)	4
Large (horse)	5
Huge (giant)	6
Gargantuan (dragon)	7
Colossal (fort)	8
Massive (castle)	10

**Note:** Direct damage spells and compulsion spells are counted as energy only. All other spells must pay for one of the targets or effects listed.

**Special Note:** Some spells allow the summoning or creation of constructs, elementals, undead and outsiders. In these cases the individual targets size determines the maximum size of the creature.

**SPECIAL TARGET OR EFFECT COSTS****Target may have specific inclusions:**

This only allows the spell to affect a specified target in its size and elemental range. For example a spell might affect only the iron in a lock, or it could only work on the wooden sides of the chest. The inclusion may be changed each time the spell is cast, so the inclusion that affect the lock one round could then affect the gold inside the chest the second.

Cost: +3

**Target has a particular specific nature:**

These spells can affect only a specific type of target within its size and element range. For example a spell that only affects only a specific race, cannot be used effectively against anything not of that race.

Cost: -1

**Multiple Individual Targets:**

If a spell has multiple targets then the cost of the first is normal and each additional target costs another +1. For example if the spell affects a dozen tiny

creatures, as swarm of rats, cost 13 points, 2 for the first target, and 11 for the rest.

Cost: +1 per additional target

**Effect is a ray:**

The spell is a ray and may be aimed by the caster as if they were using a ranged weapon, or a ranged touch attack. Duration for these spells is how long the effects last, not the ray itself. Individual targets are the only ones that can be affected using a ray spell.

Cost: -1

**Effect is a spread:**

Spread effects emanate from a point of origin and expand towards their maximum size. Casters or these spells must chose and be able to see that point, but do not have to have line of effect to all parts of the affected area.

Cost: +2

**AREA OR EFFECT SIZE**

Some spells affect areas, instead of individual targets. The mage selects the place where the spell takes effect but not what is affected by the spell once activated. At times a spell will describe a specially defined area, or it will only affect certain items or individuals within the area of effect. The cost below are used not only for the size of the spells area, but also for the size of the spells effect. (Target or Effect above).

**Area or Effect Size Costs**

Area or Effect Size	Cost
2 ft. radius sphere	3
5 ft. radius sphere	5
10 ft. radius sphere	7
20 ft. radius sphere	9
50 ft. radius sphere	11
100 ft. radius sphere	13
200 ft. radius sphere	15
400 ft. radius sphere	17

**SPECIAL AREA OR EFFECT COSTS****Area or Effect is a cube:**

The spell manifests itself as a cube, with the sides being twice as long as the purchased radius.

Cost: +1

**Area or Effect may have "holes" or exclusions:**

The spell may have holes, or voids where the spell doesn't take effect. These may be reset each time the spell is activated. For example the mage may create a fireball that will leave his allies unharmed, or leave all warded areas alone.

Cost: +3

**Area or Effect is planar (not a volume):**

The area effect of this spell manifests itself as a horizontal sheet in the shape of a circle, or square if the modifier for a cube was taken. As a side note they have no perceivable depth, which makes then slightly harder to spot from the side.

Cost: -1

**Spell Area or Effect is shapeable (S):**

The caster may alter the shape of the spell's area or effect. First the spells area or effect must be modified into a cube, it is then given as 10 foot cubes to make it

easier to model irregular shapes. The modified area or effect must be connected into one complete form.

Cost: +1

**Spell is a boundary effect:**

This spell created a boundary rather than filling in the area. This may not be altered from casting to casting. Objects or creatures inside or outside do not suffer the spells effects unless they attempt to cross the boundary.

Cost: -2

**Area is a fixed line:**

This creates a spell effect that is a 2 foot by 2 foot line with a total length three times the radius of the area purchased. Anything struck along its length is affected by the spell.

Cost: -1

**Area is a burst or emanation:**

A burst spell erupts from a point selected by the mage, affecting everything in its area. They may be used only for instantaneous duration spells. Emanations are similar in that they originate from a point chosen by the mage and spreads out to effect targets in the area for the duration of the spell.

Cost: -1

**Area is a cone:**

A cone spreads out from the caster and widens as it extends. The radius purchased is the cone's maximum range and the spells width at its farthest end.

Cost: -1

**Area is a cylinder:**

The mage chooses a center point from which the spells effect takes place. Then a horizontal circle forms around that point and the spell shoots either up, or down to fill the cylinder. It's height is 6 times the radius. For example, if a cylinder's has a 5-foot radius, then its height is 30 feet.

Cost: +1

**Area is a spread:**

Spread effects move out a given distance in all directions, even turning corners.

Cost: +2

**Multiple Effects**

If the spell has multiple effects or affects, use only the most expensive area cost to determine the spell's SC. For example a spell that has two different effects on an area, diametric area that causes damage, and a boundary effect that prevents movement into or out of the area, they would only pay once, using the more expensive modifier.

**INDIVIDUAL TARGET WITHIN TILE AREA OF EFFECT**

At times a spell may require an individual target modifier in addition to an area or effect component. When a spell does damage over an area all that needs to be purchased is an area. If the spell lets the mage move an object within that area then the spell needs to have an individual target modifier to determine the size of the object effected. For example, if the mage created a spell that let him move particular objects of up to medium size, then the spell would have to have the medium size individual target modifier.

**CHANGING THE SIZE OF A TARGET OR AREA OF EFFECT**

If the spell alters it size or the size of the target then the difference between the base size of the creature and the new size has to be paid. So if a spell is designed to shrink a medium sized creature to a small one then it adds a +1 to the cost of the spell. The +4 for a medium target minus the +3 for small leaves a +1.

If the spell increases the targets size from medium to large then the cost would also be a +1.

**SCRYING SPELLS**

A special note needs to be made on scrying spells. They do not work beyond their individual target or area. A spell with an individual target modifier will relay information about the specific target only. If cast on a person it would reveal what the person is saying or doing, but would not give any information anything of their surroundings.

Spells with an area component work differently. They will relay information from anywhere inside their area. So a spell that contains a room would reveal everyone and everything inside it. The mage could then focus on different people, or conversations within.

**RANGE**

Range is an indication of how far from the mage the spell reaches. Its range is the maximum distance that the spell's effects can occur, and also the farthest distance that the mage can designate the spell's point of origin.

Standard Range Costs	
Range	Cost
Personal	1
Touch	2
Close (25 ft. + 5 ft./2 caster levels)	3
Medium (100 ft. + 10 ft./caster level)	4
Long (400 ft. + 40 ft./caster level)	5
Sight	6

Also all spells must have at least one of the three following range components.

**Static and may not be moved:**

Once the target or location is chosen and the spell cast the effects cannot move. If it is cast on a target and it moves from the area of the spell it automatically fails.

Cost: -1

**Attached and moves with target:**

Spells of this manner are tied to a particular target when cast, and moves with it. This modifier usually applies to non-damaging spells, or spells that are normally cast on willing subjects.

Cost: +0

**Directed or affects unwilling targets:**

If the spell does damage to, or otherwise affects an unwilling target it must have this modifier. Any spell that causes damage to an unwilling target is directed, even when the spell's area may not move, likewise one that would normally be attached but acts against an unwilling target.

Cost: +1

**SPECIAL RANGE COSTS****Special range enhancement:**

This is exclusively used for spells that have a finite size, but whose effects can passively extend beyond it. An illusion cast into an open area with this modifier would allow it to be seen by everyone as opposed to a standard one that can only be seen by the individual it's cast on.

An example would be an invisibility spell. It would have a special range modifier that would affect anyone who looked at the subject, but the target of the spell would be the subject to be made invisible.

Damaging spells cannot have this modifier.

Cost: +3

**Range based on perceptual viewpoint:**

This spell's range is centered on the caster's perceived viewpoint, not the mage himself. An example is a spell that would allow a mage to scry into an area, then create a fireball within close range of the area that is being scryed on. It does not have any effect on spells that scry through time.

Cost: +3

**Range limited by mundane device and/or skill:**

If a spell needs a mundane device or skill to project the spell to its maximum range then it would need this modifier. If the range were long (400 ft. + 40 ft./level)

then they would have to have a loaded longbow or crossbow as a focus for the spell.

Cost: -1

**Split range casting:**

Spells that are initially cast as touch, but have a close range of larger effect use this modifier. An example would be if a mage must first touch the target of a communication spell, and it extends over a long distance. Since both costs are included in calculating the spell, this modifier is applied to the total. The final cost cannot be less than what touch alone would cost.

Cost: -3

**EXTRAORDINARY RANGE COSTS**

There are two types of spells that have ranges beyond visual sight, communication and scrying.

Communication spells operate over extremely long distances and penetrate normal barriers like, walls. Some spells can even penetrate the barrier of death.

Scrying spells also defeat the normal limits of sight and can be used to look in on someone half a world away. They can also be used to reach beyond the confines of the mundane world as well and scry into the past or future.

Standard and extraordinary ranges can be combined in a single spell. One that divines the past of an object the mage holds in their hand would use the ranges of touch and scrying and use the split range modifier.

Any other modifiers to the special effects of conventional ranged spells also apply to spells with extraordinary range. So a spell could still be limited by the need for a mundane device, or a spell's range could still be based on the mage's perceptual viewpoint. All the costs for a spell should be applied.

Extraordinary Range Cost	
Range	Cost
Beyond sight	5
Beyond barrier	5
Scrying the present	2
Scrying a week into the past	3
Scrying a month into the past	4
Scrying a year into the past	6
Scrying a decade into the past	8
Scrying a century into the past	10
Scrying a millennium into the past	20
Scrying a week into the future	6
Scrying a month into the future	8
Scrying a year into the future	12
Scrying a decade into the future	16
Scrying a century into the future	20
Scrying a millennium into the future	40

The spell's target size or area determines the reach of a spell past its mundane target. For example a spell used for scrying an area that is 10 feet in diameter so that the mage can see what is going on would have a view of a 10-foot area. If the target was a particular object's past then the spell would show only that object in the past.

Viewing the past is strictly one-way; information can only be received. The mage cannot send information back into the past, or do anything else to alter events.

## POWERS

Size and range may form the framework of a spell, but the true heart of any magic is what it does when cast, the powers of the spell. These powers define a spell and its usefulness; they are also the most expensive part of the spell's cost.

The main pitfall to designing spells is the temptations to try and have the spell do too much. Spells like that often end up being nearly impossible to cast, and have a chance of doing serious harm to the caster.

A spell can be designed to have multiple effects and do several things simultaneously. Each power has its own inherent advantage and limit, and individual enhancements or limiters can further alter them. The following section provides a more detailed description of the various powers.

### INFORM POWERS

The inform category of powers invoke or receive some form of information, whether it is a spoken word or phrase, a touch, taste or smell. The powers allow a caster to send this information to the spell's target. These spells may also allow the mage to open a line of communication between themselves and this target.

If the spell is meant to aid the caster in receiving the information, then the caster is considered to be the target of the spell, and must count themselves as such when determining the cost. So if a spell is to initiate two-way communication then both the sender and receiver would count as targets and the cost must indicate this. If the spell has two people as well as the caster then three targets would need to be paid for.

If a spell allows the caster to speak to all of the animals within a given area, then the spell uses a split range that must have both individual targets size and are costs.

Inform spells cannot normally pry into the minds of others without them knowing. Spells can allow the caster and target to communicate without speaking, but these thoughts are consciously transmitted through the spell. The mage can use inform spells to learn things mentally about people, provided that they know the right questions to ask, and the target allows them into their mind. In these cases the mage has a limited view into the thoughts of a person, (those thoughts the target allows them access to) or they may ask specific questions that can be answered with a "yes", "no", or "maybe".

For instance, Morana had recently overheard a conversation where the plans of an ambush were being discussed, but could not remember the names mentioned. A mage could help her relive the conversation in hopes of ferreting out the traitor.

#### **Receive one sense:**

With this the caster or another target of the spell can receive information through one sense. The information can be either a sensory impression (granting an ability like dark vision), or abstract information (like composition of a potion). These spells can also be used as a substitute for missing senses, like allowing the blind to see. They can even provide information from

something that cannot be sensed or understood, such as "seeing" magic, or understanding the speech of animals.

Base Cost: 3

### SPECIAL INFORM POWER COSTS

#### **Each additional sense:**

The basic inform power allows for one of the five senses to be used. This modifier allows the spell to receive an additional sense, and can be purchased multiple times, once for each additional sense wanted. All senses to be created by the spell must be designated when the spell is created and cannot be altered.

Cost: +1

#### **Send instead of receive:**

Mages often find projecting information is easier than receiving it. Spells that only send information is less expensive to create than an equivalent one that receives. This modifier provides no indication that the information has been successfully received.

Cost: -1

#### **Send and receive:**

This modifies the spell to act as a two-way information conduit. The target does not have to use the same magical connection. So long as the spell's duration is in effect communication may happen at any time.

Cost: +1

#### **Target is an inanimate object:**

Spells to reveal emotional imprints or the past deeds committed in the presence of an inanimate object use this power. Information can also be learned from a non-living target, even if it was once living. Spells to communicate with undead use this as well.

Cost: +1

#### **Very Specific target:**

The spell is designed to locate in on someone or something that the mage is familiar with. It cannot be used on a target the mage has only heard of or knows by reputation. It will also not work on any other target except that specific one. For instance a spell designed to locate the sword Morcrist would only be able to find that sword. If the spell were attempted to look for another blade it would fail.

Cost: +1

#### **Specific type of living target:**

Similar to the above power, except the spell works on types of living targets. Examples would be aberrations, animals, daemons, elementals, fey, humanoids, plants, etc... Spells affecting only certain species would use a separate modifier.

Cost: +2

#### **General living target:**

This power allows the spell to be cast on any living being. For example, spells that affect any animal within a target area would use this modifier.

Spells that enhance a natural sense such as sight, or hearing use this modifier as well to determine the cost. It allows the caster to use the heightened awareness of the modified sense, so a spell giving them better vision permits them to see more clearly, not just see other living beings more clearly.

Cost: +3

**Target type modifier:**

This modifier makes a target type more specific, as long as it does not duplicate an effect with a lower cost. It can be used to specify the cost of the “specific type of living target” modifier to a single race instead of humanoid. A “general living target” could be made to affect only land mammals instead of mammals in general.

Cost: -1

**Information can be recorded:**

The information gained by the spell may be recorded for later use. This ability to record ends when the spell’s duration expires. The information may be replayed by simply recasting the spell and specifying what is to be replayed.

Cost: +2

**Negate a sense:**

A sense may be negated as well as enhanced allowing a mage to remove a targets sight or hearing, dulling touch or any other sense they may have.

Cost: +3

**NOTES ABOUT INFORM POWERS**

Inform spells are very specific in the information they provide. If a spell allows the mage to know what the owner of an item looks like it will only provide an image. If they wish to know their name or any other information the spell must be created with that intent in mind.

**SUMMONING AND CALLING POWERS**

In the case of spells that allow for the summoning or creation of creatures, use the CR of the target to determine the cost to the spell. For every CR of the creature it adds a +2 to the SD of the spell.

For the most part these spells use the same modifiers as the compel powers, since their purposes are similar.

If the materials for the construct must be created, or the creature needed must be summoned from somewhere else, then these powers must be purchased separately for the spell.

**COMPEL POWERS**

Compel powers are ones that create illusions, magical suggestions, compulsions, beguilements and possessions. If inform and compel powers are combined then the spell is capable of intrusive telepathy, allowing the mage to search out secrets of their target and reveal the truth of their statements.

**Coerce or beguile one target:**

This allows the mage to force the spell’s target to do or act in a way that is in keeping with the mage’s wishes. Compel powers that force a free willed target to perform an action or attempts to fool them, such as illusions, must have a defined Will save.

Base Cost: 2

**Saving Throw Difficulty Class:**

All spells that have compel powers must also have a will save. The DC of the save is chosen during creation. See the chart below for individual costs.

Will Save	Saving Throw DC	Cost
Caster level		-5
5 + caster level		-2
10 + caster level		+0
15 + caster level		+2
20 + caster level		+5
25 + caster level		+8
30 + caster level		+10

**Target is not alive:**

This modifier is used to compel undead or constructs.

Cost: +1

**Very Specific target:**

The spell is designed to affect someone or something that the mage is familiar with. It cannot be used on a target the mage has only heard of or knows by reputation. It will also not work on any other target except that specific one.

Cost: +1

**Specific type of living target:**

Similar to the above power, except the spell works on types of living targets. Examples would be aberrations, animals, deamons, elementals, fey, humanoids, plants, etc... Spells affecting only certain species would use a separate modifier.

Cost: +2

**General living target:**

This power allows the spell to be cast on any living being. For example, spells that affect any animal within a target area would use this modifier.

Cost: +3

**Target type modifier:**

This modifier makes a target type more specific, as long as it does not duplicate an effect with a lower cost. It can be used to specify the cost of the “specific type of living target” modifier to a single race instead of humanoid. A “general living target” could be made to affect only land mammals instead of mammals in general.

Cost: -1

#### **Curse:**

This allows the spell to be created in such a way that its effects will lie dormant until triggered. The most common trigger is proximity to another object, like a spell that causes all animals within a certain area to be hostile to the target. Every time the effect is triggered the target may make a saving throw to avoid the effects. Designers often include methods for breaking the curse, but it is not a mandatory part of the spell. They only last as long as the duration that was purchased during construction, and may also be dispelled like any other spell.

Cost: +2

#### **Suggestions or emotional appeals only:**

This serves as a prompt or motivation that will be readily accepted by the target without question. It cannot compel a target into acting in a manner inconsistent with their own traits or past behavior. Attempts to do so will alert the victim of the spell and allow them a Will save with a +4 circumstance bonus. Good judgment should be used with these spells.

Cost: -2

#### **Fixed specific emotion, suggestion, or illusion:**

The spell is limited to causing a specific suggestion, emotional appeal or illusion. For instance a spell that causes an illusion of a plain wooden door every time it was cast, or one that only makes the target angry. Even though the spell can make a target feel in a particular manner it cannot be used to give any specific orders. A spell that made them lonely could compel them to seek out some form of company, but the mage would have no influence on what type.

Cost: -3

#### **Low complexity compel or illusions affecting one sense:**

This creates a suggestion, emotion or illusion that is simple and straightforward. The target could be made to perform a free action or feel a basic emotion such as anger or despair. Only one sense can be affected by illusions using this modifier, like invisibility. Compel powers with this modifier can never have a Will save DC of more than 15 + caster level.

Cost: -1

#### **Average complexity compel and illusions affecting two senses:**

Targets of spells with this modifier can be made to perform standard actions like attacking, or to feel a range of emotions or an emotion that is qualified, such as hating the people of a specific city. These illusions are also a bit more inclusive, affection two senses, like an invisibility spell that also dampens the sounds made by the target. The maximum Will save DC a compel spell of this level also goes up to 20 + caster level.

Cost: +0

#### **High complexity compel and illusions affecting three senses:**

At this level the spell can force a target to perform full round actions like running. It could also be used to create complex emotions with underlying reasons, even if those reasons are false. An example would be if the spell urges the target to attack someone because they were part of the mob that killed their family. Illusions of this nature now affect three senses. The invisibility spell would cancel all sounds by the target and now would mask their scent. Compulsions can have a Will save DC of up to 25 + caster level.

Cost: +1

#### **Very high complexity compel and all sense illusion:**

This level of compulsion now allows the most detailed effects possible. It allows for a complete and realistic manipulation of the target, including causing the most complex and subtle of emotional behaviors and responses. It could compel the target to perform a series of complex actions to reach their target and take on a foe he has no chance of defeating.

Illusions now affect all the targets senses. A spell could create an the illusion of an approaching rider and it would be complete with the sound of hooves, the smell of the animal, and the faint shaking of the ground.

Compulsions can now have a Will save of a DC 30 + caster level.

Cost: +2

#### **NOTES ABOUT COMPEL POWERS**

Compel spells are still limited by size, and cannot affect anything larger than what is specified by the spells description. For example if the spell is designed to be cast on a human, then it would have to have the Medium-size or larger individual target modifier to work. If the compel effect is to be used on targets inside and area then the mage must make sure that they are actually within the area. Illusions that affect all viewers must have a size appropriate to the object or scene it portrays. For example an illusion that depicts a horse and rider must have a Large individual target modifier.

When combined with inform powers, compel powers allow the caster to pry information from an unwilling target. The caster may ask as many questions as the duration or other limits of the spell permit. Targets of such spells are allowed a Will save with each new question. If they are unable to resist the spell's compulsion they must answer that question. Unless specifically designed to do so these spells will not circumvent barriers to communication like differences in language or physical handicaps like deafness. They are not compelled to finish their answer if the spell's duration expires during questioning, and the spell's hold is also broken once a successful save is made.

**MOVEMENT POWERS**

Powers that bestow movement of objects that do not otherwise have the innate ability, or that can enhance the movement of a being are governed by this category of power.

Cost is based on the speed of movement given to an inanimate object or the multiplier added to that of a living creature.

Inanimate objects that are granted movement can move at the speed given by the spell or slower. If a spell gives a table the maximum speed of 60 feet, then it can also shuffle along a 30 feet.

The multiplier is designed to affect targets that can already move on their own and may be used both to speed up and slow down the target. A man can run at a rate of 30 feet so a spell that multiplied it by 2 would allow them to move at 60 feet. If it instead slowed a character by the same amount they would only be able to move 15 feet. Speed manipulated in this manner does not affect any other game mechanics like initiative, AC, attack bonuses, etc...

<b>Movement Power Costs</b>			
<b>Speed</b>	<b>Movement Multiplier</b>	<b>Damage Bonus</b>	<b>Cost</b>
Walk (30 ft.)	Normal (Speed x 1)	/	2
Hustle (60 ft.)	(Speed x 2)	/	4
Run (90 ft.)	(Speed x 3)	+0d6	5
Sprint (120 ft.)	(Speed x 4)	+1d6	6
Gallop (180 ft.)	(Speed x 6)	+2d6	7
Dash (300 ft.)	(Speed x 10)	+3d6	8
Flash (600 ft.)	(Speed x 20)	+4d6	10

Movement effects can give the spell's target the ability to either cause damage, or if it already did, increase it when the target strikes an object. It causes 1D6 for each 25 pound of weight it has, but must be hurled by a spell with at least +0D6 strength. Higher speeds will give the target an increased potential damage. For instance a boulder that weighs 100 pounds is hurled at a dash by a spell. It would cause 7D6 of damage, 4D6 for its weight, and an additional 3D6 for its speed.

If an object weighs less than 1 pound it does not have a base damage die, instead they cause damage equal to the speed modifier they are subjected to. A pebble hurled at flash speed would cause 4D6 points of damage. Regardless of size or speed an object can never do more than 20D6 points of damage.

**SPECIAL MOVEMENT POWER COSTS****Affects natural movement:**

This effect enhances or impairs the target's ability to naturally move. It cannot effect an object that cannot move under its own power, such as items moved by other movement spells.

Cost: -1

**Conveys a special movement ability:**

This allows movement that would not normally be permitted to an object. It can range from giving a human the ability to fly all the way to keeping a castle afloat in the air. An inanimate object that flies has two

special abilities, being able to levitate and the movement itself.

Cost: +1

**Requires a mundane focus:**

For a spell limited in this manner to work it requires a mundane object to act as a focus. A mage may need the feather of an eagle to cast a fly spell. The mage is still the target, but the eagle feather allows the spell to function.

Cost: -2

**Mundane object is animated:**

With this a spell conveys an unnatural range of flexibility or motion on an object that allows it to do more than hover or fly. A statue can be made to run, lift and grab. When the spell wears off the object returns to normal, unless otherwise noted.

Cost: +2

**Mundane object is limited by its form:**

Under this a magically animated object is still limited by the reality of its form. A statue could not use the modifier with its inflexible joints, while a marionette with its articulated joints would.

Cost: +1

**Movement is a limited subset of possibilities:**

This reduces the complexity of the movement, such as when a spell is designed to push a wagon. It simply pushes, leaving the steering to the driver. Likewise a spell that lightens a pack only needs to levitate it slightly.

Cost: -1

**Mundane object is moved:**

With this an inanimate object is simply moved from one place to another. The spell may carry, drag, or throw the object to get it to the desired location.

Cost: +0

**NOTES ABOUT TRANSPORT EFFECTS**

Normally an animated object has no intelligence and can't act on its own, so the mage must remain to control it. The object must be granted intelligence to function on its own.

Spell that are pure energy like fire darts are instantaneous and do not need a movement factor.

**TELEPORTATION**

Instantaneous travel between two points is not possible with the present understanding of magic. Instead the most common method of achieving the effect is for the spell to grant the subject such a high speed that it appears to be instant. Unfortunately this means that any obstacles must be overcome normally, and the spell is really only good for short distances. It may be that travel to a nearby plane can allow for travel at vastly reduced times can be used for longer trips, but even these would take some time, and the nature of the plane must also be taken into consideration. A second spell could be needed for the subjects to survive in a particularly hostile environment.

**Dimensional Attunement**

While instantaneous travel between two points is a technical impossibility spells that allow shortcuts through nearby dimensions allow a mage to simulate the effects.

In some cases movement is virtually unrestricted, which allows the target to move at speeds unreachable on the prime plane. The exact speeds vary with the dimension, but as a rule the further from the prime a target gets the faster they may move.

While this form of dimensional travel affects the speed of movement it does not provide that movement itself, nor does it provide protection from potential harm inherent in the dimension. These factors will have to be addressed by other spells that provide movement and life supporting aid when needed.

Dimensional Attunement Power Costs		
Dimensional Frequency	Speed	Cost
1st Resonance (Near Ethereal)	x 100	25
2nd Resonance (Deep Ethereal)	x 1,000	50
3rd Resonance (Astral)	x 10,000	75
4th Resonance (Outer Planes)	x 100,000	100

**Requires a mundane focus:**

For a spell limited in this manner to work it requires a mundane object to act as a focus. Shadow walk cannot be cast without heavy shadow at the point where they will enter and exit the dimension.

Cost: -2

**TRANSMUTATION POWERS**

Magic does not normally allow a mage to create something from nothing; they can however transmute items from one form or substance into another, and this may make it appear that matter is created. The type of transmutation; minor, moderate, major or extreme represents the overall alterations of the elements. The transmutations level, none, low, moderate or high, on the other hand represents the difficulty involved in making the change.

For instance turning a rock into a pile of mud is a moderate change of no complexity, while glass to stone would be a major change of low complexity.

**BASE UNIT OF MATERIAL**

**Base unit based on weight:**

The first factor that must be decided on is the base unit of material the spell can affect. Normally it is +5 for each pound of material (or +10 for each kilo if you use the metric system).

**Base unit based on thickness:**

If the base unit of material is based on its thickness then the cost is +5 per inch of thickness.

**Base unit increases per Power score:**

If the material created or altered changes based on the Power score of the caster apply the following chart.

Power Requirements	Cost
+1 base unit for every point of Power	+10
+1 base unit for every 2 points of Power	+5
+1 base unit for every 3 points of Power	+2
+1 base unit for every 5 points of Power	+1
No additional units	+0

**RARITY AND COMPLEXITY OF THE MATERIAL**

This is modified by the rarity of the substance, as the more common materials are better known and thus easier it is to duplicate.

**Special Damage Reduction Power Costs**

Material	Example	Cost
Common	Iron, wood, stone, water	+0
Rare	Steel, gold, silver	+5
Exotic	Adamantine, Mithril	+10

**Transmutation Types**

There are a number of levels to transmutation powers and each spell must be assigned as one of the following based on how much material it alters over all.

**Simple Transmutation:**

This denotes a change within the same category, like dirt to solid stone, or a maximum change of two times the mass or volume of the target.

Minor transmutations can also be used to change certain aspects of a targets physical appearance so long as it does not change their abilities or form. Granting a target fangs or claws would be an example of this. Also skill bonuses and modifiers to saving throws are covered here.

Cost: +5

**Minor Transmutation:**

A change to a related substance like earth to mud or water to ice. In addition it can produce radical changes within the same category, water to wine, earth to a common metal.

It can also produce a change of up to five times the mass or volume of the target. This is also the most a living body will allow itself to be altered in size.

This type of transmutation can also modify the abilities, looks or traits of a single living creature.

Cost: +10

#### **Moderate Transmutation:**

A major transmutation allows for radical change in the substance makeup such as transforming a length of rope into iron, or flesh to stone.

It also allows the alteration of an inanimate object's size up to a factor of ten times normal. A living target could also have its form changed into that of a similar species or genus. A human could become a wolf or shark, but not a plant.

Cost: +15

#### **Major Transmutation:**

At this level a change of up to twenty times the normal state of matter can be effected. It also allows radical alterations of substance such as turning stones to water or making the air catch fire.

Further these extreme transmutations could allow a living creature to take on a form that is completely alien, like a human becoming a tree.

Cost: +20

#### **Extreme Transmutation:**

These transmutations will change something into a completely unrelated form, like a person to stone, or air into a field of energy. It is also the only stage that can create matter.

Cost: +25

#### **SPECIAL TRANSMUTATION POWER COSTS**

##### **Zero complexity:**

This changes size and or composition, but not the form of the object. For instance water could be turned into ice, or sand into glass.

Cost: +0

##### **Low complexity:**

The item undergoes a minor change in shape. This includes going from an amorphous shape to a basic form. A metal rod could become a knife, or a stone could be shaped into a disk or cube.

Cost: +1

##### **Moderate complexity:**

The target is changed in a significant way, either in form or shape. A block of silver could be turned into intricate filigree or a pile of mud into a delicate stone vase. These are still subject to any skill checks the GM deems necessary to craft the item.

Cost: +2

##### **High complexity:**

The only limit to the shape that can be formed is the caster's creativity and memory along with their knowledge, and limited by the precepts of the rest of the spell.

Cost: +3

##### **Transmutation could occur naturally over time:**

This simply accelerates a natural process that would normally affect the item. The time frame that determines whether or not a process is "natural" is usually a maximum of ten to fifteen years, anything longer is

usually to complex. This would let iron rust but not change a piece of coal to diamond.

Cost: -1

##### **Transmute changes quality of item:**

This changes to quality of the item being transmuted. Changing a crude sword to one that is finely made and balanced is just one example. The modifier can also be used to lower the quality of an item. The effect this has on the perceived value of the item depends on the complexity of the spell and the nature of the campaign.

Cost: +2

##### **Unconventional transmutation:**

This is a special category used as a catchall for effects that do not fit into any other modifiers, and should be used with the auspices of the GM.

Cost: +3

##### **Transmutation limited to class of items:**

This reduces the spell's cost by limiting the spells ability to freely transform objects. If a mage creates a spell to turn a block of iron into a weapon, he cannot then use that spell to create weapons of silver, likewise if the spell was created to change a knife into a sword it could be used to turn any knife into a sword, but couldn't change it into any other weapon.

The cost varies depending on how much of a limitation this puts on the spell for the normal course of a game.

Cost: -1 to -3

#### **HARDNESS AND HIT POINTS OF AN ITEM**

For mundane objects the hardness and hit points per inch play an important part in their makeup

##### **Hardness of an Item:**

If the spell transforms or creates a specific material then its hardness and hit points per inch become a factor.

A spell that changes an item from one material to another such as Iron Wood, a spell that changes a wooden object to iron need to take the difference between the materials into consideration. Take the original substance, in this example wood that has a hardness of 5, and subtracts its hardness from the target, in this case iron with a hardness of 10. The result, a 5, is applied as an addition to the spells complexity. If its result was a negative, such as iron to wood, then the difference would still be applied as an addition.

If the spell changes several substances, use only the highest result.

If the spell allows for the creation of material then the substances hardness rating is used as an addition to the spells complexity at a rate of +1 per point of hardness. So a spell used to create stone from nothing would have a +8 added since stones hardness is 8.

Cost: +1 per point of hardness.

##### **Hit Points of an Item:**

A similar process is followed when altering the hit points per inch of an object. Subtract the original score from the new materials rating and then divide the total by 5, rounding up. This result is used to increase a spells complexity. So for Iron Wood you would take

wood with a 10 hit points per inch and subtract it from iron, which is 30 per inch. The result, 20 is then divided by 5 for a result of 4, which is then used as an addition to the spells complexity.

Like before if it spell handles more than one transformation, use only the most expensive.

For creating matter add a +1 to the complexity for each +5 hit points per inch of thickness the material has.

So making a wall of stone from nothing would cost +3 to the complexity (15 divided by 5)

Cost: +1 for every 5 hit points per inch.

#### **Force Fields:**

Since they have no discernable thickness the system works differently when dealing with force fields. Take the total number of hit points that the field will have and divide it by 25, and then add 1 to the result for the cost of the force field.

Example: For a spell that creates a field with 200 hit points you would first divide the total by 25 for a result of. Then you add a +1 for it being an energy field, making the total a +5. ( $200 / 25 = 4$ . Then  $4 + 1 = 5$ )

Cost: (Total hit points / 25) +1

#### **Transmutation and Money**

Some would think it a simple matter to use these spells to go around mass-producing precious metals or gems. This isn't the case simply because for the most part the spells other factors are two limiting. A mage could transform lead into gold but the cost of making that change permanent would soon get to be prohibitive.

In addition they cannot be used to create any magical or near magical materials without the appropriate preparations, and so are more the prevalence of alchemy than a single skill.

#### **NOTES ABOUT TRANSMUTATION POWERS**

To create an object with transmutation spells the mage needs to have knowledge of what the finished item should look like, and they will often need a skill check to complete the task. Using a spell to sculpt a statue would necessitate the mage having some skill in either a Craft or Profession that would aid in this. The skill check is what ultimately determines how successful the spell was.

A spell can change the mass and the volume of the target. The costs listed include both the complexity and the mass/volume change.

A spell that alters the internal volume of an container without changing the outer size is a technical impossibility. To get the same result the spell could shrink items put into the container and then let them return to their normal size once removed.

The size of an object that can be subjected to the transformation is limited by the size of the spell. If the transmutation is extreme, but the spell is of medium size, then the largest item that can be affected is medium sized.

### **REDUCTION AND RESISTANCE POWERS**

#### **Damage Reduction:**

Damage reduction negates a certain number of points of damage received from weapons or natural attacks. Energy, supernatural abilities, spells and spell-like abilities are unaffected.

Cost: 4 per every 5 points of damage reduction

For example, 15 points of DR would have a cost of 12.

#### **Energy Resistance:**

This grants the target the ability to ignore damage caused by energy. Usually only a single effect like acid, electricity, fire or cold is included, but multiple energy effects may be guarded against but they must all be paid for separately.

Cost: 2 per every 5 points of energy resistance

For example, an energy resistance power that grants 15 points of fire resistance would cost 6. A spell that granted both 15 points of fire resistance and 15 points of electricity resistance would pay for each of those resistances separately, the cost being 12.

#### **Spell Resistance:**

The spell allows the recipient to avoid the effects of spells and spell-like abilities that are directed at them.

Cost: 1 per every 1 point of Spell Resistance (SR)

#### **SPECIAL DAMAGE REDUCTION POWER COSTS**

#### **Special weapon to bypass damage reduction:**

Spells affected by this modifier allow target to ignore the damage from any weapon except those made of a particular material or of an set magical strength. One must be chosen if the damage reduction power has been used.

#### **Special Damage Reduction Power Costs**

<b>Material</b>	<b>Example</b>	<b>Cost</b>
Common	Silver, iron, wood	+1
Rare	Oak, cold iron, platinum	+3
Exotic	Adamantine, Iron Wood	+5
Magic	Arcane or Divine	+5

**INTELLIGENCE POWERS**

Spells with durations of longer than one round require the mage to actively direct any change in the effect each round. An illusion of a fighting warrior has to be directed each round by the mage who cast the spell. If the spell is granted an intelligence power then it is able to respond to changing conditions by itself. It can also be used to animate an item and have it carry a message, or to set the conditions of a curse so that it is removed when certain conditions are met. The level of intelligence given to a spell or enchantment determines what it can do. It may never have a higher intelligence than the caster.

Example: An intelligence power that grants an illusion a 14 Intelligence would cost 16 (12 + 2 + 2).

<b>Intelligence Power Costs</b>	
<b>Intelligence Score</b>	<b>Cost</b>
Intelligence 1-12	1 per point
Intelligence 13+	2 per point

**SPECIAL INTELLIGENCE POWER COSTS****Intelligence may only read:**

This power allows a spell to react to an outside influence before deciding on a course of action. If it was used in conjunction with a curse that causes the victim to go into a frenzy whenever a certain song is played, then the spell is able to recognize that song. The curse will not affect the victim if the music is not the correct one, and when it stops then the spell release its victim.

Cost: -1

**Intelligence can follow and interpret instructions:**

This is most commonly used on spells with low intelligence and allows the spell to follow instructions that an authorized person, either the caster or another he designates, gives it. It follows to the best of its ability.

Cost: +1

**Intelligence possesses free will within boundaries:**

This requires at least a moderate intelligence as it allows the spell some free will. It may think on its own, reacting to situations as they happen, but unless specified otherwise the caster may still control the spell.

Cost: +3

**NOTES ABOUT INTELLIGENCE POWERS**

Intelligence is usually reserved for spells that animate objects, curses or illusions. The resourcefulness of mages should never be underestimated and so the power is not limited to only those spell types. For instance a damaging spell that unerringly seeks out its target, even around corners would be a perfectly viable spell.

**DAMAGE AND HEALING POWERS**

Damaging spell require an elemental effect to be chosen in order for them to work. Most will default to 'force' but any of the other types are available. The list includes acid, heat, cold, electricity and sonic. Holy and unholy energies can also be applied but they must be bought as additional effects for the spell.

The cost in this category is also applied to healing spells, since they are effectively a transmutation spell with "damage die".

For spells that do multiple die of damage initially then they have to be purchased using the following process. Each die after the first cost the base price +1. For example if a spell did 3D4 points of damage then the cost would be 8 to buy, 2 for the first die and 3 for each one the other.

<b>Damage Power Costs</b>	
<b>Die Type</b>	<b>Cost</b>
1*	1
1D4	2
1D6	3
1D8	4
1D10	5
1D12	6
1D20	8

\* Flat rate points must be purchased separately.

If instead, the extra die of a spell depend on the power level of the mage then use the following chart to modify the cost.

<b>Power Requirements</b>	<b>Cost</b>
+1 for every point of Power	+10
+1 for every 2 points of Power	+5
+1 for every 3 points of Power	+2
+1 for every 5 points of Power	+1
No additional die	+0

In the event that the spell grants multiple die per level then, the cost per die type doubles.

**SPECIAL DAMAGE OR HEALING POWER COSTS**

Costs for the special modifiers are applied to the total cost of the die, not each individual cost.

**Damage target's attribute:**

This allows the spell to affect one of the target's ability scores. Each attribute to be affect must be paid for separately. The cost is then applied to the total cost of the damage die. If the spell did 3D4 points to the target's strength the cost would be 18, 9 for the base damage x2 fro the special modifier.

Cost: x2

**Damage is redirected from natural source:**

With this the caster can inflict damage by redirecting or manipulation an existing source. The spell cannot work unless there is something to draw from and it cannot do more damage that the original source. Both target and source must be within the spells effect area for the spell to work. So if a mage wished to redirect the heat and flame from the campfire so it burned those around it then this modifier could be used.

Cost: -2

**Damage targets other spells:**

These are spells specifically designed to counter, damage or interrupt the casting of another spell. They may need to be further limited to the type of spell that can be affected, such as a spell designed to specifically dispel illusions.

Cost: +0

**Damage is specialized to target type:**

These spells target a particular object or creature type and do not affect anything that is not of that type. This will not work on other spells since that requires a different modifier. If the spell harms only humans, or if only undead are affected then use this modifier.

Cost: -1

**Damage is anchored to object:**

This power differs from the range modifier 'attached'. While that modifier allowed a spell to be attached to a target and would afterwards only damage that target, this power attaches to a target and damages everything that the target touches.

So if a spell using this is anchored to a sword it allows that sword to inflict extra damage for the duration of the spell.

Cost: +2

**Subdual damage only:**

This causes subdual damage to the target instead of normal damage.

Cost: -1

**Element-specific enhancement:**

This is the catchall modifier used to explain any extra benefits, effects or penalties gained by the spells that do not fit in one of the other categories. The cost will vary and must be approved by the GM.

**Caster must make ranged touch attack roll:**

The caster must make a successful ranged touch attack in order for the spell to affect its target.

Cost: -1

**MODIFYING CHARACTERISTICS AND CHECKS**

Certain Spells can be used to modify a characters ability scores or other checks.

In all cases what exactly it modifies must be stated during spell design. Multiple effects may be given to a single spell, but they must be purchased individually.

**Spell Alters an Attribute:**

If the spell alters one of the six basic attributes it also alters all rolls dependant on that ability.

Cost: +2 for every +/-1 Attribute Point

**Spell Alters Attack or Defense:**

A spell with this descriptor is designed purely to aid in combat. It can alter their offensive or defensive capabilities, but the effect must be stated at spell creation. So if a spell gives a +5 attack bonus, it will only give an attack bonus. For the spell to also grant a bonus to defense it must be purchased as well.

Cost: +1 for every +/-1

**Spell Alters Saves:**

For a spell that alters a character's saves each must be purchased separately.

Cost: +1 for every +/-1

**Spell Alters a Skill Check:**

Skills are purchased separately and can only grant a maximum bonus equal to the mage's Intelligence modifier, and they will always be considered Insight bonuses.

Cost: +1 for every +/-2

**Applies in a Limited Capacity.**

If the bonus only comes into affect for a certain circumstance, such as a save vs. fear then the overall cost is somewhat less.

Cost: -1

**NECROMANCY POWER COSTS**

These are the darkest and most dangerous of the powers listed. Often temporal and spiritual authorities forbid their practice.

**Death:**

With this the spell can instantly slay its target, so long as they are equal or less than the Hit Die affected by the spell.

Cost: 5 per Hit Die affected

**Damage causes negative levels:**

The caster of these spells can use energy drain on the target. (see Core Rulebook II page 75).

Cost: 4 x the number of negative levels

**Damage causes aging:**

The spell ages the target using the roll on the damage die instead of doing hit point damage.

Cost: 2

**SPECIAL NECROMANCY POWER COSTS****Death magic destroys:**

If using the death power then the targets physical form is destroyed as well.

Cost: +2

**Caster temporarily gains hit points or ability points:**

Any damage to hit points or attributes are temporarily bestowed as a bonus to the caster.

Cost: +3

**Aging is temporary:**

The aging effects of the spell are temporary.

Cost: -1

**SAVING THROW POWER COSTS**

A saving throw modifier must be applied to all spells that cause damage or otherwise adversely affect living

<b>Saving Throw DC Cost</b>	
<b>Saving Throw DC</b>	<b>Cost</b>
Caster level	-5
5 + caster level	-2
10 + caster level	+0
15 + caster level	+2
20 + caster level	+5
25 + caster level	+8
30 + caster level	+10

creatures or objects. The main exceptions are illusions and compels, which already have an automatic Will save listed under their descriptions.

**Saving Throw Power Costs**

<b>Saving Throw Type</b>	<b>Cost</b>
Save negates	-4
Save for half damage/partial effect	-2
No save	+2

**SPELL RESISTANCE AFFECTS**

If a creatures spell resistance affects the spell then apply the following modifier.

<b>Spell Resistance Costs</b>	
<b>Spell Resistance</b>	<b>Cost</b>
Spell Resistance: Yes	0
Spell Resistance: No	+5

**DURATION**

Quite simply put duration is the length of time the spell lasts. This assumes that most are done in multiples depending on the caster level of the mage. For example 1 round, means 1 round per caster level.

**SPECIAL DURATION POWERS**  
**Spell is triggered:**

These spells activate because some event, condition, or circumstance has been met. Such spells add together the "life" duration of the spell, then its duration once activated, and then the sum is averaged to find the cost. Duration is listed as "Discharge" in the spell's description. So a spell that has a permanent "life" duration and an instantaneous duration once activated would have a cost of 11 ( $21 / 2 = 10.5$  rounded up to 11).

Cost: "life" duration + active duration x 1/2

**Caster may dismiss (D) spell at will:**

The caster may will the spell to end at any time after it is cast regardless of the duration it normally possess.

Cost: +1

**Terminates due to circumstance:**

A specific set of circumstances has been designated to end the spell early. The trigger must usually be a fairly common occurrence and outside of the mages control and once build into the spell it cannot be changed. Illusions that dissipate if touched are a common example. The spell must have a minimum duration of one minute.

Cost: -1

**Spell terminates on preset condition:**

A preset condition terminates the spell, it must be one directly related to time increment or nature of the spell and is built in at creation. A spell of 1 day would last until the next sunrise or sunset, for the length of time. If the spell used a time increment of 1 month it could be tied to the phase of the moon. Movement spells may use a condition that the spell ends either at midnight or when the target reaches home whichever comes first. The minimum duration of spell this modifier can be used on is 1 minute.

Cost: -1

**Concentration:**

This extends the normal duration of a spell's effects for as long as the caster maintains concentration on it. This forbids the mage to cast other spells, and requires a Concentration skill check when the GM deems it necessary.

Cost: +1

**Short term effects beyond duration:**

This covers all the miscellaneous effects that continue to affect the target after the duration of the spell has expired. For example, spells that cause subdual damage would be a short-term negative effect.

**Spell Duration Cost**

Duration	Cost
Instantaneous	1
1 round	2
1 minute	3
10 minutes	4
1 hour	5
1 day	7
1 week	8
1 month	10
Life of caster	12
1 year	15
Permanent	20

Nothing can normally last longer than a day and still use this modifier.

Cost: +1 (for negative effects); +2 (for positive effects)

**Long-term effects beyond duration:**

This modifier deals with spells that leave side effects that last longer than one day. Healing spells and damaging spells both fall under this category.

Cost: +2 (for negative effects); +3 (for positive effects)

**NOTES ABOUT DURATION****Permanent spells:**

Spells listed as "Permanent for the life of the caster" means that the spell is tied to the caster's life force and unravel on their death. A mage might use this when casting spells for convenience sake, as they would have little need of it after death. It is also good at granting the mage a certain amount of leverage when casting spells for others.

If they ever go below 0 hit points, even if they later recover, it is treated the same as dying for the purposes of this duration.

Permanent spells may be cast with the thought that they will last forever. This is partially true since a spell might well last for millennia before being activated. The spell was laid with magic but was not continually using magic; instead it lay dormant until activated, and once activate the spells full effects are released.

Spells designed to permanently affect the power of an object will ultimately dwindle, usually destroying the object in the process, if the item is not properly prepared. Permanent spell casts upon a masterwork item will last 6 months before its effects fade, after which the objects quality is dropped to standard. Cast on a normal quality object the effect last for 3 months before wearing off and dropping its quality further to substandard and gains a -1. If the spell is cast on a substandard object it will last 1 month at which time the object is destroyed.

As a further note, without being properly prepared and object will not accept multiple enhancements. Later enchantments will replace the first one cast and the duration of the enchantment will be halved.

### A FEW FINAL NOTES ABOUT SPELL CREATION

These guidelines are not the end of magical knowledge, as mages grow they develop new abilities and discover new paths. These rules are flexible and open to interpretation.

All spells should be designed with the consent of the GM, and in most cases it would be preferable to simply have the player write out a description of what the spell does and let the GM assign the costs. That way they can be sure of all the aspects of the spell, and how it would affect the game.

Many of the powers listed can be used in different ways, just because its listed under transmutation doesn't mean that it couldn't modify a movement power, which is often the case. They are simply listed in the area where they are most often applied.

### Spell Components

All spells are designed with verbal somatic and material costs. If the mage wishes to design a spell without one or more of these, then apply the following to the final SD of the spell.

No Verbal Component	+15 SD
No Somatic Component	+15 SD
No Material Component	+1 SD for every 5 SD of the original spell.