



O.L.D.

FANTASY HEROIC ROLE-PLAYING GAME

BOOK IV: THE PATHS OF MAGIC

PLAYTEST DOCUMENT | DECEMBER 2014

Table of Contents

THE PATHS OF MAGIC.....	4	WEATHER CONTROL.....	43
MAGICAL TRADITIONS.....	4	DESIGNING BASIC SPELL-PATHS.....	45
ANYBODY CAN CAST SPELLS.....	5	ENHANCEMENTS.....	47
A MAGICAL GLOSSARY.....	6	SPELL EFFECTS.....	48
ALTERNATE RULES.....	7	DESIGNING DETAILED SPELL-PATHS.....	51
SPELLCRAFT.....	8	ABJURATION (REPELLO)	52
SPELLCRAFT & SKILLS.....	8	CHARMS (LEPOS)	54
DETECTING MAGIC.....	8	NEW CONDITIONS.....	56
SPELLCRAFT.....	9	CHRONOMANCY (TEMPOS)	57
IDENTIFYING MAGIC.....	10	COMPULSION (COACTO)	61
SPELLCASTING BASICS.....	11	CREATION (PARTUM)	65
SPELL-PATHS.....	11	ELEMENTS.....	67
FIRE.....	11	DIVINATION (VIGILO)	71
SECRETS.....	12	EVOCATION (ADSUMO)	76
MAGIC POINTS.....	12	OPTIONAL ELEMENTAL SIDE EFFECTS.....	78
MAGIC ATTRIBUTE.....	12	HEALING (VIGORATUS)	84
CASTING A SPELL.....	13	HEXES (MALADI).....	87
LEARNING SPELL-PATHS.....	13	ILLUSION (EXIGO)	88
SPELLBOOKS AND PREPARING SPELLS.....	15	RESISTING ILLUSIONS.....	91
SPELLBOOK.....	15	INFUSION (INFUNDIO).....	92
SPELL-PATHS.....	16	INFLICTION (ADFICIO).....	93
ANIMAL AFFINITY.....	17	MOVEMENT (AGITO)	94
THE PATH OF AFFLICTION.....	20	SUMMONING (INVITO)	98
PATH OF BEASTS.....	23	TRANSFORMATION (MUTATO)	100
PATH OF FIRE.....	25	APPENDIX I: HERBALISM & ALCHEMY.....	105
PATH OF STONE.....	27	APPENDIX II: SPELLWEAVING.....	106
THE FREEZING PATH.....	29	BUILDING THE SPELL.....	107
PATH OF ILLUSION.....	32	APPENDIX III: SPELL CONVERSION GUIDE...109	
PATH OF LIFE.....	35	MIDDLE EARTH ROLE PLAYING (MERP) SPELL LISTS.....	109
PATH OF PLANTS.....	37	METHOD 1 (DETAILED).....	109
PATH OF SHADOW.....	38	METHOD 2 (SIMPLE).....	110
PATH OF SIGHT.....	39	d20/OGL/3.x SPELLS.....	110
PATH OF WATER.....	41	APPENDIX IV: SPELL CHARTS.....	112



This book updates and replaces some information from the October 2014 playtest document, Creating Characters. Where details differ, this book should be used. The main changes to Creating Characters are in the acquisition of spell-paths.

ᚢᚱᚦᚢᚱᚢ ᚢᚱᚦᚢᚱᚢ

THE PATHS OF MAGIC

Magic – otherwise known as sorcery or witchcraft – is rooted in the deepest secrets of the fabric of the world. Practitioners use spells, prayers, formulas, incantations, and rituals to unlock hidden powers, gain protection and strength, to heal wounds or throw fire, or to transmute objects into others. Many traditions exist – the ancient druids, the reverent priests or the scholarly mages – each of them tapping into that otherworldly power in their own way. Magic can be a gift from the gods, the ancient lingering spirit-energies of dead dragons, the essence of the fey realm, or a power innate in the world. But while traditions, trappings, and secrets may vary, there is only one magic. And, like a poet, a wielder of magic is an artist.

MAGICAL TRADITIONS

The *Traditions* section of this rulebook introduces a number of magical traditions, including the mage, the cleric, the druid, the diabolist, the necromancer, and the inquisitor. A tradition is not required to access magic, of course; anybody with a score of 1 or more in their MAGIC attribute can wield magic to some degree with a little tutelage, but those traditions focus, teach, and enhance a magic-user's potential. In game terms, they offer greater MAGIC attribute increases, and enable members to learn spell lists which might be otherwise unavailable to them. Traditions also, of course, teach a range of valuable skills associated with magic use, and grant unique abilities.

Just as different cultures and religions have different worldviews, so do different groups of spellcasters have different views of magic. These magical traditions help shape characters just as much as their religions and homelands do, and they give spellcasters a clear direction to take as they develop their magical powers. Most (but not all) magic-users belong to a magical tradition of some sort, and members of the same magical tradition are unified by learning the same types of magic and maintaining the same habits. Magical traditions are not a necessary part of the game, but they provide an easy way to help make characters distinct and adventures unique. The possible range and variety of magical traditions is infinite, although this rulebook introduces only a handful. Every setting, every world will have its own traditions; some may be common traditions like the mage or the druid; others may be more esoteric or unusual, like the godhand, the taskmage, or the spellweaver.

Every major fantasy setting has many different groups of spellcasters with their own peculiar brand of magic. Since the *O.L.D.* spellcasting system allows for great flexibility when designing spellcasting characters, it is important to have clear archetypes for PCs to compare themselves to, to prevent every spellcasting character from being a muddle of unrelated spells and powers. Though PCs will likely dabble in multiple types of magic as they adventure, choosing a magical tradition is a good way to start when you're first becoming familiar with these rules.

ANYBODY CAN CAST SPELLS

Magic use isn't limited solely to specialized spellcasters. While someone who devotes their life to the mage, druid, or other magical traditions will undoubtedly far outweigh others in terms of ability, even the lowliest farmhand can mutter an incantation to help with the crops, a knight can whisper a prayer asking for his god's guidance or protection, and a woodsman may know a minor healing spell. In short, any character with a MAGIC attribute of 1 or more can use magic.



A Smallfolk farmer uses a mending spell on the broken wheel of his cart.

A MAGICAL GLOSSARY

The language you use to talk about and define magic is a powerful influence over its flavour in your game. Whether magic is referred to by its practitioners as “Wizardry” or their “Art”, or whether Magic Points are known as *mana*, *energy*, *faith*, or *stamina*, this terminology helps form our image of how magic is seen and how it works in the world.

Below you will find O.L.D.’s default terminology.

Art. This is the practice of magic.

Magic Points. Magic Points, or MP, are the expendable reservoir from which a magic-user draws magical power. A magic-user's total MP is equal to three times her MAGIC attribute.

Magic skills. Magic skills include types of magic such as abjuration, summoning, healing, and so on. Having skill at a type of magic can make spells of that type function better.

Magic-user. This is a practitioner of magic, whether a mage, a cleric, a foul necromancer, or a nature-loving druid.

Secrets. Secrets are the keys to “things” in the world. The *secret of fire*, for example, gives you access to fire magic. Traditions grant specific secrets.

Spellcraft. Spellcraft is the academic understanding of magic. It is not the use of magic itself; it is knowledge *about* magic, its history, its signs, and so on. Spellcraft is a category including a number of magic skills (see above).

Spell-path. A spell-path is a sequence of spells which represent increasing mastery over an element or other aspect of the world.

Spellweaving. Spellweaving is a set of alternate magical rules which allows magic-users to create spells on the fly.

Tradition. Magical traditions are areas of study or domain; while O.L.D.'s core assumption is that there is but one Art, it can be accessed in different ways by different traditions.

ALTERNATE RULES

When you have mastered the basic rules of magic in O.L.D., you may wish to try out some of the following optional rules which can be used to flavour your magic a little differently.

Fatigue. Instead of using Magic Points (which, as a default, are three times a character's MAGIC attribute), magic can be fueled using HEALTH. This means that a magic-user becomes physically weaker as she casts more spells. If you use this rule magical healing spell costs – at a minimum – the amount the amount of HEALTH it heals.

Spellweaving. Spellweavers use the spell creation rules on the fly; they do not need to learn spell-paths. A spellweaver's range of abilities is determined by his magical skills; spellweavers can only use the detailed spell enhancements in this book if they possess the associated skill (abjuration, evocation, compulsion, etc.) and a secret (fire, water, beasts, etc.) The two are combined (i.e. *evoke fire* or *compel beasts*) to make the spell. See the appendices for more information about spellweaving.

Subtle magic. O.L.D. provides a way for you to tweak magic to make it more subtle than the default. In this way, you can match the feel of different novels or movies. Subtle magic more accurately emulates the works of Tolkien.

If you prefer subtle magic, where the use of magic is rarer and the effects less blatant and powerful, simply double the MP cost of every spell. While this does not present a formal “cap” on the power level, it greatly reduces the efficacy of magic. Increasing the MP costs of spells both reduces the amount of magic that a caster will use in a given day, and reduces the power level of that magic.

It's important that a GM tells his players that the setting uses subtle magic before they create their characters. In a world with subtle magic, most characters will opt not to focus entirely on magic, and ensure competency in other areas. Magic will likely become one of a character's skills rather than the focus.

SPELLCRAFT

The word “spellcraft” is a broad term which refers to an academic understanding of magic. A character can know a lot about magic without actually having any magical ability himself – he is still able to identify the tell-tale traces of magic, work out what items do, know about the history of great mages and recognize their handiwork, and so on. These actions are not spells; they are simply applications of intelligence, perception, and knowledge, and as such they require INTUITION or LOGIC attribute checks.

Spellcraft has two common applications: detecting magic, and identifying magical effects or items. Detecting magic requires an INT check, while identifying magic requires a LOG check.

SPELLCRAFT & SKILLS

The following skills can be very useful when making attribute checks related to spellcraft.

History can help with spellcraft checks about artifacts and ancient lore.

Blacksmith, armourer, and weaponsmith can help with spellcraft checks about magical weapons and armour.

Herbalism and **alchemy** can help with the preparation and use of potions and concoctions.

Magical skills like **abjuration, evocation, compulsion**, etc. relate to broad types of magic. These help when casting spells.

DETECTING MAGIC

There are, of course, supernatural ways to detect magic: some races (Grand Elves in particular) are able to intuitively feel the presence of magic and can sense magic within 30' instantly with no attribute check. Additionally, divination magic can be much more efficient at locating or identifying magical effects, spells, and devices.

Other characters can detect the presence of magic within 10' with a Challenging [13] INT check by inspecting the surroundings and identifying subtle but telltale signs. Each attempt to detect magic in this manner takes one minute and requires active examination. If you succeed with the check, you know whether there is any magic within 10', but not its level of power or type, or the number of effects. You can also tell whether any given creature in the area has magical or spellcasting abilities.

With a Difficult [16] check, you can determine the approximate power level of the most powerful effect in the area from ambient (up to 1 MP), faint (up to 5 MP), moderate (up to 10 MP), strong (up to 20 MP), and overwhelming (over 21 MP).

If you beat a Demanding [21] INT check you know roughly how many different magical effects there are, and what their general power levels are, but if there are more than eight spells in the area of effect, it is too difficult to untangle the specific spell powers.

Detecting Magic

Detect the presence of magic within 10'	Challenging [13]
Determine the approximate power level of the most powerful effect in the area	Difficult [16]
Know roughly how many different magical effects there are, and what their general power levels are	Demanding [21]

Magic Power Levels

Up to 1 MP	Ambient
2-5 MP	Faint
6-10 MP	Moderate
11-20 MP	Strong
21+ MP	Overwhelming

Y H K Y Y J Y H H T

IDENTIFYING MAGIC

A magic item or effect can be studied and identified with a Difficult [16] LOG check. Each attempt to identify magic requires one hour. If you succeed with the check, you can identify a single spell effect, its target, duration, and what it does.

On a magical item, you can identify one spell that is bound to the item.

If you beat a Strenuous [21] LOG check, you can even identify the hallmarks of the caster of that spell and recall other information about him. For example, you might recognise that a ring bears the markings of Ragnar the Munificent, renowned for his love of illusions, and that this is one of his collection of invisibility rings.

Retries: You cannot normally retry the check if you fail. You simply don't have that information. You can retry if your chance of success improves (due to an increase in INT or other bonus).



A scholar researches the works of an ancient wizard.

SPELLCASTING BASICS

All magic-users, whether practitioners of divine, natural, or arcane traditions, use the same broad, flexible system. Whatever their source or focus of power, they're all accessing the same magic, albeit in different ways. A user of magic is referred to herein as a *magic-user*; this refers to any character or creature using magic, whatever tradition (or lack of tradition) they possess.

Magic-users use *magic points* to cast their spells. Different traditions may refer to this reservoir of magical potential as spirit, energy, mana, faith, or any number of other names.

A magic-user learns *spell-paths*. These are granted by traditions. Spell-paths are themed lists of spells arranged in order of ascending mastery, complexity, and power.

SPELL-PATHS

This book contains a selection of spell-paths. A spell-path is an area of magical mastery organized into a list of more and more difficult or complex spells. A magic-user learns an entire spell-path, but she may not have the power to cast more than the least powerful spells in that spell-path at first. As her power increases, she is able to cast more and more powerful spells.

Spell-paths include paths such as the *Path of Fire*, the *Path of Water*, or the *Path of Death*, along with more esoteric paths such as the *Path of the Longstrider*.

Below is part of a sample spell-path. The path actually continues beyond this; you can see the full spell-path in the spell-paths section of this rulebook.

- 0 *Spark* – you can create a small flame in your hand, enough to light tinder or to cause 1d6 of heat damage to a target you touch.
- 1 *Affect flames* – you can make flames weave and move, enhancing or decreasing a fire the size of a campfire.
- 2 *Fire sheet* – you can blast fire from your fingertips, reaching about 5' in front of you, causing 2d6 of heat damage to a single target.
- 3 *Resistance* – your affinity with fire is such that you gain SOAK 4 (heat) for 10 minutes.
- 4 *Douse* – you are able to put out any fire of up to 30' radius within 30' instantly.
- 5 *Fireball* – a streak of fire shoots from your outstretched finger, and explodes in a 30' radius conflagration causing 2d6 of heat damage to anything in the area.



SECRETS

The world is governed by uncountable secrets. Everything has a secret- every element, every material, every creature. Some secrets are broad, and some are more specific. Some are common, and others are rare. These secrets can be discovered by magic-users, and hold the key to their use of magic.

There is no finite list of secrets. However, some common examples include *good, evil, fire, air, earth, water, demons, beasts, fey, plants, shadow, metal, undead, life, death, and weather*. A secret gives a magic-user the key to a “thing” in the world.

Each spell-path is linked to one or more of these secrets.

The secrets associated with each tradition are as follows:

Mage: all secrets except for *good* and *evil*.

Cleric: *good* or *evil*.

Diabolist: *blood, evil, demons*.

Druid: *nature, plants, animals, weather*.

Firemage: *fire, light*.

Inquisitor: *knowledge, sight*.

Necromancer: *death, evil, shadow, undead*.

MAGIC POINTS

Magic points (MP) are the reservoir of power magic-users expend in order to cast spells. When a magic-user runs out of MP she cannot cast any more spells until she rests and regains her MP. The amount of MP that a caster has depends on her MAGIC attribute (three times her MAGIC attribute).

Different traditions may refer to Magic Points in different ways, whether that is *mana, faith, energy, power, spirit, juju, mojo*, or something else.

A magic-user recovers MP by resting. Once per day, a magic-user may spend an hour to regain her MP. During this hour she might pray, meditate, study notes she has written about her spells, or take any other sort of focused, non-stressful action. A magic-user can only spend time to regain MP if she is relatively well rested – usually this means after a night's (8 hours) sleep. At the end of this hour, she fully regains all of her MP.

Casting a spell costs from 0 to 20 or more MP. You can pay no more MP for a single spell than your MAGIC attribute.

MAGIC ATTRIBUTE

A character's MAGIC attribute can be increased in various ways. This enables a magic-user to study different magical traditions and still be able to cast powerful spells. The

MAGIC attribute determines how many Magic Points (MP) a magic-user has available. Spellcasting ability improves incrementally as magic-users improve their MAGIC attribute, granting access to more powerful spells, knowledge of more diverse spells, and a greater pool of MP to cast spells with.

Magic Points: A magic-user's total MP is equal to three times his MAGIC attribute (unless a tradition or ability says otherwise).

Maximum Spell MP: This is the maximum amount of MP the caster can spend on any given spell. Thus, a character with a MAGIC attribute of 5 could spend no more than 5 MP on each spell. The MAGIC attribute presents the top level of a magic-user's power.

CASTING A SPELL

To cast a spell, you must know the spell-path upon which it is to be found, you must have enough Magic Points available to cast it, and your MAGIC attribute must be at least equal to the MP cost of the spell.

Casting a spell costs two actions. Spells take place automatically with no attribute check required unless they are targeting another creature, in which case a MAGIC attack vs. the creature's DEFENSE (for physical effects) or MENTAL defense (for mental effects) must be made, or unless they are performing an action for which an attribute check would normally be required (such as picking a lock).

For example, a spell which simply creates a wall of stone across a passageway requires no attribute check. The magic-user simply deducts the cost of the spell from his current MP pool, and the spell is cast. However, firing a bolt of fire at a goblin requires the magic-user to make a MAGIC attack vs the goblin's DEFENSE score, and unlocking a locked door requires a check vs. the difficulty to pick the door's lock.

Spells which directly affect other creatures *always* require a MAGIC attack roll, unless the creature is a willing recipient of the spell.

Spells require verbal and somatic components, meaning the caster must be able to move and speak freely. Certain exploits can eliminate the need for these components.

LEARNING SPELL-PATHS

Characters gain spell-paths by advancing in magical traditions. Each time a character achieves a new magical tradition grade, she gains a new spell-path. Therefore a character with four grades in the *Mage* tradition will know four spell-paths.

Each tradition gives the character a choice of spell-paths in the form of a list of *secrets*. These secrets simply inform you which areas of magic are embraced by that tradition. When selecting a new spell-path, a character may choose any spell-path tagged with one of the secrets granted by her tradition. For example, a character who has just advanced to a new grade in the druid tradition may select one new spell-path from all those tagged with "nature" as her new spell-path. The *Path of Fire* spell-path is tagged with *fire* and *nature*.

Therefore mages, druids, and fireimages may choose that path when gaining a tradition grade.

The player and the GM should talk about what it means to 'learn' new spell-paths in your setting. In one magical tradition, clerics might need to pray to deities for revelation, while in another tradition, young mages might be expected to study historically famous spells, and learn to emulate them.

Some races automatically gain spell-paths. Sylvan Elves, for example, gain either the *Path of Plants* or the *Path of Beasts* (their choice) for free. Monsters, also, may have access to certain spell-paths.

SPELLBOOKS AND PREPARING SPELLS

Some spellcasters keep magical notebooks, commonly referred to as spellbooks, though a spell 'book' could just as easily be a stone tablet, carved femurs, or a huge tapestry in a church. These spellbooks contain notes, diagrams, and musings on various spell-paths, and allow spellcasters to learn whatever spells they contain, even spells outside their magical tradition.

Literature and film is filled with people who cast spells simply by following the instructions in a book, much like a cook follows a recipe. This is difficult, dangerous, and it takes much longer, but with the correct instructions anybody can attempt to cast a spell by following elaborate rituals and reading arcane words.

A character can attempt to use a spell-path she does not know directly from a spellbook. You can even attempt to cast spells this way that cost more MP than your MAGIC attribute (which means that even those with no MAGIC attribute can do so).

Determine the MP cost of the spell as normal. The caster will not be spending MP, but the MP cost still determines the complexity of the spell.

Casting. Casting a spell from a spellbook takes one full minute (ten rounds) per MP, and requires a Challenging [13] + the spell's MP cost LOGIC check. It also requires the use of spell components (chalk, candles, eye of newt, sometimes precious items) amounting to 100 times the MP cost of the spell in gold coins.

For example, a 10 MP spell requires a difficulty 23 LOG check, takes ten minutes to cast, and requires the use of 1,000gc worth of spell components.

While casting, you can move 5 ft. per round. The target only has to be within range when you complete the spell.

Failure. If you fail, you take damage equal to the spell's MP cost and gain the *exhausted* condition for one hour. Alternatively, the Game Master may decide the magic goes awry in some other way, such as affecting the wrong target, or twisting your intentions. Failing a summoning can be particularly dangerous, as the summoned creature may still arrive but be less than pleased with you.

Note that doing this is unnecessary unless you do not know the spell-path involved, or unless the spell costs more MP than your MP limit. If these are not an issue, you can simply use the spell-path as normal without needing to make a check.

SPELL-PATHS

This section of the rulebook contains a number of spell-paths. These spell-paths form a basic set which covers a range of elements and magical themes. You can run an entire campaign using just these spell-paths, although later in this book you will find rules which show you how to design your own spell-paths.

The spell-paths included in this book, and their associated *secrets*, are:

Animal Affinity (*nature, beasts*)

Path Of Affliction (*death, evil, disease*)

Path Of Beasts (*nature, beasts*)

Path Of Fire (*nature, fire, light*)

Path Of Ice (*nature, ice*)

Path Of Illusion (*light, sound*)

Path Of Life (*life, good*)

Path Of Plants (*nature, plants*)

Path Of Shadow (*shadow, evil*)

Path of Sight (*sight*)

Path Of Stone (*nature, earth*)

Path of Water (*nature, water*)

Weather Control (*nature, weather*)

Path of Blood (*blood, evil*)

Path of Compulsion (*mind*)

Path of Light (*light, good, fire*)

Path of Summoning (*blood, evil, demons*)

Path of Unlife (*death, evil, undead*)

ANIMAL AFFINITY

Nature, beasts.

Many animals and beasts are stronger, faster, or possess abilities that humans do not. Tuning into the animal kingdom and adopting one of these features enables a magic-user to physically enhance her own body, whether by improving senses or developing the ability to breathe underwater.

1 – CATFALL. The caster can cast this spell instantaneously, landing on his feet like a cat.

Duration instant (0 MP); **range** touch (0 MP); **target** 1 creature (0 MP); **effect** featherfall (1 MP)

2 – DARKSIGHT. Adopting the characteristics of some birds and cats, the caster gains the ability to see in the dark for one round.

Duration 1 round (1 MP); **range** touch (0 MP); **target** 1 creature (0 MP); **effect** darksight 30' (1 MP)

3 – BAT'S HEARING. The caster's ears grow, increasing his sense of hearing. The caster gain +1d6 to INT checks for 1 minute.

Duration 1 minute (2 MP); **range** touch (0 MP); **target** 1 creature (0 MP); **effect** +1d6 to INT checks (1 MP)

4 – CHEETAH'S RUSH. The caster gains the ability to run at great speeds, as fast as a cheetah, gaining a +10 bonus to his SPEED for 1 round.

Duration 1 round (0 MP); **range** touch (0 MP); **target** 1 creature (0 MP); **effect** +10 SPEED (4 MP)

5 – MONKEY'S BALANCE. The caster develops the nimbleness and agility of a monkey, gaining a +2d6 bonus to AGI checks for 1 minute.

Duration 1 minute (2 MP); **range** touch (0 MP); **target** 1 creature (0 MP); **effect** +2d6 to AGI checks (3 MP)

6 – WATERBREATHING. The caster grows gills, gaining the ability to breathe and speak underwater or in any non-toxic liquid or gas for 30 minutes.

Duration 30 minutes (4 MP); **range** touch (0 MP); **target** 1 creature (0 MP); **effect** breathe (2 MP)

7 – SPIDERCLIMB. The caster gains the spider's ability to cling to solid surfaces, gaining a climb speed equal to his base SPEED. Furthermore, he need not make attribute checks to traverse a vertical or horizontal surface (even upside down). He suffers no combat penalties while climbing, and opponents get no special bonus to their attacks against him.

Duration 30 minutes (4 MP); **range** touch (0 MP); **target** 1 creature (0 MP); **effect** spiderclimb (3 MP)

8 – EAGLE'S FLIGHT. Sprouting mighty wings, the caster soars into the air, able to fly like an eagle and his base SPEED for 30 minutes.

Duration 30 minutes (4 MP); **range** touch (0 MP); **target** 1 creature (0 MP); **effect** fly (4 MP)

9 – WATERWALK. Like many insects, and some lizards, the caster is able to walk on water as though it were a solid surface. The ability lasts for 3 hours.

Duration 3 hours (7 MP); **range** touch (0 MP); **target** 1 creature (0 MP); **effect** spiderclimb (2 MP)

10 – HAWK'S SIGHT. The caster gains greatly improved eyesight and 360-degree vision, granting him a +3d6 bonus to INT checks for 30 minutes.

Duration 30 minutes (4 MP); **range** touch (0 MP); **target** 1 creature (0 MP); **effect** +3d6 to INT checks (6 MP)

11 – SLIMY COAT. For one hour, the caster is able to move and attack normally, even under the effect of magical and mundane factors that usually impede movement. This includes paralysis poison, or paralytic compulsion effects. The caster cannot be grappled, held, restrained, grabbed, or pinned. The spell also allows the caster to move and attack normally underwater, but not to breathe water.

Duration 1 hour (5 MP); **range** touch (0 MP); **target** 1 creature (0 MP); **effect** freedom of movement (6 MP)

12 – TRUE SIGHT OF THE OWL. Owls are one of the few beasts to have *truesight*. The caster gains the ability for 30 minutes.

Duration 30 minutes (4 MP); **range** touch (0 MP); **target** 1 creature (0 MP); **effect** truesight 150' (8 MP)

13 – ELEPHANT'S STRENGTH. The caster develops great strength and power, and receives a +4d6 bonus to STR attribute checks for 1 minute.

Duration 1 minute (2 MP); **range** touch (0 MP); **target** 1 creature (0 MP); **effect** +4d6 to STR checks (3 MP)

14 – SNAKE'S VENOM. For one day, when the caster touches an adjacent creature, causing it to become nauseated (sick, extreme) until it shakes the effect off.

Duration 1 day (10 MP); **range** touch (0 MP); **target** 1 creature (0 MP); **effect** extreme condition (4 MP)

15 – SNAKECHARM. Weaving like cobra, the caster is able to charm a nearby creature. The creature is *controlled* (charmed, extreme), completely under the caster's control, and will obey any command even if it causes the victim harm. The charm ends after 10 minutes.

Duration 3 hours (7 MP); **range** 30' (1 MP); **target** 1 creature (0 MP); **effect** extreme condition (11 MP)

16 – RHINO SKIN. The caster's skin becomes as tough and thick as a rhino's hide, gaining SOAK 14 for 2 hours.

Duration 2 hours (6 MP); **range** touch (0 MP); **target** 1 creature (0 MP); **effect** SOAK 14 (10 MP)

18 – REGENERATION. The caster develops a lizard's ability to replace lost body parts. For 1 hour, he regenerates 1d6 points of damage per round.

Duration 1 hour* (0 MP); **range** touch (0 MP); **target** 1 creature (0 MP); **effect** enduring curing, medium (18 MP)

21 – PREHISTORIC TRANSFORMATION. The caster transforms into a mighty Tyrannosaurus Rex, gaining all of that creature's statistics, for 1 minute.

Duration 1 minute (2 MP); **range** touch (0 MP); **target** 1 creature (0 MP); **effect** transform level 10 (19 MP)

THE PATH OF AFFLICTION

Death, evil, disease.

Some magic touches the very darkest, most fell of places. Magic which causes illness or affliction, or which can kill with a touch or a gaze, is rightly regarded by most as foul and evil, and its practitioners feared and reviled. The Path of Affliction allows a magic-user to infect others with deadly diseases or poison them simply by touch,

1 – DEATHTOUCH. For one minute, your touch causes 1d6 poison damage.

Duration instant (0 MP); **range** touch (0 MP); **target** 1 creature (0 MP); **effect** 1d6 poison damage (1 MP)

2 – TOXIFY. Up to four pounds of food or drink within 30' becomes toxic to eat, riddling it with parasites and diseases. The food effectively becomes offal.

Duration instant (0 MP); **range** 30' (1 MP); **target** 1 5' square (0 MP); **effect** toxify food (1 MP)

3 - IMPAIR. The vision of one target within 100' becomes *impaired* (blinded, mild) until the condition is shaken off.

Duration instant (0 MP); **range** 100' (2 MP); **target** 1 creature (0 MP); **effect** impaired (1 MP)

4 - GAZE OF NAUSEA. You cause a target within 30' to become *queasy* (sick, mild) until they shake it off.

Duration instant (0 MP); **range** 30' (1 MP); **target** 1 creature (0 MP); **effect** queasy (3 MP)

5 - TOUCH OF AFFLICTION. By touching your victim, you drain its strength, inflicting a -2d6 die penalty to STR checks for 10 minutes.

Duration 10 minutes (2 MP); **range** touch (0 MP); **target** 1 creature (0 MP); **effect** -2d6 attribute penalty (3 MP)

6 – SLOW POISON. For one hour, poison has no effect on you.

Duration 1 hour (5 MP); **range** touch (0 MP); **target** 1 creature (0 MP); **effect** slow poison (1 MP)

7 - GREATER DEATHTOUCH. For ten minutes, your very touch causes 4d6 poison damage.

Duration 10 minutes (3 MP); **range** touch (0 MP); **target** 1 creature (0 MP); **effect** 4d6 poison damage (4 MP)

8 – MASS POISON. All creatures within a 30' diameter area centered up to 100 ft away suffer 1d6 poison damage every minute for 10 minutes.

Duration 10 minutes (3 MP); **range** 100' (2 MP); **target** 30' diameter (3 MP); **effect** enduring poison (0 MP)

9 – AGING. Your touch ages your victim by two age categories for ten minutes, ranging through Infant, Child, Adolescent, Adult, Middle Aged, Old, and Venerable. This includes all associated changes to physical ability scores, but mental ability scores remain unchanged. This spell does not affect creatures that don't age, like undead or automatons.

Duration 10 minutes (3 MP); **range** touch (0 MP); **target** touch (0 MP); **effect** two age categories (6 MP)

10 – PARALYSIS. A target you can touch becomes paralyzed until they shake it off.

Duration instant (0 MP); **range** touch (0 MP); **target** 1 creature (0 MP); **effect** paralysis (10 MP)

11 – FLESH ROT. You inflict the disease Flesh Rot on a creature within 30'.

Duration instant (0 MP); **range** 30' (1 MP); **target** 1 creature (0 MP); **effect** flesh rot (10 MP)

12 - POISON TOUCH. You touch a nearby victim, doing 8d6 poison damage to it.

Duration instant (0 MP); **range** touch (0 MP); **target** 1 creature (0 MP); **effect** 9d6 poison damage (12 MP)

14 - VAMPIRIC AFFLICTION. By touching your victim, you drain its strength, inflicting a -4d6 die penalty to STR checks for 10 minutes. You yourself gain 2d6 HEALTH.

Duration 10 minutes (2 MP); **range** touch (0 MP); **target** 1 creature (0 MP); **effect** -4d6 attribute penalty (10 MP), 2d6 healing (2 MP)

15 – AURA OF EXHAUSTION. An aura of exhaustion, 30' in diameter, is centered on you for one minute. Anycreature which enters it or starts its turn in it becomes exhausted until it shakes the effect off.

Duration 1 minute (2 MP); **range** self (0 MP); **target** 30' diameter (3 MP); **effect** exhaustion (10 MP)

16 – CREEPING CHILLS. You inflict the disease Creeping Chills on a creature you touch.

Duration instant (0 MP); **range** touch (0 MP); **target** 1 creature (0 MP); **effect** creeping chills (16 MP)

17 – NECROTIC EXALTATION. A blast of necrotic energy blasts out from you, covering a 30' diameter area and doing 9d6 death damage to any within the area.

Duration instant (0 MP); **range** self (0 MP); **target** 30' diameter (3 MP); **effect** 9d6 death damage (15 MP)

18 – MASS SICKNESS. You inflict the *nauseated* condition upon everyone within a 200' wide area centered on you.

Duration instant (0 MP); **range** self (0 MP); **target** 200' diameter (8 MP); **effect** nauseated (10 MP)

21 – DEVIL ROT. You inflict the disease Devil Rot on a creature you touch.

Duration instant (0 MP); **range** touch (0 MP); **target** 1 creature (0 MP); **effect** devil rot

(21 MP)

22 – GREAT PESTILENCE. An awful spell which decimates entire cities, you do 1d6 poison damage every minute for an hour to everybody in a 1-mile area centered on you. You are able to designate exceptions to the illness.

Duration 1 hour (5 MP); **range** self (0 MP); **target** 1-mile diameter (17 MP); **effect** enduring poison (0 MP), discerning (1 MP)

23 – PLAGUE. You inflict the disease Flesh Rot on all creatures other than those you designate within a 1 mile diameter area centered on you.

Duration instant (0 MP); **range** self (0 MP); **target** 1-mile diameter (12 MP); **effect** flesh rot (10 MP), discerning (1 MP)

25 – SCARLET MALADY. You inflict the disease Scarlet Malady on a creature you touch.

Duration instant (0 MP); **range** touch (0 MP); **target** 1 creature (0 MP); **effect** devil rot (25 MP)

26 – GREATER AGING. Your touch ages your victim by two age categories for a whole year, ranging through Infant, Child, Adolescent, Adult, Middle Aged, Old, and Venerable. This includes all associated changes to physical ability scores, but mental ability scores remain unchanged. This spell does not affect creatures that don't age, like undead or automatons.

Duration 1 year (20 MP); **range** touch (0 MP); **target** touch (0 MP); **effect** two age categories (6 MP)

PATH OF BEASTS

Nature, beasts.

The ability to talk to, summon, and even control animals is a staple of druids, and comes naturally to many sylvan races (including Sylvan Elves).

1 – AID. The caster is able to heal 1d6 HEALTH to an injured animal.

Duration instant (0 MP); **range** touch (0 MP); **target** 1 creature (0 MP); **effect** 1d6 healing (1 MP).

2 - CALM ANIMAL. An adjacent animal is changed from hostile to placid for one minute.

Duration 1 minute (2 MP); **range** 5' (0 MP); **target** 1 creature (0 MP); **effect** calming, mild (0 MP)

3 – SPEAK TO ANIMALS. The caster gains the ability to speak to and understand animals for one minute. This does not grant the animals themselves any knowledge or intelligence they did not already have, so what they communicate may be very basic in nature. This also does not make unfriendly animals friendly.

Duration 1 minute (2 MP); **range** self (0 MP); **target** 1 creature (0 MP); **effect** comprehension, simple (1 MP)

4 – SUMMON MINOR BEAST. The caster summons a level 0 beast (fox, cat, rabbit, mouse, etc.) of a type suitable to the local terrain. The animal arrives with a helpful attitude. If the caster can communicate with the animal, it will obey orders; otherwise it will simply act to defend and warn.

Duration 10 minutes (3 MP); **range** 5' (0 MP); **target** 1 square (0 MP); **effect** summon level 0, helpful (1 MP).

5 – CONSULT WITH BEASTS. You are able to gain a simple yes or no answer to any question from a nearby animal. The animal can only answer about things it has itself experienced or witnessed, and only about events within a century (if the animal is old enough).

Duration instant (0 MP); **range** 5' (0 MP); **target** 1 creature (0 MP); **effect** question, historical (5 MP).

6 – HIDE FROM ANIMALS. You render yourself invisible to semi-sentient beasts, able to walk past or among them without detection for 10 minutes.

Duration 10 minutes (3 MP); **range** self (0 MP); **target** 1 creature (0 MP); **effect** average illusion (3 MP).

7 – BEASTHEX. The target becomes the focus of animal attacks. Against semi-sentient beasts, it suffers a -4 DEFENSE penalty.

Duration 1 minute (2 MP); **range** 30' (3 MP); **target** 1 creature (0 MP); **effect** -4 DEFENSE (2 MP).

8 – ANIMAL FRIENDSHIP. The caster beguiles (charm, mild) a single animal within 30' for one minute.

Duration 1 minute (2 MP); **range** 30' (1 MP); **target** 1 creature (0 MP); **effect** beguile (5 MP)

9 – WILDWARD. A magical ward prevents wild animals from entering a 30' diameter area for one hour. Every minute it can make one attempt; if the creature fails, it is stuck outside for at least the next minute. The hedging effect prevents the creature from making melee attacks into the area, but it can still use ranged attacks and spells which do not target MENTAL DEFENSE.

Duration 1 hour (5 MP); **range** touch(0 MP); **target** 30' diameter (3 MP); **effect** hedging (1 MP)

10 – ANIMAL SLEEP. The caster calms an adjacent beast, putting it into a peaceful sleep (slumbering) for 10 minutes.

Duration 10 minutes (3 MP); **range** 5' (1 MP); **target** 1 creature (0 MP); **effect** slumbering (7 MP).

11 – SUMMON GREATER BEAST. The caster summons up to a level 4 beast (wolf, etc.) or beasts totaling 4 levels of a type suitable to the local terrain. The animal arrives with a helpful attitude. If the caster can communicate with the animal, it will obey orders; otherwise it will simply act to defend and warn.

Duration 10 minutes (3 MP); **range** 5' (0 MP); **target** 1 square (0 MP); **effect** summon level 4, helpful (8 MP).

12 – ANIMAL CONTROL. The caster dominates (charm, severe) a single animal within 30' for 10 minutes.

Duration 10 minutes (3 MP); **range** 30' (1 MP); **target** 1 creature (0 MP); **effect** dominate (8 MP)

13 – GREATER WILDWARD. A magical ward prevents wild animals from entering a 30' diameter area for 12 hours. The creature can only make one attempt to breach the hedging effect. The hedging effect prevents the creature from making melee attacks into the area, but it can still use ranged attacks and spells which do not target MENTAL DEFENSE.

Duration 12 hours (9 MP); **range** touch(0 MP); **target** 30' diameter (3 MP); **effect** hedging (1 MP), enduring (3 MP)

23 – SUMMON MIGHTY BEAST. The caster summons up to a level 7 beast (tiger, bear, etc.) or beasts totaling 7 levels of a type suitable to the local terrain. The animal arrives with a helpful attitude. If the caster can communicate with the animal, it will obey orders; otherwise it will simply act to defend and warn.

Duration 10 minutes (3 MP); **range** 5' (0 MP); **target** 1 square (0 MP); **effect** summon level 7, helpful (20 MP).

PATH OF FIRE

Nature, fire.

Mastery of the elements is a common part of a magic-user's arsenal, and none so much as the element of fire. The path of fire is simple in nature, with few complex effects, and easy to learn, familiar to almost every spellcaster. Note that the caster is immune to spells centered on herself.

1 – SPARK. A small spark of fire strikes a nearby target within 10'. This is enough to set flammable items alight, and does 1 point of fire damage to creatures and objects.

Duration instant (0 MP); **range** 10' (1 MP); **target** 1 creature (0 MP); **effect** 1 fire damage (0 MP).

2 – CAMPFIRE. The caster creates a campfire within 10' which burns for 10 minutes. After the 30 minutes is up, the fire can be tended to continue for longer, although it is no longer magically sustained.

Duration 30 minutes (4 MP); **range** touch (0 MP); **target** 5' (0 MP); **effect** create fire (0 MP)

3 – DESERT CLOAK. All creatures within 10' of the caster gain SOAK 2 (fire) for one day, enough to survive intense climates without discomfort.

Duration 1 day* (2 MP); **range** touch (0 MP); **target** 10' (1 MP); **effect** SOAK 2 (fire) (0 MP)

4 – FIREWORK. The caster can create a small object made of fire which persists for up to 1 minute. This might be a decorative firework, or a symbol in the air. The object is not dangerous (it causes 1 point of fire damage to anybody who touches it) and does not move from its location.

Duration 1 minute (2 MP); **range** 30' (1 MP); **target** 5' (0 MP); **effect** elemental object (1 MP)

5 – FIREBOLT. A bolt of fire streaks from the caster's outstretched hand to strike the target.

Duration instant (0 MP); **range** 100' (2 MP); **target** 1 creature (0 MP); **effect** 3d6 fire damage (3 MP)

6 – ENDURING FLAME. The caster sets a target within 100' alight; the target burns for 1 minute (10 rounds), taking 1d6 fire damage per round. The fire cannot be extinguished until the duration expires.

Duration instant (0 MP); **range** 100' (2 MP); **target** 1 creature (0 MP); **effect** 1d6 enduring fire damage (4 MP)

7 – FIRE WARD. The caster is able to withstand intense temperatures and walk unharmed through the hottest of fires, gaining SOAK 10 (fire) for 1 minute.

Duration 1 minute (2 MP); **range** touch (0 MP); **target** 1 creature (0 MP); **effect** SOAK

14 (fire) (5 MP)

8- SEARING FIRE BALL. A tiny ball of fire streaks to a point within 100' and explodes. Searing flames fill a 30' wide area, dealing 3d6 points of fire damage. Highly flammable materials catch on fire.

Duration instant (0 MP); **range** 100' (2 MP); **target** 30' creature (3 MP); **effect** 3d6 fire damage (3 MP)

10 – AURA OF FLAME. The caster is surrounded by an aura of flame for 1 round. The flame provides protection (+5 DEFENSE) and causes 2d6 fire damage to any creatures which touches the caster or attacks him with a melee attack. Additionally, it grants the caster SOAK 5 (fire).

Duration 1 round (1 MP); **range** touch (0 MP); **target** 1 creature (0 MP); **effect** 1d6 fire damage (1 MP); +5 DEFENSE (3 MP); SOAK 5 (fire)

11 – FLAMING BARRIER. A wall of fire springs up, 100' in length and 5' wide, and persists for 1 minute. It causes 3d6 fire damage to anyone who touches it.

Duration 1 minute (2 MP); **range** 100' (2 MP); **target** 100' line (4 MP); **effect** 3d6 fire damage (3 MP)

21 – IMMOLATE. This spell immolates a single target within 100', causing 10d6 fire damage to it.

Duration instant (0 MP); **range** 100' (2 MP); **target** 1 creature (0 MP); **effect** 10d6 fire damage (19 MP)

25 - MAJOR IMMOLATION. With this deadly spell, mighty explosion of fire engulfs an area wide enough to destroy an entire town. The conflagration deals 3d6 fire damage to all within an area 1-mile in diameter, centred 2,500' away (which puts the caster roughly at the edge of the fire).

Duration instant (0 MP); **range** 3,000' (8 MP); **target** 1 mile (17 MP); **effect** 3d6 fire damage (3 MP)

27 – CITY FIRE. This widespread, mile-wide fire engulfs an entire area 1-mile across, centred on the caster, and blazes for a full day. The fire deals 1 point of fire damage per round.

Duration 1 day (10 MP); **range** 0' (0 MP); **target** 1 mile (17 MP); **effect** create fire (0 MP)

30 – HELLISH REBUKE. This mighty explosion of fire is centered on the caster. The caster unleashes a mighty explosion which does 7d6 fire damage to everything in a 3-mile wide area.

Duration instant (0 MP); **range** 0' (0 MP); **target** 3 miles (20 MP); **effect** 7d6 fire damage (10 MP)

PATH OF STONE

Nature, earth.

1 - LOCATE MINERAL – You can locate the presence of a specific mineral within 60'.
Duration instant (0 MP); **range** self (0 MP); **target** 1 creature (0 MP); **effect** dowse, simple (1 MP)

2 - PEBBLE BLAST – You blast earth and stones at a single target within 30', doing 1d6 blunt damage.

Duration instant (0 MP); **range** 30' (1 MP); **target** 1 creature (0 MP); **effect** 1d6 blunt damage (1 MP)

5 - STONEWALK – You are able to pass through stone as though it were not there for 1 minute. If you are still within the stone when the spell ends, you die instantly.

Duration one minute (2 MP); **range** self (0 MP); **target** 1 creature (0 MP); **effect** reduce step (3 MP)

6 - STONESPEAK. Stones know things. You can ask natural stone about events they have witnessed in the last month. A stone is aware of what has touched it, and what it covers or conceals, although it does not necessarily have a context for these things.

Duration instant (0 MP); **range** touch (0 MP); **target** 1 object (0 MP); **effect** history reading, 1 month (6 MP)

7 - ROCKBLAST – Sharp-edged stones whip forward towards any targets of your choice within a 30' diameter area centered up to 30' away, striking them for 4d6 blunt damage.

Duration instant (0 MP); **range** 30' (1 MP); **target** 30' diameter (3 MP); **effect** 3d6 blunt damage (3 MP), discerning (1 MP)

8 - ANCHOR. A creature within 30' is anchored by stone, unable to leave its square – it is immobilized until it shakes off the condition.

Duration instant (0 MP); **range** 30' (1 MP); **target** 1 creature or object (0 MP); **effect** immobilized (7 MP)

9 - VICIOUS STALAGMITES – Hundreds of tiny, razor-sharp stalactites emerge from the ground, covering a 30' diameter area around you for one minute. Anyone other than you entering or beginning their turn in the area takes 2d6 piercing damage and becomes *hindered* (slow, mild).

Duration one minute (2 MP); **range** self (0 MP); **target** 30' diameter (3 MP); **effect** hindered (2 MP), 2d6 piercing damage (2 MP)

10 - WALL OF STONE - You create a 50' long wall of stone with a width and height of about 10'. The wall lasts for 1 hour before crumbling.

Duration 1 hour (5 MP); **range** 30' (1 MP); **target** 100' line (4 MP); **effect** create object

11 - SKIN OF STONE – You gain SOAK 10 for 10 minutes.

Duration 10 minutes (3 MP); **range** self (0 MP); **target** 1 creature (0 MP); **effect** SOAK

10 (8 MP)

12 – TREMOR. The ground shakes around you in a 50' diameter area for 1 minute. Some weak structure may tumble. The area is difficult terrain for the duration.

Duration 1 minute (2 MP); **range** 30' (1 MP); **target** 50' diameter (4 MP); **effect** tremor (5 MP)

13 – ANCIENT STONESPEAK. As stonespeak, but you may ask about events from any time in the past.

Duration instant (0 MP); **range** touch (0 MP); **target** 1 object (0 MP); **effect** history reading, ancient (13 MP)

14 – QUICKSAND – You turn a 30' diameter area of stone into mud or sand for one minute. Creatures in the area are immobilized (slowed, severe).

Duration one minute (2 MP); **range** 100' (1 MP); **target** 30' diameter (3 MP); **effect** immobilized (7 MP)

15 - PETRIFICATION. With a touch, you turn a medium-sized creature into stone for one hour. It reverts to normal when the hour expires.

Duration 1 hour (5 MP); **range** touch (0 MP); **target** 1 creature or object (0 MP); **effect** different element type (1 MP), force change (7), de-animate (2 MP)

16 – STALACTITE THRUST. A stalactite or stalagmite thrusts from the ground or ceiling to skewer a single creature within 30' for 9d6 piercing damage.

Duration instant (0 MP); **range** 30' (1 MP); **target** 1 creature or object (0 MP); **effect** 9d6 piercing damage (15 MP)

19– EARTHQUAKE. The area shakes violently for one minute. Cracks appear, and some structures tumble. Creatures in the area are subject to an attack vs. DEFENSE or they fall prone. The entire area is considered difficult terrain for the duration.

Duration 1 minute (2 MP); **range** 30' (1 MP); **target** 100' diameter (6 MP); **effect** earthquake (10 MP)

THE FREEZING PATH

Nature, ice.

1 - COLD WEAPON. With a touch you cause a weapon to frost, making its damage type cold damage for 10 minutes.

Duration instant (0 MP); **range** self (0 MP); **target** 1 creature (0 MP); **effect** dowse, simple (1 MP)

2 - FREEZING BLAST. You blast icy air and ice at a single target within 5', doing 2d6 of cold damage.

Duration instant (0 MP); **range** 5' (0 MP); **target** 1 creature (0 MP); **effect** 2d6 cold damage

3 - RESISTANCE. Your affinity with ice is such that you gain SOAK 4 (cold) for 10 minutes.

Duration 10 minutes (3 MP); **range** self (0 MP); **target** 1 creature (0 MP); **effect** SOAK 4, cold (1 MP)

4 - CHILLING TOUCH. Your icy touch causes 4d6 cold damage.

Duration instant (0 MP); **range** touch (0 MP); **target** 1 creature (0 MP); **effect** 4d6 cold damage (4 MP)

5 - ICE SHEET. You render a 30' radius area within 100' *slippery* for one minute.

Duration 1 minute (2 MP); **range** touch (0 MP); **target** 30' diameter (3 MP); **effect** slippery (0 MP)

6 - ICICLE BLAST. Icicles shoot forward in a 25' cone, striking any creatures in the area for 2d6 cold damage.

Duration instant (0 MP); **range** self (0 MP); **target** 25' cone (4 MP); **effect** 2d6 cold damage (2 MP)

7 - ICEWALL - You create a 50' long wall of transparent ice with a width and height of about 10'. The wall lasts for 1 hour before melting.

Duration 1 minute (2 MP); **range** 30' (1 MP); **target** 100' line (4 MP); **effect** create object

8 - GREATER RESISTANCE. Your affinity with ice is such that you gain SOAK 14 (cold) for 10 minutes.

Duration 10 minutes (3 MP); **range** self (0 MP); **target** 1 creature (0 MP); **effect** SOAK 14, cold (5 MP)

10 - MASS RESISTANCE. You grant SOAK 6 (cold) to selected creatures within a 30' diameter area centered on you for 10 minutes.

Duration 10 minutes (3 MP); **range** self (0 MP); **target** 30' diameter (3 MP); **effect** SOAK 8, cold (3 MP), discerning (1 MP)

11 - MASS FREEZE. A wave of icy cold freezes selected creatures within a 50' diameter area centered on you. The targets are immobilized (slowed, severe) until they

shake the condition off.

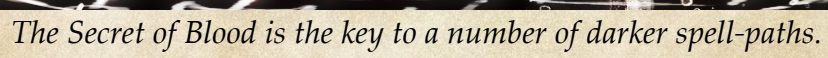
Duration instant (0 MP); **range** self (0 MP); **target** 50' diameter (3 MP); **effect** immobilized (7 MP), discerning (1 MP)

13 – ICE STORM. You create a 30' diameter icy storm within 100' for 1 minute which causes those within to be *shrouded* (blinded, severe). Creatures other than yourself beginning or starting their turns in the storm take 2d6 cold damage.

Duration 1 minute (2 MP); **range** 100' (2 MP); **target** 30' diameter (3 MP); **effect** 2d6 cold damage (2 MP), shrouded (4 MP)

15 – ICEBLOCK. You freeze (paralyze) a target within 30' in a block of solid ice for one minute.

Duration 1 minute (2 MP); **range** 30' (3 MP); **target** 1 creature (0 MP); **effect** paralyzed (10 MP)



PATH OF ILLUSION

Light, sound.

1 - MINOR ILLUSION. You create one minor, adjacent effect which lasts while you concentrate. The effect is simple and imprecise, and only relates to one of sound, images, smell, or taste. Examples include a pattern of tiles on a wall, a growl or laughter (but nothing articulate), or the smell of rotting flesh, or baking bread.

Duration concentration (0 MP); **range** touch (0 MP); **target** 1 creature (0 MP); **effect** simple illusion (1 MP)

2 - HIDE PORTAL. You can hide a door, window, or other portal to make it appear like part of the wall.

Duration concentration (0 MP); **range** 30' (1 MP); **target** 1 object (0 MP); **effect** simple visual illusion (1 MP)

3 - DISTRACTION. You combine simple visual and audible illusory effects to create a distraction. The distraction is size medium or smaller, and is a simple visual, and the sound is no louder than four men talking and is not articulate in any way.

Duration instant (0 MP); **range** 30' (1 MP); **target** 1 square (0 MP); **effect** simple visual illusion (1 MP), simple sound illusion (1 MP)

4 - EMPEROR'S NEW CLOTHES. You alter your clothing for 10 minutes; the clothing choice is fairly simple, and can mimic a general style ("military", "farmer", etc.) but not a specific outfit or uniform.

Duration 10 minutes (3 MP); **range** self (0 MP); **target** 1 object (0 MP); **effect** simple visual illusion (1 MP)

5 - UNSEEN. You become entirely invisible for as long as you concentrate.

Duration concentration (0 MP); **range** self (0 MP); **target** 1 creature (0 MP); **effect** complex visual illusion (5 MP)

6 - ILLUSORY WALL. You create up to a 10' by 10' illusory wall within 30'. The wall lasts for 10 minutes and blends in with a corridor, hallway, or other surrounding structure.

Duration 10 minutes (3 MP); **range** 30' (1 MP); **target** 20' diameter (2 MP); **effect** simple visual illusion (1 MP)

7 - PERSON MIRAGE. You can create the illusion of a full person within 30', complete with distinctive markings, unique pieces of clothing, and an expressive demeanor. The illusion emits basic sounds (though no other sensory cues) and is animated (although not reactionary), remaining in place for one minute.

Duration 1 minute (2 MP); **range** 30' (1 MP); **target** 1 square (0 MP); **effect** average visual illusion (3 MP), simple sound illusion (1 MP)

8 - UNSEEN PARTY. You and any selected allies who remain within a 30' area centered on you become entirely invisible for as long as you concentrate. The area moves

with you.

Duration concentration (0 MP); **range** self (0 MP); **target** 30' diameter (3 MP); **effect** complex visual illusion (5 MP)

10 – SILENCE. An area 20' in diameter within 30' is rendered utterly silent for 1 minute.

Duration 1 minute (2 MP); **range** 30' (1 MP); **target** 20' diameter (2 MP); **effect** complex sound illusion (5 MP)

11 - I'M ON FIRE! You make a target feel like he's on fire or freezing cold. The sensation is realistic, incredibly intense and painful and causes non-lethal damage to the target. You can affect a single target within 100'. inflicting 1d6 non-lethal heat or cold damage per round for one minute.

Duration 1 minute (2 MP); **range** 100' (2 MP); **target** 1 creature (0 MP); **effect** average visual illusion (3 MP), realistic damage (4 MP)

12 - DRAGON'S ROAR. You can make any loud, complex sound appear to be emitting from up to 1,000' away and continue for a duration of 10 minutes. Sounds can be as loud as a dragon's roar or an entire parade cheering, and all of it can be as articulate as you want, complete with subtle sounds like kids in the crowd whining to their parents, or the dragon's roar echoing properly in an opera house.

Duration 10 minutes (3 MP); **range** 1,000' (4 MP); **target** 1 square (0 MP); **effect** complex sound illusion (5 MP)

13 - ILLUSORY SCENE. You can create a convincing illusory scene, which contains visual and audible elements (but not smell, taste, or touch), including convincing people or creatures, of up to 20' diameter, and which lasts for 1 hour.

Duration 1 hour (5 MP); **range** touch (0 MP); **target** 20' diameter (2 MP); **effect** average visual illusion (3 MP), average sound illusion (3 MP)

14 - ILLUSORY TERRAIN. You create a large (100' diameter) area of fake terrain which persists for one hour. This can be of any type – grass, swamp, lava, forest – and is enough to hide any buildings or other immobile structures within the area. It cannot hide mobile objects or creatures.

Duration 1 hour (5 MP); **range** touch (0 MP); **target** 100' diameter (6 MP); **effect** average visual illusion (3 MP)

15 – SIMULACRUM. You create a fully realistic, reactive simulacrum, able to converse with and interact with others. The creation remains autonomously for one hour, and can be of size medium or smaller. It cannot leave its starting location.

Duration 1 hour (5 MP); **range** touch (0 MP); **target** 1 square (0 MP); **effect** average visual illusion (3 MP), average sound illusion (3 MP), reactive illusion (4 MP)

16 - NIGHTMARE INCARNATE. This spell creates a horrifying visual and audible illusory creature within 100' of up to Enormous size, which attacks your enemies and lasts while you concentrate. Use the actual stats of whatever creature you choose, although it does non-permanent damage.

Duration concentration (0 MP); **range** 100' (0 MP); **target** enormous (8 MP); **effect** average visual illusion (3 MP), realistic damage (4 MP), simple sound illusion (1 MP)

25 – FESTIVAL OF DREAMS. Creatures caught in the area of effect perceive that they have suddenly stumbled upon the middle of a beautiful fey festival, with gorgeous dancers and tantalizing food. The inhabitants of this illusory festival do all they can to please the guests, giving them strong wine and trying to dazzle them with numerous fleshly pleasures. While in the area of effect, creatures' sense of space and time are distorted. They perceive time at only one-tenth of its normal pace, so if they only plan to spend a minute in the festival, ten actually pass while they walk bewildered through the illusion. If the character intentionally stays to enjoy the festivities, he'll usually end up spending an entire hour standing in an empty grove, thinking he's eating and partying. Likewise, the small area of effect of the illusion actually appears to be a hundred-foot wide outdoor festival hall. Though none of the specific senses created by this illusion are complex, their sheer overwhelming power is enough to keep most from seeing through the illusion.

Duration 1 hour (5 MP); **range** touch (0 MP); **target** 30' diameter (3 MP); **effect** average visual illusion (3 MP), average sound illusion (3 MP), average tactile illusion (3 MP), average olfactory illusion (3 MP), distort distances (4 MP), distort time (1 MP)

PATH OF LIFE

Good, life.

1 – CURE CONDITION. You remove one mild condition from a creature you can touch.

Duration instant (0 MP); **range** touch (0 MP); **target** 1 creature (0 MP); **effect** remove mild condition (1 MP)

2 – HEAL. You heal 2d6 HEALTH to a creature you can touch.

Duration instant (0 MP); **range** touch (0 MP); **target** 1 creature (0 MP); **effect** heal 2d6 (2 MP)

3 – CURE SEVERE CONDITION. You remove one severe condition from a creature you can touch.

Duration instant (0 MP); **range** touch (0 MP); **target** 1 creature (0 MP); **effect** remove severe condition (3 MP)

4 – SLOW POISON. You temporarily halt the spread of poison in a creature you can touch for 10 minutes. The poison resumes when the spell expires.

Duration 10 minutes (3 MP); **range** touch (0 MP); **target** 1 creature (0 MP); **effect** slow poison (1 MP)

5 – CURE EXTREME CONDITION. You remove one extreme condition from a creature you can touch.

Duration instant (0 MP); **range** touch (0 MP); **target** 1 creature (0 MP); **effect** remove extreme condition (5 MP)

6 – SLOW DISEASE. You add one dice to the countdown pool of a creature suffering from a disease.

Duration instant (0 MP); **range** touch (0 MP); **target** 1 creature (0 MP); **effect** slow disease (6 MP)

7 – PARTY HEAL. You heal 3d6 HEALTH to everybody you choose within a 30' diameter centered on you.

Duration instant (0 MP); **range** self (0 MP); **target** 30' diameter (3 MP); **effect** heal 3d6 (3 MP), discerning (1 MP)

8 – GREATER HEAL. You heal 6d6 HEALTH to a creature you can touch.

Duration instant (0 MP); **range** touch (0 MP); **target** 1 creature (0 MP); **effect** heal 6d6 (8 MP)

9 – CURE DISEASE. You cure one disease in a creature you touch.

Duration instant (0 MP); **range** touch (0 MP); **target** 1 creature (0 MP); **effect** cure disease (9 MP)

10 – NEGATE POISON. You negate all poison within a 20' diameter area. Any poison that enters the area during the spell's duration is neutralized. Creatures with natural

poison abilities are subject to an attack which neutralizes their venom for the duration if successful.

Duration 10 minutes (3 MP); **range** touch (0 MP); **target** 20' diameter (2 MP); **effect** negate poison (5 MP)

13 – REGENERATION. Each round, the target heals 1d6 damage for a period of 10 minutes.

Duration 10 minutes (3 MP); **range** touch (0 MP); **target** 1 creature (0 MP); **effect** enduring curing, short (10 MP)

15 – LESSER REVIVE. You restore to life a creature that has died in the last 10 minutes. The creature returns with 0 HEALTH, but stabilized.

Duration instant (0 MP); **range** touch (0 MP); **target** 1 creature (0 MP); **effect** lesser revive (15 MP)

20 – GREATER REVIVE. You restore to life a creature that has died in the last year. The creature returns with 0 HEALTH, but stabilized.

Duration instant (0 MP); **range** touch (0 MP); **target** 1 creature (0 MP); **effect** greater revive (15 MP)

PATH OF PLANTS

Nature, plants.

1 – GOODBERRY. You pluck a berry which heals 1d6 of HEALTH to anyone who eats it. The berry must be eaten straight away, as it rapidly loses its potency.

Duration instant (0 MP); **range** touch (0 MP); **target** 1 object (0 MP); **effect** heal 1d6

2 – PLANTSPEAK. You talk to plants and determine the answer to a single yes-or-no question as long as it is about a topic recently witnessed by the plant (within 1 year).

Duration instant (0 MP); **range** touch (0 MP); **target** 1 object (0 MP); **effect** question, moderate past (2 MP)

3 – THORNWHIP. Thorny tendrils whip a target adjacent to you for 3d6 piercing damage.

Duration instant (0 MP); **range** 5' (0 MP); **target** 1 creature (0 MP); **effect** 3d6 damage (3 MP)

6 - CLEAR THE WAY. Plants move aside in a 100' line in front of the caster, leave the way unobstructed and clear.

Duration 10 minutes (3 MP); **range** touch (0 MP); **target** 100' line (3 MP); **effect** clear (0 MP)

7 – OBSTRUCTION. Plants cause obstruction a 30 diameter area centered on you, hindering those who enter or start their turn in the area until they shake off the condition.

Duration 1 minute (2 MP); **range** touch (0 MP); **target** 30' diameter (3 MP); **effect** hindered (2 MP)

8 – ENTANGLE. Plants rise up and immobilize a medium creature within 30' until it shakes off the condition.

Duration instant (0 MP); **range** 30' (1 MP); **target** 1 creature (0 MP); **effect** immobilized (7 MP)

9 - SKIN OF THORNS. Your skin turns into bark, covered with thorns, granting you SOAK 5 for 2 hours.

Duration 2 hours (6 MP); **range** self (0 MP); **target** 1 creature (0 MP); **effect** SOAK 5 (3 MP)

10 - THORNWALL - You create a 50' long impassable wall of thorns and brambles with a width and height of about 10'. The wall lasts for 1 hour before wilting. It causes 1d6 piercing damage to any who touch it.

Duration 1 hour (5 MP); **range** 30' (1 MP); **target** 100' line (4 MP); **effect** create object, 1d6 piercing damage (1 MP)

12 - MASS ENTANGLE. Plants rise up and entangle all creatures of your choice who enter or start their turn in the area until they shake off the condition.

Duration instant (0 MP); **range** 30' (1 MP); **target** 30' diameter (3 MP); **effect** immobilized (7 MP), discerning (1 MP)

PATH OF SHADOW

Shadow, illusion.

2 – SHADOWCLOAK. You become wreathed in flickering shadows for one hour, granting you a +2 DEFENSE bonus.

Duration 1 hour (1 MP)*; **range** self (0 MP); **target** 1 creature (0 MP); **effect** +2 DEFENSE (1 MP)

4 - SNUFF OUT. You extinguish any non-magical light source as bright as torches and lanterns within a 30' diameter area centered on yourself.

Duration instant (0 MP); **range** self (0 MP); **target** 30' diameter (3 MP); **effect** evoke shadow, mild (1 MP)

5 – GLOOM. Darkness radiates in a 20' diameter for 10 minutes. Creatures with darksight can see through this area normally; the darkness is the equivalent of a moonless night.

Duration 10 minutes (3 MP); **range** self (0 MP); **target** 20' diameter (2 MP); **effect** create gloom (0 MP)

6 – EXTINGUISH. You extinguish any light source, including magical light sources, within a 30' diameter area centered on yourself.

Duration instant (0 MP); **range** self (0 MP); **target** 30' diameter (3 MP); **effect** evoke shadow, moderate (3 MP)

7 – DARKNESS. Deep darkness radiates in a 20' diameter for 10 minutes. This magical darkness obstructs the vision of even creatures with darkvision.

Duration 10 minutes (3 MP); **range** 30' (3 MP); **target** 20' diameter (2 MP); **effect** create darkness (1 MP)

8 – UNSEEN. You become entirely invisible for 10 minutes, hidden by shadows.

Duration 10 minutes; **range** self (0 MP); **target** 1 creature (0 MP); **effect** complex visual illusion (5 MP)

9 – SHADOWSTEP. You step into one shadow and emerge from another within your line of sight and within 100'.

Duration instant (0 MP); **range** 100' (2 MP); **target** 1 creature (2 MP); **effect** teleport (5 MP)

10 - SHADOW AREA. You are able to hide an area of 20' diameter for 10 minutes. This could be a small camp, room, a doorway or and adventuring party (as long as they remain in the same location). The area looks normal save for the elements you wish to hide, which are treated as though invisible.

Duration 10 minutes (3 MP); **range** touch (0 MP); **target** 20' diameter (2 MP); **effect** complex visual illusion (5 MP)

PATH OF SIGHT

Sight.

The *path of sight* concentrates on the elements of vision and scrying. Someone who has mastered this path is hard to deceive or hide from, for they can see through illusions, pierce the darkness, or find hidden objects with ease. Inquisitors, in particular, master the *path of sight*. The path of sight doesn't include prophetic information gathering; it merely deals with magically enhanced perception and scrying.

1 – TELESCOPIC SIGHT. You can clearly, although momentarily, see a specific 20' radius area within 800' and within line of sight as though it were adjacent to you.

Duration 1 round (1 MP); **range** self (0 MP); **target** 1 creature (0 MP); **effect** remote viewing, within sight (0 MP)

2 – DOWSE. You can use magically heightened senses to sniff out the location of a type of object or substance. You know the direction to the nearest significant quantity of that substance.

Duration 1 round (1 MP); **range** self (0 MP); **target** 1 creature (0 MP); **effect** dowse, simple (1 MP)

3 – LONGEARS. As telescopic sight, but you can also hear the location, though sounds from beyond the 20' radius field of view are muffled.

Duration 1 round (1 MP); **range** self (0 MP); **target** 1 creature (0 MP); **effect** remote viewing, within sight (0 MP), sound (2 MP)

4 – AWARENESS. You become very aware of your surroundings. For 10 minute you gain a +1d6 bonus to INT attribute checks.

Duration 10 minutes (3 MP); **range** self (0 MP); **target** 1 creature (0 MP); **effect** +1d6 attribute bonus (1 MP)

5 – DARKSIGHT. You gain darksight for 10 minutes to a distance of 30', able to see clearly in darkness.

Duration 10 minutes (3 MP); **range** 30' (1 MP); **target** 1 creature (0 MP); **effect** darksight (1 MP)

6 – TRUESIGHT. You gain truesight for 10 minutes to a distance of 30', able to see invisible creatures, through illusions, and through disguises.

Duration 10 minutes (3 MP); **range** 30' (1 MP); **target** 1 creature (0 MP); **effect** truesight (2 MP)

7 – OMNISIGHT. You gain omnisight for 10 minutes to a distance of 30', able to see through solid objects. Darkness still provides concealment, but objects, fog, smoke, etc. do not.

Duration 10 minutes (3 MP); **range** 30' (1 MP); **target** 1 creature (0 MP); **effect** omnisight (3 MP)

8 – REMOTE VIEWING. You spy on a distant creature, object, or location. You can see the immediate surroundings around your target in a 30' radius area. You must have met the subject, touched the object, or been to the location previously. This requires an attack vs. the target's MENTAL DEFENSE as normal.

Duration 1 minute (2 MP); **range** self (0 MP); **target** 1 creature (0 MP); **effect** remote viewing, firsthand (5 MP), 10' expanded view (1 MP)

9 – HYPER AWARENESS. You become very aware of your surroundings. For 10 minutes you gain a +3d6 bonus to INT attribute checks.

Duration 10 minutes (3 MP); **range** self (0 MP); **target** 1 creature (0 MP); **effect** +3d6 attribute bonus (6 MP)

11 – COMBINED SIGHT. You gain darksight, truesight, and omnisight for 10 minutes to a range of 100'.

Duration 10 minutes (3 MP); **range** 100' (2 MP); **target** 1 creature (0 MP); **effect** omnisight (3 MP), truesight (2 MP), darksight (1 MP)

12 – REMOTE SENSOR. As remote viewing, but you can also hear sounds and even smell and touch the location, noticing texture and temperature of areas about as easily as you could if you touched them. This cannot injure you, but can be uncomfortable.

Duration 1 minute (2 MP); **range** self (0 MP); **target** 1 creature (0 MP); **effect** remote viewing, firsthand (5 MP), 10' expanded view (1 MP), sound (2 MP), olfactory (1 MP), touch (1 MP)

PATH OF WATER

Nature, water.

The path of water grants a magic-user mastery over one of the four primary elements. It grants the ability to create water, control it, and even breathe it.

1 – WAVE. A single crashing wave of water causes 1d6 blunt damage to a target within 5', and puts out exposed flames in that square.

Duration instant (0 MP); **range** 5' (0 MP); **target** 1 creature (0 MP); **effect** 1d6 blunt damage (1 MP)

2 – BUOYANCY. You become able to float with ease for 1 minute, even if heavily encumbered. As a side effect, you do not become wet; this can also be used to stay dry in heavy rain.

Duration 1 minute (2 MP); **range** self (0 MP); **target** 1 creature (0 MP); **effect** buoyant (0 MP)

3 – PURIFY. You purify all water in a 20' diameter area centered on you.

Duration instant (0 MP); **range** self (0 MP); **target** 20' diameter (2 MP); **effect** purify water (1 MP)

4 – WATERWALK. You are able to walk on water as though it were a solid surface for 1 minute.

Duration 1 minute (3 MP); **range** self (0 MP); **target** self (0 MP); **effect** waterwalk (2 MP)

5 - WATER BREATHING. You can breathe, speak, and otherwise respire normally in any sort of non-toxic liquid for 1 minute.

Duration 10 minute (3 MP); **range** self (0 MP); **target** 1 creature (0 MP); **effect** breathe (2 MP)

6 – SWIM. You gain a swim speed equal to your regular SPEED for 10 minutes, and also gain a +2 die bonus to any attribute checks made to swim.

Duration 10 minutes (3 MP); **range** self (0 MP); **target** 1 creature (0 MP); **effect** swim (3 MP)

7 - MASS WATER BREATHING. You and any allies within a 20' diameter area centered on you can breathe, speak, and otherwise respire normally in any sort of non-toxic liquid for 10 minutes.

Duration 10 minutes (3 MP); **range** self (0 MP); **target** 20' diameter (2 MP); **effect** breathe (2 MP)

8 – TIDAL WAVE. Crashing waves knock targets prone and cause 2d6 blunt damage to all within a 30' cone.

Duration instant (0 MP); **range** touch (0 MP); **target** 30' cone (6 MP); **effect** 2d6 blunt

damage (2 MP)

12 – RAINSTORM. You create a rainstorm in a 150' diameter area.

Duration 10 minutes (3 MP); **range** self (0 MP); **target** 20' diameter (2 MP); **effect** create water (0 MP)

11 - MAJOR TSUNAMI. Crashing waves knock targets prone and cause 3d6 blunt damage to all within a 50' cone. Medium or smaller creatures are washed away to the far edge of the cone.

Duration instant (0 MP); **range** touch (0 MP); **target** 50' cone (8 MP); **effect** 3d6 blunt damage(3 MP)

WEATHER CONTROL

Nature, weather.

A favourite of druids, weather control allows a caster to call rain, summon winds, and evoke lightning bolts from the skies.

1 – GUST OF WIND. You create a gust of wind, about 20mph, in a 50' cone which can disperse or remove fog or gas in the area.

Duration instant (0 MP); **range** touch (0 MP); **target** 1 creature (0 MP); **effect** 1d6 blunt damage (1 MP)

2 – GUST OF WIND. You create a gust of wind, about 20mph, which can disperse or remove fog or gas in the area.

Duration instant (0 MP); **range** touch (0 MP); **target** 50' cone (2 MP); **effect** moderate wind (0 MP)

3 – FOGSHIELD. A fog cloud fills a 10' diameter area centered on the caster for 1 minute and obscures vision beyond 5'. Any creature within it has concealment. Fog and mist can be dispersed by a moderate wind (11+ mph) in 4 rounds, or by a strong wind (21+ mph) in 1 round.

Duration 1 minute (2 MP); **range** self (0 MP); **target** 10' diameter (1 MP); **effect** mist (0 MP)

5 – CALL LIGHTNING. A lightning strike from the heavens crackles and smites one target within 50' for 3d6 lightning damage.

Duration instant (0 MP); **range** 100' (2 MP); **target** 1 creature (0 MP); **effect** 3d6 lightning damage (3 MP)

6 – RAINBURST. A sudden, quick downpour of rain drenches a 30' diameter area for 1 minute, soaking everything within with water (and giving it Vulnerability 1d6 to lightning damage for the duration). The rainburst extinguishes exposed flames, washes away acid and ooze, and cools heated materials.

Duration 1 minute (2 MP); **range** 30' (1 MP); **target** 30' diameter (3 MP); **effect** ambient water (0 MP)

8 – FOG CLOUD. A fog cloud fills a 50' diameter area for 1 minute and obscures vision beyond 5'. Any creature within it has concealment. Fog and mist can be dispersed by a moderate wind (11+ mph) in 4 rounds, or by a strong wind (21+ mph) in 1 round.

Duration 1 minute (2 MP); **range** 100' (2 MP); **target** 50' diameter (4 MP); **effect** mist (0 MP)

9 – HURRICANE. A hurricane fills a 50' cone with winds of up to 150mph.

Duration 1 minute (2 MP); **range** touch (0 MP); **target** 50' cone (2 MP); **effect** hurricane (5 MP)

10 – FORKED LIGHTNING. A lightning strike from the heavens crackles and smites all targets of your choice within a 50' diameter area within 100' for 3d6 lightning damage.

Duration instant (0 MP); **range** 100' (2 MP); **target** 50' diameter (4 MP); **effect** 3d6 lightning damage (3 MP), discerning (1 MP)

11 – MINOR WEATHER ALTERATION. You create a type of weather normal to the local terrain and season. The weather takes ten minutes to develop before fading quickly.

Duration 10 minutes (3 MP); **range** touch (0 MP); **target** 100' diameter (6 MP); **effect** weather (2 MP)

22 – GREATER WEATHER ALTERATION. You create a type of weather normal to the local terrain and season. The weather takes ten minutes to develop before fading quickly.

Duration 10 minutes (3 MP); **range** touch (0 MP); **target** 1 mile diameter (17 MP); **effect** weather (2 MP)

DESIGNING BASIC SPELL-PATHS

This book contains a selection of spell-paths for you to choose from. You can run an entire campaign simply using these spell-paths. They cover common themes – elements such as fire, air, water, and earth, or themes like shadow, light, plants, or beasts.

However, you may wish to create new spell-paths for your game. You can design new spell-paths for your world by using the following guidelines. To create a spell-path, you will need to choose a theme and name, and then design a sequence of spells with ascending MP costs based on that theme.

Basic spell. Each spell in a spell-path has a duration, a range, and a target (the target is either an area of effect, a creature, or a point in space), plus a non-magical action which meets those criteria. The action might be something like lighting a candle, cleaning a garment, or unlocking a door, and is subject to attribute checks as normal (although MAG is always used as the attribute). For example, if the spell unlocks a door, it may require a check vs. the lock's difficulty to pick it, which is normally made with an AGI check. The action cannot cause damage, as that effect must be purchased separately.

BASIC SPELL (0 MP)	
Casting Time	Two actions
Duration	Instant or concentration
Range	Touch or self
Target Area	A creature, object, point in space, or one 5-ft. Square
Effect	One action (e.g. unlock a door)

You can modify these statistics to create a new spell. Each change affects the total MP cost of the spell. See the table below for how duration, range, and target area increases affect the MP cost of a spell. You must add each element separately, so a spell with a range of 30' and a duration of 10 minutes costs 5 MP.

A basic spell chooses from a small list of effects and modifies the range, duration, and target to suit. Using just these simple elements, you can create a wide range of spells.

Later in this chapter is a wide selection of more detailed or complex enhancements which can be applied to a spell should you wish to delve in a little more deeply.

To design a basic spell follow these instructions:

1. Take the basic spell template (above).
2. Choose a range, duration, and target and add on the MP cost for each.
3. Choose one or more effects and add on the MP cost for each.

Basic Spell Statistics

MP	Duration	Range	Target Area*
0	instant/concentration	touch/self	5'/1 creature or object
1	1 round	30'	10'
2	1 minute	100'	20'
3	10 minutes	500'	30'
4	30 minutes	1000'	50'
5	1 hour	1,500'	75'
6	2 hours	2,000'	100'
7	3 hours	2,500'	150'
8	6 hours	3,000'	200'
9	12 hours	3,500'	300'
10	1 day	4,000'	500'
11	2 days	4,500'	750'
12	3 days	5,000' (1 mile)	1,000'
13	5 days	5,500'	1,500'
14	1 week	6,000'	2,000'
15	2 weeks	6,500'	3,000'
16	1 month	7,000'	4,000'
17	2 months	7,500'	5,000' (1 mile)
18	3 months	8,000'	7,500'
19	6 months	8,500'	10,000' (2 miles)
20	1 year	9,000'	15,000' (3 miles)

*double for lines, half for cones

For example, a powerful 14 MP ice spell which freezes (paralyzes) the target until it shakes off the condition might look like this:

Range 30' (1 MP); **Duration** instant (0 MP); **Target** 1 creature (0 MP)
Effects paralysis (10 MP); 3d6 cold damage (3 MP)

Instantaneous spells. Many spells have all their damage or healing happen instantaneously, in which case the spell only has a duration of one round. However, you do have the *option* of spreading the damage or healing over a longer duration, dealing less per round.

Duration. Duration also applies to delayed effects; the delay is counted as part of the duration.

Abjure Spell Durations: As a special exception to the costs for duration enhancements, if you cast an abjuration spell with only SOAK or DEFENSE effects, you can purchase a one hour duration for 1 MP, and a one day duration for 2 MP.

Inflicting conditions. Inflicting a condition which can be shaken off counts as an instantaneous spell. This column is also used for removing conditions.

Range & area. For spells with both range and target area, the range represents the center of the target area. For spells without a target area, the target is a creature, object, or point in space within range.

The area assumes a circular area with the given diameter or smaller. Other shapes can be used, however. For a line-based effect, double the diameter. The line is 5' wide at most. For a cone-based effect, halve the diameter. This is the length of the cone.

Charging objects. You can charge an object (such as an arrow) with your spell effect and use that as the ranged delivery mechanism. The duration begins from when the spell is cast, not when the arrow is fired. You may choose the trigger (the arrow hits, the door is walked through, etc.)

Creatures & objects. Physical effects affect objects just like creatures.

ENHANCEMENTS

You can apply other enhancements to the spell. This increases the MP cost.

Discerning (1 MP). The spell only affects creatures of your choice within the target area. You may apply your own criteria – all enemies, all goblins, etc. If your spell has more than one effect and you wish to apply different effects to different groups, you need to include discerning for each effect.

Contingency (varies). A contingency is a set of criteria which triggers the spell. For example, casting a spell on yourself which lasts 1 day would normally attract a duration cost of 10 MP. If it held a contingency trigger (e.g. a teleport which whisks you to safety if you fall below half HEALTH), that duration would cost 4 MP instead. Contingencies are often used for alarms and similar spells.

- **Contingency, one hour (2 MP)**
- **Contingency, one day (4 MP)**
- **Contingency, one week (7 MP)**
- **Contingency, one month (10 MP)**
- **Contingency, one year (14 MP)**

Duration, concentration (0 MP). The spell's duration is only as long as you maintain concentration. Concentrating takes one action per round. If the caster takes damage, a WIL check vs. the damage amount is required to maintain concentration.

SPELL EFFECTS

Duration, range, and target area are only the basic statistics of a spell. Additionally, the spell needs to have an effect. It might cause damage, change something, heal, inflict a condition, move an object, or more.

On the next page is the Basic Spell Effects table. Using just this table and the Basic Spell Statistics table, you can create a wide variety of spells.

Damage/healing. This refers directly to HEALTH damage or restoration. The damage type *must* be specified.

Elements. Any element, material, or damage type can be used on a spell. Examples include fire, earth, air, water, ice, plants, light, shadow, life, death, good, evil, sound, beasts, and more. The following table lists some very common effects for quick spell design.

For example, a fireball which does 3d6 fire damage to all within a 20' diameter area up to 100' feet away would cost 3 (damage) + 2 (target area) + 6 (range) for a total of 11 MP. Alternatively, a shielding spell which grants the caster +5 DEFENSE for ten minutes would cost 3 (SOAK/DEF) + 2 (duration) for a total of 5 MP.

Attribute checks. For attribute increases or decreases, the bonus dice work like skills. Add or subtract the indicated bonus or penalty dice to checks made with that attribute. The attribute itself is not directly altered. You can also grant skills in the same way.

Creature Level. This refers to the level of creature that can be created, summoned, or transformed into. For example, it costs 19 MP to summon a Tyrannosaurus Rex, which is a level 10 monster.

SOAK/DEF. This refers to bonuses to SOAK or either DEFENSE or MENTAL DEFENSE. SOAK is an overall physical SOAK. You can limit it to a specific damage type (e.g. fire) by halving the MP cost.

Condition. Multiple conditions require the MP cost to be added for each separate condition. A condition can be shaken off by the target as normal.

O.L.D. Spell Creator

You can find an O.L.D. spell creator online at the address below. This generator only uses the basic stats and values, not the detailed ones. You'll need to apply those manually. You can enter duration, range, area, etc. and it will give you the total MP value of your selection. Most useful when converting a spell from another system and it's more important that the spell stats are mimicked than a particular MP budget be used.

You can create a surprisingly wide variety of spells with just this basic calculator.

http://www.enworld.org/forum/dnd_view_block.php?id=1664

Basic Spell Effects

MP	Damage */ healing	Attribute Checks	Creature Level	SOAK** / DEF	Condition	Value (gc)	SPEED	Size/ Weight
0	1	-	0	2	<i>distracted</i>	2	-	Tiny/ 10lb
1	1d6	+/-1d6	1	3	<i>impaired, muddled, cheerful</i>	10	+2	
2	2d6	+/-1d6	2	4	<i>nervous, hindered, brave, angry</i>	50	+4	Small/ 80lb
3	3d6	+/-2d6	3	5	<i>tipsy, queasy, weary, dazed</i>	100	+6	
4	4d6	+/-2d6	4	6	<i>shrouded, disoriented, laughing</i>	200	+8	Medium/ 250lb
5	4d6	+/-2d6	4	7	<i>beguiled, absent-minded, asleep</i>	500	+10	
6	5d6	+/-3d6	5	8	<i>afraid, addled, courageous, exultant</i>	1,000	+12	Large/ 1,000lb
7	5d6	+/-3d6	5	9	<i>obscured, drunk, immobilized, slumbering, raging</i>	2,000	+14	
8	6d6	+/-3d6	6	10	<i>dominated, debilitated, fatigued</i>	5,000	+16	Enormous / 15,000lb
9	6d6	+/-3d6	6	12	<i>terrified, plastered, heroic</i>	7,500	+18	
10	7d6	+/-4d6	7	14	<i>exhausted, nauseated, paralyzed, frenzied</i>	10,000	+20	
11	7d6	+/-4d6	7	16	<i>controlled, amnesic, comatose</i>	15,000	+24	Gigantic/ 40,000lb
12	8d6	+/-4d6	8	18	<i>insane</i>	20,000	+28	
13	8d6	+/-4d6	8	20		25,000	+32	
14	8d6	+/-4d6	8	22		30,000	+36	
15	9d6	+/-5d6	9	24		50,000	+40	Colossal/ 100,000lb
16	9d6	+/-5d6	9	26		75,000	+45	
17	9d6	+/-5d6	9	28		100,000	+50	
18	9d6	+/-5d6	9	30		150,000	+55	
19	10d6	+/-5d6	10	32		200,000	+60	
20	10d6	+/-5d6	10	34		500,000	+70	Titanic/ 250,000lb

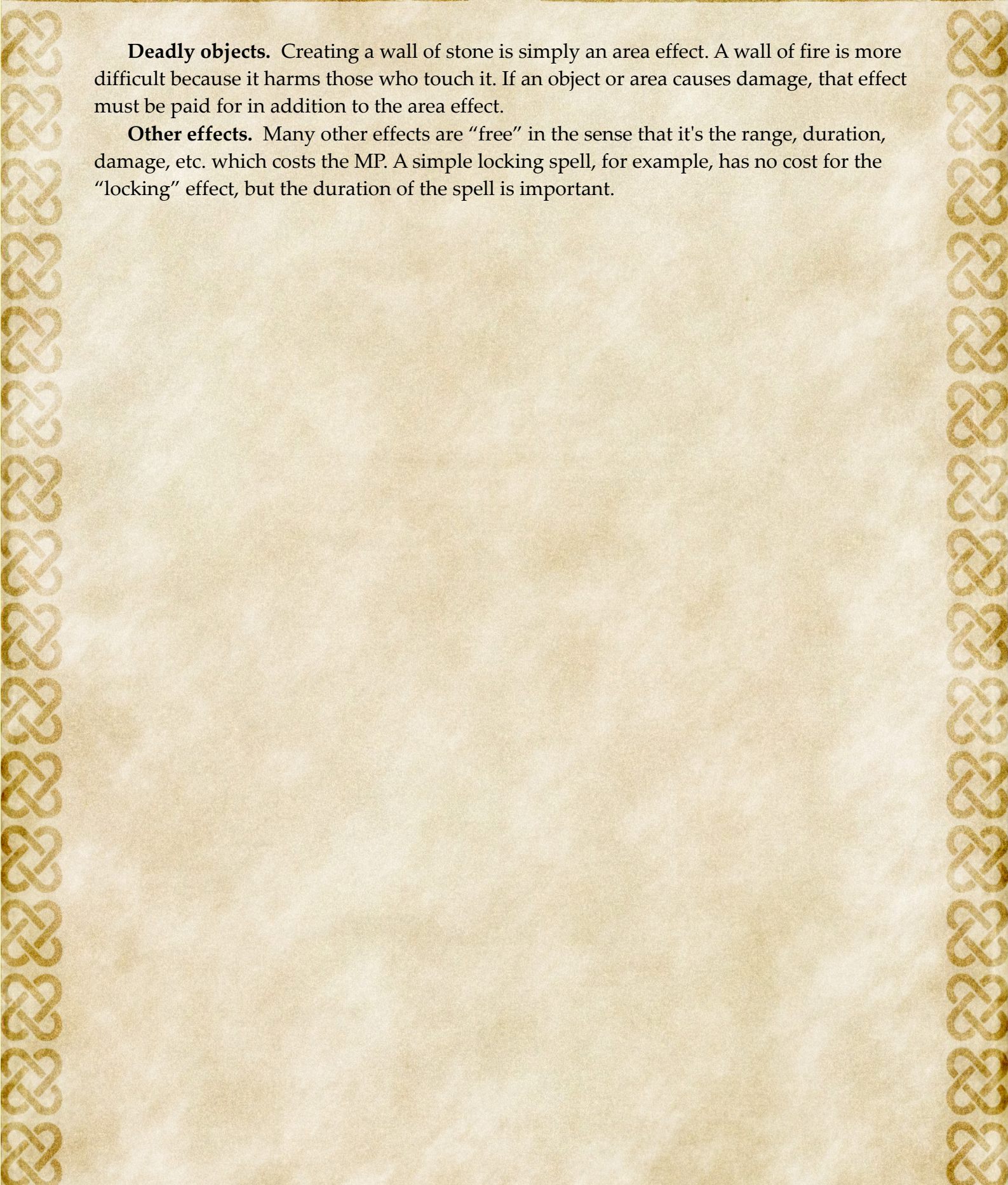
*damage type must be specified

**halve the cost if SOAK applies only to a specific damage type



Deadly objects. Creating a wall of stone is simply an area effect. A wall of fire is more difficult because it harms those who touch it. If an object or area causes damage, that effect must be paid for in addition to the area effect.

Other effects. Many other effects are “free” in the sense that it's the range, duration, damage, etc. which costs the MP. A simple locking spell, for example, has no cost for the “locking” effect, but the duration of the spell is important.



DESIGNING DETAILED SPELL-PATHS

This section covers the common magical skills. You can select enhancements from this chapter to add to your spells if you require effects more complex than those allowed in the basic spell creation section.

While the section is divided into broad skill-based spell types (abjuration, evocation, etc.), this is just to help you navigate through the section. You can pick and choose from any enhancement and apply it to your spell. Magic-users are limited by their spell-paths, not by the arbitrary spell type divisions in this chapter.

You should view this chapter as a smorgasbord of enhancements from which you may select as you wish.



ABJURATION (REPELLO)



Abjuration spells can provide numerous types of defenses. Most abjuration spells defend individual creatures or objects, but you can create a spell that limits the movements of creatures into or out of an area, enhance DEFENCE, grant damage resistance, or restrict the movements of certain creatures.

Abjuration also includes the suppression or dispelling of magical effects.

Unless otherwise noted, these effects do not stack with other spells and abilities that grant similar benefits. When two or more effects provide the same type of defense, use only the effect with the highest benefit.

Most high-MP abjure spells provide a package of weak defenses rather than a huge bonus in one area.

Antimagic	5+ MP
Antimagic, targeted	1+ MP
Breaching	+2 MP / 1d6 bonus
Dispel magic	Equal to target spell
Hedging	1 MP
Hedging, all	2 MP
Hedging, greater	2 MP
Hedging, enduring	3 MP
Shielding	See Basic Spell Statistics table
Withstanding	See Basic Spell Statistics table

Shielding (varies): This is a deflection ability; attacks are diverted away from the target. Affected creatures gain a bonus to their DEFENSE. See the Basic Spell Effects table for the size of the bonus.

Withstanding (varies): This enables the target to withstand the damage type; it does not deflect it away. Affected creatures gain a bonus to their SOAK score. See the Basic Spell Effects table for the size of the bonus. If the SOAK only applies to one damage type, the cost is half the normal cost.

Breaching (varies): This gives the target a +1d6 die bonus per 2 mp to attribute checks made to resist or breach a spell effect of the specified type. This is higher than the basic attribute check die bonus given in the Basic Spell Statistics table because it is very specific.

Hedging (varies): Hedging prevents a creature or creatures from entering an area.

- **Hedging (1 MP).** You must declare either a creature type (fey, goblinoid, beast, etc.) or a virtue (*Good* or *Evil*). Creatures who try to enter the area of effect or try to target MENTAL DEFENSE of creatures within the area are subject to a MAG

vs. MENTAL DEFENSE attack; if it succeeds, the creature cannot enter the area for one minute. Every minute it can make one attempt; if the creature fails, it is stuck outside for at least the next minute. The hedging effect prevents the creature from making melee attacks into the area, but it can still use ranged attacks and spells which do not target MENTAL DEFENSE.

- **Hedging, All (2 MP).** As above, but it applies to all creatures.
- **Hedging, Greater (2 MP).** You can only choose this option if you have already chosen one of the above Hedging enhancements. None of the hedged creature's attacks, spells, or abilities can cross the area of effect.
- **Hedging, Enduring (3 MP).** You can only choose this option if you have already chosen one of the above Hedging enhancements. Affected creatures only get one chance every day to bypass the barrier, rather than once per minute. Of course, if the duration is less than a day, this benefit is slightly reduced.

Dispelling: You can only dispel an effect if its area of effect is within range. For a counterspell, you can also attempt to counter if its caster or target are within range. Dispel Magic has a base range of Touch, but you can purchase range enhancements for it just as you could with other spells. Normally you'll target only a single spell or effect with this enhancement, but sometimes you may want to dispel or counter every effect in an area, and thus you can purchase area of effect enhancements normally as with any spell.

Dispel Magic (Varies). You must devote the same amount of MP to the Dispel Magic effect, in addition to MP paid for range, area of effect, duration, etc, as the caster of the spell you are trying to dispel. The more MP you spend, the more powerful effects you can dispel. The check is a MAGIC check directly opposed by the caster's MAGIC check. In many cases, the caster's MAGIC check may have been made previously, and should be recorded as the difficulty of the effect.

Antimagic (5+ MP). You can create an antimagic area, making it difficult or impossible for all magic to work within. You must spend a minimum of 5 MP to create antimagic, in addition to area of effect, range, and duration. You make a MAGIC check as normal, and any spells or effects cast within that area must exceed that check as a difficulty value or have that magic countered. Whenever any spell or effect enters the area, or its area of effect passes through the antimagic area, its controller makes the check against this effective difficulty benchmark. Obviously, an antimagic area will not suppress itself.

Targeted Antimagic (1+ MP). As above, except that you choose a single *secret*, and the antimagic effect only applies to spells tagged with that secret. You can therefore create a cheaper anti-scraying area or other specific defense.

Counterspelling (exploit): *Counterspelling* is an exploit (see *Universal Exploits*) rather than a spell, and is used to directly counter another magic-user's spell as it is being cast.

CHARMS (LEPOS)



Charm spells alter the moods and emotions of creatures, making them more likely to perform certain actions. Unlike compulsions, charms cannot force a character to perform more than the most primitive actions; at best, a charm might put a creature to sleep or make it attack in a frenzied anger.

Creatures have their minds altered slightly. You alter their state, but generally they are still free to act as is appropriate to their (now slightly altered) nature. You in no way have control over charmed creatures, though if you instill in them friendly or helpful attitudes, you can influence them easily.

Charm spells inflict mild, severe, or extreme conditions on their target. These conditions include *confused*, *stunned*, and *frightened*, which have already been introduced in this game, and the new conditions *vexed*, *fearless*, *happy*, and *drowsy*.

Each round, creatures affected by a charm spell can attempt to shake it off (using the value of the initial caster's MAGIC check as normal for conditions), and if it succeeds, the spell effect is reduced one step, from *extreme*, to *severe*, to *mild* to none. However, if you choose the Subtle Charm enhancement, creatures cannot try to shake it off each round because they do not realise they have been charmed.

Charm conditions that cause happiness, anger, fear, or confusion meddle with creatures' memories, making it harder for them to realize their actions were not their own. When a creature completely resists a charm of this sort, it knows someone was trying to meddle with its mind. If the creature is affected by the spell, however, it does not think its actions are peculiar, even if someone tries to convince them they're acting out of character.

Once a happiness, anger, fear, or confusion condition wears off, though, the creature will realize they were being influenced. Note that this only applies to happiness, anger, and confusion effects. For other charm spells, like courage or daze effects, the creature is aware it is acting differently.

Remember, if the charm spell has a large area of effect and you do not use the Discerning enhancement, creatures that leave the area of effect will no longer be affected by the charm. This is not a concern for spells that have a single target.

Non-sentient (mindless) creatures: it is possible to have charm spells affect mindless creatures which are normally immune to attacks vs. MENTAL DEFENSE. Effects like undead turning, for example, make the undead scared and flee. Mindless creatures can only be affected by *Calm*, *Confuse*, *Daze*, and *Fear* effects.

Emotions: When a creature is affected by an emotion, its current emotional state is replaced; you cannot be in two emotional states at once. If two charm spells affect the same creature, the one with the greater effect takes precedence for its duration. For example, a troll is hit by two spells, one to make it raging (severe) and one to make it comatose (extreme). The extreme effect takes precedence, and the troll falls into a coma. If the subsequent checks against these effects causes a different spell to be strongest, that one takes precedence.

The anger and happiness charm spells can alter a creature's attitude, but they do so

only in specific directions. You do not simply make a creature angry or happy in general, but you make it angry or happy *at* something. When you cast the spell, choose a target as usual, and choose another creature or object that is also within range, toward which the new attitude applies. Thus, you can make a creature angry at one of its allies, or make a creature very loving and protective of a loaf of bread.

Charm spells cannot combine obviously inimical effects, such as creating both courage and fear. However, you can combine effects like Happiness (to adjust attitude) and Courage.

Calming, extreme	4 MP
Calming, mild	0 MP
Calming, severe	2 MP
Condition	See Basic Spell Effects table
Subtle charm	3 MP

Calming effects. Calm spells simply reduce the creature's current emotional condition by one or more steps, from *extreme* to *severe*, *severe* to *mild*, and *mild* to nothing. A *mild* calm spell reduces it by one step, a *severe* calm spell reduces it by two steps, and an *extreme* calm spell reduces it by three steps. A calming effect costs the same as a regular effect (free for one mild calm, 2 MP for a severe calm, and 4 MP for an extreme calm).

Conditions (varies): the cost of each condition varies. Mild conditions cost less than severe or extreme conditions, and conditions which change emotions cost less than conditions which incapacitate a creature. See the Basic Spell Effects table for costs.

Subtle charm (3 MP): the creature is unaware that it has been charmed, and cannot shake off the charm, which lasts for a set duration (which must be purchased).

Also, for happiness, anger, fear, and confusion spells, creatures that are affected by the spell do not automatically realize their minds were being altered once the spell ends. If someone prompts them that their behavior was unusual they do receive an INT check to realise it, with a +1d6 bonus.

If the spell contains both compulsion enhancements, this enhancement also functions as the Subtle Compulsion enhancement. You only need to buy one.

NEW CONDITIONS

These conditions are in addition to those in the *Playing The Game* chapter.

DROWSY (CON)

- **Mild (asleep):** The creature falls asleep. It may be awakened by being shaken or injured, but noise will not rouse them. Awakening a creature is a single action.
- **Severe (slumbering):** The creature falls asleep and can only be awakened by injury or with vigorous effort, requiring a full minute.
- **Extreme (comatose):** The creature falls into a deep unconsciousness. Nothing can awaken it unless it shakes off the condition.

FEARLESS (WIL)

- **Mild (brave):** Brave creatures gain a +1d6 bonus to attack rolls. The spell also shakes off any *frightened* condition by one degree of severity.
- **Severe (courageous):** Courageous creatures gain a +1d6 bonus to attack rolls, damage rolls, and checks to resist *Charm* and *Compel* effects. The spell also shakes off any *frightened* condition by two degrees of severity.
- **Extreme (heroic):** Heroic creatures gain a +2 die bonus to attack rolls, weapon damage rolls, and all attribute checks. The spell also shakes off any *frightened* condition completely.

HAPPY (WIL)

If a creature is attacked or threatened while under the effect of the laughing or exultant effect, it immediately receives a free check to shake it off.

- **Mild (cheerful):** The creature becomes friendly. Also, as an option instead of Laughing and Exultant, more powerful happiness spells can make a creature even more friendly.
- **Severe (laughing):** The creature is filled with great humor, and finds it difficult to take any aggressive action. It suffers a -1d6 penalty to weapon attack and damage rolls. Others receive a +2 die bonus to social attribute checks with the creature.
- **Extreme (exultant):** The creature is filled with uncontrollable laughter. It collapses into gales of manic laughter, falling prone. The subject can take no actions while laughing, but is not considered helpless.

VEXED (WIL)

- **Mild (angry):** the creature becomes hostile.
- **Severe (raging):** The creature acts as if in a berserker rage, gaining a +1d6 bonus to STR checks (including attacks based on STR) and opponents gain a +1d6 bonus to attack it.
- **Extreme (frenzied):** Greater than a rage, the creature gains a +2d6 bonus to STR checks (including attacks based on STR), and opponents gain a +2d6 bonus to attack it. During the frenzy, the character can take no rational actions, and simply attacks the nearest enemy. If there are no enemies to fight, the frenzied creature starts attacking friends.

CHRONOMANCY (TEMPOS)



Chronomancy is the manipulation of time and space. Through its use, time can be sped up, slowed, or even stopped, and different dimensions and planes can be accessed.

Pocket of Time (15 MP). The area of effect and everything inside it gain extra time, equal to the spell's duration. The outside world stands still while the area of effect speeds along. Anything leaving the area of effect loses the effect of this extra time, and returns to the normal flow of time just slightly outside the area. Spell effects created during this time pocket do not continue after this spell ends, so it is useful for resting and healing, but not for actual offense or defense. Unwilling creatures in the area of effect receive a WILL check to resist this spell's effect. If successful, they are shunted to outside the area of effect.

Dilated Time (3 MP). All creatures, objects, and spell effects in the area age one round. Their effects still occur, so an ongoing *Evoke* spell deals damage for the round, a fire burns one round worth of fuel, and poison runs its course one round faster. Likewise, a spell like *Charm* will end one round sooner. For spells that grant an attribute check to resist on a round by round basis, use the result of the last-made save to determine effects. Things within the area of effect cannot influence those outside, so if a dilated fuse sets off a bomb in the area, the explosion will be limited to the area of effect. Unwilling creatures in the area of effect receive a Will save to resist.

- **Dilated Time, Short (6 MP).** As above, except 5 rounds elapse instead of 1.
- **Dilated Time, Medium (10 MP).** As above, except 5 minutes elapse instead of 1 round.
- **Dilated Time, Long (15 MP).** As above, except half a day elapses instead of 1 round.

Enhance time (varies). Note that these effects do not stack; you can only have one of these effects active on any given creature at a time. They apply for the duration of the spell.

- **Grow Plant (1 MP).** Nonmonstrous plants in the area of effect age one day. You can purchase this enhancement multiple times. This effect is natural growth, and is not undone when the spell's duration ends. Indeed, the spell's duration doesn't matter for this effect.
- **Speed Attack (4 MP).** Once per turn, affected creatures can attack twice as a single action.
- **Speed Action (5 MP).** Each turn, affected creatures can take an extra action.
- **Burst of Time (15 MP).** At any time during the spell's duration, an affected creature may gain one free bonus round to act outside the normal flow of time. Only affected creatures can take actions in this free round. You cannot harm creatures, and spells you cast simply tick down their duration with no effect. You can move unattended objects, run away, or cast spells to affect yourself which will function normally. For each additional 2 MP you spend, affected creatures each gain another one round, which can be used at any time.
- **Bonus Turn (19 MP).** Each round, affected creatures can take two full rounds

worth of actions.

Time Hop: The Time Hop enhancement spells let you skip forward in time short distances. Traveling backward in time is impossible, and meddling with history is only available in campaigns where the Game Master wants to introduce the possibility.

One time during the spell's duration, affected creatures can time hop once, as a full-round action. When a creature time hops, it vanishes, then reappears in the same place after the allotted time passes. For the creature, the transition is instantaneous. If the creature would reappear in a solid object, it instead is shunted to the nearest suitably large open space and takes 2d6 damage.

When the creature time hops, the spell ends for it. Unless you use telekinesis to force a creature to time hop, it is aware of how far ahead it is moving, and can choose to time hop a shorter period.

Slow Time (varies). Note that these effects do not stack; you can only have one of these effects active on any given creature at a time. They apply for the duration of the spell.

- **Partial Action/Round (5 MP).** Each round, affected creatures can only take one action.
- **Timeless (15 MP).** The area of effect is removed from time for the spell's duration. Nothing inside the area of effect changes or can be affected.

Shift Space (varies). If used on a creature, the creature gains the listed benefits to natural attacks and attacks made without weapons, including spell attacks. If used on an object, the object grants the benefit to all attacks made with it. Each of the below enhancements must be bought separately; they do not stack.

- **Ghost Touch (1 MP).** The attack can harm incorporeal creatures as easily as corporeal ones.
- **Deadly Strike (2 MP).** The attack shifts to hit vulnerable spots more easily, and gains +2d6 damage.
- **Phasing (3 MP).** The attack selectively passes through certain types of matter harmlessly, and it only hurts those you want to strike. It ignores armor and shield SOAK values, and deals damage normally.

Pocket Dimension (varies): You can create a pocket dimension, with an entrance big enough for you to walk through (though you may choose to make it smaller). You create the entrance anywhere within range. If you are inside, you can close or reopen the entrance with two actions. The area of effect you choose is the size of the pocket dimension, and also defines the cost in MP of the dimension. Anything in the area of effect is effectively removed from the rest of the world. The interior of the dimension is bare and ends without any apparent solid walls. Temperature and air within are the same as those without when the dimension is created. If the spell's duration ends, anything in the area of effect is expelled.

The cost of the pocket dimension is equal to three times the normal area of effect cost. The pocket dimension expires when the duration of the spell expires.

Spirit Wander (0 MP): Spirit Wander simply lets the creature release its spirit from its body. The spirit can travel at the creature's base speed, vaguely observing the world

around it as if through a thin curtain. It can sense the presence, number, and general size of all creatures present, but it can only see clearly or communicate with other spirit wanderers and can in no way influence the real world. The distance the spirit can travel from its body is the same as the normal range of the spell. The creature is aware vaguely of the state of its real body, and can return at any time as a full round action.

Projection (3 MP): The Projection enhancement allows you to send your soul out of your body yet still influence the real world. Your spirit is visible and has all the same qualities as your real body, except that as a full-round action you can return to simply a spirit state, unseen and intangible. Also with two actions you can return to your body. You still cannot move beyond the spell's normal range. If your spirit body is slain, your spirit returns to your body and are reduced to 0 HEALTH. If this spell is combined with a teleport spell, the range you can roam is determined from the point you teleport to.

Possession (5 MP): The Possession enhancement allows you (or the affected creature) to move its soul into the body of another. First, your (or the creature's) spirit must leave its own body. You may then choose to enter some sort of receptacle, generally called a 'magic jar.' With two actions you can try to possess any living creature your spirit touches, or that is within range of the magic jar. You make a MAG vs. MENTAL DEFENSE attack, and if you fail, your spirit stays out of its body, and each successive attempt to enter that creature takes a -1d6 die penalty.

If the attack succeeds, your spirit enters its body. If you used a magic jar, the creature's soul is trapped in the jar, but otherwise, its spirit automatically enters your own body. A magic jar costs at least 100gc to purchase or make.

While in the body of another, you can freely move beyond the normal range of the spell.

When the spell ends, your spirit leaves the host and tries to return to its own body, and the host's soul returns to its body. However, you cannot leave the host if neither your original body nor the magic jar is within range. If the spell ends and you cannot reach your original body, you die. This likewise happens to the soul of the host if its body is out of range when the spell ends.

If either body dies during the spell, both must make a Difficult [16] WIL check or die. If both succeed, whoever rolled highest gains permanent possession of the remaining body. If one fails, the other gains possession. If both fail, the remaining body simply dies.

If the spell is made permanent before its duration ends, however, the souls become comfortable residents of their current locations.

Teleport (5 MP): These spells let you teleport creatures and objects. More powerful teleport spells let you travel to other dimensions.

One time in the spell's duration, the affected creature can teleport up to the spell's range. This requires two actions. A creature that teleports can bring along any objects it carries that fit into the area of effect.

If you teleport to somewhere out of your line of sight, you must make a LOG check (see the table below). If you fail, you end up off course by $2d6 \times 2d6\%$ of the distance traveled. If you fail by 5 or more, you end up in an area that is visually or thematically similar to

where you intended to go. If you fail by 10 or more, the spell gets “scrambled,” and you take 2d6 points of damage. Make another check to try to redirect yourself, and if you keep on failing by 10 or more, you keep on taking damage. Likewise, if you knowingly teleport into a solid object, keep making Difficult [16] LOG checks until you fail one by less than 5.

- **Precise Teleport (+2 MP):** If you choose the Precise enhancement, you never have to make this check; if the location does not exist, you instead simply end up someplace thematically similar. You can affect multiple creatures by enlarging the area of effect. If you affect multiple creatures at once, and all are teleporting to the same destination, make only one check for the whole group.
- **At-will Teleport (+9 MP):** For an extra 9 MP you can get the At Will enhancement. This gives you the ability to activate the teleport as many times as you want during the spell’s duration. If you individually target this spell, the affected creature or creatures can teleport independently. Each teleportation takes just a move action.

LOG checks for teleporting somewhere out of line of sight

Very Familiar	Easy [6]
Studied Carefully	Routine [10]
Seen Casually	Challenging [13]
Viewed Once	Difficult [16]
Description	Strenuous [21]
False Destination	Severe [25]

COMPULSION (COACTO)



Compel spells force creatures to act certain ways. Weaker compulsions let you set a specific task for the character to perform, while more powerful compulsions give you ongoing control of the creature's actions.

If a creature is successfully affected by a compel spell, it obeys your commands to the best of its ability. Low-MP compel spells are language dependent, and thus creatures are allowed to obey the letter of your commands, rather than the spirit. The more powerful the spell, the more control you have, and the more complicated actions you can command.

Compulsions are generally more expensive than charms that could do about the same thing, but they provide you greater control. For example, you could charm someone to make them run away from you in fear, or you could compel him to flee quietly. Alternately, you can charm someone to make him hostile toward his ally, or you can compel him to kidnap his friend and bring him to you.

Additionally, compel spells cover aspects of classic 'telepathy': mind-reading and thought-sending. You can compel someone to find out their secrets, or use the spell to communicate silently. You can even compel a creature so that it feels in its mind as though it's being injured.

Language command, simple	0 MP
Language command, standard	2 MP
Language command, complex	4 MP
Mind modify	4 MP
Mind read	4 MP
Mind scan	1 MP
Mindwipe	6 MP
Subtle compulsion	3 MP
Telepathic command, simple	1 MP
Telepathic command, standard	3 MP
Telepathic command, complex	5 MP
Telepathic command, domination	7 MP
Telepathic communication, simple	0 MP
Telepathic communication, standard	2 MP
Telepathic communication, complex	4 MP
Telepathic communication, senselink	1 MP

Each round, creatures can try to shake a compulsion off, and if they succeed the spell ends prematurely. Obviously suicidal commands are ignored, and dangerous acts grant a +1d6 bonus to the check.

The creature must hear and understand you, or else the spell has no effect. Thus, if you point to a pit and command "Jump," the target might simply jump up and down in place, and even if you say "Jump in," the creature will receive a bonus to resist. If the pit was obviously deep enough to kill, had spikes, etc., the creature would automatically resist. If you choose the Subtle Compulsion enhancement, creatures cannot try to shake the compulsion off.

Non-sentient (mindless) creatures: it is possible to have compel spells affect mindless creatures. You can compel plants, undead, and the like to do your bidding, but most such creatures know no languages, and so low-MP compel are useless against them. You need to use high-MP spells that are not language-dependent.

Language Command (varies). Language commands are simply verbal commands given to a creature which can hear them.

- **Language Command, Simple (0 mp).** The target must be able to hear and understand you. You give the target a one- or two-word command, which it obeys, though it may distort your intent.
- **Language Command, Standard (2 MP).** As above, except that the command can be one or two sentences long, detailing a single slightly complex task. Once you finish casting the spell, the command doesn't take effect until you finish telling the target, so you might need to rush if the target is threatening you.
- **Language Command, Complex (4 MP).** As above, except that the command can be as long or complex as you want. The more complex the command, often the more easily the target can distort its intention, but the main limiting factor is how much time the spell lasts.

Telepathic Command (varies). More powerful than a verbal command, you can instruct another creature using only your mind.

- **Telepathic Command, Simple (1 MP).** You impress your will upon the target, giving them the equivalent of a one- or two-word command, which it obeys. The creature understands your intent fully, regardless of language.
- **Telepathic Command, Standard (3 MP).** As above, except that the command can be the equivalent of one or two sentences long, detailing a single slightly complex task. You impart this command as you cast the spell; unlike a verbal command above, you do not have to spend time actually giving the command.
- **Telepathic Command, Complex (5 MP).** As above, except that the command can be as long or complex as you want.
- **Telepathic Domination (7 MP).** For the spell's duration, you may command the

creature whenever you want from any distance, with any level of complexity.

Telepathic Communication, Simple (0 MP). You can communicate simple concepts to creatures in the area of effect, like friendship or emotion, but you cannot communicate actual language. You can only communicate as long as the creature is within range. The creature can choose to reply in kind, but this gives you no power to know what it doesn't want to tell you. You can use this on willing targets to allow easy communication, but you cannot communicate to creatures who succeed their saves.

- **Telepathic Communication, Senselink (1 MP).** As above, but you can sense whatever the creature is sensing, and you can impart your senses to it. Pain can be understood, but damage does not cross over this link.
- **Telepathic Communication, Standard (2 MP).** As simple telepathic communication above, but with speech; however, this does not allow you or the target creature to understand additional languages.
- **Telepathic Communication, Complex (4 MP).** As standard telepathic communication above, but you can communicate clearly regardless of language.

Mind Scan (1 MP). By concentrating, you can 'overhear' the thoughts of the creature. If there are multiple creatures in the area, you can focus on one at a time, or try to decipher out their thoughts all at once, like hearing one person in a crowded room. This does not give you the ability to understand the creature's language, but you can comprehend emotions and simple desires like fear or hunger regardless of language. Remember, the creature can attempt to shake this off each round.

Mind Read (4 MP). By concentrating, you can deeply read the mind of the creature. Each round, you can either search for specific information (e.g., the name of a spy, the location of hidden treasure, the gate password) or simply browsing for interesting information. Browsing for general information normally garners nothing very urgent or secretive unless the creature was recently thinking about it, but gives you a broader sense of the creature's mind. You can only browse one creature at a time, but if there are multiple creatures in the area, you can look for specific information in all of them at once.

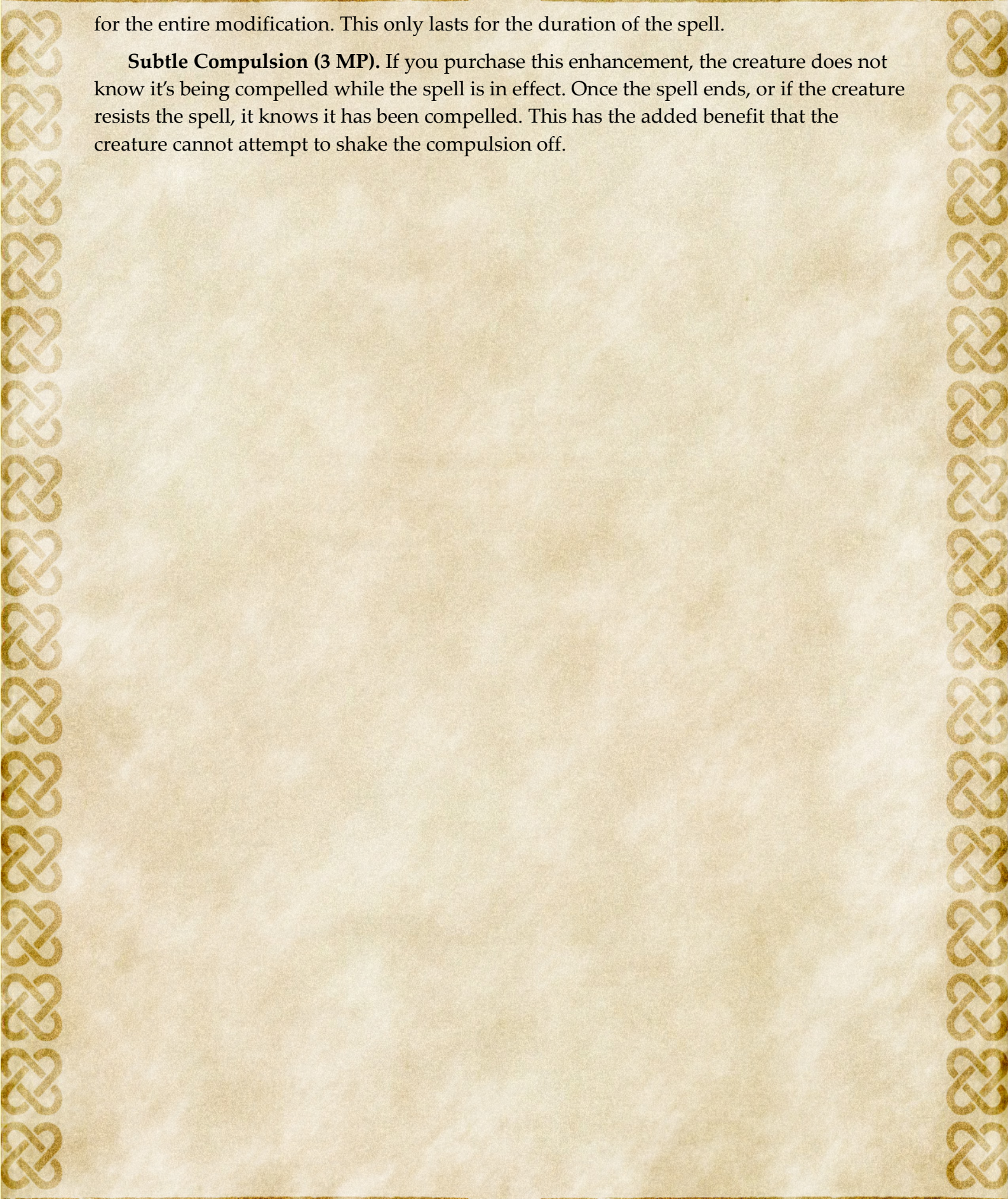
Mind Modify (4 MP). By concentrating, you can rewrite the creature's memory or knowledge. The knowledge or modification only lasts as long as the spell's duration, and you must about one round concentrating to change the creature's memory. You can choose to rewrite several pieces of simple information (password, the location he's currently at, which way the prisoners went), or rewrite a complex piece of information (making a guard think he's an escapee, imparting knowledge equal to a skill rank or one spell, or changing his memory of the lyrics of a song), or modify the memory of a single event. What constitutes an event varies, but can include several related small events covering no more than a month.

Mindwipe (6 MP). You completely erase all the creature's memories and knowledge. You must concentrate for a full minute to accomplish this. The target must be within range



for the entire modification. This only lasts for the duration of the spell.

Subtle Compulsion (3 MP). If you purchase this enhancement, the creature does not know it's being compelled while the spell is in effect. Once the spell ends, or if the creature resists the spell, it knows it has been compelled. This has the added benefit that the creature cannot attempt to shake the compulsion off.



CREATION (PARTUM)



Create spells let you make objects or energy out of nothing. You cannot create creatures, and any energy you create is no more damaging than the weakest evocation, but many other effects are possible.

The specifics of your creation spell is up to you and your Game Master to decide. Does a creation spell summon objects from other dimensions, or does it create objects whole cloth? When the spell ends, does the object just vanish, or dissolve into mist, or perhaps burst into hundreds of skittering insects that disappear into the nearest nooks and crannies?

When you create weapons or clothes, you can create them in the hands or on the bodies of willing subjects, but you cannot force such creations to appear on the unwilling.

Duration. At the end of the spell's duration, the object goes away. If you make nails and use them to hold up a painting, the nails will vanish when the spell ends, and the painting will fall. Created dirt and mud that soils clothing will leave the clothes clean when the spell ends. If you create water and boil pasta in it, when the spell ends the water will disappear from the pasta and leave it dry.

Detection. Created materials always have some special air about them that make them seem unnatural. This is not enough to make people or animals uneasy, but an experienced person can easily determine that an item is magically created.

Deadly Creations: As a restriction of the rules, you cannot use a creation spell as a directly offensive spell that is unavoidable. You cannot create a metal block over a creature to fall and crush it, nor can you create lava inside a creature's lungs. As a general guideline, you can never create something inside an unwilling creature, nor can you create something if it would displace solid matter; you can only create objects in air, water, or other fluids. If you want a spell that injures by creating things inside a creature, choose from the evocation effects.

It is still possible to create hazardous things, like flames, lava, or a vacuum, but usually creatures can escape such substances quickly. Higher level spells can trap creatures in a hazardous area, such as with the sample spell, *Flaming Barrier*, detailed later.

SOAK and ENDURANCE: A created object has its normal SOAK, ENDURANCE, SIZE, and derived HEALTH, so if you create iron manacles they will have 10 ENDURANCE, SIZE tiny and 10 HEALTH (see *Environment* for more details on object properties).

Monetary Guidelines: Regardless of what specific enhancements you get for a creation spell, the total MP spent on a creation spell determines the maximum monetary value of item you can create. This monetary value refers to both craftsmanship and materials. For example, full plate armor costs 2,000gc normally, so if you wanted to create such a suit, you would need to spend at least 7 MP. The maximum value you can create is shown in the Basic Spell Statistics table.

Create object	Depends on area of effect and value
Create elemental object (acid, air, fire, lava, lightning, mist, organic, space, void)	x2
Create force	6 MP
Create ooze	3 MP
Create sound	1-5 MP
Create space, giant area	5 MP
Elemental object	x2
Elemental weapon	See Basic Spell Statistics table
Fresh air	3 MP
Light, daylight	3 MP
Light, illumination	0 MP
Light, luminescence	3 MP
Shadow, darkness	1 MP
Shadow, gloom	0 MP
Shadow, pure darkness	3 MP
Weather	2 MP
Wind, moderate	0 MP
Wind, strong	1 MP
Wind, severe	2 MP
Wind, windstorm	3 MP
Wind, hurricane	5 MP
Wind, tornado	8 MP

Create Object (varies). You can create almost any object. The basic cost of a creation depends on its size, determined by the area of effect of the spell, and the value (see Basic Spell Statistics and Basic Spell Costs). If you don't buy any area of effect, you can create objects no larger than human-sized greatsword or a set of clothes.

Elemental Object (x2, minimum 1 MP): As Create Object (above) but you can create an object out of elemental force rather than actual matter. This enhancement simply doubles the basic cost of the creation. The object is solid, but can take any form you want. If used to create a weapon, the weapon does elemental damage of the appropriate type (fire, cold, etc.) If used to create some other type of object, there may be other effects, detailed in the entry for each element. You can always safely handle objects you create yourself, but others can be harmed if they try to walk on a bridge made of fire.

This enhancement can be chosen for any element, allowing you to create vaporous yet deadly solid blades of mist, magnificent flaming chariots, or glinting crystal armor that is not brittle. A range of elements is listed below, with details on additional properties that an object made of that element has.

Elemental objects of this sort are about as strong as steel, with END 12 and 48 HEALTH for every 5-ft. area, regardless of thickness. Elemental objects weigh a very little amount, about 1/100th of what an equivalent object made of steel would weigh.

An elemental weapon deals an additional damage of the appropriate type with each strike. You can use this enhancement to add elemental damage to a normal item, including to a weapon created with the Elemental Object enhancement, above. The amount of additional damage depends on how many MP you spend – see the Basic Spell Statistics table.

ELEMENTS

This is a list of the elements which can be used to create an elemental object.

Acid: Elemental objects created of acid are mild, and deal 1 point of acid damage per round to anyone who touches them. Stronger acid is not available as a creation. If you want to hurt things with acid, see the section on evocations.

Air: When you create air, you can choose its temperature, between extremes of -40 and 150 degrees Fahrenheit (-40 and 65 degrees Celsius). Severe heat and cold cannot be used offensively unless you have a way to keep someone from moving out of the area of effect, since it takes a while to die of exposure.

- **Fresh Air (3 MP).** You create enough fresh air for each creature in the area of effect to breathe for the spell's duration. If the spell is cast outdoors, the air will disperse naturally. Alternately, if you target creatures directly (or if you target an object that needs air, like a fire), the spell will provide fresh air for them.
- **Moderate Wind (0 MP).** You create wind of up to 20 miles per hour. You can direct the wind in whatever direction you desire, with updrafts, downdrafts, whirlwinds, or simply in a straight line.

- **Strong Wind (1 MP).** Winds of up to 30 miles per hour.
- **Severe Wind (2 MP).** Winds of up to 50 miles per hour.
- **Windstorm (3 MP).** Winds of up to 70 miles per hour.
- **Hurricane (5 MP).** Winds of up to 150 miles per hour.
- **Tornado (8 MP).** Winds of up to 300 miles per hour.
- **Weather (2 MP).** You can create a type of weather normal to the local terrain and season. The weather takes about ten minutes to develop, and once the spell ends, the weather fades normally. If the spell lasts less than ten minutes, the effects will not be full, and the new weather will fade quickly.

Fire: Elemental objects created of fire deal 1 point of damage per round to anyone who touches them (normal fire deals 1d6 damage per round).

Force (6 MP): Force objects exist both materially and ethereally. Force is virtually impenetrable; the object has END 50, and SOAK 50, with 50 HEALTH for every 5-ft. Area.

Ice: Elemental objects created of ice deal 1 point of damage per round to anyone who touches them (normal ice deals 1d6 damage per round).

Lava: Elemental objects created of lava deal 1 point of damage per round to anyone who touches them (normal lava deals a base of 1d6 damage per round of exposure). You cannot create lava to surround a creature and engulf it, though if you create enough lava, it is possible to push creatures in.

Light: Created light comes in three variations.

- **Illumination (0 MP).** The created object sheds bright light in a 20-ft. radius (and dim light for another 20 ft.).
- **Daylight (3 MP).** The created object sheds bright light in a 60-ft. radius (and dim light for another 60 ft.).
- **Luminescence (3 MP).** The entire area of effect is filled completely with light, so that no shadows are cast.

Lightning: Elemental objects created of lightning deal 1 point of damage per round to anyone who touches them (normal lightning deals 1d6 damage per round).

Mist: A fog cloud obscures vision beyond 5 ft. A creature within 5 ft. has concealment (-2d6 die penalty to hit it). Fog and mist can be dispersed by a moderate wind (11+ mph) in 4 rounds, or by a strong wind (21+ mph) in 1 round.

Organic: You can create any sort of object of once-living matter, such as clothes, wooden desks, food, or boats. You could even create a corpse. The market price of a corpse varies wildly depending on its nature.

Ooze (3 MP): Ooze objects are semi-solid, and can only be moved through at a rate of 5 ft. per round. Melee attacks made in the area suffer a -1d6 die penalty to attack and damage rolls. Ranged attacks are impossible, except for energy bolts and rays. The created object looks normal.

Shadow: Shadow, or darkness, comes in three variations.

- **Gloom (0 MP).** The created object radiates shadows in a 20-ft. radius. Creatures with darkvision can see through this area normally, and the darkness is the equivalent to a moonless night.

- **Darkness (1 MP).** The created object radiates shadows in a 20-ft. radius. This magical darkness obstructs the vision of even creatures with darkvision.
- **Pure Darkness (3 MP).** The created object radiates pure darkness in a 60-ft. radius, so dark that nothing can see through it.

Sound (varies): Created sound originates anywhere within range, and dissipates normally across range. This is not illusory; this is actual sound being created.

- For 0 MP, the sound is simple and repetitive, and as loud as four men talking.
- For 1 MP, the sound can be as complex as a conversation, or simple musical quartet, and as loud as a small crowd of shouting men.
- For 3 MP, the sound can be as complex as you can design, and as loud as a huge crowd.
- For 5 MP, you can create a deafening noise, loud enough to require a Challenging [13] END check to avoid permanent deafness.

Vacuum: You can empty an area of liquids and gasses, unnaturally sustaining a vacuum in the area of effect. You can use this to snuff flames or suffocate creatures.



Creating a feast!

DIVINATION (VIGILO)



Divinations allow the magic-user to discover information, view distant locations, to see things normally unseen, and to let her spells reach extreme distances. When you successfully divine something, a vision of the location appears in the mind of the target or targets of the spell (usually just you). You might see the image appear in a pool of water or a crystal ball, but only those affected by this spell can see the image. If you fail the MAG check, you see nothing, but if you fail by 10 or more, make a Routine [10] INT check. If you fail that, you receive a false or misleading vision.

Discern lore, common	3 MP
Discern lore, standard	5 MP
Discern lore, obscure	7 MP
Discern lore, hidden	9 MP
Dowse, creature	2 MP
Dowse, simple	1 MP
Dowse, specific	3 MP
History reading/fortune telling	5 MP
Translate, decode	5 MP
Translate, full	3 MP
Translate, simple	1 MP
Darksight	1 MP
Omnivision	3 MP
Remote viewing	See target familiarity table
Remote viewing, sound	+2 MP
Remote viewing, smell	+1 MP
Remote viewing, touch	+1 MP
Remote viewing, expanded view	+1 MP
Remote viewing discreet	+2 MP
Rider spell	0 MP
Truesight	2 MP
Question, ancient/prophetic	8 MP
Question, historical/distant future	5 MP
Question, past/moderate future	2 MP
Question, past/near future	1 MP
Question, contemporary	0 MP

Range, Area of Effect, Duration: Normally, since the visions are coming directly to you, you do not need to buy range or area of effect enhancements for divinations. If you do, however, any creature in the area of effect sees the same vision that you would. If you are not in the area of effect of your own spell, you yourself do not see anything from the divination. Duration functions normally.

The different uses of divinations are given below, including the difficulty benchmarks and MP cost of the enhancement. If the enhancement has no difficulty noted, it does not make the spell any harder, but just requires extra MP be spent.

Remote Viewing: The most common use of a divination is to spy on a distant creature, object, or location.

To spy on a creature, you make a MAGIC check, opposed by the target's MENTAL DEFENSE, modified by how well you know the target. If your MAG check is successful, you can see the immediate surroundings of your target, about a 20-ft. radius (so gigantic creatures may take up all of your view).

To be able to hear or use other senses through the divination, or to expand the field of view, requires extra enhancements which cost MP.

All creatures in your field of view may make an INT check when the spell first takes effect or whenever they enter the field of view for the first time. Creatures that succeed their check get a sense that someone is watching them. Those familiar with divination who succeed their check can recognize the sensation, and know they are being scried upon.

To spy on an area or object, you must make a Challenging [13] MAG check or else your attempt fails.

- **Sound (2 MP).** You can hear the location, though sounds from beyond the field of view are muffled and unclear.
- **Olfactory (1 MP).** You can smell and taste the location, though this is generally of little use. Odd folks might See into a bowl of pudding to see what it tastes like without having to actually eat.
- **Touch (1 MP).** You can feel the location, noticing texture and temperature of areas about as easily as you could if you touched them. You cannot be harmed in this way, but tactile sensations that would injure are unpleasant, and require a Routine [10] WIL check each round to maintain the *See* attempt.
- **Expanded View (1 MP).** Increase the radius of the field of view by 10 ft. You can choose this enhancement multiple times.
- **Discreet View (2 MP).** You can increase the difficulty to notice the *Seeing*. For each point you beat the target's WIL check, increase the difficulty to notice the sensor by 1.

Target Familiarity	MP Cost	MAG Check Modifier
Within sight and within 800'	0	0
Familiar (you know the subject well)	3	-1d6
Firsthand (you have met the subject or been to the location)	5	-2d6
Secondhand (you have heard of the subject)*	5	-3d6
None (only hunch, rumor, or vague description)	7	-5d6
Special Connection with Target		
Picture or likeness	-	+1d6
Personal item	-	+2d6
Body part, lock of hair, etc/	-	+4d6

*If someone scribes on you and you try to See back, you are considered to have secondhand familiarity with the target.

Rider Spell (0 MP, -2d6 die penalty to check). Adding a rider spell to a divination costs no MP by itself, but the rider spell and the divination are one spell, so their total MP is limited by your MAG attribute. You suffer a base -2d6 penalty to your divination check, plus an additional -1d6 for each 3 MP spent on the rider spell (this includes enhancements that apply only to the rider spell). If the divination check fails or is resisted, the rider spell has no effect. If the divination check is successful, you can cast the rider spell at any time during the duration of the divination.

The rider spell cannot directly affect anything beyond the field of view of the divination spell. If you are already divining on the area, casting a new divination spell with a rider requires you to make a new divination check.

Special Vision (varies): You can also use a divination spell to enhance your vision. Most of the following powers have the option of paying extra MP to increase the range of vision. If you combine multiple types of vision, such as darksight with omnivision, you need only pay once to improve the range for both types, but use the highest cost for increasing range.

- **Darksight (DC 5, 1+ MP).** Affected creatures gain *darksight* to the selected range.
- **Truesight (DC 10, 2+ MP).** Affected creatures gain *truesight* to the selected range, effectively letting them see invisible creatures, through illusions, and through disguises.
- **Omnivision (DC 10, 3+ MP).** Affected creatures can see through solid objects to the selected range. Darkness still provides concealment, but objects, fog, etc. do not. The creature can choose not to see certain objects, such as if it wants to be able to shield itself from a medusa hiding behind a rock.

Translation (varies): You can use divination to translate languages.

- **Comprehension, Simple (1 MP).** Choose one language. Affected creatures understand that language, both to read and write it.
- **Comprehension, Full (3 MP).** Affected creatures understand all languages, both

to read and write them.

- **Comprehension, Decode (5 MP).** Affected creatures can decipher encrypted text or speech in code. If they do not understand the language, though, this is of little use. However, you can combine this with full comprehension, above, increasing the difficulty to Severe [25], and adding the cost together to a total of 10 MP.

Question (varies): Divination spells can, of course, be used for divination. Use divinations to predict the future, to get outerplanar sources to answer your questions, and to translate languages you don't understand. It's up to you and your GM to decide whether your character simply discovers the answer to his questions, talks to local nature spirits, contacts demons or deities, or something else.

By the default rules, the source of the information does not matter. Generally, though, an Impossible [29] check or higher usually means you have to contact something from another world to get the answers you seek, which can be a good roleplaying opportunity if you wish to use it.

Questions are asked of an entity, whether local or extraplanar. You can ask a nearby tree or a bird, or you can try to contact distant planar entities. You cannot ask the same question through a divination in the same 24 hour period.

You receive a short answer to your question. If the question is direct, you will likely receive a simple "yes," "no," or "neither" answer. If the question is complex, the answer will be cryptic.

- **Dowse, Simple (1 MP).** You choose some type of object or substance, such as water, gold, or evil. You know the direction to the nearest significant quantity of that substance (what counts as 'significant' depends on the substance). If there are several different things of the chosen type within 60 ft., you are aware of roughly how many there are, and can concentrate on each one by one to determine its location.
- **Dowse, Specific (3 MP).** As above, except you choose a specific object you would be able to identify if you saw it, and you sense the direction to it.
- **Dowse, Creature (+2 MP).** You can increase the MP cost of a dowse to let you search for a creature instead of an object or substance.
- **Discern Lore (3+ MP).** This use of *Divination* gleans knowledge from the world. This is 3 MP for commonly known information, 5 MP for most information, 7 MP for obscure information, and if the information was deliberately hidden and only a few knew it, it's 9 MP.
- **History Reading, Fortune Telling (5 MP).** If you have a creature or object available, you can use this ability to see an overview of the history of the subject, or to see its future. When you make this divination, choose a span of time in history you want to read through, and modify the MP the appropriate amount. The shorter the span of time, the more specific the details are, and the longer the span, the more general. If you do a reading for a sword's history in the past week, you will see what battles it has been used in, and who it has killed, but if

you try to read the past hundred years on it, you will likely just learn the vague identities of its owners.

Time*	Modifier
Ancient/Prophetic (longer than a century)	+8 MP
Historical/Distant Future (within a century)	+5 MP
Moderate Past/Moderate Future (within a year)	+2 MP
Recent Past/Near Future (within a month)	+1 MP
Contemporary (within 24 hours)	-

*Information about the future requires the *Time* element attached (*See Time*).

EVOCATION (ADSUMO)



Evocations are the flashiest, most impressive end of spellcasting, and the most directly applicable to combat. Evocations are what a caster uses to throw fire and lightning, blast her enemies, or wield ice and lightning as weapons. For this reason, evocations are popular amongst many mages. Evocations cause elemental or alignment-based damage, and may have other detrimental and damaging effects. The evocation fills the area of effect with elemental or aligned energy, dealing 1d6 points of damage. This damage takes place instantaneously, though some enhancements will allow evocations to have effects in later rounds of their duration. Additionally, some of the elemental side effects last for the spell's duration. These effects can persist until the end of the spell's duration, even if the actual damage was all dealt in the first round.

When you cast an evocation, make a ranged attack against all targets in the area of effect. If the attack hits, the target takes normal damage. If the attack misses, that target takes no damage. If your evocation spell deals damage in multiple rounds, you are required to succeed a new attack each round.

If you have bonus damage dice from traditions or other abilities (such as the assassin's death strike), and if your attack-based evocation spell affects more than one creature at once, it only deals this bonus damage to one of the creatures struck, since you can only aim one of the attacks with enough accuracy.

Damage (1 MP+). All Evoke spells deal a base of 1d6 points of damage. The simplest Evoke enhancement increases the damage, but also available are elemental 'side effects,' which allow you to create other detrimental effects not entirely damage-based. See the Basic Spell Effects table for damage costs. You may divide these damage dice however you choose across the spell's duration, or can have all the damage occur instantly.

Ambient Effect (0 MP). See Optional Elemental Side Effects. The weakest, ambient, occurs automatically with all *Evoke* spells of that element.

Enduring Damage (varies). Each round, the spell deals 1d6 points of damage of the appropriate type. The cost of this enhancement depends on the spell's duration. You may choose this enhancement multiple times to deal more damage.

Duration	MP Cost
Very short (1 minute)	4
Short (10 minutes)	10
Medium (1 hour)	18
Long (1 day)	30

[illegible]

OPTIONAL ELEMENTAL SIDE EFFECTS

You may choose to simply have evocations cause damage. At the GM's option, each element may have purchasable associated side effects that make evocations of that type unique. These side effects come in five intensities.

The weakest, ambient, occurs automatically with all *Evoke* spells of that element.

The others, mild, moderate, major, and extreme can be purchased with MP to add extra effects to the spell. Usually side effects are cumulative, with stronger side effects also having the lesser side effects as well.

Push (varies). This enhancement is repeated from the *Movement* section for convenience. This is used to knock targets down, push them, and so on, often as a rider to a damaging spell. It affects creatures (and objects) up to a certain size, and listed on the Basic Spell Effects table and can be used to do the following.

- **Knockdown (1 MP).** The target is knocked prone.
- **Knockback (1+ MP).** The target is pushed back one square per MP.

Not all elements have all levels of side effects available, and some have variable side effects that cost different amounts. Where a check is noted to avoid, end, or escape a side-effect, the difficulty of the check depends on the severity of the side-effect.

- **Side Effect, Ambient (0 MP).** Checks made against this effect are Easy [6].
- **Side Effect, Mild (1 MP).** Checks made against this effect are Routine [10].
- **Side Effect, Moderate (3 MP).** Checks made against this effect are Challenging [13].
- **Side Effect, Major (5 MP).** Checks made against this effect are Difficult [16].
- **Side Effect, Extreme (8 MP).** Checks made against this effect are Strenuous [21].

These side effects only occur in the area of effect. Unless noted in the descriptions below, side effects are only created once for any given creature or object, when the spell first deals damage to it. Thus if you attack an enemy with a long-duration *Evoke Ice* spell, the enemy is not affected for the entire duration if you miss with the initial attack.

If a creature is not damaged by the spell at all, it ignores any side effects of the spell.

Acid. Acid coats affected creatures and objects, dealing 1d6 points of acid damage per round. The acid eventually becomes inert, but it can also be washed off with about one gallon of water for every 5-ft. square of area. A creature can scrape acid off itself or a comparably-sized object as a full-round action, though this usually ruins the scraping implement.

- **Ambient:** No extra damage, just mild chemical burns.
- **Variable:** The acid lasts 1 round for each MP spent before becoming inert.

Air. Intense winds can knock affected creatures across the battlefield. All creatures affected by a single spell are knocked in the same direction, though if the spell has an area of effect you may knock creatures away from a chosen central point. Creatures in the area of effect successfully hit by the spell blown back 5 ft. Every 5 points above the target's DEFENSE causes it to be moved an extra 5 ft. Creatures moved more than 10 ft. this way fall over as if tripped. A creature knocked into a solid surface takes 1d6 points of impact

damage.

If you choose to have the wind knock creatures directly upward, the vertical distance is only $\frac{1}{4}$ what the horizontal distance would have been. You can also knock flying creatures downward the normal full distance, but they only take the normal 1d6 points of impact damage if they hit the ground.

These winds affect objects as well as creatures, and the sizes listed assume normal creatures of flesh. Creatures made of denser or lighter matter may be affected differently, at the gamemaster's option. The knockback effect only occurs once, when the spell first deals damage. To create enduring winds, use creation spells.

- **Ambient (0 MP):** Swarms of fine flying creatures are dispersed. Clouds of non-magical mist and smoke are dispersed automatically. Larger creatures are unaffected.
- **Mild (1 MP):** Winds affect Medium or smaller creatures.
- **Moderate (3 MP):** Winds affect Large or smaller creatures.
- **Major (5 MP):** Winds affect Enormous or smaller creatures.
- **Extreme (8 MP):** Winds affect Gigantic or smaller creatures.

Crystal. Shards of crystal impale affected creatures, dealing bonus piercing damage. This damage is physical, and cannot affect intangible or incorporeal creatures.

Earth. Chunks of stone batter affected creatures, dealing bonus blunt damage. This damage is physical, and cannot affect intangible or incorporeal creatures.

Fire. The spell's flames ignite flammable material. Creatures and objects that are on fire take 1d6 points of fire damage per round, though SOAK reduces damage. Each round the creature may make an AGI check to put out the flames by rolling on the ground or smothering the fire.

- **Ambient (0 MP):** The area is illuminated with firelight each round that the spell deals damage. Only highly flammable materials, such as exposed oil or sheets of paper, catch fire.
- **Mild (1 MP):** Slightly flammable materials, like tinder or clothes, catch fire.
- **Moderate (3 MP):** Materials that can burn but need to be coaxed, such as logs or living creatures, catch fire.
- **Major (5 MP):** Non-flammable materials, such as metal or glass, catch fire. However, even unattended objects of this sort may make a Easy [6] AGI check for the fires to go out.
- **Extreme (8 MP):** Any material in the area of effect catches fire, and unattended objects continue to burn for the spell's duration, unless someone puts out the flames. This fire damage ignores SOAK of objects, although not immunities.

Force. Force damage cannot affect inanimate objects. However, it harms corporeal and incorporeal or intangible creatures normally. Force damage has no other side effects.

Ice. The spell can freeze affected creatures and objects. Frozen objects become brittle, becoming vulnerable to blunt damage, and frozen creatures may become encased in ice and be unable to move (*paralyzed*), dying quickly from suffocation unless freed. The freezing effect ends at the end of the spell's duration.

- **Ambient (0 MP):** The spell can freeze up to Tiny objects, which gain Vulnerability 1d6 (blunt), and can encase Tiny creatures in ice.
- **Mild (1 MP):** The spell can freeze up to Medium objects, which gain Vulnerability 1d6 (blunt). It can encase up to Tiny creatures in ice.
- **Moderate (3 MP):** The spell can freeze up to Large objects, which gain Vulnerability 1d6 (blunt). It can encase up to Small creatures in ice.
- **Major (5 MP):** The spell can freeze up to Enormous objects, which gain Vulnerability 1d6 (blunt). It can encase up to Medium creatures in ice.
- **Extreme (8 MP):** The spell can freeze up to Gigantic objects, which gain Vulnerability 1d6 (blunt). It can encase up to Large creatures in ice.

Lava/Baking. Affected objects become dangerously hot (baking) for the spell's duration. Creatures are not burned in this way, but if they bear metal armor or weapons, they are affected. This applies both to lava effects, and to general heating which does not involve actual fire or flames.

- **Ambient (0 MP):** Affected objects are hot, but not dangerously so.
- **Mild (1 MP):** Affected objects are hot enough to deal 1d6 points of damage per round to creatures in physical contact. This includes standing on baked ground.
- **Moderate (3 MP):** Affected objects are hot enough to deal 1d6 points of damage per round to creatures within 5 ft.
- **Major (5 MP):** Affected objects are hot enough to deal 2d6 points of damage per round to creatures within 5 ft.
- **Extreme (8 MP):** Affected objects are hot enough to deal 2d6 points of damage per round to creatures within 10 ft. Creatures in contact with the object take 4d6 points of damage per round.

Good. Good damage is holy or blessed.

- **Ambient (0 MP):** You may choose to have the spell deal nonlethal damage to all free-willed creatures. Evil creatures still take normal damage, and Good creatures are of course immune. If you choose this enhancement in conjunction with another Evoke spell, you can have that spell's damage deal the same type (normal, nonlethal, none) of damage.
- **Mild (1 MP):** You may instead choose to damage the target's mind or spirit. All the damage is intangible and cannot affect objects or creatures with no mind. All damage is nonlethal, except to Evil creatures. This damage cannot be combined with other damage types.

Light.

- **Ambient (0 MP).** The area is dimly lit for the duration, even on rounds damage is not dealt.
- **Moderate (3 MP).** Intense light *impairs* affected creatures until they shake it off. See the *blinded* condition.
- **Major (5 MP).** Intense light *shrouds* affected creatures until they shake it off. See the *blinded* condition.
- **Extreme (8 MP).** Intense light *obscures* affected creatures until they shake it off.

See the *blinded* condition.

Lightning. Electrical shocks can *stun* affected creatures until they shake it off.

- **Moderate (3 MP).** The shock *dazed* affected creatures until they shake it off. See the *stunned* condition.
- **Extreme (8 MP).** The shock *addles* affected creatures until they shake it off. See the *stunned* condition.

Metal. Blades of metal slash affected creatures, dealing bonus edged damage. This damage is physical, and cannot affect intangible or incorporeal creatures.

Mist. Fog flows around barriers and through narrow cracks. Creatures behind cover do not gain cover bonuses against mist spells, and the spell's area of effect will even bypass barriers if there is a path for the fog to flow.

Nature. Instead of energy damage, nature damage is blunt or piercing damage, caused by solid matter striking the target. This damage is considered non-elemental. *Crystal*, *Earth*, and *Metal* also deal physical damage, though theirs is specifically piercing, blunt, or edged. This damage is physical, and cannot affect intangible or incorporeal creatures. *Crystal*, *Earth*, and *Metal* damage has this drawback too.

Ooze. Affected creatures and objects are coated in slime, which makes most actions difficult. Moving through a slimed area requires a Challenging [13] AGI check. Failure causes the creature to slip and fall, while success lets the creature move at half-normal speed through the area. Slimed items require Challenging [13] AGI check each round to use. Otherwise, the slimed object slips out of the user's grasp.

A creature can wipe slime off itself or an object of comparable size as a full round action. The size of creatures affected is not dependent on area of effect. Even a huge area of effect cannot affect larger creatures if you do not spend the MP to buy the appropriate level of side effect. The slime vanishes at the end of the spell's duration.

- **Ambient (0 MP):** The slime cannot cause creatures to slip, but is thick enough to immobilize tiny creatures until they shake it off.
- **Mild (1 MP):** The slime lasts can affect up to Medium creatures.
- **Moderate (3 MP):** The slime can affect up to Large creatures.
- **Major (5 MP):** The slime can affect up to Enormous creatures.
- **Extreme (8 MP):** The slime can affect up to Gigantic creatures.

Shadow. Light sources in the area are extinguished. If the spell affects a magical light source, make an opposed MAG check, adding the MP of the spell to each side's check. If the area of effect of the shadow spell includes the center of the light spell, the entire light spell is extinguished. Otherwise, only those areas that overlap are extinguished.

- **Mild (1 MP):** Affects nonmagical light sources as bright as torches and lanterns.
- **Moderate (3 MP):** Affects magical light sources, and nonmagical light sources as bright as a cookfire.
- **Major (5 MP):** Affects magical light sources, and nonmagical light sources as bright as a bonfire.

Sound. Intense sound can deafen affected creatures until they shake it off.

- **Ambient (0 MP):** The sound is not deafening, but creatures damaged by it suffer

a -1d6 die penalty to INT checks to listen for 1 round.

- **Moderate (3 MP):** Deafness occurs until they shake it off . Thereafter the suffers a -1d6 penalty to INT or AGI checks made to listen or balance for 1 minute.
- **Extreme (8 MP):** The deafness is permanent.

Vacuum. Affected creatures have some of the air in their lungs sucked out. Targets get an END check to negate this suffocation.

- **Ambient (0 MP):** Natural fires the size of candle flames die from lack of air.
- **Mild (1 MP):** If the creature was using a suffocation or drowning countdown pool, it loses one die from that pool immediately.
- **Moderate (3 MP):** If the creature was using a suffocation or drowning countdown pool, it loses three dice from that pool immediately.
- **Major (5 MP):** Affected creatures expels all their breath, and it cannot take a breath next round because lingering void effects keep air away. If the creature was using a suffocation or drowning countdown pool, it loses five dice from that pool immediately.
- **Extreme (8 MP):** Affected creatures expel all their breath, and it must form a suffocation countdown dice pool based on END because lingering void effects keep air away.

Water. Affected creatures and objects in the area are drenched with liquid.

- **Ambient (0 MP):** This water puts out exposed flames in the area, washes away acid and ooze, and cools objects baking because of exposure to lava.
- **Moderate (3 MP):** Caught in a sudden rush of water, creatures struck by the evocation spell must make a STR check to swim (difficulty same as spell's MAG attack) or be knocked prone. If the spell has an area of effect, a creature that fails its STR check is pushed toward an edge of the area, moving 5 ft. for every 5 points the check was failed by.

Quick Ambient Side-Effect Summary Table

Acid	No extra damage, just mild chemical burns.
Air	Swarms of fine flying creatures are dispersed. Clouds of non-magical mist and smoke are dispersed automatically. Larger creatures are unaffected.
Fire	The area is illuminated with firelight each round that the spell deals damage. Only highly flammable materials, such as exposed oil or sheets of paper, catch fire.
Ice	The spell can freeze up to Tiny objects, which gain Vulnerability 1d6 (blunt), and can encase Tiny creatures in ice.
Lava/Baking	Affected objects are hot, but not dangerously so.
Light	The area is dimly lit for the duration, even on rounds damage is not dealt.
Ooze	Coated in slime. The slime cannot cause creatures to slip, but is thick enough to immobilize tiny creatures until they shake it off.
Shadow	Extinguishes nonmagical light sources as bright as torches and lanterns.
Sound	The sound is not deafening, but creatures damaged by it suffer a -1d6 die penalty to INT checks to listen for 1 round.
Vacuum	Natural fires the size of candle flames die from lack of air.
Water	This water puts out exposed flames in the area, washes away acid and ooze, and cools objects baking because of exposure to lava.

HEALING (VIGORATUS)

የሥነ ምግባር ምርመራ

Healing spells cure or mend damage and other afflictions to creatures, or to objects with the appropriate element type. Healing spells affecting objects are called mending spells.

Depending on what enhancements you purchase, a healing spell can cure damage, repair injuries such as blindness or lost limbs, or restore life energy by allaying exhaustion and other conditions. Healing spells have no default effect; you must purchase whatever healing you want from the list below.

If the healing spell has only one effect, such as curing just one die of damage, or curing only one condition, that healing occurs in the first round of the spell's duration.

If the healing spell heals more than 1d6 of damage, or if it cures multiple conditions, you may choose to divide the healing as you choose during the duration, putting as little or as much healing in each round as you choose.

Cure condition, mild	1 MP
Cure condition, severe	3 MP
Cure condition, extreme	5 MP
Cure conditions, all	8 MP
Cure damage	See Basic Spell Statistics table
Enduring, 1 minute	4 MP
Enduring, 10 minutes	10 MP
Enduring, 1 hour	18 MP
Enduring, 1 day	30 MP
Negate poison	5 MP
Purify food	1 MP
Regenerate, lesser	8 MP
Regenerate	12 MP
Regenerate, greater	14 MP
Revive, lesser	15 MP
Revive	18 MP
Revive, greater	20 MP
Revive, epic	25 MP
Slow poison	1 MP

Heal Spell Durations: Most healing spells do all their curing in the first round, and have no further effect. However, even for these ‘instantaneous’-duration spells, you can still choose to hold the charge for up to one minute. Additionally, a few of the effects below say that they last for the spell’s duration, and the Enduring Curing enhancement can make a long duration worthwhile.

Cure Damage (1+ MP). The spell cures HEALTH damage. See the Basic Spell Statistics table for the amount.

Enduring Curing (varies). Each round, the spell cures 1d6 points of damage. The cost of this enhancement depends on the spell’s duration. You may choose this enhancement multiple times to cure damage more quickly.

Spell's Duration	MP Cost
Basic (1 minute)	4
Short (10 minutes)	10
Medium (1 hour)	18
Long (1 day)	30

Cure Condition (1+ MP): A healing spell can remove a specific condition. It costs 1 MP to remove a mild condition, 3 MP to remove a severe condition, and 5 MP to remove an extreme condition. The condition must be specified in the spell.

Cure All Conditions (8 MP). For 8 MP you can remove all conditions of severe or weaker from a target. This does not affect extreme conditions.

Cure Disease (varies). You can slow down or even completely cure diseases.

- **Slow Disease (6 MP).** You add one countdown dice to the target's disease countdown pool.
- **Cure Disease (9 MP).** You completely cure one disease, removing it entirely from your target.

Negate Poison (5 MP). The spell neutralizes poison in the area. Any poison that enters the area during the spell’s duration is neutralized. Creatures with natural poison abilities are subject to an attack which neutralizes their venom for the duration if successful.

Slow Poison (1 MP). For the spell’s duration, poison in the area of effect has no effect. Once the spell elapses, poison takes its usual course.

Purify Food (1 MP). Can make up to four pounds of food and drink safe to ingest. It removes poison from the food, but cannot be used to neutralize poison in creatures or on weapons.

Regenerate (12 MP). The spell regenerates lost body parts no larger than a hand or foot. This is proportional to the creature being healed, and can heal a giant as easily as a pixie.

- **Regenerate, Greater (14 MP).** The spell regenerates lost body parts as large as a missing limb.
- **Regenerate, Lesser (8 MP).** The spell regenerates lost body parts no larger than a

finger or eye.

Revive (18 MP). The spell restores to life a creature that has died in the past day. The creature returns with 0 HEALTH, but stabilized.

- **Revive, Epic (25 MP).** The spell restores to life a creature that has died, regardless of how long it has been dead, as long as it did not die of old age. The creature returns with 0 HEALTH, but stabilized.
- **Revive, Greater (20 MP).** The spell restores to life a creature that has died in the past year.
- **Revive, Lesser (15 MP).** The spell restores to life a creature that has died in the past 10 minutes.

HEXES (MAIADI)

ᐱᐱᐱᐱᐱ

A hex is the opposite of an abjuration – instead of providing defense, it instead weakens a target's defenses. This means that a DEFENSE or SOAK bonus becomes a penalty.

Attracting	See Basic Spell Statistics table
Binding	3 MP
Binding, all	5 MP
Binding, greater	2 MP
Binding, enduring	3 MP
Vulnerability	See Basic Spell Statistics table

Attracting (varies): The target attacks attacks, which are diverted towards the target. Affected creatures take a penalty to their DEFENSE. See the Basic Spell Statistics table for the size of the penalty.

Vulnerability (varies): This makes the target vulnerable to the damage type. Use the attribute adjustment column on the Basic Spell Statistics table for the vulnerability die.

Binding (varies): The opposite of *Hedging* is called *Binding*. It traps creatures within a given area.

- **Binding (3 MP).** As hedging, but instead the creature is contained within the area rather than hedged out of it. The binding also includes dimensional movement, so the creature cannot teleport out. If the creature is not entirely inside the area of effect when the spell takes effect, it is not bound. If a creature attacks or otherwise deals damage to the bound creature, it is free to retaliate, but is still bound spatially. If you attack the bound creature, it is freed entirely from the binding.
- **Binding, All (5 MP).** As above, but it applies to all creature types.
- **Binding, Greater (2 MP).** You can only choose this option if you have already chosen one of the above Binding enhancements. None of the bound creature's attacks, spells, or abilities can cross the area of effect.
- **Binding, Enduring (3 MP).** You can only choose this option if you have already chosen one of the above Binding enhancements. Affected creatures only get one chance every day to bypass the barrier, rather than once per minute. Of course, if the duration is less than a day, this benefit is slightly reduced.

ILLUSION (EXIGO)



“Weaving” is the method used to manipulate illusions. You create some sort of sensory illusion, which can be any size up to the size of the area of effect. Once you set the illusion, it remains the same. If you are within range, you can spend a standard action concentrating to make slight changes to the illusion or move it, but the general theme must remain the same, and the illusion cannot move beyond the area of effect. You can automatically disbelieve this illusion if you want.

Of all the spell lists, weaves are most likely to require Game Master adjudication. Players are encouraged to be inventive, but not abusive.

Create or hide. An illusion can create an image or hide something (invisibility). Invisibility is basically a visual illusion of nothingness.

Basic cost. The basic cost of the illusion is defined by its size (area of effect) plus a modifier for its quality.

Illusion quality. The different sensory illusions are divided into the quality levels *Simple*, *Average*, and *Complex*, with more complex illusions costing more MP. The specific meanings of these quality levels are described below.

- **Simple illusion (1 MP)**
- **Average illusion (3 MP)**
- **Complex illusion (5 MP)**

Visuals

- **Simple:** Creating a simple visual would let you make a fairly drab set of clothes, a wall with a repeating pattern of tiles, or a very rough approximation of a living creature. Hiding a simple visual would let you replace a complicated image with a simple one, like hiding a scar with smooth skin, hiding a secret door with flat stone, or turning an elaborate tapestry into a mono-color rug.
- **Average:** Creating an average visual would let you create a bookshelf with a lot of books that look generally the same, make a ghostly glowing word appear in the air, or create a convincing orc warrior (though if you made several orc warriors, they'd all look alike). Hiding an average visual would let you blur your own image as you move, change the appearance of one person to look like another, or make an immobile object invisible.
- **Complex:** Creating a complex visual would let you make any sort of visual image, no matter how fine the details are. You could make the illusion of a full person, complete with distinctive markings, unique pieces of clothing, and an expressive demeanor. Hiding a complex visual can make things invisible even while moving, make a group of sneaking goblins look like harmless ducks, or make a worthless rock look like an ornate bejeweled porcelain egg. Attacks against a blurred creature have a -1d6 die penalty. Attacks against an invisible creature have a -2d6 die penalty, and spells cannot be targeted against invisible creatures.

Sounds

- **Simple:** Creating a simple sound could create any simple repeating sound, like a growl, laughter, or moan of wind, but nothing articulate. The volume can be no louder than four men talking. Hiding a simple sound could make speech sound like an indistinct murmur, or reduce the volume of a sound slightly.
- **Average:** Creating an average sound can make noise as loud as a small crowd of shouting men, with one or two articulate sounds. Thus, you could have a simple song with a few instruments, or a conversation. Hiding an average sound can make a roar sound like a soft quack, make one conversation sound like a different one, or reduce the volume by a substantial amount.
- **Complex:** A complex sound can be as loud as a dragon's roar or an entire parade cheering, and all of it can be as articulate as you want, complete with subtle sounds like kids in the crowd whining to their moms, and the dragon's roar echoing properly in an opera house. Hiding a complex sound lets you turn any noise into practically anything else of the same volume or quieter.

Touch

- **Simple:** Creating a simple tactile sensation could make the air feel moist and heavy, or to make you feel as if you had wet yourself. Hiding a simple tactile sensation could make glass feel like sandpaper, give metal a wood grain, or make a fire feel cold. Hiding a tactile sensation won't stop a person from feeling pain, but it might confuse him as to how to avoid the injury.
- **Average:** Creating an average tactile sensation would let you make someone feel that they're being jostled by invisible people, or give a visual illusion of a cat a real texture. Hiding an average tactile sensation would let you make blood gushing from a wound feel like worms crawling across you, and could make a suit of armor feel like a fine royal robe.
- **Complex:** Creating a complex tactile sensation would let you make a person feel like he's on fire, and would put the finishing touches on an illusion of a beautiful nymph, warm, wet, and covered in fine sand particles from the beach of a stream. Hiding a complex tactile sensation would let you make a real object feel like it's intangible, and could turn a lover's embrace into the segmented coils of a demon leech.

Smell

- **Simple:** Creating a simple olfactory sensation can fake intense smells, like blood, sour milk, or ammonia. Hiding a simple olfactory sensation lets you conceal the distinct stench of rotting zombies, or hide your own body odor, but the new smell would be bland.
- **Average:** Creating an average olfactory illusion could make the air smell like warm root beer, or make an illusory steak taste real. Hiding an average olfactory sensation would let you fool the scent and tastebuds of any human except the finest connoisseurs, and could throw animals off your trail.
- **Complex:** A complex olfactory illusion can be whatever you want, as

complicated and subtle as you like. Similarly, hiding a complex olfactory sensation would let you turn any taste or smell into anything else that isn't very much more or less strong.

Intensify (4 MP). You can intensify a specific sensory aspect of an illusion. Choose one sensory aspect from the list below to make intense. Each additional intense sense after the first costs only 1 MP.

- **Hide auras.** You hide the auras on an object or creature, so that it detects as something weaker or stronger under divination spells. When you hide auras, you can increase or decrease the intensity of the aura by one step for a simple effect, two steps for an average effect, and three steps for a complex effect. Each type of aura you change must be purchased separately. Thus, with a complex *Weave Death*, you could make your non-magical spear detect as strong magic, but you could not simultaneously make your powerful magic helmet detect as less magical unless you paid MP for it separately.
- **Reactive illusions.** You can make your illusion react on its own. For example, normally, you could have an illusion of a guard standing watch, shifting occasionally in his stance and appearing to breathe, but not reacting to anyone else. With a simple reactive illusion, the guard would look at and glower slightly at anyone who came by. A standard reactive illusion would let the guard respond to questions with disinterest. A complex reactive illusion would let the guard act exactly as you would want it to if you were there to direct it consciously.
- **Distort Distances.** You can distort the spatial sense of those in the area of effect. Be forewarned that this effect can be somewhat hard to describe. You can make any or all distances in the area of effect seem multiplied or divided. This can be by a factor of 5 for simple, a factor of 50 for standard, and a factor of 1000 (or other similarly ridiculous distances) for complex illusions. Thus, a complex illusion might make a narrow pit appear to be a canyon, or while a simple illusion might make a fine walkway seem to be a precariously narrow ledge.
- Similarly, spatial distortion allows you to make an illusion to appear much farther away than it actually is. You target the spell on whatever creatures you want to fool, and you can make the illusion appear to be at a distance up to the spell's normal range times the appropriate multiple above. For example, a complex spatial distortion with long range could make creatures in the area of effect see a monster devouring the sun or the moon. If the creature leaves the area of effect, though, they realize that the distance was simply being distorted.
- Creatures in the area when the spell takes effect can attempt to disbelieve it normally, but creatures that enter the area in the middle of the spell's duration are automatically allowed a WIL check to disbelieve. Creatures perceive themselves normally in the area, and the time to actually cross the area is not changed, so a person who starts to walk down a 'short hallway' (actually a long tunnel) will be confused as to why he hasn't reached the far end. Also, attack

rolls in a minor distance-distorted area have a -2d6 die penalty. Attacks through a standard or complex-distorted area automatically miss.

- **Distort Sense of Time.** You make people think more or less time is passing than what actually occurs. Like distorted space, distorting apparent time can be confusing to explain. You can make time seem to pass faster or slower, by a factor of 2 for simple, 10 for standard, and 60 for complex illusions.
- Like spatial distortions above, creatures in the area when the spell takes effect have to disbelieve normally, but those that enter during the duration are automatically allowed a Will check to disbelieve.
- **Believed Damage is Real.** Your illusions deal actual damage. If a character is hit by this illusion and fails to disbelieve it, he takes 20% damage for a simple illusion, 40% for a standard illusion, and 60% for a complex illusion.
- **Illusion is Partly Real.** You provide some actual matter to your tactile illusions. An illusion with a tactile component is actually 20% real. A partially real illusory bridge can support 20% as much weight as it ought to, for example. These partially real illusions cannot deal damage, however. For standard illusions, it is 40% real, and 60% real for complex.

RESISTING ILLUSIONS

A creature that studies an illusion or interacts with it is automatically allowed an INT check to disbelieve. A creature that is given absolute proof that an illusion is not real automatically disbelieves it. Additionally, if a creature is 'hit' by an illusion and should take damage, it automatically makes a INT check to disbelieve, unless you included an actual damage component to your spell. If it fails, it may still suspect an illusion, or it might think the illusion is incorporeal or somehow else unable to affect him. However, an illusion without that intensification can never cause actual damage.

Similarly, if an invisible creature deals damage to you, you can automatically disbelieve it. If an invisible creature deals damage to a creature other than you in your line of sight, you are automatically allowed an INT check with a +1d6 bonus. Also, if you resist a non-damaging spell cast by an invisible creature, you get an INT check to disbelieve with a +1d6 bonus. Similar saves are allowed in the cases of blind creatures being attacked by enemies affected by illusions that make them silent, and so on with other senses.

ᚠᚢᚷᚱᚢᚦᚠᚢ

Burst of time	15 MP
Bonus turn	19 MP
Deadly strike	2 MP
Drain attribute	See Basic Spell Statistics table
Enhance attribute	See Basic Spell Statistics table
Ghost touch	1 MP
Grow plant	1 MP
Phasing	3 MP
Slow, partial action/round	5 MP
Speed action	5 MP
Speed attack	4 MP
Timeless	15 MP

92

INFLICTION (ADFICIO)

ᐱᐅᐅᐱᐱᐅᐅ

Infliction spells are the reverse of *infuse* spells. An infliction spell saps a creature, reducing its attributes or other aspects, or causes diseases.

Drain attribute (varies). See the Basic Spell Effects table to find out how many penalty dice apply to a drained attribute. Draining does not actually change the attribute; it merely inflicts penalty dice to attribute checks.

Enduring Poison (varies). Inflictions can poison victims. While poison damage can be directly caused via an evocation, an infliction can be used for slow, debilitating poisons. These lengthy attacks are cheaper than enduring evocations. Each minute for the spell's duration, the spell deals 1d6 points of poison damage.

Inflict disease (varies). Diseases can be inflicted upon victims. There is more information on illness and disease elsewhere in the O.L.D. rules, but the MP cost is equal to the difficulty value of the disease itself. Note that a creature infected by any disease becomes immediately *sick* until cured. Recovering from a disease requires use of the countdown rules. Diseases do not need a duration component.

Illness	Pool	Interval	Difficulty/MP Cost	Speed	Effect
Flesh rot	END	Daily	Routine [10]	Slow	Fever
White fog	WIL	Daily	Strenuous [21]	Medium	Blindness
Worm flu	INT	Daily	Difficult [16]	Medium	Death
Moor plague	END	Daily	Strenuous [21]	Slow	Death
Wailing sickness	WIL	Daily	Difficult [16]	Slow	Psychosis
Creeping parasites	END	Daily	Difficult [16]	Slow	Death
Zombie fever	END	Daily	Difficult [16]	Medium	Death
Salt plague	END	Daily	Strenuous [21]	Fast	Salt cravings
Creeping chills	WIL	Hourly	Difficult [16]	Fast	Dementia
Scarlet malady	END	Hourly	Severe [25]	Medium	Vampirism
Devil rot	END	Daily	Strenuous [21]	Slow	Death

Alter age (varies). For every 3 MP you spend, you can increase or decrease a creature's age by one category, ranging through Infant, Child, Adolescent, Adult, Middle Aged, Old, and Venerable. The effect lasts for the duration of the spell. This includes all associated changes to physical ability scores, but mental ability scores remain unchanged. This enhancement does not affect creatures that don't age, like undead or constructs. This cannot affect objects.

MOVEMENT (AGITO)



Movement spells enhance movement abilities, allowing creatures to swim, burrow, fly, travel at great speeds.

Movement spells are quite diverse. Creatures are automatically aware of their new movement abilities, but objects that cannot move on their own do not gain the ability to move from movement spells. Even if you give a rock the ability of flight, since it is an unintelligent object it won't move on its own. Likewise, a paralyzed person won't be able to move faster (unless the new movement form doesn't require bodily motion, like levitation). However, you can yourself move inanimate objects, and sometimes creatures.

Airwalk	5 MP
Anchor	6 MP
Waterbreathing	2 MP
Buoyant	0 MP
Featherfall	1 MP
Fly	4 MP
Freedom of movement	6 MP
Levitate	3 MP
No fall	2 MP
Burrow, reduce step	2 steps per 3 MP or 1 step for 0 MP
Phase	9 MP
Possession	5 MP
Projection	3 MP
Slow	0-4 MP
Skip time	See table
Snowstep	0 MP
Speed	See table
Spiderclimb	3 MP
Spirit wander	0 MP
Still	5 MP
Swim	3 MP
Telekinesis	See table
Teleport	See table
Teleport, precise	+2 MP
Teleport, at-will	+9 MP
Waterwalk	2 MP

Flight (varies): These spells grant movement through the air, ranging from simply falling slowly to actual flight.

- **Featherfall (1 MP):** Featherfall makes the creature fall at a maximum of 60 ft./round, which is slow enough that it will not take impact damage. Note that this does not reduce the creature's weight; it simply falls slower.
- **No Fall (2 MP):** No Fall allows the creature to travel in a straight horizontal line in mid-air, and downward at any angle, but not upward.
- **Levitate (3 MP):** Levitate allows the creature to move up or down 20 ft. as a move action.
- **Fly (4 MP):** Fly allows the creature to move at its base speed as a move action.

Slow (varies): Slowing spells actually slow creatures, reducing their base movement speeds for all forms of movement. Except when using the Still or Anchor option, a creature's base movement cannot be reduced below 10 ft. (unless of course its original base speed is less).

- **Slow (0-4 MP):** The creature's SPEED is reduced by 10' (a SPEED score reduction of 2) per MP. 0 MP reduces it by 5' (a SPEED score reduction of 1).
- **Still (5 MP):** If a creature or object is stilled, it cannot move on its own power from its current spot (this includes magical means of transport, like teleportation or flight). This does not paralyze the creature, however, so it can still take actions and defend itself normally.
- **Anchor (6 MP):** If a creature or object is anchored, it cannot move or be moved from its position at all. This does not paralyze the creature, however, so it can still take actions and defend itself normally.

Burrow (varies): Burrow spells grant the creature the ability to move through earth and stone, first by digging, and later by simply passing through effortlessly. Higher level spells can even let creatures phase through any form of solid matter.

- **Reduce Step (varies):** The Reduce Step entries make it easier to move through earth by one or more steps. The steps are *metal*, *stone*, *dirt*, *sludge*, and *air*. Thus, with Reduce One Step, you could burrow through metal as easily through loose dirt, or move through mud without any difficulty. The number of steps reduced are 2 steps per 3 MP (or 1 step for 0 MP).
- **Phase (9 MP):** The Phase entry allows you to move through any sort of solid objects as easily as through air, but you are not ethereal and can still be harmed by attacks normally. While traveling through these materials, you can choose to move across any part of the material as if it were solid, allowing you to walk across mud, or climb upward or downward through stone at up to 45 degree angles. You can move at up to half your base speed as a move action through sludge, or move 5 ft. as a move action through dirt. You still cannot breathe while inside a solid object.

Speed (varies): Speed spells increases the speed at which a creature can move. The listed bonus on the Basic Spell Effects table is applied to the creature's base SPEED (multiply it by 5 to get the distance in feet).

Telekinesis (varies): Telekinesis can be used to move objects up to the weight listed on the Basic Spell Effects table. If *telekinesis* is used on its own, you can only move objects, and only in minor ways, with a base speed of 30 ft. You could cause a wagon to roll forward on its wheels, make a taxidermied bird fly around, or make a chair skitter across the floor. You can even use it for simple manual tasks, such as untying knots.

You can only control the creature or object while it's within range. If the creature or object moves beyond the spell's range, the spell does not end, but you cannot control it.

Tremors (varies). Moving an area of ground can cause tremors or earthquakes covering the area of effect. You need to choose the area of effect as normal.

- **Tremor (5 MP).** The area shakes, and small objects fall off shelves. The entire area is considered difficult terrain.
- **Earthquake (10 MP).** The area shakes violently. Cracks appear, and some weak structures tumble. Creatures in the area are subject to an attack vs. DEFENSE or they fall prone. The entire area is considered difficult terrain.

Push (varies). This is used to knock targets down, push them, and so on, often as a rider to a damaging spell. It affects creatures (and objects) up to a certain size, and listed on the Basic Spell Effects table and can be used to do the following.

- **Knockdown (1 MP).** The target is knocked prone.
- **Knockback (1+ MP).** The target is pushed back one square per MP.

Terrain Walk (varies): You can give creatures the ability to move across physical objects, such as clinging to ceilings, walking steadily across ice, striding over water, or even standing on clouds. The creature can move as freely across the listed surface as it could on normal, solid ground.

- **Snowstep (0MP):** The creature can walk across snow or ice as though they were solid ground, suffering no movement or balance penalties.
- **Waterwalk (2 MP):** The creature can walk across liquids as though they were solid ground.
- **Spiderclimb (3 MP):** Spiderclimb allows an affected creature to cling to solid surfaces with hands and feet, gaining a climb speed equal to her base speed. Furthermore, she need not make attribute checks to traverse a vertical or horizontal surface (even upside down). She suffers no combat penalties while climbing, and opponents get no special bonus to their attacks against her.
- **Airwalk (5 MP):** The creature can walk or stand on clouds as though they were solid ground.
- **Freedom of Movement (6 MP):** Freedom of movement allows creatures to move and attack normally, even under the effect of magical and mundane factors that usually impede movement. This includes paralysis poison, or paralytic compulsion effects. The subject cannot be grappled, held, restrained, grabbed, or pinned. The spell also allows the subject to move and attack normally underwater, but not to breathe water.

Swim (varies): Swim spells grant the ability to float and swim with great mobility.

- **Buoyant (0 MP):** The Buoyant effect allows swimming creatures to ignore

attribute check penalties from weight they carry.

- **Breathe (2 MP):** The Breathe effect lets affected creatures breathe, speak, and otherwise respire normally in any sort of non-toxic liquid (or gas). For an extra 1 MP, this extends to toxic liquids (or gas).
- **Swim (3 MP):** The Swim effect gives the creature a Swim speed equal to its base speed; it also gains a +2d6 bonus to attribute checks to swim.

SUMMONING (INVITO)



Summoning spells can bring creatures to you from elsewhere (such as the classic demon summoning), create a creature out of existing material (like turning bones into a skeletal warrior), or can create a creature whole cloth (like making a construct out of ectoplasm). How the creature ends up in front of you doesn't matter except for flavor reasons. The more MP you spend, the more powerful a creature you can create, build, or summon. High-MP Summon spells can also create multiple weaker creatures.

You cannot use Summon to get a specific individual, unless the creature is extraplanar. Thus, you could summon Bharat, Warrior of the Heaven of Snows, but you cannot summon Hrothgar the baker from your home town (unless you're in another dimension). If a creature is semi-sentient, you cannot choose to summon it specifically; you simply get a random creature of the appropriate type.

You have no special control over the summoned creature. Semi-sentient creatures are always indifferent when they appear. Sentient creatures are generally unfriendly upon their arrival, and if they feel threatened or displeased, may depart as a free action, returning whence it came. You can use the Obedient enhancement, below, to make the creature arrive with a helpful attitude, and prevent it from leaving. If a creature is willing to stay, you can spend a few minutes speaking with it, making a CHA check to earn its services, though usually at a price.

The Binding enhancement from the hex spell enhancements allows you to keep a summoned creature from fleeing, as does the anchor ability movement spells.

When the spell ends, extraplanar summoned creatures return whence they came, taking with them any items or injuries they received. The same creature cannot be summoned again the same day. Creatures you simply created or cobbled together from local material vanish or revert to their original form, and if you try to summon them again, you will simply create a new creature very similar to the last. It might have the same memories, but it can never gain experience.

If you cast a spell with both a summoning enhancement and another enhancement, such as infuse to strengthen it, creation to give it gear, an abjuration to protect it, or a hex to keep it away from you, the additional effect applies immediately when the creature arrives.

Range, Area of Effect, and Summoning: Area of effect does not matter for summoning spells at all. As for range, if you summon multiple creatures and there is not enough space within range for them all to appear, they simply get shunted to the next nearest space. Thus, you could easily summon multiple creatures to appear around you, even if the spell's range was only 5 ft. Creatures' movements are not restricted by the spell's range.

Creature Level (varies). The primary enhancement for *summoning* spells is to buy the power level of creatures you can summon. See the Basic Spell Effects table for the creature level that can be summoned. You can summon multiple lower level creatures to the total level of a higher level creature.

Obedient (varies). Summoned creatures arrive with a helpful attitude. If you can communicate with them, they will obey your orders. Otherwise, they will simply act to

TRANSFORMATION (MUTATO)



Transform spells can turn your target into a particular type of creature or substance.

Transform spells turn creatures or objects into other creatures or objects. The more drastic the change, and the more powerful or valuable the final form, the more MP the spell costs. When the spell ends, the target reverts to its original form, though damage taken while transformed endures. Normally you can only use this spell on objects or willing creatures, but if you choose the Force Change enhancement, you can affect unwilling creatures. Area of effect does not matter when transforming creatures, but if you are transforming something into a large object, the object can be no larger than the area of effect. If you transform multiple objects, all of them must fit within the area of effect. In either instance, the target only needs to be at least partially inside the area to be affected.

Alter age	3 MP per category
Animate	2 MP
Combining	2 MP
Cosmetic changes	0 MP
De-animate	2 MP
Different element type	1 MP
Energy	1 MP
Enlarge/shrink	3+ MP (see table)
Force change	7 MP
Manifest	8 MP
Matter	1 MP
Splitting	1 MP
Strong creature	See Basic Spell Statistics table
Strong defenses	4 MP

When a creature changes form, it gains the new form's STR, AGI, END, movement abilities, SOAK, and other physical abilities. The creature's HEALTH also changes to those of the new form if the new form has more HEALTH. This change occurs in ratio, so if a character at half HEALTH turns into a creature with a maximum of 50 HEALTH, it will have 25 HEALTH – you don't get free healing by transforming. The creature keeps its own mental attributes and skills.

For the purposes of transforming creatures, transform spells can function as just more-expensive summoning spells. You can summon a loyal troll for 10 MP, or you can turn your friend into a troll for 12 MP. Of course, transform spells are much more flexible than

summoning spells.

If you transform a creature into another creature, its gear adapts to an appropriate form if there is one. Other items are subsumed into the new form, such as weapons if the form has no hands with which to wield them. Also, as a default, when creatures change into other creatures, they keep their original mind, personality, and memories.

Deadly Transformations: As a restriction of the rules, you cannot use a transform spell as a directly offensive spell that is unavoidable. You cannot turn the air over a creature into a metal block to crush it, nor can you turn the air around it into stone to trap it permanently. This is simply a restriction in the rules for balance's sake, and if you want a spell that does such things, choose the appropriate evocation.

It is possible to disable or effectively kill creatures with transform spells, but only with expensive spells. A creature and all things natural to it are considered living, so to do anything unfair like turn a creature's blood to acid or turn the air in its lungs to lightning, you need both the Force Change and De-animate enhancements, plus probably the Different Element Type, detailed below. Thus, the minimum cost necessary to cause immediate death is at least 9 MP. If the change is one of gradual death, such as blood to acid, if the creature is successfully attacked, it takes 3d6 damage per round without requiring further successful attacks. This slow death can be halted by another transform spell to reverse the effect. An instant 'death,' such as one that turns a creature to stone, can be completely reversed by an appropriate transform spell.

Limits of Transform: Usually, you'll turn objects into things that are similar, like turning yourself into a bird, or turning a pumpkin into a carriage. However, it is possible to turn practically anything into almost anything else, though some spells may be a bit unwieldy. For instance, it is possible to turn a pile of chicken bones into the sound of one hand clapping, or turn light into a beautiful statue. These bizarre transformations have high MP costs, however.

The original form of the target does not matter. You can turn an apple into an orange, a dog into a flower, a person into a tree, or a tree into a treant. The more different the original form is from the final, the more enhancements you have to buy.

You can turn a human into an elf easily (both are humanoids), or turn a fire elemental into a thoqqua (both are elementals). Turning a human into a troll requires the Strong Defense and Strong Creature enhancement, and turning a fire elemental into a water elemental requires the Different Element Type enhancement (but they're both still elementals).

Likewise, turning a large rock into a stone table or into mud is easy, as is turning a silk shirt into a small spider web.

Turning a stone wall into air requires the Different Element Type enhancement.

The aforementioned turning of a pumpkin into a carriage requires the Different Element Type and De-animate enhancements, because the spell turns a living thing into an object.

Turning light into a beautiful woman requires the Different Element Type, Animate, and Matter enhancements to switch Light into Life, non-living into living, and energy into

matter.

Monetary Guidelines: In addition to the costs of enhancements, the total MP you spend determines the maximum gold coin value of items you can produce. This limit is the same as that presented for creation spells. You can always choose to spend extra MP with no specific enhancement just to increase the maximum value you can produce.

Creature Guidelines: When you transform something into a creature, compare its new form's level to its old form's. If the new level is higher, you will have to buy the Strong Creature enhancement.

Note that transform is not the most effective spell type to use if you just want to create some monsters. Use summonings for that. Transform is most effective at giving yourself and your allies special powers, although it cannot replace abjurations as the most effective means to get defenses, or infusions as the best way to improve your ability scores.

Unique Forms: It may be possible, with your Game Master's permission, to assume the form of a creature that doesn't already exist, or to assume some sort of hybrid form. You should always discuss such options with your Game Master before the game, establishing the special form you want in advance, and getting your Game Master's approval of what an appropriate level is for the creature. For example, if you merely want to transform your arms into mighty bear-like claws (dealing 2d6 piercing damage), your Game Master might decide this is just the equivalent of a Level 2 creature. If you wanted to sprout an extra pair of arms, and have all your arms be mighty bear-like claws, that would be a higher level creature.

Balancing Transform: The costs for transform may seem to make this spell type weaker than others, but the Game Master should also be careful in understanding that with a large enough pool of creatures to emulate, transform could trump many other spell lists.

Cosmetic Changes (0 MP). If you simply choose this enhancement, you can change the creature or object's outward appearance, without actually changing its element or creature type. Flesh is much more malleable than other matter, though, so while it's possible to make a human look like a small treant, a stone statue's shape can only be changed into something else that looks like stone. You can reduce the target's size downward as much as two categories for creatures, and change the size of objects downward as much as you'd like. Changing the size to be larger for an object requires a larger area of effect, and changing the size of creatures to be much smaller or any greater requires the Strong Creature enhancement, below.

Different Element Type (1 MP). If the new and old form are different materials, you need this. Living creatures are all the same 'material', even plants and crocodiles.

Force Change (7 MP). If you do not choose this enhancement, the transformation only affects objects or willing creatures. If you do choose this enhancement, a MAG vs. DEFENSE check is required.

Animate (2 MP). If the new form is a creature and the original is an object, you need this. The new creature gains a mind and intelligence that is appropriate for its new form. The creature's INT, WIL and CHA attributes change to match the new form, but the highest score it can gain in any attribute is either 4 or its original score, whichever is higher.

If this enhancement is chosen for a transformation of one creature into another, the transformed creature's mind changes so that it acts like the new creature.

As long as the new form is sentient, the transformed creature retains its memory and personality, though it may find some tasks more difficult. If the new form is semi-sentient or non-sentient, the creature loses all vestiges of its mind. Of course, the creature reverts back to normal when the spell ends.

De-Animate (2 MP). If the new form is an object and the original is a creature, you need this.

Energy (1 MP). If the new form is energy and the original isn't, you need this. You don't need this if you turn into, say, a fire elemental, because you are a creature, not just energy.

Manifest (8 MP). If you switch the target from tangible to intangible, you need this.

Matter (1 MP). If the new form is matter and the original isn't, you need this.

Splitting (1 MP). Choose this enhancement if the spell splits a single creature into two or more independent creatures. The creatures act with one mind, but only one of the creatures has the original form's full faculties. All of the creatures are standard for their types, though you can choose one member of the group to have the original target's full skills and talents. The other creatures either appear naked (if creatures) or are equipped with unexceptional gear that resembles your own. Any spell effects active on the target only affects one of the new bodies.

Thus, if you split yourself into a dozen wolves, eleven will be normal wolves, though they'll all act with your will. One will be dominant and will be able to take advantage of any gear you have. If you split your ally into a quartet of humans, one will still be your ally with all his magic gear, and the others will just be the equivalent of commoners, equipped with mundane weapons and armor.

Combining (2 MP). If you combine multiple creatures into one creature, you need this enhancement. You can choose to have one creature absorb another, in which case they use the absorbing body's physical abilities, or you can choose to have the creatures merge into some new form, in which case you may need to purchase the Strong Creature enhancement. Usually, though, you'll just combine the creature's so that gain the best traits of each body. Any magical gear and spells on the combining creatures affect the new form, though only one item of any given type can apply at once (use the most appropriate one out of two possible suits of magic armor, for instance).

In addition to combining bodies, the creatures combine minds, forming a collective sentient entity. For all physical ability scores and career abilities, use whichever statistic is best from the combining creatures. Each mind may take actions independently, but the body can take only its normal actions. If the creatures are unwilling to cooperate, each round they make opposed CHA checks, with the one who succeeds being in charge of the body, while the others can take purely mental actions. If the minds cooperate, they all act as if they had the highest scores of each mental ability from the group.

Of course, this type of form combining is a little unorthodox, and can sometimes seem a little silly, and you may find it unsuitable for your type of game. You might want to limit it to only combining minds instead of combining bodies, allowing several characters to



channel their spirits together into one body. Their original bodies would lie unconscious, but the creature that holds all their souls could benefit from all their knowledge.

Enlarge/Shrink (varies). You can enlarge or shrink an object or creature.

1 size category	3 MP
2 size categories	7 MP
3 size categories	12 MP
4 size categories	18 MP
5 size categories	25 MP

APPENDIX I: HERBALISM & ALCHEMY

Herbalism and alchemy both involve the use of substances to create magical effects, whether they be plants, rare metals, or obscure body parts from magical fey creatures. A unicorn's horn, for example, is said to contain remarkable curative properties, silver is famously feared by the undead, and many herbs have curative or other properties.

Herbalists and alchemists practice magic by making concoctions. These concoctions (potions, poultices, incense, soups, etc.) have magical effects based on their ingredients. Different ingredients offer different things to the concoction.

Healing: unicorn horn, troll blood

Abjuration: silver

APPENDIX II: SPELLWEAVING

Spellweaving describes the way in which a magic-user might create a spell on-the fly. It reflects an understanding an mastery of the fabrics of magic, rather than knowledge of specific spell-paths.

Spellweaving is an alternate magic system. You may use it alongside spell-paths, instead of spell-paths, or treat it as an “advanced” form of magic.

Like all magic-users, a spellweaver uses skills and secrets. Her skills (*abjuration, charms, chronomancy, compulsion, creation, divination, evocation, healing, hexes, illusion, infusion, infliction, movement, summoning, and transformation*) are combined with secrets (*fire, air, blood, demons, undead, ice, plants, beasts, etc.*) to create a spell.

A spellweaver does not need to learn spell-paths.

For example, a spell might use the skill *abjuration* and the *secret of undead* (abjure undead) to create an effect which protects the caster from the undead.

To cast a spell using spellweaving, the caster must have learned both the skill and the secret. The player describes her spell, and the GM quickly assigns an MP cost.

Player: Once the party is through, I close the door hurriedly. Can I still hear the goblins?

GM: Yes, you can hear the goblins charging down the passageway towards the door.

Player: What's the door made of?

GM: It's a big, solid, wooden door with a metal lock.

Player: I quickly cast a spell of locking to secure the door. I have transformation and metal – can a transform metal spell lock the door?

GM: Sure. It takes two actions, which you just about have time for before the goblins reach the end of the passageway. How long do you want the door to remain magically locked?

Player: A minute should do it.

GM: That's minor enough that it costs only 2 MP. You quickly seal the door shut and hurry on your way. You can hear the goblins banging angrily on the other side of the door.



SPELLWEAVER

1d6 years

Prerequisites: None.

You understand the very nature of magic, using your skill and the secrets you have learned to weave the threads of sorcery and create effects on the fly.

Secrets: Instead of learning a new spell-path at each grade, a spellweaver discovers a new secret at each grade.

INT +1 CHA +1 MAG +1
[MAGICAL SKILLS], [PEFORMANCE SKILLS]

I: You may choose a signature spell of up to 2MP. You may cast this spell as a single action rather than the usual two actions.

II: Select one secret which you already know. This secret becomes your primary secret, and you may cast spells for 1 MP less (to a minimum of 1 MP).

III: You may choose two more signature spells.

IV: You may choose a second primary secret.

V: Once per day, you can recover 2d6 Magic Points with an hour's rest or meditation.

BUILDING THE SPELL

The cost in MP of a spell is determined in the normal way. Refer to the previous chapters on how to build a spell. Range, duration, target, and effect costs are all as normal.

For some simple effects, the GM may quickly assign an MP cost rather than calculate it. For others, a player might pre-calculate some favourites. The Basic Spell Effects table and the Basic Spell Statistics table can help rapidly determine a cost, or you can use the online spell creator.

The basic spell, as for spell-paths, has a cost of 0 MP, a duration of instant or concentration, a range of self or touch, a target of a creature, object, point in space, or one 5-ft. square, and a single action (which may have an associated attribute check, such as unlocking a door). For example, if we reverse the above situation:

GM: You come to the end of the passageway with the goblins in hot pursuit. They're a couple of rounds behind you, but they'll be upon you soon.

Player: Yikes. Is the door locked?

GM: Yes. It's a big, solid, wooden door with a metal lock.

Player: I use transform metal to unlock the door. I'm adjacent to it, so I touch the lock with my staff.

GM: OK, you have the skill transform and you know the secret of metal. It's a minor 1 MP

*spell. The lock is well-made; it's a Difficult [16] check to unlock it.**

Player: 3d6 from MAG, plus 1d6 from my transform skill and my staff adds 1d6, that's 5d6. I roll.... 19!

GM: The lock snaps open, and you hurriedly usher your companions through the door.

*Picking a lock would normally be an AGI check, aided by relevant skills such as *lockpicking*, and by tools. In this case, it's a MAG check instead. As with all spells, an attribute check is made if the spell affects a creature (or an object in a manner which would normally attract an attribute check). Thus picking a lock would require a check, but lighting a candle would generally not. Starting a campfire in adverse conditions would require an attribute check, just like it would if you were to do it manually.

APPENDIX III: SPELL CONVERSION GUIDE

This section describes how to convert game materials from other RPGs and use them in O.L.D.

MIDDLE EARTH ROLE PLAYING (MERP) SPELL LISTS

It's easy to convert MERP spell lists to O.L.D. spell-paths. Treat the MP cost as "level" in MERP terminology. Note that MERP uses radius rather than diameter for areas, so remember to double them. MERP's magic is fairly low-powered compared to many fantasy games.

METHOD 1 (DETAILED)

Assign MP for all the statistics given by the MERP spell (area, duration, range, etc.); what's left is what goes into the effects which don't directly translate (such as damage). For example:

8 - FIRE BALL. A 1' ball of fire is shot from the palm of the caster, it explodes at a point within 100' chosen by the caster to affect a 30' diameter area, causing 3d6 fire damage to all creatures within the area.

PHYSICAL ENHANCEMENT

This is a full sample spell list from MERP. It's the first list in the MERP rulebook.

- 1 - RESIST HEAT.** Target gains SOAK 3 (fire) for one minute.
- 2 - RESIST COLD.** Target gains SOAK 3 (cold) for five minutes.
- 3 - SLY EARS.** Target's hearing is augmented for ten minutes, gaining +1d6 to INT checks.
- 4 - BALANCE.** Target gains +2d6 to AGI checks for five minutes.
- 5 - NIGHT VISION.** Target can see in darkness (darksight) for 50' for 10 minutes.
- 6 - SIDEVISION.** Target has a 300 degree field of vision, all around except for directly behind him, for 30 minutes; this also gives him a 2d6 bonus to INT checks.
- 7 - SOUNDING.** Targets voice has its loudness tripled for one hour. This has no effect on spellcasting abilities.
- 8 - WATER VISION.** As Night Vision, except target can see 50' in water, even murky water, for 10 minutes.
- 9 - WATERLUNGS.** Target can breath water as if it were normal air for 5 hours.
- 10 - GASLUNGS.** As Waterlungs, except target can breathe any gas as though it were normal air.

METHOD 2 (SIMPLE)

MERP's magic is low-powered enough and close enough to O.L.D. sensibilities that you won't break anything by just using the spell lists as-is, using MP as "level". You will need to translate some terms, however.

+/-x to RR's. This refers to resistance rolls in MERP. The O.L.D. equivalent is SOAK at one-fifth the value. +10 to RR's vs. heat spells, therefore, means +2 SOAK (fire).

+/-x to attacks/rolls. MERP uses a percentile system for attacks. Treat this as a die bonus (or penalty), with +/-25 being equal to +/-1d6 (or part thereof). So -50 is equal to -2d6.

X'R. This is MERP's notation for radius. 10'R simply means 10' radius (or 20' diameter).

Damage. MERP damage uses a combination of damage amounts and critical hits of increasing severity (A-E). Instead, simply take half the MP of the spell and apply damage based on that from the Basic Spell Statistics table (1: 1d6; 2: 2d6; 3: 3d6; 4-5: 4d6).

D20/OGL/3.X SPELLS

The d20/OGL/3.x system does not use spell-paths, but it has a vast library of spells many of which can be easily organized into themes.

You will need to juggle some of the effects and stats of the spells to meet that budget. The following is a set of guidelines, but conversion will require a little work and judgment. One important balancing mechanism in d20 spells is the use of attack rolls and saving throws; an attacking spell requires one or the other, but not both. Spells which require neither in d20 are comparatively powerful, but all spells which affect target creatures require an attack roll in O.L.D.

Damage. As a guideline, characters in d20 have far more hit points than O.L.D. characters have HEALTH, so damage should be roughly halved, and needs to be converted to d6s unless it is already expressed in d6s. To do this, take the average damage that the spell does in the d20 system and divide that by 7 and round to the nearest whole number to determine the number of d6s of damage in O.L.D. For example, 5d8 damage in d20 does 22.5 average damage; dividing that by 7 gives us 3d6 damage in O.L.D.

Spell level. You should use the weakest version of a spell. For example, a d20 *fireball* is a 3rd level spell which does 1d6 damage per caster level. The minimum caster level to cast a 3rd level spell is 5th level, so the 5d6 *fireball* version is used as the starting point.

Saving throws. O.L.D. does not use saving throws. This is always converted directly to a MAGIC attack roll (an attack roll is *always* needed to target a creature; because it is always needed, you do not need to state it in the spell description). Ignore half damage results; in O.L.D. the attack hits or misses.

Armor class. Armor class is roughly equivalent to DEFENSE and SOAK, and bonuses translate directly. Therefore a +4 AC bonus is equal to a +4 DEFENSE bonus or a +4 SOAK. d20 conflates the concepts of DEFENSE and SOAK into AC, so you will need to decide which the AC bonus applies to.

Conditions. Most conditions have an equivalent. When converting to O.L.D., dispense with the duration; O.L.D. conditions generally last until shaken off. The duration is already partially determined by the difficulty of shaking off the condition.

Ability scores. Instead of adjusting attributes directly, die bonuses (or penalties) are used in O.L.D. +/- 1d6 die bonus is a significant bonus equal to +4 to a d20 ability score, and +/- 2d6 is a very large one.

Some examples follow.

9 – FIREBALL. A fireball spell is an explosion of flame that detonates with a low roar at a point up to 500' away and deals 3d6 points of fire damage every creature within a 30' diameter. The explosion creates almost no pressure.

4 – ACID ARROW. A magical arrow of acid springs from your hand and speeds to a target within 500'. The arrow deals 1d6 points of acid damage with no splash damage.

3 – BARKSKIN. Barkskin toughens a creature's skin. The effect grants a +2 bonus to the creature's existing natural SOAK score for up to 30 minutes. The spell can be cast on the caster or on an adjacent creature.

9 – BULL'S STRENGTH, MASS. The subjects, who must be within a 30' diameter area less than 30' away, become stronger gaining a +1d6 die bonus to STR based attribute checks for 10 minutes.

6 – RAY OF EXHAUSTION. A black ray projects from your pointing finger towards a target creature with 30'. The subject is immediately *exhausted* until it shakes off the condition.

III

APPENDIX IV: SPELL CHARTS

These charts summarize the information found in the *Creating Detailed Spells* section of this book.

ABJURATION	MP COST
Antimagic	5+ MP
Antimagic, targeted	1+ MP
Breaching	+2 MP / 1d6 bonus
Dispel magic	Equal to target spell
Hedging	1 MP
Hedging, all	2 MP
Hedging, greater	2 MP
Hedging, enduring	3 MP
Shielding	See Basic Spell Statistics table
Withstanding	See Basic Spell Statistics table

CHARM	MP COST
Calming, extreme	4 MP
Calming, mild	0 MP
Calming, severe	2 MP
Condition	See Basic Spell Effects table
Subtle charm	3 MP

CHRONOMANCY	MP COST
Dilated time	3 MP
Dilated time, short	6 MP
Dilated time, medium	10 MP
Dilated time, long	15 MP
Pocket of time	15 MP
Create space, giant area	5 MP
Burst of time	15 MP
Bonus turn	19 MP
Ghost touch	1 MP
Grow plant	1 MP
Phasing	3 MP
Slow, partial action/round	5 MP



CREATION	MP COST
Create element (<i>acid, air, fire, lava, lightning, mist, organic, space, void</i>)	0 MP
Create force	6 MP
Create ooze	3 MP
Create sound	1-5 MP
Elemental object	x2

Elemental weapon		See Basic Spell Effects table	
Fresh air		3 MP	
Light, daylight		3 MP	
Light, illumination		0 MP	
Light, luminescence		3 MP	
Shadow, darkness		1 MP	
Shadow, gloom		0 MP	
Shadow, pure darkness		3 MP	
Weather		2 MP	
Wind, moderate		0 MP	
Wind, strong		1 MP	
Wind, severe		2 MP	
Wind, windstorm		3 MP	
Wind, hurricane		5 MP	
Wind, tornado		8 MP	
EVOCATION		MP COST	
Damage		See Basic Spell Statistics table	
Enduring (1 minute)		4 MP	
Enduring (10 minutes)		10 MP	
Enduring (1 hour)		18 MP	
Enduring (1 day)		30 MP	
Side effect, ambient		0 MP	
Side effect, mild		1 MP	
Side effect, moderate		3 MP	
Side effect, major		5 MP	
Side effect, extreme		8 MP	
HEALING/MENDING		MP COST	
Cure condition, mild		1 MP	
Cure condition, severe		3 MP	
Cure condition, extreme		5 MP	
Cure conditions, all		8 MP	
Cure damage		See Basic Spell Statistics table	
Enduring, 1 minute		4 MP	
Enduring, 10 minutes		10 MP	
Enduring, 1 hour		18 MP	

Enduring, 1 day	30 MP
Negate poison	5 MP
Purify food	1 MP
Regenerate, lesser	8 MP
Regenerate	12 MP
Regenerate, greater	14 MP
Revive, lesser	15 MP
Revive	18 MP
Revive, greater	20 MP
Revive, epic	25 MP
Slow poison	1 MP

HEX	MP COST
Attracting	See Basic Spell Statistics table
Binding	3 MP
Binding, all	5 MP
Binding, greater	2 MP
Binding, enduring	3 MP
Vulnerability	See Basic Spell Statistics table

ILLUSION	MP COST
Simple	1 MP
Average	3 MP
Complex	5 MP
Intensified aspect	4 MP

INFUSION/INFLECTION	MP COST
Deadly strike	2 MP
Drain attribute	See Basic Spell Statistics table
Enhance attribute	See Basic Spell Statistics table
Disease	See table
Enduring poison	See table

MOVEMENT	MP COST
Airwalk	5 MP
Anchor	6 MP
Waterbreathing	2 MP

SUMMONING	MP COST
Creature	See Basic Spell Effects table

II7