

SPELL LISTS

A spell list is a themed series of spells representing increasing mastery over a particular element, magical skill, or source of magic. As such, there is an infinite number of spell lists; some are common, such as those dealing with fire or healing, while others are more rarely encountered.

Spell lists have no fixed length – some may be as small as five spells, while others may have a dozen or more. However, each spell in a list is linked thematically, and is more powerful than the spell preceding it. A fire-based spell list, for example, may begin with the ability to affect flames, progress through fireballs and the like, reaching the heights of mighty city-wide conflagrations.

Example - Fire Spell List

- 0 *Spark* – you can create a tiny spark, enough to light tinder.
- 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 2 dice of heat damage to those in its path.
- 3 *Resistance* – your affinity with fire is such that you gain SOAK 10 (heat).
- 4 *Douse* – you are able to put out any flame of up to five 5' squares in size instantly.
- 5 *Fireball* – a streak of fire shoots from your outstretched finger, and explodes in a 30' radius conflagration causing 2 dice of heat damage to anything in the area.
- 6 *Wall of fire* - You create a wall of fire which fills three 5' squares to a height of about 5'. Contact with the wall causes 6 dice of heat damage; squares adjacent to the wall are hot enough that creatures take 1 die of heat damage just be entering or starting a turn in one.
- 7 *Fireshield* – you become engulfed in flame (which does not harm you), granting you a +4 DEFENSE bonus. Anyone who attacks you with a melee attack takes 3 dice of heat damage, while anyone entering or starting a tun in a square adjacent to you takes 1 die of heat damage.
- 8 *Immunity* - You become immune to heat damage.
- 9 *Pillar of flame* – you call down fires from the sky which engulfs anything within 5' of you, causing 9 dice of heat damage.
- 10 *Conflagration* - You cause a 40' radius area within 50' to take 5 dice of damage per round for 10 rounds.

When you first learn a new spell list, you automatically get the 0-level spell in that list, which is called a *talent*. You can use that spell at-will. It's not very impressive, but it does show the start of your mastery of that spell list. Many never go beyond that first point, learning the most minor of talents to assist them in their daily lives – lighting campfires or healing minor wounds, for example.

- To learn a spell in a list, you must have learned all the preceding spells. In addition, you must have a MAGIC attribute equal to the spell's level.
- When you cast a spell, it costs magic points equal to its level. Your magic point (MP) total is equal to three times your MAGIC attribute. You can refresh your MPs once per day; this takes about an hour and requires that you be fully rested.

- You may know a maximum number of spell lists equal to your INTELLECT attribute.

Spell lists can have any theme – *fire, birds, strength, healing, plants, air, teleportation, flight, charm, illusion, light, darkness, protection, weather*, and so on.

The healing spell list, below, is a more simple spell list.

Example - Healing Spell List

- 0 *Aid* – you heal 1 point of HEALTH to a creature you can touch.
- 1 *Aid* – you heal 1 die of HEALTH to a creature you can touch.
- 2 *Aid* – you heal 2 dice of HEALTH to a creature you can touch.
- 3 *Aid* – you remove one weak condition from a creature you can touch.
- 4 *Recover* – you remove one regular condition from a creature you can touch.
- 5 *Distance Aid* – you heal 2 dice of HEALTH to one creature within 50'.
- 6 *Mass Aid* – you heal 3 dice of HEALTH to all within 15'.
- 7 *Aid* – you heal 7 dice of HEALTH to a creature you can touch.
- 8 *Recover* – you remove one acute condition from a creature you can touch.
- 9 *Aid* – you heal 9 dice of HEALTH to a creature you can touch.
- 10 *Aid* – you heal 10 dice of HEALTH to a creature you can touch.
- 11 *Mass Aid* – you heal 5 dice of damage to all within 50'.

This core rulebook contains dozens of spell lists. On the next page, you can find GM guidelines on designing your own spell lists. The spell lists in this chapter include lists which allow characters to:

- control the weather
- speak to and control animals
- change form
- manipulate elements such as fire, earth, air, water, and more
- increase and drain strength and other attributes
- divine information
- create illusions
- heal the wounded
- hex or curse those who offend you
- summon creatures
- and much more!

DESIGNING A SPELL LIST

The table below is a guide to the maximum effect a spell can have. It may achieve its maximum in only one column, below, and this defines its level; other columns can be no more than half (round down) the primary column. For example, a freezing spell which causes 6 dice of cold damage (6 levels) is a 6th level spell – it can have a range of 20', affect 3 squares, and have a duration of 3 rounds. This may sound powerful compared to weapons, but remember that weapons can be used repeatedly – magic points run out quickly.

Maximum Spell Values

Level	Damage*	Range	Area**	Duration	Attribute***	Example Effects****
0	1	touch	less than 1 sq	instantaneous	-	
1	1 die/3	5'	1 sq	1 round	1/1	
2	2 dice/6	10'	2 sq	2 rounds	2/1	
3	3 dice/10	20'	3 sq	3 rounds	3/2	Remove or inflict a weak condition
4	4 dice/13	30'	5 sq	5 rounds	4/3	remove or inflict a regular condition
5	5 dice/16	50'	10 sq	1 minute (10 rounds)	5/3	
6	6 dice/20	100'	15 sq	2 minutes (20 rounds)	6/4	
7	7 dice/23	150'	20 sq	3 minutes (30 rounds)	7/4	
8	8 dice/26	200'	25 sq	5 minutes (50 rounds)	8/5	Remove or inflict an acute condition
9	9 dice/30	300'	30 sq	10 minutes (100 rounds)	9/5	
10	10 dice/33	500'	40 sq	15 minutes	10/6	
11	11 dice/36	1,000'	50 sq	20 minutes	11/6	
12	12 dice/40	2,000'	60 sq	30 minutes	12/7	
13	13 dice/43	3,000'	70 sq	1 hour	13/7	
14	14 dice/46	1 mile	80 sq	2 hours	14/8	
15	15 dice/50	2 miles	100 sq	3 hours	15/8	
16	16 dice/53	5 miles	120 sq	4 hours	16/9	
17	17 dice/56	10 miles	150 sq	6 hours	17/9	
18	18 dice/60	20 miles	200 sq	12 hours	18/10	
19	19 dice/63	50 miles	250 sq	1 day	19/10	
20	20 dice/66	100 miles	300 sq	2 days	20/11	
21	21 dice/70	200 miles	350 sq	3 days	21/11	
22	22 dice/73	500 miles	400 sq	1 week	22/12	
23	23 dice/76	1,000 miles	500 sq	1 month	23/12	

*or protection from (SOAK); 25+ is referred to as “immune” but damage above 25 can still affect an immune creature

**or radius in feet

***or derived statistic (e.g. DEFENSE, or SPEED)

****effects are more art than science; this column provides some examples