

SPELL LISTS

This is an optional way of assigning spells to monster and NPCs designed to make the process quicker and thematically coherent. 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. Each spell is built using the standard *Elements of Magic* and organized into the sample lists below.

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.

When a creature or NPC first learns a new spell list, it automatically gets the 0-level spell in that list, which is called a *talent*. It can use that spell at-will. It's not very impressive, but it does show the start of its 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, a creature must have learned all the preceding spells. In addition, it must have a MAGIC attribute equal to the spell's level.
- When a creature casts a spell, it costs magic points equal to its spell level. A creature's magic point (MP) total is equal to three times its MAGIC attribute.
- A creature may know a maximum number of spell lists equal to its 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.

This core rulebooks 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 NPCs and monsters 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!

USING THIS WITH A MONSTER OR NPC

A monster (or NPC) will always have a MAGIC attribute. If that attribute is zero, then it has no spellcasting ability. However, if it is 1 or more, the monster should be assigned spell lists from the choices below.

A monster's entry will simply look like this:

MAG 5 (3d6) *fire, ice*

This communicates everything you need to run that monster, and it is a matter of five seconds to give any new monster or NPC a suitable suite of themed spells. The entry above indicates the monster's MAGIC attribute as normal, and lists two spell lists (a monster can have any number of spell lists up to its INT attribute, but it doesn't have to have that many).

The creature automatically has all spells in that list up to its MAG attribute. So the above creature will have 12 spells – those of levels 0 to 5 in both the *fire* and *ice* lists.

Unless specifically noted otherwise, every spell has the following characteristics:

Casting time	1 action
Duration	Instantaneous or up to 1 minute
Range	Touch
Area of effect	One 5-ft. square, or one creature, or one object
Effect	Any spell which affects a creature requires an attack roll against each target.* This is a MAGIC attribute check vs. DEFENSE (for physical attacks) or MENTAL DEFENSE (for mental attacks).

*Unless the creature involuntarily allowing the spell to take effect.

USING THIS WITH PLAYER CHARACTERS

By default, PC use the *Elements of Magic* system as-is. However, GMs may wish to use these spell-lists in addition, meaning that they use EoM to design the spell lists and PCs learn spell lists in a similar way to monsters and NPCs. This is easier and quicker for players to use, although not as flexible. The GM should determine how PCs learn spells before the campaign begins.

If this system is used for PCs, the above rules apply, but PCs do not get all of the spells in a list automatically. They must learn them sequentially at a cost of 100XP per spell level.

Ice Spell List

- 0 *Freeze* – you can freeze a small (cup-sized) amount of liquid.
- 1 *Cold weapon* – with a touch you cause a weapon to frost, making its damage type cold damage for 10 minutes.
- 2 *Freezing blast* – you blast icy air and ice at a single target within 5', doing 2 dice of cold damage.
- 3 *Resistance* – your affinity with ice is such that you gain SOAK 4 (cold) for 10 minutes.
- 4 *Chilling touch* – your icy touch causes 4 dice of cold damage; creatures up to medium become brittle for 1 minute, losing 2 SOAK, and tiny creatures become encased in ice for one minute.
- 5 *Ice sheet* – you render a 30' radius area within 100' *slippery* for one minute.
- 6 *Icicle blast* – icicles shoot forward towards three targets of your choice within 30', striking them for 4 dice of cold damage.
- 7 *Wall of ice* - you create a 70' long wall of ice with a width and height of about 10'. Contact with the wall causes 1 die of cold damage per round.
- 8 *Immunity* - You gain SOAK 14 (cold) for 10 minutes.
- 9 *Freeze* – you freeze (immobilize) a medium target within 30' for one minute, doing 1 dice of cold damage per round.
- 10 *Sleetstorm* – you create a 40' radius icy storm around you for 1 minute which blocks all sight and causes the ground to become *slippery*. Movement is reduced by 2. Creatures other than yourself beginning or starting their turns in the storm take 5 dice of cold damage.

Fire Spell List

- 0 *Spark* – you can create a small flame in your hand, enough to light tinder or to cause 1 die 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 2 dice 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 2 dice of heat damage to anything in the area.
- 6 *Wall of fire* - You create a wall of fire of up to 30' length to a height of about 5'. Contact with the wall causes 3 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 for 10 minutes (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 turn in a square adjacent to you takes 1 die of heat damage.
- 8 *Immunity* - You gain SOAK 14 (heat) for 10 minutes.
- 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 100', and any creatures or objects within it, to take 4 dice of immediate heat damage, or 1 die of heat damage per round for 1 minute.

Healing Spell List

- 0 *Aid* – you heal 1 die of HEALTH to a creature you can touch.
- 1 *Aid* – you heal 2 dice of HEALTH to a creature you can touch.
- 2 *Aid* – you heal 3 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 *Cure Disease* – you cure one creature you can touch of all diseases afflicting it.
- 6 *Negate Poison* – you negate all poisons with 30' for 1 minute.
- 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 *Revive* – you restore to life a creature that has died in the past day. The creature returns with 0 HEALTH, but stabilized.
- 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 targets of your choice within 50'.
- 12 *Regeneration* – one creature you can touch regenerates 1 die of damage per round for 10 minutes.

Plant Spell List

- 0 *Locate* – you determine the distance and direction of a specific plant type within 100'.
- 1 *Goodberry* – you pluck a berry which heals 1 die of HEALTH to anyone who eats it
- 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 witnessed by the plant.
- 3 *Thornwhip* – thorny tendrils whip a target adjacent to you for 3 dice of stabbing damage.
- 4 *Obstruction* – planets cause obstruction a 40 radius centered on you reducing ground speed by 2 for 1 minute.
- 5 *Entangle* – plants rise up and immobilize a medium creature within 30' for 1 minute.
- 6 *Clear the Way* – plants move aside from a 40' radius area within 100' to leave it unobstructed and clear.
- 7 *Animate Branch* – a tree within 100' slams any target within 10' of it each round for 1 minute. The attack does 4 dice of damage and includes a free *knockdown* combat trick against any medium or smaller targets.
- 8 *Mass Entangle* – plants rise up and entangle all creatures of your choice within 30' for one minutes.
- 9 *Skin of Thorns* – your skin turns into bark, covered with thorns, granting you SOAK 10 for 1 hour, although you become vulnerable (1d6) heat.
- 10 *Wall of Thorns* – a barrier of thorny plants rises up, up to 50' in length. Anyone who tries to push through takes 5 dice of damage. The wall persists for one minute.
- 11 *Tree Guardian* – a tree within 30' animates, becoming a treant (level 4) which protects you for 10 minutes.
- 12 *Plant Control* – plant creatures within 30' obey your commands for 10 minutes.

DESIGNING A SPELL LIST

The table below is a guide to the maximum effect a spell can have based on its level (in Magic Points). You can simply add columns together to derive a total. The table lists a number of common building-block values from the *Elements of Magic* system. It by no means covers everything, and you should refer to the detailed information for more complex spells, but it does include a range of useful and often-used numerical values for convenience. Many spells can be built simply using the table below.

Simple Spell Values

	0	1	2	3	4	5	6	7	8	9	10	11	12
Range^	5'	30'	100'	500'	1000'	1500'	2000'	2500'	3000'	3500'	4000'	4500'	5000'
Line^	5'	5'	30'	100'	100'	500'	500'	1000'	1000'	1500'	1500'	2000'	2000'
Cone^	5'	5'	5'	30'	30'	30'	100'	100'	100'	100'	100'	100'	500'
Area (radius)^	1 sq	10'	20'	30'	40'	50'	60'	70'	80'	90'	100'	110'	120'
Duration*	1 min	10 min	10 min	1 hour	1 hour	1 hour	1 hour	1 hour	1 day	1 day	1 day	1 day	1 day
Contingency	1 min	10 min	1 hour	1 hour	1 day	1 day	1 day	1 week	1 week	1 week	1 month	1 month	1 month
SOAK	2	2	4	6	8	10	12	14	16	18	20	22	24
Charm	weak	weak	mod	mod	strong	strong	strong	strong	strong	strong	strong	strong	strong
Value (GC)	2	10	50	250	1000	10000	100000	unlimited	unlimited	unlimited	unlimited	unlimited	unlimited
Damage/heal**	1 die	1 die	2 dice	3 dice; weak	4 dice or 1 minute; regular	5 dice or 1 minute; regular	6 dice or 1 minute; regular	7 dice or 1 minute; regular	8 dice or 1 minute; acute	9 dice or 1 minute; acute	10 dice or 10 minutes ; acute	11 dice or 10 minutes ; acute	12 dice or 10 minutes ; acute
Attribute (+/-)	1	2	2	2	3	3	3	4	4	4	5	5	5
SPEED (+/-)	2	4	6	8	10	14	18	22	26	30	35	40	45
Size***	tiny	small	medium	large	enormous	gigantic							
Weight (lb)***	10	80	800	6,400	50,000	400,000	3,200,000						
Teleport	-	10'	30'	30'	150'	150'	150'	800'	100 miles	Same plane	interpla nar		
Creature level	<1	1	2	3	4	5	6	7	8	9	10	11	12

^Add 1 MP for discerning targeting.

*Abjure cantrips can have 1 hour duration for 1 MP and 1 day for 2 MP.

** Durations in this column indicated 1d6 enduring damage per round. Alternatively, weak, regular and acute conditions can be applied or removed.

*** Effective STRENGTH for use in moving objects and creatures; does not affect attack rolls and damage