

New Spells

This is a collection of player-created spells to be used with Steve Jackson Games' GURPS (www.sjgames.com). This is not an official product by SJG and I am in no way affiliated with SJG.

I found these spells on various websites and forums (<http://www.gurpsnet.org/Archive/Magic/Spells>, primarily) and collected them here for my personal use. If you are the author of some of these spells, and want them to be removed, please write at lupo@grv.it.

Most of these spells were intended for GURPS 3e, but generally they can be used in GURPS 4e "as written".

Some spells were created expressly for GURPS 4e; they are written in a different font and you can find them at the end of each College.

New Spells	1	<i>Rain Of Terror</i>	10	<i>True Cornucopia</i>	18
Animal College	3	<i>Wall Of Swords (Area)</i>	10	<i>Essential Powerstone</i>	19
<i>False Trail</i>	3	<i>Meteor Rain (Area)</i>	10	<i>Enchantment - Spellblade</i>	19
<i>Goose Chase</i>	3	<i>Earth Shatter (Area)</i>	11	Faithful	19
<i>Horsemanship</i>	3	<i>Earth Spikes (Area)</i>	11	<i>Hold Enchantment Mvh</i>	19
<i>Great Horsemanship</i>	3	<i>Earth Lance (Regular)</i>	11	<i>Snatch Enchantment</i>	19
<i>Invertebrate</i>	3	<i>Earth Blade (Missile)</i>	11	<i>Discharge Powerstone</i>	20
<i>Web Area</i>	3	<i>Exploding Earth (Regular)</i>	11	<i>Serial Enchantment (Vh)</i>	20
<i>Splice Fetus</i>	3	<i>Super-Unnecesary-Linked-</i>		<i>Drain Enchantment (Vh)</i>	20
<i>Messenger</i>	4	<i>Earth-Fury-Death-Strike!</i>	11	<i>Soulbind (Vh)</i>	21
Body Control College	4	Elemental Fire College	12	Food College	22
<i>Invertebrate</i>	4	<i>Fire Gate (Vh)</i>	12	<i>Blood Bank Regular</i>	22
<i>Secrete Venom</i>	4	<i>Balefire (Vh) Regular</i>	12	<i>Burn Blood Regular</i>	22
<i>Venomous Touch</i>	4	<i>Bloodfire Regular</i>	12	<i>Lethal Food Poisoning</i>	23
<i>Spitting Venom</i>	4	<i>Scorch</i>	12	<i>Gradual Lethal Food Poisoning (Vh)</i>	23
<i>Venom Spray</i>	4	<i>Attract Fire</i>	12	<i>Assassin's Banquet (Vh)</i>	23
<i>Sticky Fingers</i>	4	<i>Dark Fire</i>	12	<i>Shape Food</i>	23
<i>Bone Claws</i>	5	<i>Cold Fire</i>	13	<i>Flavorless</i>	23
<i>Bone Rippers</i>	5	<i>Hidden Fire</i>	13	<i>Greater Create Food</i>	23
<i>Brittlebone</i>	5	<i>Fire Talker</i>	13	<i>Sweet Lotus</i>	23
<i>Ironbone</i>	5	<i>Track Fire</i>	13	<i>Pie</i>	23
<i>Accelerate Aging</i>	5	<i>Predict Fire</i>	13	<i>Blutarskei's Gourmet Affray</i>	24
<i>Heavy Hand Regular</i>	5	<i>Conduit</i>	13	<i>Rain Of Oil (Area)</i>	24
<i>Bonesbatter (Vh) Regular</i>	5	<i>Pyroportation</i>	14	<i>Oil Mist (Area)</i>	25
<i>Shapeshift (Humanoid) (Vh)</i>	5	<i>Pyroport Other</i>	14	<i>Splatter Game (Regular)</i>	25
Communication And Empathy College	6	<i>Fireform</i>	14	<i>Kerosene Mist (Area)</i>	25
<i>First Impressions</i>	6	<i>Fireform Other</i>	15	<i>Rain Of Pancakes</i>	26
<i>Racial Memory (Vh)</i>	6	<i>Cauterize Wound</i>	15	Gate College	26
Elemental Air College	6	<i>Faery Fireball</i>	15	<i>Implode</i>	26
<i>Poke</i>	6	<i>Rain Of Magma (Area)</i>	15	<i>Sniper's Alley</i>	26
<i>Still Air Area</i>	6	<i>Heat Wave. (Special)</i>	15	<i>Stagger Teleport</i>	26
<i>Stunbolt Missile</i>	7	<i>Fire Dart</i>	15	<i>Alfjvalk Special</i>	26
<i>Nimble Weapon Regular</i>	7	<i>Burst Fire</i>	15	<i>Fire Gate</i>	27
<i>Shape Mist Area M/H</i>	7	<i>Blast (Fire)</i>	16	<i>Control From Beyond</i>	27
<i>Glide (Blocking)</i>	7	<i>Flame Wave (Missile)</i>	16	<i>Possession From Beyond</i>	27
<i>Glide Other (Vh) Blocking</i>	7	<i>Fire Wheel (Missile)</i>	16	Healing	27
Elemental Electricity Sub-College	8	<i>Imbue Fire</i>	16	<i>Reverse Putrescence</i>	Regular 27
<i>Stream Lightning</i>	8	<i>Flaming Attacks (Fire) Area</i>	17	<i>Immunity To Poison (Vh)</i>	27
<i>Forked Lightning (Vh)</i>	8	Elemental Water College	17	<i>Great Resurrection (Vh)</i>	27
<i>Chain Lightning (Vh)</i>	8	<i>Distill Salt</i>	17	<i>Divine Resurrection (Vh)</i>	27
<i>Divine Chain Lightning</i>	8	<i>Explosive Ice Sphere</i>	17	Illusion And Creation	27
Elemental Earth College	9	<i>Essential Ice</i>	17	<i>Create Herd Area</i>	27
<i>Saltspray</i>	9	<i>The Ice Mirror</i>	17	<i>Create Work-Horse</i>	27
<i>Vibrations Ranged</i>	9	<i>Ice Armour</i>	18	<i>Create Army</i>	27
<i>Multimissle Regular</i>	9	<i>Crawling Freeze</i>	18	<i>Mirror Image</i>	28
<i>Hard Weapon Regular</i>	9	<i>Shape Mist Area M/H</i>	18	<i>Create [Type] Veteran</i>	28
<i>Stone Vision -Elemental</i>	9	<i>Icy Armor (Water) Regular</i>	18	<i>Avatar</i>	28
<i>Metal Vision Elemental</i>	9	Enchantment College	18	Alternate Illusion Spells	29
<i>Rain Of Magma (Area)</i>	9	<i>Arrow Fission Area</i>	18	<i>Visual Illusion Area</i>	29

<i>Audio Illusion Area</i>	29
<i>Olfactory Illusion Area</i>	29
<i>Tactile Illusion Area</i>	29
<i>Taste Illusion Area</i>	29
<i>Advanced Illusion Spells</i>	29
<i>Two Sense Illusion Area</i>	29
<i>Three Sense Illusion Area</i>	30
<i>Four Sense Illusion (Vh) Area</i>	30
<i>Five Sense Illusion (Vh) Area</i>	30
<i>Additional Spells</i>	30
Knowledge	30
<i>Psi Sniffer Area</i>	30
<i>Identify Caster (Knowledge)</i>	30
Light And Darkness	31
<i>Peripheral Vision</i>	31
<i>360 Degree Vision</i>	31
<i>Flashcone</i>	31
<i>Darklight Area</i>	31
<i>Dazzle Missile</i>	31
<i>Fairie Fire Regular Resist-Ht</i>	31
<i>Glitterdust Area</i>	31
<i>Laser Missile</i>	31
<i>Meld With Shadows Regular</i>	32
<i>Rain Of Light (Area)</i>	32
Alternate Light & Darkness	32
<i>Strobe (Area; Resisted By Ht)</i>	32
<i>Optical Stun (Regular; Resisted By Ht)</i>	32
<i>Ambience (Area; Resisted By Iq)</i>	32
<i>Lightmeasure</i>	33
<i>Hue</i>	33
<i>Burning Light (Laser)</i>	33
<i>Cauterise</i>	33
<i>Global Vision</i>	33
<i>Spectral Vision</i>	33
Making And Breaking	33
<i>Mage's Edge</i>	33
<i>Boost Machine</i>	33
Meta-Magic	34
<i>Control Randomness</i>	34
<i>Form Lock</i>	34
<i>Fortune</i>	34
<i>Outrageous Fortune</i>	34
<i>Backcast (Vh)</i>	34
<i>Simulcast (Vh)</i>	35
<i>Powerstone Self</i>	35
<i>Magebolt Missile</i>	35
<i>Magic Missile Missile</i>	35
<i>Wizard's Mark Regular</i>	35
<i>Create Inconvenience</i>	35
<i>Project Spell (Vh)</i>	36
<i>Throw Linked Spells</i>	36
<i>Taint Mana (Vh) Area</i>	36
<i>Taint Mana (College) (Vh)</i>	36
<i>Remove Mana Taint (Vh)</i>	37
<i>Throw Linked Spells</i>	37
<i>Improved Magic Resistance (Vh) (Meta) Regular; Resisted By Will+Magery</i>	37
Mind Control	37
<i>Conscience Tap Regular</i>	37
<i>Demons From The Deep Resisted By Iq</i>	37
<i>Mass Loyalty</i>	38
<i>Mass Charm</i>	38

<i>Mass Enslavement (Vh)</i>	38
<i>Sensory Overload</i>	38
<i>Arouse</i>	38
<i>Feign Death</i>	38
<i>Wizard's Veil (Vh)</i>	39
Gathering (Mind)	39
Movement	39
<i>Mule Regular</i>	39
<i>Unseen Servant</i>	39
<i>Great Leap Regular</i>	40
<i>Hero's Leap Regular</i>	40
<i>Juggernaut</i>	40
<i>Sniper's Alley</i>	40
<i>Lightning Flight (Vh)</i>	40
<i>Stagger Teleport</i>	40
<i>Death Haste</i>	40
<i>Spell Sling (Movement)</i>	40
<i>Clear Jam</i>	41
<i>Distant Blow (Other)</i>	41
<i>Displacement</i>	41
<i>Repulse</i>	42
Necromancy	42
<i>Necrosculpt Regular</i>	42
<i>Night Watchman</i>	42
<i>Sentinel</i>	43
<i>Reconstruct Brain (Vh)</i>	43
<i>Touch Of Decay (Vh)</i>	43
<i>Plague (Vh)</i>	43
<i>Appearance Of Life</i>	43
<i>Unholy Jet</i>	43
<i>Demon Dagger</i>	44
<i>Demon Meld</i>	44
<i>Demon Guardian</i>	44
<i>Soul Bomb (Special)</i>	44
<i>Soul Drain (Special)</i>	44
<i>Soul Beacon (Vh)</i>	45
Plant College	46
<i>Photosynthesis</i>	46
<i>Crop Poisoning Area</i>	46
<i>Lethal Crop Poisoning (Vh)</i>	46
<i>Gradual Lethal Crop Poisoning</i>	46
<i>Take Root</i>	46
Protection And Warning	47
<i>Electric Iron Arm</i>	47
<i>Immunity To Poison (Vh)</i>	47
<i>Absorb Attack</i>	47
<i>Doom Cloud (Vh)</i>	47
<i>Stoutlock</i>	47
<i>Revive (Vh)</i>	47
Sound	48
<i>Sonar Invisibility</i>	48
Other Spells	49
Kromm Spells	49
<i>Annihilation (Vh)</i>	49
<i>Mass Zombie (Vh)</i>	49
<i>Planar Summons (Demon Steed)</i>	49
<i>Planar Summons (Spheres Of Madness)</i>	50
<i>Sacrifice (Vh) Special</i>	50
Dueling Spells	50
<i>Spell Name: Dueling Jet</i>	50
<i>Spell Name: Dueling Missile</i>	50
<i>Burn Weapon (Blocking)</i>	51
<i>Freeze Weapon (Blocking)</i>	51

<i>Shatter Weapon (Blocking)</i>	51
<i>Spell Name: Dissuade</i>	51
Minor Magics For Gurps	52
Animation Spells	52
<i>Anti-Shadow</i>	52
<i>Bend</i>	52
<i>Housekeeping</i>	52
<i>Laundry Clothing</i>	52
<i>Phyable Magic</i>	52
<i>Remote Touch</i>	52
<i>Sharpen</i>	52
<i>Spectral Glue</i>	52
<i>Tie Knot</i>	52
Body Control Spells	52
<i>Arousal</i>	52
<i>Birth Control</i>	52
<i>Cleanse Body</i>	53
<i>Diagnosis</i>	53
<i>Noseplug</i>	53
Communication Spells	53
<i>Mask Aura</i>	53
<i>Oathbinding</i>	53
Creation Spells	53
<i>Coins Of Change</i>	53
<i>Create Bait</i>	53
<i>Gossamer</i>	53
<i>Jacuzzi</i>	53
<i>Magic Tool</i>	53
<i>Show Business</i>	54
<i>Umbrella</i>	54
<i>Xerox</i>	54
Elemental/Air Spells	54
<i>Puff Of Breath</i>	54
Elemental Light Spells	54
<i>Signal Flare</i>	54
<i>Werelight</i>	54
Healing Spells	54
<i>Control Bleeding</i>	54
Knowledge Spells	54
<i>Assay Compound</i>	54
<i>Detect Altitude</i>	54
<i>Detect Observation</i>	54
<i>Detect Possession</i>	55
<i>Find Distance</i>	55
<i>Hero Pointer</i>	55
<i>Measurement</i>	55
Movement Spells	55
<i>Flamboyant Teleport</i>	55
Plant Spells	55
<i>Weed Killer</i>	55
<i>Woodlight</i>	55
Sense Spells	55
<i>Dyslexia</i>	55
<i>Recording</i>	55
<i>Sunglasses</i>	55
Summoning Spells	56
<i>Summon Bartender</i>	56
<i>Summon Marbles</i>	56
<i>Summon Teapot</i>	56
<i>Unseen Accountant</i>	56

ANIMAL COLLEGE

FALSE TRAIL AREA; RESISTED BY IQ

Mage removes a subject's trail and replaces it with some other trail of his acquaintance - GM may require a roll against Naturalism or the appropriate Wilderness Survival. If the mage fails this latter roll, the trail still appears, but doesn't look realistic (not that the mage will know this). Of course, if the mage doesn't care about being realistic, they may let their imagination be their guide. The trail left must be reasonably possible to detect - no trails of mice or fleas. Human trails are fine, and do not require a naturalism roll (unless, perhaps, the mage isn't human). If the trails of other people are within the area of effect, they may also be changed. The new trail must follow the path that the mage's natural trail would have taken, although a mage may leave a much grander trail than he would normally have done. For example, if she wishes to spend 10 fatigue points and leave the trail of a herd of elephants or a sizable cavalry unit, so be it. The trail is neither illusory nor magical, and cannot be dispelled.

Duration: 30 minutes.

Base Cost: 1

Time to Cast: 3 seconds.

Prerequisites: Simple Illusion.

GOOSE CHASE AREA; RESISTED BY IQ.

Goose chase is much like False Trail, save that it centers not at the subject, but at a spot ahead of the subject - so that the poor fool may be led off on a red herring while their real quarry makes its escape. The trail is laid intelligently, and will always make sense if possible. For example, it will not cross barriers which the animal in question could not cross. If it is not possible for the trail to continue in a way that makes sense, the trail will simply stop dead or continue on in a way which doesn't make sense - mage's choice at time of casting.

Duration: 30 minutes.

Base Cost: 2

Time to Cast: 6 seconds.

Prerequisites: False Trail, Any 2 Mind Control Spells.

HORSEMANSHIP

The mage increases the speed of one horse by 10%. It may not seem like much, unless one is trying to keep ahead of someone else, or is in pursuit. In that case, it can be a life saver.

Duration: 1 hour.

Cost: 1, same to maintain.

Time to Cast: 1 Second.

Prerequisites: Mammal Control.

GREAT HORSEMANSHIP

The mage increases the speed as under Horsemanship, but by 25%.

Duration: 1 hour.

Cost: 3 per hour, same to maintain.

Time to Cast: 2 Seconds.

Prerequisites: Magery, Horsemanship, Haste.

INVERTEBRATE

Caster alters his bones so as to take on the Invertebrate disadvantage. For a lesser cost, he may make only his hands, or body part of comparable size, such as the head, invertebrate. If the spell is known at level 15 or above, the subject may make any one finger invertebrate for no cost, although why he would want to do such a thing is difficult to imagine.

This is also a Body Control spell.

Cost: 3 to cast. 1 to cast just on hands. 1/3 rounded up to maintain.

Time to Cast: 10 seconds.

Prerequisites: Magery 2, Alter Body.

WEB

AREA

Casting Web covers an area in Spider Silk, the web spreading out from the caster's hands to cover the area. Those on the outermost hex may roll vs DX to dodge out of the way. Those on the next to outermost hex may roll vs DX-1 to dodge but only if they leap out of the way in a way that will leave them prone.

Duration: 1 Minute.

Base Cost: 2, minimum 4.

Time to Cast: 2 Seconds.

Prerequisites: Spider Silk, Shapeshift (Spider), Extend Object.

SPLICE FETUS

RESISTED BY MOTHER'S HT.

Splice Fetus is the sort of spell that gives mages a bad name. There are two versions of the spell. One of them requires Partial Shapeshifting as a prerequisite. Using this version of the spell, the fetus may be partially shapeshifted permanently. It will grow into a creature of the form the caster would take had they cast the spell upon themselves. The other version requires Shapeshifting as a prerequisite. If one completes the Shapeshifting spell, the fetus becomes an animal fetus and dies. If one almost completes it but stops just before finishing (fatigue expended, and skill roll must be made), then the GM is to construct a hybrid between a human and the animal the Shapeshifting refers to. It may or may not be retarded and may or may not have exactly the same features as another hybrid made using the same Shapeshifting spell. Anything that the GM finds interesting is possible.

Note, it is actually possible to cast the second type of spell on an animal fetus. The mage may decide to cross two animals, or may even cast Shapeshift Human on it - this being just the Shapeshift spell that can turn a non-human into a human.

This is also a Body Control spell.

Duration: Permanent.

Cost: 20

Time to Cast: 2 hours.

Prerequisites: Enchant, Partial Shapeshift or Enchant, Shapeshift and Alter Body.

MESSENGER

Regular College: Animal

Summons a small animal who will act as a messenger. It must be

given simple directions and a small item to deliver. Once it delivers the

item the spell is over.

dur: 2 hr

cost: 3/2

time: 1 min

prereq: control <appropriate animal>, beast summoning

author: Rick Hunt (converted from AD&D)

BODY CONTROL COLLEGE

INVERTEBRATE - SEE UNDER ANIMAL COLLEGE.

SECRETE VENOM

REGULAR

The mage secretes a venom within their own body and brings it to their mouth - at which point it is wise to spit it out and unwise to slap the mage heartily on the back. The venom may be of any class, and may be either ingested or contact - although each class-type combination must be learned as a separate spell. For example, the mage may learn an Ingested-A version of the spell, a Contact-C version, or both as two different spells. An ingested poison will do no harm to the mage unless swallowed again, but a contact poison will still damage the mage if they are not immune. All poisons produced with this spell are clear.

However, if the poison is one that takes immediate effect, then the subject will taste (ingested) or feel (contact) the poison. It is very difficult to transfer contact poison from the mouth to some other thing without being rather obvious about it, which is why Venomous Touch is frequently used where subtlety is required. The mage can spit the venom at DX, but only to a distance of 1. Contact venom will have an effect only if it strikes flesh. Ingested venom will have an effect only if it strikes an open mouth and is then swallowed - a rather tricky shot to achieve to say the least. Strength will be as follows: A = 2d, B = 2d-2, C = 3d, D = 0, F = 3d, G = 4d (fatigue), H = 4d, J = 3d, K = 0, X = GM's discretion.

Cost: 3 per dose. For every 2 extra fatigue spent, HT rolls may be made at -1 or damage can be at +1 each time it is taken. One may combine these two - for instance, one could spend 6 extra fatigue to ensure that HT rolls are at -1 and all damage is +2. Time to Cast: 4 seconds.

Prerequisites: Detect Poison and either two Body Control spells and Decay or Shapeshift (some venomous creature).

VENOMOUS TOUCH

REGULAR

The mage secretes a contact poison onto the palm of one of their hands. If they are not magically protected or naturally immune, the poison will take immediate effect on them. The poison will evaporate about as quickly as water would, and can be wiped off just as easily. Save that only contact poisons may be produced, the poisons will be exactly like those produced with the Secrete Venom Spell. Strength is just as for Secrete Venom: A = 2d, B = 2d-2, C = 3d, D = 0, F = 3d, G = 4d (fatigue), H = 4d, J = 3d, K = 0, X = GM's discretion

Cost: 3 per dose. For every 2 extra fatigue spent, HT rolls may be made at -1 or damage can be at +1 each time it is taken. One may combine these two - for instance, one could spend 6 extra fatigue to ensure that HT rolls are at -1 and all damage is +2.

Time to Cast: 3 Seconds.

Prerequisites: Magery 2, Neutralize Poison, Secrete Venom.

SPITTING VENOM

The mage produces a type S venom and may project it in an opponent's eyes. The venom is spat at DX, and has SS 12, Acc 12, Max 5. Because it is a spray, there is no negative for targeting the eyes.

Cost: 3 per dose. For every extra 2 fatigue spent, HT rolls may be made at -1.

Time to Cast: 2 Seconds.

Prerequisites: Magery 2, Secrete Venom.

VENOM SPRAY

The mage may secrete a contact poison as per Secrete Venom, and then spray it as per Spitting Venom. Being a normal contact poison, the venom does not have to strike the target's eyes.

Cost: 3 per dose. For every 2 extra fatigue spent, HT rolls may be made at -1 or damage can be at +1 each time it is taken. One may combine these two - for instance, one could spend 6 extra fatigue to ensure that HT rolls are at -1 and all damage is +2.

Time to Cast: 2 Seconds.

Prerequisites: Magery 2, Spitting Venom.

STICKY FINGERS

For the duration of the spell, the mage's hands and feet sweat adhesive material at will. If the mage is bare-handed and bare-footed and at least three limbs are in contact with the wall, the effect is as if the mage had the Clinging advantage. If only two bare limbs are in contact with the wall, then the mage has the Clinging advantage, but may only move at half the rate. If only one is in contact with the wall, the mage will not fall, but cannot go anywhere.

Duration: 1 minute.

Cost: 4 to cast, 2 to maintain.

Time to Cast:

Prerequisites: Magery 1, Climbing, 4 other Body Control Spells.

BONE CLAWS

The mage's finger bones protrude from the tips of their fingers and take on a sharp edge, acting as short claws.

Duration: 1 Hour.

Cost: 3 to cast, 1 to maintain.

Time to Cast: 10 Seconds.

Prerequisites: Magery, Alter Body.

BONE RIPPERS

The mage's wrist bones protrude from his wrists to form large bone rippers, acting as long claws.

Duration: 1 Hour.

Cost: 4 to cast, 2 to maintain.

Time to Cast: 10 Seconds.

Prerequisites: Magery 2, Alter Body.

BRITTLEBONE RESISTED BY HT.

The subject's bones become brittle and subject to breakage. All cutting damage is multiplied by 1.5. All crushing damage is multiplied by 2. Any called shot against an area not protected by bones, such as the throat or vitals, is not effected by this spell.

Duration: 10 seconds.

Cost: 3 to cast, 2 to maintain.

Time to Cast: 4 seconds.

Prerequisites: Detect Weakness, Alter Body.

IRONBONE

The subject's bones become hard and resist breakage. Cutting damage is -1 per full four points applied before the cutting modifier. Crushing damage is halved rounded down. Twice as much damage as normal is required to cripple a limb. Any called shot against an area not protected by bones, such as the throat or vitals, is not effected by this spell.

Cost: 3 to cast, 2 to maintain.

Time to Cast: 1 Second.

Duration: 1 Minute.

Prerequisites: Magery 2, Shatterproof, Brittlebone.

ACCELERATE AGING REGULAR

Accelerate aging cannot be resisted, but may only be used on a person under the age of 21. It may be cast multiple times, but never more than once a day. When cast successfully, subject physically ages 100 days in that day.

Thus, if the spell were cast successfully every day, it would take about 2 and a half months to raise a new-born baby to a physical age of 20. The spell can be cast on a fetus, but when birth is given, the mother must make a HT roll or suffer 6d cr. damage, assuming that she is attended by someone who rolls successfully against Physician skill. If she is not, then she must roll against HT-2. If she does roll successfully, she still takes 1d-1 cr. damage.

The fetus' ability to learn is also somewhat accelerated by the spell. They should even be allowed to have rudimentary speech - about the level of Tarzan or an American Indian in an old black and white movie - "Me see many horsemen on horizon. Many horsemen with boom-sticks!". They can be taught to speak properly if time is taken to do so.

Cost: 4

Time to Cast: 5 minutes.

Duration: Permanent.

Prerequisites: Any 5 Body Control Spells and Regeneration.

HEAVY HAND REGULAR

Each point invested will inflict 1d+2 of pseudo-damage, which does not actually harm the target, but causes knockback normally. Every 8 hits will move the subject 1 hex away from the caster. Though is no direct damage, being

pushed into a stone wall or similar obstacle would cause damage as per falling. DR does not protect.

Cost: 1 to 3; each point does 1d+3 for knockback.

Prerequisites: Might.

Designer: D. Barrett (adapted from Vibrating Touch on GURPS BBS)

BONESHATTER (VH) REGULAR

Resisted by HT

Caster must touch one of the subject's limbs. Neither passive defense or damage resistance protects. If the spell succeeds, the limb targeted is broken and splintered, resulting in an automatic crippling (Bp.127). The target takes damage equal to HT/2, round down, no DR applies.

The

spell has no effect if aimed at the torso or the head. A given limb may not be Boneshattered again until it heals.

Cost: 5.

Prerequisite: Wither Limb (MAp.24) or Shatter (MAp.51)

Designer: D. Barrett (adapted from D&D version).

SHAPESHIFT (HUMANOID) (VH)

This special version of Shapeshifting allows transformation into a single humanoid form. Each humanoid race (human, elf, gnome, kobold, etc) is a different spell to be learned separately. The caster may only learn the form of a humanoid with which he is familiar. This form has a fixed appearance, which is based on the caster's default form, but can be subsequently modified using Alter Visage or Alter Body. Many worlds have only a limited number of animal forms available (Human, in most cases). Clothing, jewelry and armor, if any were worn prior to casting, are reshaped to fit the new form. If none was worn, the caster will be naked upon transformation. Conversely, if the caster acquires clothing afterwards, such items will not be reshaped once default form is regained.

The caster retains his intelligence, but gains all the physical attributes of the new form. Note that Fatigue Points are not increased for spellcasting purposes.

For most baseline humanoid forms, an energy cost of 6 to cast and 2 to maintain is appropriate; for humanoids of greater size, one can justify doubling the energy cost.

Duration: 1 hour.

Cost: Varies (see above).

Time to cast: 3 seconds.

Prerequisite: Alter Body and Shapeshifting.

Item: (a) Jewelry. The item must be sized to be used by the wearer, and must bear the likeness of the shape to be taken; usable only by a mage, or by someone descended from the original humanoid race. It remains with the caster when the spell is cast - therefore, a collar or necklace is most convenient. There is no cost to maintain the spell, but the caster

cannot change back unless he still has the item; otherwise, a Remove Curse spell must be used if he is to regain normal form. *Energy cost to create: 1,500.* (b) Skin of the shape to be taken. As above, but once worn once, it transforms into a skin of the caster's original form, and must be worn again to reverse the transformation. *Energy cost to create: 2,000*

Shapeshift (Humanoid) is commonly used by monstrous spellcasters, like dragons and demons, seeking to infiltrate humanoid societies.

COMMUNICATION AND EMPATHY COLLEGE

FIRST IMPRESSIONS

REGULAR

First Impressions gives the caster a bonus on their reaction roll upon initially meeting a single individual.

However, the reaction will not be raised to extraordinary levels by this spell. Rather, the spell bottoms out at good-normal, GM's decision as to what that actually is in a given case. Hence, the jailer might not let you out, but will stop the other prisoners from lynching you, the merchant won't give you the goods, but will sell to you at a good price, the king won't give you half his kingdom, but reacts to you about as well as he ever reacts to one of your status. And the Devil will still spit you on his pitchfork.

The key question for this spell is "what is the best that one might reasonably hope for?". The answer to this question is the best that can be expected from the spell. The advantage of this spell over more dramatic spells such as Charm is twofold. Firstly, the spell cannot be resisted. Secondly, although the magic wears off, the effect of the

spell never really does - a good first impression is a good first impression. Of course, the player might still spoil that good first impression...

Cost: 1 for +1, 3 for +2, 6 for +3, 10 for +4, 15 for +5, etc.

Time to Cast: 2 Seconds.

Duration: Special.

Prerequisites: Magery and 5 other Mind Control Spells.

RACIAL MEMORY (VH) RESISTED BY IQ

This is a form of Mind Search, but one which allows the mage to read the minds of the subjects ancestors. At level 15, the mind of the subjects father or mother may be searched. For every 3 levels beyond this, an extra generation may be searched.

Cost: 6 + 6 per generation beyond the subject.

Time to Cast: 1 Minute plus 1 Minute per generation back.

Duration: 1 Minute.

Prerequisites: Magery 3, Mind Search, Slow Time.

ELEMENTAL AIR COLLEGE

POKE SPECIAL, RESISTED BY DX OR ST

The Poke spell creates a little rod of concentrated air and pokes with it. It is most commonly used to poke annoyingly at the subject's missile weapon.

When determining whether this spell succeeds, use the long-range modifiers appropriate to information spells, but otherwise ignore distance - although the caster must be able to see the subject directly. The subject chooses whether to resist with DX or ST. If the resistance is successful, the spell has no effect. If the resistance is unsuccessful, aim is spoiled, and if effective skill has been reduced below the weapons Snap Shot number, subtract a -4 Snap Shot penalty as well.

This may not be the most powerful spell ever to have been devised, but is certainly one of the most irritating. If the mage chooses, they may poke people or animals directly rather than poke their weapon. This will achieve nothing other than aggravation, but in some mage's minds, that is sufficient reason.

The GM should also allow the caster to produce any reasonable effect that might be achieved by a small poke from a thin rod. A candle could be knocked over, for example, or an elevator button pressed. A trigger could not be depressed - there is too much in the way of the rod getting a direct poke at it. Size modifiers play no part here. If the mage can see it, he can use his mighty and arcane powers to give it a little poke.

Cost: 1.

Prerequisites: Shape Air.

STILL AIR

AREA

The Still Air spell stills air around the caster. All attempts to hear are at -4. This spell resists all Air and Sound attacks, including those from inside the sphere. It will protect one from winds whose Beaufort Ratings is equal to it's skill or under, though the mage will still get wet if it is raining. If the wind's rating is greater than the skill of the Still Air spell, then each turn the Still Air spell must enter into a quick

contest with it every second. If the Still Air spell wins, it is unharmed. If the Still Air spell loses, its effective skill drops by 1. A breach by a normal air or sound attack will also drop its effective skill by 1.

Base Cost: 2 to cast, 1 to maintain.

Time to Cast: 2 Seconds.

Duration: 1 Minute.

Prerequisites: Shape Air.

STUNBOLT MISSILE

The target is struck with sudden air-pressure. The caster can choose to physically stun (B.106) rather than injure. For each additional point of energy spent on the stun version of this spell, the target's HT rolls are at -2. SS 13, Acc +2, Max 30.

Cost: 1 per damage die. Maximum of 3 dice.

Prerequisites: IQ 11, Magery 1, Concussion, and any 14 other spells not used as prerequisites for these.

NIMBLE WEAPON REGULAR

By invoking the nimbleness of Air and infusing it into a weapon, you make it more likely to hit by adding to the user's effective skill.

Duration: 1 minute.

Base Cost: 3 for every point of weapon skill increase (maximum of 3), same cost to maintain.

Prerequisite: at least five Air spells

(This spell becomes the new Prerequisite for the Accuracy enchantment spell).

SHAPE MIST AREA M/H

Cost 1/hex radius/Same

Duration: 60 seconds

Prerequisites: Shape Air and Shape Water

It is an Air College, Water Collage and Weather College spell.

This spell does what Shape Air does not do and Shape Water does for vapor poorly. Shape Air creates a wind, whose force and range are determined by the base energy spent. Sculpting Air structures can't be done with this spell.

Shape Water will sculpt vapor but is stuck with liquid water suitable volumes. 20 gallons to a FP.

There you are, adventuring wizard, going up a river and facing arrows from hostile natives. You can put a 2 hex radius Fog spell up to block the attacker's line of sight, but where

you could use Shape Fire on a similarly sized Created Fire to get it to 'unroll' into a seven hex linear screen that follows you, you can only get a small fraction of a hex of fog for a point of energy.

It's possible, but realistically beyond the casting limits of most wizards to make 2 hex radius fog cloud obey a shape water spell.

This spell explicitly does this however. It doesn't work on liquids or solids or plasmas like fire. But anything gaseous is fair game. It functions like Shape Fire for all intents and effects. You can sculpt a gas, with appropriate penalties if the gas is not visible to the caster.

GLIDE (BLOCKING)

Avoid an attack by shifting momentarily into a Body of Air and gliding aside into an open spot nearby. A spot is not open if someone is standing in it; any lesser obstruction is "open" for the purpose of this spell.

The caster may Glide to any unoccupied spot within 1 yard, in any direction. The caster's facing remains unchanged, but no Body Sense roll is necessary. If there are no open spots within 1 yard, then the spell will still succeed, but the caster may not relocate to another hex. The caster may also choose not to move even if there is an open space nearby. The attack being dodged will still miss, but any future ranged attacks in that round will have no aiming penalty.

For combat purposes, the "glide" is treated as a dodge that succeeds automatically if the spell roll is made.

Cost: 2

Prerequisites: Magery 4, Body of Air.

GLIDE OTHER (VH) BLOCKING

As Glide, but usable on others.

Cost: 2

Prerequisite: Glide.

Spell Notes: I came up with these two when a player in my game who specialized in Air magic wanted a defensive spell. He came up with the concept, I worked out the mechanics.

ELEMENTAL ELECTRICITY SUB-COLLEGE

STREAM LIGHTNING

SPECIAL

Once the spell is cast, a stream of electricity emerges from one of the mage's hands. While the spell lasts, he can do nothing with that hand, including casting spells, without redirecting the energy flow in ways that are likely to be dangerous to himself.

The mage must specify a target. His chance to strike it equals his skill with the spell, minus range modifiers. The spell never gets snap shot penalties, but time cannot be taken to aim. Stream Lightning may be dodged but not blocked or parried. The PD of metal armor or shields does not add to the dodge score. The spell will do 1d-1 damage. Each subsequent round, if the mage chooses to maintain the spell, he may continue to damage the subject without making any fresh roll to hit, unless the subject gets behind some decent protection (or someone manages to interrupt the lightning).

Should the caster miss with Stream Lighting, the caster himself will take damage from the backlash equal to the damage the target would have suffered if the spell had hit.

Cost: 2, same to maintain. For double the cost, damage is 2d-2. One can fluctuate such extra spending at will.

Duration: Instantaneous.

Time to Cast: 2 seconds.

Prerequisites: Lightning and 2 other Electricity spells, Maintain Spell.

FORKED LIGHTNING (VH)

SPECIAL.

Forked Lightning operates as Stream Lightning, save that each round after a successful hit, the mage may fork the lightning so as to attack an extra target. However, he can only fork a given arc of the lightning to the object of man-size or larger nearest to its present target. This might be the caster himself, so be careful!

In order to fork, the mage must make a successful roll against his skill with the spell minus the number of times he has forked his Forked Lightning already, with distance modifiers based on how far he is from the furthest target. For example, if the mage has forked his lightning three times, so that he is assaulting four targets, he rolls at (-3 plus whatever distance modifier is appropriate). If the fork is successful, hitting is automatic.

Should the caster miss with Forked Lighting, which included failing to fork, the caster himself will take damage from the backlash equal to the damage a target would have suffered if the spell had hit.

Cost: 2, same to maintain. For double the cost, damage is 2d-2. One can fluctuate such extra spending at will.

Duration: Instantaneous.

Time to Cast: 2 seconds.

Prerequisites: Stream Lightning, and 5 other Electricity spells.

CHAIN LIGHTNING (VH)

SPECIAL.

Chain lightning is a powerful attack spell, allowing a mage to potentially deal with quite a few adversaries at once. It is primarily intended for NPCs, but if the PCs can afford to pay the prerequisites, it shouldn't kill balance.

Chain Lightning functions as Stream Lightning save for the following. Each round after the initial hit, the mage may fork the lightning so as to double the number of affected targets. However, he can only fork a given arc of the lightning to the object of man-size or larger nearest to it's present target. This might be the caster himself, so be careful!

In order to fork, the mage must make a successful roll against his skill with the spell minus the number of times he has forked his lightning already, with distance modifiers based on how far he is from the furthest new target. For example, if the mage has forked his lightning three times, so as to be assaulting eight targets, he rolls at (-3 plus whatever distance modifier is appropriate). If the fork is successful, a hit is automatic.

Should the caster miss with Chain Lighting, which includes failing to fork, the caster himself will take damage from the backlash equal to the damage a target would have suffered if the spell had hit.

Cost: 1 per round for 1 target, 2 for 2 targets, 3 for 4 targets, 4 for 8 targets, 5 for 16 targets and so forth. You can see how devastating this spell can be in the hands of a true master. For each doubling of fatigue, damage is 2d-2. One can fluctuate such extra spending at will.

Time to Cast: 2

Prerequisites: Forked Lightning and 8 other Lightning Spells, Storm, Maintain Spell.

DIVINE CHAIN LIGHTNING (VH) SPECIAL

Divine Chain Lighting is like Chain Lighting, save that one may choose one's targets, even if this involves going around closer targets. Thus, the mage could spread his lethal web through a confused melee of fighting warriors, attacking only those on the enemy side. Each time the mage forks, she must roll against Vision minus the number of forkings in order to avoid attacking the wrong person. The GM may choose to increase the penalty for particularly bad viewing conditions. Note that this roll is necessary even if the mage can see everyone perfectly - for it's just not that easy to keep track of a lot of people, especially when you are zapping many of them at the time.

Cost: As per Chain Lighting +1 fatigue.

Time to Cast: 3 seconds.

Prerequisites: Chain Lightning, Accuracy, Telecast.

ELEMENTAL EARTH COLLEGE

SALTSPRAY

Mage spits a wide stream of salt from their mouth. Roll to hit vs DX-2 or Magic Breath skill. The mage may spray across a number of people.

The first person targeted is targeted at no penalty; the second person is targeted at -2, the third at -4, the fourth at -6, the fifth at -8, and so forth. The salt does no damage to humans, but if anyone is struck, they must roll vs DX-1 or take salt in the eyes. This is extremely painful. Roll vs Will every turn to attack at all, and then still attack (or cast spells) at -4 for the first turn, -3 for the second, -2 for the third, and -1 for the fourth, unless the salt is washed out (1 sec with a free hand). If the person is struck again with Saltspray before they have rid themselves of this negative, keep adding the penalties to a maximum of -9, and reduce it by 1 per turn, or until the salt is washed out.

On an IQ roll (or if expecting this spell) the spell may be blocked, but if so, the blocker may only attack with a wild swing this turn.

Cost: 3.

Time to Cast: 2 Seconds.

Duration: Instant.

Prerequisites: Magery, Distill Salt.

VIBRATIONS

RANGED

Through this spell, the mage taps one area of ground (with high enough skill, the tap is so subtle as to be all but invisible), and there will be a shock wave in another area. The targeted area will be struck if the skill roll is made, with distance modifiers in effect. If in a struck hex, a person must make a DX roll or fall down. A horse will roll vs DX+4 if one of it's hexes is under effect, and at DX if they both are. Even if no fall is had, a further DX roll is required not to lose aim (which will be at -2 even on a success), and a Will+1 roll is required not to lose concentration. If the subject is climbing when struck, roll a contest against the skill of the spell and the effective climbing skill of the victim. And gods help the subject if they fall.

Cost: 2 per hex.

Time to Cast: 2 Seconds.

Duration: Instant.

Prerequisites: Shape Earth and 2 other Earth Spells.

MULTIMISSL

REGULAR

College: Earth

This spell is cast upon any missile and the instant it is fired, it creates duplicate missiles that attack the same target with separate attack rolls and random hit locations. After they hit, the duplicates vanish. The spell doesn't work with missile spells. The missile should be fired before the 10 seconds elapse or the spell will have to be maintained.

dur: 10 sec

cost: 1/extra missile/2d damage max 5 extra (same to maintain)

time: 1 sec

prereq: stone missile

item: Missile weapon. When enchanted the weapon becomes capable of firing multiple missiles at no fatigue cost to the user. Energy: 1500/extra missile.

author: Rick Hunt (converted from Runequest)

HARD WEAPON REGULAR

By invoking the hardness of the Earth and infusing it into a weapon, you can add to the basic damage it deals when it hits.

Duration: 1 minute.

Base Cost: 4 for every point of extra damage (maximum of 3), same cost to maintain.

Prerequisite: at least five Earth spells.

(This spell becomes the new Prerequisite for the Puissance enchantment spell.)

STONE VISION -ELEMENTAL

Duration 30 seconds

Cost: 3 per 10 yards depth to cast same to maintain

Prerequisite: Earth vision

This is similar to Earth vision but character can see through stone. This is useful in dungeons.

METAL VISION ELEMENTAL

Duration: 30 seconds

Cost: 4 per 1 yards depth to cast same to maintain

Prerequisite: Stone vision

Allows caster to see through metal, good for dungeon doors.

RAIN OF MAGMA (AREA)

IQ/VH

Fire College and Earth College

Blazing droplets of magma rain from the sky onto the area of effect, causing 1d burning and corrosive damage per second to all within it. Creatures under the Rain of Magma take damage on their own turns. Unlike other spells, regardless if less than an entire second is spent in the affected area damage is not halved as magma is 'sticky' and clings to anything passing through.

The spell can only be cast out-doors. Armor protects in the usual fashion. A shield with a DB of 2 or better can be held overhead to block the molten rock, but it may take damage. This requires two hands and a Ready action, and succeeds automatically in protecting the character once the shield is

readied upwards, but this unreads the shield from its normal protective functions.

Inanimate objects such as buildings protect with their DR, but some structures may be damaged and catch fire. As an addition to the damage, droplets of magma may stick to surfaces and increase the objects weight. This may increase encumbrance levels, however the magma can be scrapped off (but this will damage the tool) or chipped off after it has cooled. You increase in weight at a rate of 1 pound per dice of damage per second. So someone who is within the area of effect for 1 second under a 1d damage spell will gain 1 pound, and someone who is within the area effect for 3 seconds or a 2d Rain of Magma will gain 6 pounds. Eventually the magma will cool and harden adding a layer of DR equivalent to the weight and density of normal stone but will continue to do damage until such time.

Duration: 1 minute.

Base cost: 2 to cast (minimum 4). Same cost to maintain.

Time to cast: 1 minute

Prerequisites: Magery 3, Rain of Fire, Rain of Stone and Volcano.

RAIN OF TERROR (ALTERNATIVELY - RAIN OF BLADES) (AREA)

VH

Metal and Plastic College.

Small horizontal blades rain from the sky onto the area, causing 1d cutting damage per second to all within it. Character and creatures under the rain of blades take damage on their own turns; if less than an entire second is spent in the affected area, damage is halved (round down).

The spell can only be cast out of doors. Armor protects in the usual fashion. A shield with a DB of 2 or better can be held overhead to block the blades, but it may take damage. This requires two hands and a Ready action, and succeeds automatically in protecting the character once the shield is readied upwards, but this unreads the shield from its normal protective functions.

Inanimate objects such as buildings protect with their DR.

Duration: 10 seconds.

Base cost: Any amount up to magery. Same cost to maintain. This increases damage proportionally. Multiply cost by size of area effected (minimum x1).

Time to Cast: 10 seconds.

Prerequisites: Magery 2, 2 "Rain of" Spells, and Shape Metal.

Spell Note: As a visual effect, more FP alters the shape of the blades falling. For 1d, the blades are small shards of metal like razor blades, for 5d, capable of reliably killing a human on a single strike to the neck, the blades would appear as *guillotines*.

WALL OF SWORDS (AREA)

IQ/VH

Metal College

Summons a wall of swords to block an enemies advance. The wall has no real volume as it is just a floating assortment of weapons. Missiles and spells can be cast through this wall if the individual swords do not parry them (if they are capable). This "wall" can move slightly, but it is restricted to 1 yard in any direction from its anchor, the place where it was originally cast. This allows the wall to partially surround anyone who enters in range of its attack. The skill and damage of the swords are attuned with the caster of the spell. They would fair no better than if the wizard himself was wielding the swords. Each sword attacks on its own turn.

Duration: 1 minute

Casting Cost: 1 FP per sword at a maximum of 3 swords per hex. However, more swords may enter from adjacent hexes.

Time to Cast: 10 seconds.

Prerequisites: Weapon Self and Winged Knife.

METEOR RAIN (AREA)

Space College (or whatever is relevant)

Smaller than beebee sized meteors rain from the sky onto an area causing 1d pi- (10) damage per second. Characters and creatures under Meteor Rain take damage on their own turns; if less than an entire second is spent in the affected area, damage is halved (round down). The spell can only be cast outdoors or anywhere in space. Armor protects in the usual fashion. A shield with a DB of 2 or better can be held overhead to block the meteors, but it may take damage. This requires two hands and a Ready action, and succeeds automatically in protecting the character once the shield is readied upwards, but this unreads the shield from its normal protective functions. Inanimate objects such as buildings protect with their DR. The meteors are almost macroscopic and are very difficult to see save for things in the area taking damage. It is possible for a ship to fly

right through a meteor storm without realizing it in the absence of advanced sensors.

Duration: 1 minute.

Base Cost: 3. Same cost to maintain.

Time to cast: 1 minute.

Prerequisites: Magery 2, Rain of Stone.

EARTH SHATTER (AREA)

Earth College

Breaks the ground with a crack in the shape of a cross that points in the four cardinal directions. These cracks dishevel the ground and add a -1 penalty for bad footing. Anyone standing on the area must make a quick contest of DX-1 (this includes the -1 for bad footing) against the spell to remain standing. If the subject fails, he falls prone. This spell can be cast underneath anything, buildings, statues, people, or other like targets. Earth Shatter will not do direct damage, but it will make the area a poor base for something to rest. This spell cannot be cast on anything but earth, if cast on floor tiles or paneling, it will break the ground beneath them. Do to the nature of this spell, it cannot be cast above ground level. Earth Shatter may be cast as a Blocking Spell but only for a one yard area.

Duration: 1 second

Cost: 1 FP per yard of the area effected.

EARTH SPIKES (AREA)

Earth College

Shoots spikes up from the ground, perforating the ground and adding a -1 penalty for bad footing.

Duration: 1 second

Cost: Any Amount up to Magery level per second up to 3 seconds. Each earth spike does 1d-2 imp per energy point. For double cost, damage is 1d impaling. DR protects normally.

EARTH LANCE (REGULAR)

Earth College

Creates a solid spike that juts up from the ground, striking the opponent. The spike slices up the front back, or sides of the opponent. No humorous groin shots unless targeted at the normal hit penalty. The lance crumbles away after it impacts the target.

Cost: Any amount up to your magery level per second, for three seconds. The lance does 1d-2 imp damage per energy point. If the opponent fails to dodge by only 1, the lance does 1d cutting damage per energy point instead. DR protects normally

Time to cast: 1 to 3 seconds.

Spell Note: The aspect of the failed dodge and cutting is nothing more than a homage to the beta of this spell, feel free to exclude it if you so wish.

EARTH BLADE (MISSILE)

Earth College

Creates a solid blade that juts up from the ground in front of the caster that slides toward the opponent like a plowshare.

Cost: Any amount up to your magery level per second, for three seconds. The blade does 1d cut damage per energy point. Earth Blade can be dodged or blocked, but not parried unless your GM rules you have sufficient strength to smash through solid stone. DR protects normally.

Time to cast: 1 to 3 seconds.

EXPLODING EARTH (REGULAR)

Earth College

Makes a spot on the ground made of earth, explode, sending rock shards outward toward anyone in the area. The target and anyone closer than one yard take full damage. Those further away divide damage by three times their distance in yards (round down).

Cost: Any amount up to twice your magery level per second, for three seconds. The explosion does 1d cut damage per energy point. DR protects normally

SUPER-UNNECESSARY-LINKED-EARTH-FURY-DEATH-STRIKE!

Earth College

Combines Earth Shatter, Earth Spikes, and Earth Lance into one devastating spell. The ground breaks in 8 directions underneath its target, fires spikes at him, then a singular lance strikes up through the target. The first two spells activate simultaneously. If anyone in the area fails to dodge, they must make a roll to stay standing at DX-2 against this spell, but regardless, instantly receive damage. Then lances strike up at anyone still within the area, if they fail a dodge, they receive additional damage. Finally, those lances explode doing even more damage.

Cost: Any amount up to Four times your magery for 3 seconds. Damage is 1d-2 imp per every 4 points of energy for 3 turns, finishing with an explosive cutting attack times number of people within the area.

Spell Note: This is another shameless Beta spell.

ELEMENTAL FIRE COLLEGE

FIRE GATE (VH)

Fire gate opens up a very small portal to the elemental plane of fire, letting flames thereof burst through to the plane the caster is presently in. The flames extend for 8 hexes from the casters hand, in the direction it points in. One uses the flame-jet skill to hit in the first round, but may use the "walking-the-burst" rule to aim subsequently. In the first two hexes, 4 dice of damage are done, in the second two, 3 dice, in the third two, 2 dice, and in the fourth two, 1 dice. The mage may, if desired, sweep his flame, giving him +2 to hit and letting him hit any targets in his front or right hexes (for a right handed mage). Targets so struck take 2 dice of damage in the first two hexes, 1+2 dice in the next two, 1 dice in the third two hexes, and 1d-3 in the last two hexes. Once the mage has hit something in one direction, the flame is considered to have stopped there and will not strike anything behind it. No spells that require hand movements may be cast while this spell is "on".

Cost: 4 to cast, 2 to maintain.

Time to Cast: 5 Seconds.

Duration: 1 Second.

Prerequisites: Magery 3, 25 Fire Spells, Create Gate, Maintain Spell.

BALEFIRE (VH)

REGULAR

Lets caster produce a blast of black colored balefire from one fist, as per Flame Jet (MAp.34). Balefire is the essence of fire's ability to consume, and will cause damage to materials not normally affected by fire, such as steel and water. Balefire radiates no heat and must touch an object in order to cause damage. Balefire will not start secondary fires. It can only be extinguished by Dispel Magic or a Counterspell. Non living material hit by Balefire loses HT directly, ignoring DR. Armor hit by Balefire loses 1 DR for every 2 damage points, leaving behind a weakened or useless armor position. Living things take normal damage, but only after the Balefire has burned through clothes, armor, etc.

Balefire does full damage on the first turn. It will adhere to a target and continue to do 1/2 damage, round down, each turn until it has exhausted itself. PD does not protect, but armor DR and Toughness does (until the Balefire burns through).

Duration: 1 second; burning may continue.

Cost: 1-3 points. Does 1d-1 damage for each point put into it. The Balefire's range in hexes is equal to the number of dice. Cannot be maintained.

Prerequisites: Magery 2, Essential Flame, Shape Fire

Designer: D. Barrett

BLOODFIRE

REGULAR

Covers the subject in a white fire that heals damage caused by any sort of fire. The subject must make a Will roll for each hit restored, as the tissue regeneration is very painful. A failed Will roll indicates that the subject has passed out for 1d turns, regaining the hit for that roll, but no more. High

Pain Threshold gives +3 to the Will roll. Duration: 1 second per hit healed, or until subject is

unconscious.

Cost: 1 to 3. Twice the amount is possibly restored to the subject.

Prerequisite: Magery 2, Essential Flame.

Designer: D. Barrett

SCORCH

Without actually setting fire to anything, the caster creates the effect of a bad burn. On items, this will resemble the effect of holding a torch to it for a few seconds (except that it will NOT ignite), while on flesh, it will be a nasty burn injury, doing 1d+3 damage and leaving burn blisters and very painful skin.

The target must be visible, and distance penalties apply.

Cost to cast: 2

Time to cast: 1 second

Prerequisites: Create Fire

ATTRACT FIRE

The target will, for the duration of the spell, be as a magnet to flames; candles will flicker in the target's direction, a torch carried will burn rapidly towards the hand, and if caught in even a minor fire, it will take less than a second for the flames to find the target. It is not based on flames 'seeing' the target, or in any other way seeking it out; the attraction is instant and direct.

If the caster chooses, an extra 5 energy points can be spent. This will make the spell powerful enough that for example forest fires nearby (within a mile) will turn and begin to burn, at normal pace, towards the target, and anyone using fire combat spells (or flame throwers) will find their weapons going for the target instead. If two or more targets like this exist, roll a Contest of Skills for the casters' spell level to see who will be sought out (roll for each major use of fire).

Cost to cast: 3

Cost to Maintain: 2 (+4 for the extreme version)

Time to cast: 3 seconds

Duration: 1 hour

Prerequisites: Shape Fire, Magery 2

DARK FIRE

Cast on a fire, this spell will take away the light cast by the fire, making it impossible to detect except by looking straight at it, hearing

it, or feeling its heat. A fire like this is also completely useless as a source of light. The fire itself will look more like a swirl of red, orange and yellow dust than flames. Very good for preventing a town from noticing their church is burning during the night! Smoke will be visible, though, assuming there would normally be smoke from the sort of fire.

The spell must be cast on the ENTIRE fire, but after that, as the fire spreads, it continues to be a 'dark' fire; even if it ends up engulfing an entire forest, it is a DARK fire, and will appear as described, until the spell ends.

Cost to Cast: 3 per hex of the original fire

Cost to Maintain: 5, independent of fire size!

Duration: 15 minutes

Prerequisites: Magery 2, Shape Fire, and either Simple Illusion, Darkness, or Shape Light.

COLD FIRE

Cast on a fire, no one struck by the fire will feel any heat, or any 'burn pain'. Only when injuries begin to appear (burned skin, for example) will the pain become apparent. The entire original fire must be targeted, and the effect spreads with the fire.

Cost to Cast and Maintain: As per Dark Fire

Duration: 15 minutes.

Prerequisites: Magery 2, Shape Fire, and Cold

HIDDEN FIRE

This spell will make any fire deadly beyond imagination: The target fire cannot be seen, heard, smelled, or felt, and smoke will be visible only as a thin fog. The only way to detect the fire is to witness its effects, like trees and wood turning to blackened lumps and flesh boiling away. Even then, it is impossible to see WHERE the fire is, unless magic is used to detect it, like See Invisible or Seek Fire (yes, this little spell suddenly becomes a life-saver).

The spell is cast on the entire original fire, and spreads with it.

Cost to Cast: 8 per hex of original fire

Cost to Maintain: 15, regardless of current size of fire.

Time to Cast: 3 seconds

Duration: 15 minutes

Prerequisites: Magery 3, Dark Fire, Cold Fire, Purify Air, Silence

FIRE TALKER

The caster (or a selected target) gains the ability to 'talk' to fires, asking them simple

questions. This ability can NOT be used to convince a fire to change its path, intensity or the like; it is only useful for obtaining information! The fire talker can learn roughly when the fire started, how big it is, whether something has been burned down or is caught inside the fire (truly INSIDE, not on the OTHER side; the fire only 'knows' what is inside of it). No fire knows how long it will last, or where it will spread (though it can tell where it is burning stronger than elsewhere), nor can it tell anything about anyone passing by it. A fire does not have emotions, either, and cannot distinguish between 'good' and 'bad' people, or their intentions with deeds done inside the fire.

Note that this spell is not tied to a specific fire; for the duration of the spell, ANY fire can be asked questions about itself. Also, no observer will hear what the fire 'says', though they may hear the low mumbled words of the person speaking to it.

Cost to Cast: 4

Cost to Maintain: 2

Duration: 1 hour

Prerequisites: Seek Fire, Magery 2

TRACK FIRE

The caster will immediately know the path a fire took, provided he can see where it is or was. This includes both burning and burned areas, including those put out deliberately, and if the point of origin of the fire is visible to the caster, he will know where it is. In any case, he will also know how the fire spread, and whether he is looking at one or more fires (if more fires, only the fire the spell is cast on will reveal itself).

Cost to Cast: 3

Prerequisite: Seek Fire

PREDICT FIRE

In a way, this is the opposite of Track Fire, in that this spell tells where any fire that might be set is likely to go. The caster will see his surroundings for how flammable they are, and know how a fire set anywhere would burn and spread. Good for planning a fire, but also for evaluating fire hazards.

Cost to Cast: 4

Prerequisites: Track Fire, Magery 1

CONDUIT

The caster chooses an item (for maximum effect, a *long* item. No rawdy jokes, please!) to cast the spell on. For the duration of the spell, this item will *channel* any fire that

touches it, becoming the temperature of that flame (without melting, if that is an issue!). While flames will not appear around it automatically, anything touching the item will be affected as if touched by the flames themselves; paper will ignite, as will fuel vapors, some items may melt, etc. Anyone trying to hold the item or push it will feel as if body parts touching it are caught in the fire for the duration. Cast on a very long object inside a building or the like, this allows a *lot* of fires to be set using just one intense fire (natural or artificial, like a welding torch!). It also allows someone to use the heat of a fire far away, if it can be reached with the item, like using a walking stick to channel the heat of a bonfire and melt a lock.

Note that living things *can* be used as conduits, in which case they take no injury from the channelled fire, but only if the caster knows Fireproof, and it will not protect clothes; the subject might well end up naked and with metal possessions completely deformed by the heat of the skin!

At the GMs discretion, someone very close to the item may feel an odd heat emanating from it, as if it is hot, even if not directly touching it.

Cost to Cast: 1 per pound of matter (light-weight items allow for better reach at lower cost)

Cost to Maintain: Half casting cost.

Duration: 10 minutes

Time to Cast: 5 seconds.

Prerequisites: Shape Fire, Magery

This is for 3rd ed. Some parts should be updated (Ice armour has PD, for example). One of the reasons for them is that I find the Essential spells to be very interesting, and that there should be spells that either require the essential spells to be known, or benefit from knowing the essential spells.

PYROPORTATION

The caster can move from place to place near-instantly. On the surface, this mimics Teleportation, but there are some minor differences, and one *big* difference: The caster has to move through a single, connected fire! This means that in a house entirely on fire, or a roaring forest fire, the caster can pyroport almost anywhere, emerging from the flames as if teleported. But if there are two separate fires, the caster *cannot* pyroport from one fire to the other.

The reason is that the caster is not *teleporting*, but merging with the fire and immediately re-emerging elsewhere in it.

What can be carried works as with Body of Flames.

Because Pyroportation involves moving *through* fire as part of it, the GM is free to add casting cost or time for reappearance if there are 'obstructions' in the fire, such as having to pass through slow-burning areas. 'Jumping' fires (fires that are connected by sparks rather than flames) are another example. Dark Fires, Hidden Fires, and similar fires are completely normal fires for the purpose of pyroporting. Anything with the spell Conduit cast on it is also considered a part of whatever fire it touches, so the caster can Pyroport through a Conduit with no problem.

Caster must be placed right next to, or inside, the fire in question.

Cost to Cast: 6

Time to Cast: 2 seconds

Prerequisites: Body of Flames and Magery 2.

PYROPORT OTHER

The caster allows someone else to pyroport, as above. May be resisted by a Will check.

Cost to Cast: 8

Time to Cast: 3 seconds

Prerequisite: Pyroportation

FIREFORM

This spell merges the casters body with a fire. Carried clothes etc. are handled as per Body of Flames. The character can perform only mental actions (senses are fully functional as if standing anywhere in the fire, but speech is impossible). Spells not requiring physical movement or components (or speech) can be cast. During the fireform, the caster has no physical body to harm or capture, but fatigue and hit points will *not* heal naturally, and spells meant for healing *bodies* will have no effect. *Create Fire* can be cast on the fireformed character by anyone who is in some sort of mental contact with him or her (for example by Mind spells) or has cast Seek Fire to 'find' the fireformed character in the fire. This will work as the *Minor Healing* spell. *Essential Fire* will work as *Major Healing*, with the same requirements.

Weakening the fire will *not* harm anyone fireformed into it, but *putting it out completely* will cause them to reappear in the spot it was put out (in a pile, if there are many) with 0 fatigue and with (additional) 1d damage. The fireformed character has no specific location in the fire, and thus the *entire* fire must be put out.

When the fireformed character decides to, he or she can reappear anywhere within or on the edge of the fire. This drains as much Fatigue as casting the spell; if Fatigue goes 'negative', the remainder is drawn from hit points! Reappearing requires no skill check of any kind, though.

One interesting fact: During a Fireform, the character does not *age*, either. This means that a long-burning fire and a stable source of energy points allows a character to stay in a fire for *centuries*, until reappearing as the same age as when the spell was cast! The caster *can* drain energy from any Powerstone engulfed in the flames; someone serving the caster could theoretically just throw new stones into the fire (and maybe get the old ones out for recharging).

Cost to Cast: 5

Time to Cast: 3 seconds

Duration: 10 minutes

Cost to Maintain: 3

Prerequisite: Body of Flames and Magery 2

FIREFORM OTHER

As per Fireform, but the caster can choose someone else to do it. May be resisted by a Will check.

Cost to Cast: 7

Time to Cast: 4 seconds

Duration: 10 minutes

Cost to Maintain: 4

Prerequisite: Fireform

CAUTERIZE WOUND

Regular

This spell causes wounds to cauterize and stops bleeding but it inflicts 1 pt of burning damage and does not heal any lost HP.

Duration: instant

Cost: 1 to cast per 5 pts of injury

Prerequisite: Create Fire

I'd like to take internal bleeding and vein/artery damage into account as either should be marder for this to heal but I haven't though of anything simple.

Should a Physcian or Esoteric Medicine roll be required or give any benefit?

FAERY FIREBALL:

This spell is the same as a regular fireball spell. Lets caster throw a ball of fire from his hand. It vanishes in a puff of flame which may ignite flammable objects. It has SS 13, Acc +1, 1/2D 25, Max 50

Cost. From 2 to 6, the fire ball does 1 die of damage for each 2 energy points put into

casting it, every roll of 6 is added and then rolled again, if a 6 is rolled again add 6 and keep rolling again until their are no more 6s. This represents the wild magical energy from the faery realm.

Time to cast: 1 to 3 seconds

Prerequisite: Fireball

Item: Staff or wand-bolt is fired from end of item. Energy cost to create: 2000, must include a ruby worth \$1000, Usable only by a mage.

RAIN OF MAGMA (AREA)

See in Earth College.

HEAT WAVE. (SPECIAL)

Fire College

Creates a blast of heat bursts from the caster's open palm. This has a 1/2D 10, Max 25. Similar to the Dehydrate spell, when it strikes something it immediately dries out the target. As well Heat Wave may light certain substances on fire. Human flesh burns at 350 degrees Fahrenheit. Human flesh turns to ashes and bones at 1650 degrees Fahrenheit.

Duration: 1 second.

Base cost: 1 per 50 degrees of heat.

Time to cast: 1 second.

Prerequisites: Burning Touch and Fire Cloud

FIRE DART

IQ/H

Fire College

Shoot a dart of fire from one hand. This has 1/2d 50, Max 100, Acc 1. When it strikes something, it vanishes in a puff of flame. This spell is likely to ignite flammable targets. Unlike other missile spells, this spell circumvents the second to charge the missile. Instead, the dart shoots instantly from the caster's hand on the turn it is invoked. This however, prevents you from holding, or enlarging the spell further. If this spell is caught using Catch Spell, treat it as if the subject has caught fireball. This spell still requires an innate attack roll and is a missile spell in every other respect.

Cost: 1. The Fire Dart does 1d burning damage.

Time to Cast: 1 second

Prerequisites: Magery 1, Fireball

BURST FIRE

IQ/H

Fire College - Hard

As per Fire Dart except it has 1/2d 5, Max 10, Acc 1, Rcl 1. Like Fire Dart, it has an

instant casting time but fires several darts instead of 1. If this spell is caught using Catch Spell, treat it as if the subject has caught fireball. The defending mage can catch up to as many darts as he has hands. Use Rapid Fire rules to determine hit ratio. If this spell is charged for more than a second, treat it as a normal missile spell.

Cost: Any Amount up to Magery level per second up to 3 seconds. Each Fire Dart does 1d-1 burning damage.

Time to Cast: 1-3 seconds

Prerequisite: Fire Dart

BLAST (FIRE)

Creates an explosive fire surge centering in the casters hex. Anyone in that hex takes full damage (like someone trying to kill the caster with touch or knife), and the damage then drops 2 per hex away from the center, until it is reduced to nothing. For example, someone standing 5 hexes away from a Blast doing 14 points of damage would take 4 points of damage. Anyone directly behind a full cover (man-sized shield or wall) is protected by the cover's DR, but being just one hex away from the cover nullifies the effect entirely. Can be combined with Throw Spell for terrifying results!

The caster is unharmed in the center, unless Throw Spell is used; in that case, the caster will suffer like anyone else if he is in the blast radius.

Time to cast: 1 second per die of damage.

Cost to cast: 3 per die of damage. Maximum dice of damage are the casters Magery (i.e. Magery 4 allows up to 4 dice of damage).

Item: Fist-sized rock from a lava lake. Activated by consciously willing it while holding the rock; the activating person counts as caster (and is safe in the center of the blast). 250 X the cost to cast the Blast normally, if reusable. 10 X normal cost if one-shot. will 'detonate' at full power only; no "I only want half the effect"!

Prerequisites: Magery 4, Explosive Fireball, Resist Fire.

FLAME WAVE (MISSILE)

IQ/H

Fire College

Envelopes the casters hand in flames. Swinging the hand out sends off a wave of fire in the direction of the caster's choosing. This is a ranged attack that spreads out 1 yard per yard of travel, (meaning a flame wave that travels 3 yards would spread 3 yards wide).

Cost: 1 Per yard of range. Damage is 1d per point of energy.

Time to Cast. 1 second per point of energy.

Prerequisite: Burning Touch.

Spell Note: Pure and simple, it's a wave of fire, originally envisioned for burning crops in a more time and mana friendly fashion.

FIRE WHEEL (MISSILE)

Fire College

Creates an orb of fire in the caster's hand. Immediately after, a ring of fire forms around this orb. When thrown on a floor or wall the Fire Wheel will roll along the surface until it hits a target. This spell does both burning and cutting damage. You can either choose for this spell to do more damage or pass through targets. IE. You can do 3d against one target, or 1d against 3 as it passes through the first one, it'd do 1d of damage and pass to the next target. Double cost to make Fire Wheel 'Homing'. If DR would stop the damage completely, the spell ends and does not continue on to the next target. Other statistics are as the Fireball spell. The Fire Wheel can go up any incline less than 90 degrees, otherwise it plows into the surface. Usually this means a wall or a sharp corner, unless it has homing and can avoid such obstacles.

Cost: 1 per 1d of damage.

Spell Note: Really flashy spell, a halo of fire chasing you down the hallway. Another pretty untested spell.

IMBUE FIRE (REGULAR) (REPLACES BOTH FLAME WEAPON AND FLAME MISSILE)

Fire College

Causes any weapon to burst into flame, which does not harm the user but lets the weapon do +1 burning damage to foes or flammable objects (after penetrating armor and figuring other bonuses). The weapon itself has a shimmering, fiery appearance and gives off light like a torch. Metal weapons are not damaged; wooden weapons turn to ash as soon as the spell ends. If cast on a missile weapon, any Missile it fires will burst into flames, burning to ashes after hitting its target or after 10 seconds, unless the projectile is made out of stone or metal.

Duration: 1 minute.

Cost: Any amount up to double your magery. Half that to maintain (minimum 1). +1 damage per point of energy.

Time to cast: 1 second per energy point.

Prerequisites: Create Fire and Shape Fire.

FLAMING ATTACKS (FIRE) AREA

An area version of Flaming Weapon and Flaming Missiles combined. Causes all weapons within the area of effect, both melee and ranged, to gain the properties of Flaming Weapon or Flaming Missiles, depending on type.

Duration: 1 minute.

Cost: 6 to cast, 3 to maintain

Time to Cast: 3 seconds

Prerequisites: Magery 4 and Flaming Missiles

Spell Note: I was pretty pleased with this idea. Excellent for use on a whole group if you know you're about to go up against something weak to a particular element type (I made other versions for lightning and ice that are essentially the same).

ELEMENTAL WATER COLLEGE

DISTILL SALT

The mage fills an area of the sea with a much higher concentration of salt than is usual. The spell will not work in fresh water, as the salt is taken from the water around it. Within the area of effect, the mage may choose to include or exclude any hexes desired. It is part of the spells effect that the salt does not naturally move from it's original hexes, although strong current might achieve this, and such dissipation will certainly occur once the spell has ended. Any creature within the area of effect is at -2 to all skills and must roll vs Will+1 to retain concentration unless they shut their eyes. Land based creatures which are in the water, and who not have nictating membranes, are at -4 unless they shut their eyes.

Base Cost: 2.

Time to Cast: Each second, the salt forms around the mage at a rate of one hex per second to maximum range.

Duration: 1 Minute.

Prerequisites: Shape Water, Create Earth.

EXPLOSIVE ICE SPHERE (MISSILE) (WATER)

Throw a ball of ice from your hand. When it strikes, it does crushing damage and explodes into tiny shards of ice. It has ½ D 40, Max 80, Acc 2. Targets within 5 hexes of the impact are subject to impaling attacks of skill 15.

Cost: Any amount up to twice your Magery level per second for 3 seconds. The sphere does 1d cr per 2 mana; the explosion does 1d-1 imp per full 6 mana.

Time to cast: 1-3 seconds.

Prerequisite: Ice Sphere.40

ESSENTIAL ICE

Creates the essence of ice, cooler and harder than normal ice. As per create Ice this spell can create ice in any of its shapes (ice, snow, ice shavings, etc). Essential ice does not melt normally, and covering a fire with essential snow will extinguish it, but the ice will melt. Once melted, Essential Ice turns

into Essential Water. When put in contact with normal water, 1 part of Essential Ice will turn 10 parts of water into normal ice. When put into contact with Essential Water, 1 part of Essential Ice will turn any quantity of Essential water into Essential Ice. Essential Ice is crystal clear, and has a slight bluish tint.

If the mage knows both Essential Ice and any other Ice spells, he can decide that any ice spell he is currently casting is made of Essential Ice. Increase the base cost of the spell by 1 and roll against the lowest of Essential Ice and the original spell.

Duration: Permanent

Cost: 3 per gallon

Requisites: Create ice and Essential Water

THE ICE MIRROR

This is a specialized form of Crystal Glazing. The caster uses a surface of polished ice to see through. Anyone else looking at the mirror can also attempt to see what the caster is seeing, but things will seem distorted to him. Spectators roll IQ-3 to comprehend what they are seeing. The Ice Mirror will appear like a window to what the caster wishes to see. The GM must describe what is visible through the mirror; interpretation is completely up to the players!

A mirror made of Essential Ice can be made, if the caster knows both the Essential Ice spell and the Ice Mirror spell. The cost is unchanged, and the crystal clear Essential Ice grants a +2 bonus to this spell (roll against both spells, any failure means that the spell fails).

Duration: Until the ice melts, or until the mage decided to end it. If made using an Essential Ice Mirror, this could end up being a permanent window to another place, ideal for spying! However, this counts as a spell on (-1 to all other spells) and each time the caster

goes unconscious or sleeps, roll against the skill of the caster to see if the spell does not spontaneously dissipate.

Cost: 10 (This includes the cost to create the Ice Mirror. Essential Ice Mirrors are permanent, but to attune one still costs energy, so the cost is unchanged)

Time to cast: 1 hour

Prerequisites: History and 10 water spells, which must include Create Ice and Ice Vision

ICE ARMOUR

Covers the subject with a hard coat of essential ice, that will deflect and absorbs any blows directed to the caster. The caster gains +1 to PD and +2 to DR.

Duration: 10 minutes

Cost: 6, 3 to maintain

Time to cast: 5

Prerequisites: Magery 2, Essential Ice and Resist Cold

CRAWLING FREEZE

This spell creates a pin-size point of ice on any surface in normal or better humidity. From that point, a freeze will spread at 1 inch per second per 3 points of energy put into the spell. It will continue to spread until it is 'put out' by heat; any frozen surface will melt at normal rate, as well (the layer is relatively thin, and at normal temperature will melt in 1d+2 minutes per 3 points of energy used to cast the spell). The ice will not spread through the air, no matter how humid it is (rain passing 1 inch from the ice will turn snow, though, and water touching the ice *will* freeze, at the same speed).

The ice will continue to spread for the duration of the spell, after which it will just become normal ice. If maintained a very long time, it *could* theoretically freeze continents,

but this is costly and the ice can still be destroyed with normal means.

Cost to Cast: 3 per inch/second and 1d+2 minutes to melt.

Duration: 30 minutes

Cost to Maintain: Half casting cost

Prerequisites: Create ice, Magery 2.

SHAPE MIST AREA M/H

See under Air Spells.

ICY ARMOR (WATER) REGULAR

The subject is sheathed in a field of intense cold, without feeling any discomfort. This manifests as a faint, pale blue glow, though it is not enough light to see by. While in effect, the subject also gains the benefits of a regular Resist Cold spell. The subject's melee attacks do a point of fatigue damage from intense cold in addition to normal damage (but only if the attack penetrates DR).

Any attack that hits the subject triggers a 1d-2 backlash of fatigue damage along the weapon. This attack automatically hits if the weapon has a reach of 1 or less (2 if the entire length of the weapon is metal). Should the subject grapple or be grappled, the foe is hit with the effects of a 4-point (1/2") Icy Touch, but the spell will be broken.

Duration: 1 minute.

Cost: 8 to cast. 4 to maintain.

Prerequisites: Magery 2, Resist Cold, and at least 5 Water spells including Icy Touch.

Spell Note: Just your basic ice application of the Flaming and Lightning Armor spells. Again, seemed like an odd omission, so I remedied it.

ENCHANTMENT COLLEGE

ARROW FISSION

AREA

When Arrow Fission is cast on an arrow already in flight, the arrow becomes a swarm of arrows. The central arrow is still aimed at it's original target, while the arrows around it fly at the hexes around this target, one landing in each hex around the original target. These arrows will hit whatever is in that hex on a 9 or less unless blocked or dodged. They will be flying with the velocity of the original arrow and will do as much damage (e.g. 1d). If they hit, roll randomly for where they strike.

Base Cost: 2, Minimum 4.

Prerequisites: Create Object, Repair Arrow, Enchant.

TRUE CORNUCOPIA

(Enchantment College)

Enchantment

Energy Cost: 10 per 1 lb. of food per day

Prerequisites: Magery 3, Cornucopia, Greater Create Food

Allows any container to produce a vast amount of food. The enchanter sets the maximum poundage of food possible to be created when he enchants a True Cornucopia, as well as the type and assortment of food items. The food produced is real and permanent, i.e. the food will not

disappear after one minute like ammunition from the "standard" GURPS Cornucopia spell. Only food items may be created through use of this spell.

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ESSENTIAL POWERSTONE

(Enchantment College)

Enchantment

Energy Cost for each casting: 50

Prerequisites: Magery 3, Powerstone, Charge Powerstone, Recover

Strength

In general like Powerstone, except the powerstone is nearly the magical essence of magic itself. It is more efficient than a normal powerstone, effectively a nonexclusive "exclusive" powerstone, if you can dig that. A 1 point Essential Powerstone provides 3 points of energy for spell casting. (A "dedicated" 1 pt. Essential Powerstone would provide 6 pts.; and an "exclusive" 1 pt. Essential Powerstone would provide a whopping 9 pts.) Recharge times, warps, and quirks are all as for standard powerstones, except for the following: not only does a critical failure destroy an Essential Powerstone, but also something very, very bad happens. (GM's choice-- use the Backfire table as a guide, but the effect should be something seriously disturbing).

Example: Bob has a 4 point Essential Powerstone. He can tap it for 12 points when spell casting. If fully depleted, the stone will take 4 days to fully recharge.

ENCHANTMENT - SPELLBLADE

Enchants a melee weapon so that it can perform the same functions as a Staff. Amongst other things, this allows a spellcaster to carry Melee spells through the blade. Do note that in spite of the spell's name, this enchantment can be cast on any melee weapon, from daggers to longswords.

Energy Cost: 100.

Prerequisite: Staff.

Spellblade was designed to allow for combat-capable spellcasters wielding weapons other than Staves in battle, like elven sword-dancers or scythe-wielding necromancers.

FAITHFUL (WEAPON ENCHANTMENT)

As Loyal, but the enchanted object does not travel through physical space to return to the owner—instead, it teleports. As such, it is much harder to steal such an item, requiring that the item be contained within a Teleport Shield or taken to another plane of existence. If this spell is cast on an item that already has the Loyal Sword enchantment, it is done at half cost, and replaces the Loyal.

Energy cost to cast: 1,500 per pound of the weapon (minimum 1 pound).

Prerequisites: Loyal Sword and Teleport.

I created this spell mostly for use with soulbound items (one of those really long enchantment spells, but the basic thrust of the thing should be fairly obvious), to make it harder for such items to be used against the

wielder, but it's also handy for other purposes sometimes.

HOLD ENCHANTMENT MVH

This spell acts as a place holder in the sense that it either halts the degeneration of unfinished enchantments or delays it, depending on how much energy is used. If one utilizes this spell on an ongoing enchantment process, and a critical failure is the result, the item instead acquires a quirk. If a permanent hold has been placed on an enchantment, it remains in place until the original enchantment process has been reinitiated. If the original Enchanters who began the enchantment process are no longer available, resumption of the enchantment process can still continue, but the enchanters who resume the process must now attune themselves to the enchantment process already completed by making a roll versus the lower of their Enchantment spell or the underlying spell being enchanted into the item at -6. There can only be one attempt to reattune one's self to any enchantment that is currently on hold. A mage can attempt to try again ONLY if he advances his skill in both the underlying spell of the enchantment and the Enchantment spell itself.

Duration: Equals skill of spell in days if 5 energy is spent, or permanent if 50 energy is spent.

Prerequisites: Magery 2, Enchantment, and Temporary Enchantment

SNATCH ENCHANTMENT (ENCHANTMENT)

Cast on an enchanted item, this spell will strip the item of its enchantments and place them on an item of the casters choice. A common choice would be a small rock or metal ball, to ensure it is not accidentally destroyed. *Even enchantments that will not work on their new home are snatched and placed on the new item!* They simply will not work. this allows a powerful mage to snatch enchantments here and there and later use the same spell to place them on whatever he sees fit.

Anyone with Analyze Magic can cast that first to get a clear view of enchantments on the item in question. This allows the caster to actually select what enchantments are snatched, rather than take the whole bunch. It also warns of the cost (see below)

Duration: Permanent.

Cost to cast: 1/5 of the cost of the enchantments snatched. If Analyze Magic is not cast, *the cost is not revealed until the spell has been cast!* This can be lethal. A single casting of Analyze Magic can tell the total cost to snatch all enchantments on an item; further castings of A.M. will work as described in Gurps Magic, and will tell the costs of each individual enchantment.

Time to cast: 1 minute per point of cost to cast.

Prerequisites: Magery 4, Suspend Enchantment, Remove Enchantment

Item: A small iron ball, which can snatch and store enchantments. Energy cost: 50 X the maximum Cost to cast it can provide (e.g. if it can cast the spell equal to 200 points, it takes 10,000 points to make).

DISCHARGE POWERSTONE (SPECIAL, RESISTED BY POWERSTONE'S POWER RATING)

IQ/H

Meta College

All powerstones in the area of effect are discharged of stored mana. More than one wizard can cast this spell on the same area to take down larger powerstones. Example: Two wizards are dispelling a powerstone with 20 energy. The first wizard has Discharge Powerstone at level 10. The second wizard has Discharge Powerstone at level 14. The powerstone rolls against its power in a quick contest of skill vs the two wizards. The first wizard rolls an 8, makes it by 2, the second wizard rolls a 10 and makes it by 4. The powerstone rolls a 16 and makes it by 4. The margins of success of the wizards are calculated together vs the powerstone, in which case the wizards succeeded the powerstone by 2 and energy is drained from the powerstone. This spell can optionally target specific known powerstones. The advantage to this spell is that you don't have to touch an enemy's powerstone to drain it.

Base cost: 1 for every 1 point drained. Cost may never be reduced.

Prerequisites: Powerstone and Suspend Mana.

SERIAL ENCHANTMENT (VH)

This spell permits an enchanter, for a premium, to create magic items over time and at irregular intervals. It can be used either with Quick and Dirty enchantment to allow for larger enchantments to be created alone, or by a small group, quickly, or with

Slow and Sure to allow for breaks in the regular schedule of creation.

An item can be serial enchanted for 115% of the normal cost for an item of that type. Because of the extra energy expended overall, the caster may stop in the middle of the enchanting process—essentially “tie off” the spell in progress—without detriment to the final enchantment as many times as necessary.

The Serial Enchant spell is used in place of the Enchant spell. An item may be enchanted with a mixture of Serial and normal enchanted spells on it, but not Temporary ones. A Serial enchantment must be begun using the Serial spell and cannot be changed later to normal Enchant, nor can a normal Enchant be begun then switched to Serial partway in.

Duration: Magic items are permanent until destroyed.

Cost and Time: See Enchanting, p. M16.

Time to cast: Variable. Equal to cost in minutes.

Prerequisites: Magery 4, Temporary Enchantment, Suspend Enchantment

Spell Note: I developed this spell out of dissatisfaction regarding the default enchantment rules when one of my players decided to play an enchanter--we wanted a way for him to enchant things while adventuring, and this seemed like a good compromise. It still takes a while for anything big, and costs extra, but allows for the doing of other things without quitting enchantment altogether. It isn't particularly unbalancing if you don't make external power sources too readily available, but can quickly get very badly broken if big powerstones are a dime a dozen.

DRAIN ENCHANTMENT (VH)

Allows the caster to “unravel” an enchantment and gain some level of the original power put into it.

Skill level in this spell is the percentage yield received to power a spell or enchantment. In addition, fatigue damage is incurred (high skill doesn't reduce this and mana from the drain enchantment—or any other external power source—cannot be used to compensate for this, nor can spellcasting-only FP equal to the total enchantment / (HT x current FP x Magery), rounded up. This fatigue loss is physical exhaustion from channeling the energy. You can only remove a single enchantment at a time and cannot do a

partial removal. Fatigue damage is treated normally, i.e. if you take more than you have in FP, you begin to incur HP injury!

Example: Michael drains a 1,000 point enchantment and has a 15 skill in Drain Enchantment. Therefore, he gets 150 mana to spend on spells or enchantments. He has a 10 Health, 15 FP and 5 Magery, so he takes $1,000 / 750 = 1.33$ (rounded up to 2) fatigue damage. However, if he was draining a 10,000 point enchantment, he would gain 1,500 mana to spend and incur 14 fatigue damage, leaving him completely exhausted. If Michael were to attempt to drain any larger enchantment than this, he would risk unconsciousness and thus completely wasting the energy drained. If he were to attempt to drain an enchantment worth about 23,500 or more, he would be certain to fall unconscious and waste it, in addition to incurring at least 15 HP worth of physical damage.

Use of this effect is visible to mages and magic creatures by the bright mage-light which is proportional to the leakage amount.

Critical success doubles the yield and halves the fatigue damage; Failure does the fatigue damage but yields no mana (causing all of it to bleed off); Critical failure risks destruction of the item being drained (explosively) and doubles the fatigue damage. The GM rolls 3D6, and if the roll is 15 or more, the item being drained blows up, doing 1d of damage per 2000 points of energy bound in the item (from ANY enchantment, not just the one being drained!--rounding up) to everything within a 1 yard radius, anything farther away divide damage by 3x their distance in yards, rounded down. Doubled fatigue damage is incurred regardless of what happens to the item.

The energy drained with this spell MUST be spent immediately on some kind of spell, it CANNOT be stored in a powerstone or similar storage device (though it can be used to CREATE one, if a suitable unenchanted item is available) or kept in the caster's body for more than one round (unless the spell being cast with this energy requires multiple rounds to cast). Drain Enchantment counts as a spell "on" for purposes of casting any other spell using this energy (including another enchantment spell). Failure to release the energy into some form of spell causes it to be released automatically in a blinding light. All people within view of the caster, including the caster (caster may make an IQ check to see if s/he thinks to close his/her eyes in time), must make a HT save as against the Flash

spell. If the energy is released in this fashion, the caster also takes an additional point of fatigue damage over and above whatever was incurred drawing the energy off.

If the caster is interrupted (see Distraction and Injury, M7) during either the draining or reuse of such energy, the energy is released as above, and the caster can make no save against the Flash effect.

Cost: Variable. Cost to cast depends on strength of enchantment being drained.

Time to cast: Variable. Equal to cost in minutes.

Prerequisites: Magery 5, Remove Enchantment.

Spell Note: the above player and I developed this spell together. I'm actually pretty proud of it--it seems to be fairly well balanced, and over-use is rather dangerous, considering the potential power involved. However, it is recommended that there be some sort of universal cap on how much energy can be poured into non-combat, non-enchantment spells, or this can be used to do some pretty unbalancing things, nevertheless, like using Enlarge Object to make a city-leveling plate, or something. Particularly if your setting isn't designed to handle huge point-value castings outside of enchantment (i.e. you have restricted access to external power sources of great size).

SOULBIND (VH) (WIZARDLY TOOL)

Permanently binds an item to a subject's spirit. Once bound, the subject may add enchantments to that item, whether they are a wizard themselves or not, at a rate of 1/100 energy cost in Character Points (subject to GM discretion). This spell also provides all of the benefits of the Staff enchantment automatically. However, such an item can also be used by a hostile caster if obtained, to cast spells on the subject without range penalties (excepting missile spells), and the destruction of a soulbound item is invariably harmful to the subject on a fundamental level. A heavily invested soulbound item, if destroyed, may even kill the subject. As such, Loyal Sword or Faithful are popular first enhancements to a newly soulbound item.

It is difficult to soulbind an already-enchanted item. Every 100 points of energy (rounded up) already invested into such an item is a -1 to the skill of the caster, causes the spell to cost an additional 10 FP, and costs

the subject 0.5 CP (rounded up). Even an unenchanted item costs the subject 1 CP for the initial casting of Soulbind (in addition to the cost for pre-existing enchantments). If the subject does not have enough spare CP at the time of casting, it creates a deficit they must buy off over time with XP (no XP may be spent on other traits until this deficit is removed).

The subject must be present for the entire duration of the casting of Soulbind. The subject must be either willing (and conscious) or remain unconscious for the entire period. If willing, and the subject falls asleep, or unwilling and wakes up, the spell automatically fails. If the subject was willing, then both caster and subject pay the full cost of the spell without effect (i.e. the caster expends fatigue and the subject CP). If the subject was unwilling, then the caster pays both the energy and CP costs! Normal failure has a similar result. Critical failure doubles the cost in both fatigue and CP to all involved and has a chance to destroy the item. The GM rolls 3D6, and on a 15 or greater, the item blows up, launching fragments in all directions. If the item was of any sort of hard substance (wood, metal, crystal, etc) then all in the area take Fragmentation Damage equal to 1D/pound of the item's weight (so a 3 lb

sword blowing up would do 3D of damage to a 15 yard area—see B414-415 for details). The caster and the subject would both be at zero range, and so are guaranteed to take full damage. Any assistants would be no more than 10 yards away, depending on how many there are. If the explosion is powerful enough, it may hit people completely uninvolved in the spell!

If the subject of a soulbinding dies with the item still intact, it becomes a normal item, but retains any enchantments placed on it by the subject. Any subject-specific spells such as Loyal will bond to the next person to pick up the item.

Base Cost: 500 and 1CP from the subject.

Prerequisite: Magery 3, Ensorcel, Limit, and Staff.

Spell Note: Not a terribly original concept, but since there's no such spell in the book, and I wanted this mechanic available in my game, I eventually developed a spell to fulfill it, even though soulbound items were in the game long before I wrote this--I just allowed players to start with them if they chose. I never had a chance to test this in action, as a result, but I think it's probably fine.

FOOD COLLEGE

BLOOD BANK

REGULAR

The mage may drink human blood and retain it. When the mage casts the spell, no more than 5 minutes prior to drinking, they will be able to drink one HT worth of blood for every point by which they made the roll by over three. That is, if the roll is made by 0-3, then no blood can be usefully drunk. The mage may consume and retain up to their own HT in blood. At any time, the mage may use up a HT of blood in order to replace a meal and/or a drink. In any case, the mage will lose a HT worth of blood a day. Animal blood is not as nourishing as human blood. If animal blood is drunk, 2 HT worth of it must be spent in order to replace a meal and/or a drink and 2 HT worth will be lost every day. The spell does not provide the mage with fangs or any other way of getting the blood - it just allows them to drink, retain and consume it.

Duration: Special.

Cost: 1 per 2 HT of blood drunk.

Time to Cast: 10 Seconds.

Prerequisites: Preserve Food, Sterilize, Steal Health.

BURN BLOOD REGULAR

A mage who contains blood acquired using the Blood Bank spell may use it instead of fatigue at a rate of one point

per HT of human blood, and one point per 2 HT of animal blood. This destroys any blood so used.

This spell is cast at the same time as the spell it is to power, although the mage will not know for sure how much power will be available at the time of the casting. The amount of fatigue available will be one point for every point by which the roll is made above 3. Thus, if the roll is made by 0-3, then no blood may be used, whereas if the roll is made by 5, then two points may be used. The mage does not have to use all the blood that is available.

The procedure for using Blood Burn is as follows.

The mage states what spell is to be powered with help from Blood Burn and also states how much blood they intend to burn to help power it.

The mage rolls against their skill with the spell to be cast.

If the skill roll is successful, they roll in the same turn against their skill with Blood Burn. If the mage does not get all the power from Blood Burn that they were banking on, they may still decide to make up the difference using their own fatigue or HT. If they are not willing to make up the difference, then the blood they were to use from Blood Burn is still destroyed.

Duration: None. Simultaneous with another spell.

Cost: None.

Time to Cast: None. Simultaneous with another spell.

Prerequisites: Magery, Decay, Blood Bank.

LETHAL FOOD POISONING (VH) REGULAR

As poison food save that the poison is more virulent. An immediate HT-2 roll is required, and if failed, the subject takes 1d of damage. Repeat the procedure for 1d extra days unless the subject is cured.

Vomiting will do nothing, but a successful physical roll will reduce the period of poisoning by one day for every two points the roll was made by.

Cost: 4 per meal.

Time to Cast: 1 Minute.

Prerequisites: Magery 2, 5 food Spells including Food Poisoning.

GRADUAL LETHAL FOOD POISONING (VH) REGULAR

As above, but the poison will not come into effect for 1d days after the food was ingested.

Cost: 5 per meal.

Time to Cast: 2 Minutes.

Prerequisites: Magery 2, 10 Food Spells including Lethal Food Poisoning.

ASSASSIN'S BANQUET (VH) AREA

As either Food Poisoning, Lethal Food Poisoning, or Gradual Lethal Food Poisoning, but as an area spell. The caster may poison and refrain from poisoning any meals he wishes within that area.

Cost: Base cost 1 for Poison Food, 2 for Lethal Food Poisoning and 3 for Gradual Lethal Food poisoning, minimum cost 6, 8, and 9 respectively.

Time to Cast: 5 Minutes.

Prerequisites: Magery 3, 15 Food Spells including Gradual Lethal Food Poisoning.

SHAPE FOOD

(Food College)

Regular

Duration: 10 minutes

Cost: 1 per 20 lbs.; 1 (for whole shaping) to maintain.

Casting Time: 3 seconds

Prerequisites: Shape Earth, Shape Water, Preserve Food

Item: (a) Copper spoon. Energy cost to make: 200. (b) Any Shaped Food

can be made to hold that shape permanently (until eaten, of course) for

10 times casting cost.

Allows the creation of food-sculptures, wine fountains, or wedding cakes that defy the usual laws of physics. Through use of this spell, food could theoretically be shaped into some form of shield or wall; GMs please note that only rarely would food have more than DR 1 or 2.

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FLAVORLESS

(Food College)

Regular; Special Resistance

Duration: Permanent

Cost: 2 per meal

Casting Time: 10 seconds

Prerequisites: Season and No-Smell

Item: A slotted spoon, which when stirred through food, will remove all

flavor from it.

Energy cost to make: 150.

This spell removes all flavor from a single container of food. This is the antithesis of the Season spell. Targeted food held by another creature resists with that creature's IQ.

--

GREATER CREATE FOOD

(Food College)

Regular

Duration: Permanent

Cost: 5 per meal

Casting Time: 1 minute

Prerequisites: Magery 2, Create Food

Item: A pot (or other container, that will create food out of nothingness.

Energy cost:

1000 per meal per day.

This spell will create food from thin-air! However, the food created by this spell is sort of a proto-food: bland, tasteless, and doughy-- but very nourishing. Casting Create Food upon Greater Created Food will give a real taste treat. (GM's option: Maybe it will make the Greater Created Food into Essential Food?) --

SWEET LOTUS

(Food College)

Special

Duration: 1 day

Cost: 6 per meal

Prerequisites: Magery 3, Banquet, Ecstasy, Lure, Loyalty

This spell imbues the target food with the essence of the legendary lotus. Any being (save the caster) who sees the ensorcelled food feels compelled to eat it. (The GM should roll vs. creature's resistance in secret, then tell the unlucky victim that he "feels curious about how the [food] tastes," or "you feel very hungry/thirsty" or other subtle hints.) If the subject eats the Sweet Lotused food, it will taste utterly delicious. The subject must then roll resistance vs. IQ-2 or Will-2, whichever is worse. If he fails, he will suffer from the effects of both Ecstasy (p. G76) and Loyalty (p. M68) to the caster of the Sweet Lotus. Duration of the Ecstasy is as in Grimoire, but the Loyalty will last 6 hours.

PIE

(Food College)

Missile

Cost: 1

Prerequisites: Greater Create Food and Shape Food

Item: Glove. Energy cost to create: 500.

Lets caster create a pie from thin air and hit someone in the face with it (use Spell Throwing: Pie). This is a permanent, edible, tasty item of food. The mage need not

throw it. The pie has SS 13, Acc +1, 1/2D 25, MAX 50. If they hit a target, pies do a maximum of 1 point of damage, if the target fails a HT roll. Additionally, the target must make a DX roll or be blinded for 1 second, then be at -3 DX for 1d seconds. If the target critically fails, he will be fully blind for 1d seconds. On a DX success, the pie mostly misses the eyes, and the victim is at -3 DX for only 1 second. On a critical success, the target is unaffected by the pie at all; if the target initially took a point of damage from the pie, he'll get it back.

Rumors persist about variants of this spell that either do a sizable amount

more damage (like Acid Pies or Flaming Pies) or have special effects (like

Sleep Pies or Curse Pies). Variants like these would certainly have

appropriate extra prerequisites.

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BLUTARSKI'S GOURMET AFFRAY

(Food College)

Area

Duration: 10 seconds

Base Cost: 1 to cast; 1 to maintain

Prerequisites: Magery, 6 Food spells including Shape Food

Causes all edible (and/or theoretically or once edible, includes garbage, offal, waste, scraps, etc.) materials from the surroundings to fly into and around the target area. The random food and/or slops flying around do 1 point of damage per turn, unless subjects in the area of effect make a DX roll. If they fail, they not only take the damage, but also must make a HT roll to avoid being blinded as for Pie, above.

After 5 second of this spell, the ground will be slippery with goo and junk. All hexes in the area of effect are now affected as if by a Grease (p. G79) spell. After the spell ends, the area will still be cluttered, but not preternaturally so.

RAIN OF OIL (AREA)

IQ/VH

Food College

Harmless drops of cooking grade oil fall from the sky onto the area of effect, This causes no initial damage however, those within its area effect are drenched in the equivalent of 1d worth of damage per second should the oil be set on fire; if less than a second is spent in the affected area, would-be damage is halved. A deviation from other Rain spells, Rain of Oil can be cast indoors. Armor does not protect as the oil seeps into everything. (Sealed armor still protects.) A shield with a DB of 2 or better can be held overhead to block the oil and be likewise drenched. This requires two hands and a Ready action, and succeeds automatically in protecting the character once the shield is readied upwards, but this unreadies the shield from its normal protective functions.

Those within the area effected may suffer bad footing as per the Grease spell. As well, extra "dice of damage" spreads out the pooling liquid as if someone had cast it as a larger area spell for 1d. (Example: Instead of a 1 yard 8d puddle of oil, you have an 8 yard 1d puddle.) Unlike the Grease spell, crampon boots do aid poor footing, and the Grease and Glue spells do not interact with this spell in anyway, taking precedence in footing situations should they be cast in the same area. Smooth handled weapons without handguards can only do damage on a successful ST roll to overcome the oil, else the weapon slips down the character's grip when it makes contact. On a failed roll, reduce striking strength by the margin of failure to calculate damage. A failure of more than 5 indicates that your weapon has done zero damage. Any failure also unreadies the weapon. A critical failure always means that your weapon has slipped out of your hand on top of the other effects for a critical failure. Grappling is very difficult (-4 to -5) while covered in oil while escape rolls may receive a bonus. Oil that gets in the eye stings badly, make an HT roll to avoid vision penalties equal to margin of failure per turn while under the area of effect unless you have suitable protection. A helmet, or wide brim hat may provide a bonus to this roll, while umbrellas and other objects may automatically succeed in protecting your vision. On a critical failure, you are temporarily blinded. Oil that seeps into wounds sting badly as well. Any injuries received on an area of the body covered in oil doubles shock penalties (High Pain Threshold aids as usual against shock penalties).

If lit on fire, Rain of Oil acts as a 1d create fire spell that quickly catches on fire at a move of 10 in all directions. Anyone within the area will suffer damage, anyone drenched in oil who catches on fire will be lit *entirely* on fire, take damage as if fully immersed, as well as being forced to make an HT roll to avoid damage to their eyes. Dousing the fire requires smothering, an appropriate spell, or full immersion in water. Distill will double the damaging potential of this spell (should it be lit) but cut its area of effect in half as well as making it easier to light. This also increases its potency as a fuel. Purify Water will turn oil into a harmless slippery liquid that will not catch on fire (good for greasin' engines, *hyuk.*), another casting will turn it into regular water. Other spells may also work, such as Freeze. Oil is VERY difficult to clean off with just water. (-4 to -5 to whatever skill you'd

roll against hardcore bathing.) Creative mages might cast Flame Armor or Body of Fire where it is safe and won't likely cause others harm.

Duration: 10 seconds

Base cost: 2 to cast. Same cost to maintain.

Time to cast: 5 seconds.

Prerequisites: Create Food, Water to Wine and Rain.

OIL MIST(AREA)

Food College

Creates a cloud of cooking grade oil in mist form 6 feet above the ground which gently falls at a rate of 1 foot per second. This can and will incur vision penalties to anyone without protected vision. Hats won't protect you this time. Oil in the eye stings, badly. Roll HT at a penalty equal to the FP supplied to this spell to avoid going *blind*. Oil collects and dews on everything within the cloud, treat interaction with people, armor and objects as per Rain of Oil spell. Combat penalties are at an identical penalty to that of the HT roll to avoid temporary *blindness*. Smooth handled weapons without handguards can only do damage on a successful strength roll to overcome the oil at the same penalty, else the weapon slips down the character's grip when it makes contact. This also unreadies the weapon. Damage is altered as per Rain of Oil. If lit on fire, Rain of Oil acts as a Fire Cloud spell of the same casting cost on top of Oil Mist's own effects. If the Oil Mist is cast in a wide area, it catches on fire at a move of 10 in all directions. Anyone within the area will suffer damage, anyone drenched in oil who catches on fire will be lit *entirely* on fire, take damage as if fully immersed, as well as being forced to make an HT roll to avoid damage to their eyes. When lit, this also messes with other senses, especially those for taste and smell. Dousing the fire requires cutting off the air supply, an appropriate spell, or full immersion in water. People don't normally breathe in misted oil, so roll HT at an identical penalty against HT to avoid a coughing affliction.

Duration: 10 seconds

Base cost: 1-5; the cloud inflicts 1 point of basic damage if lit on fire, a -1 penalty to HT to avoid temporary blindness per second, and -1 to DX rolls for grasping things (including weapons and grappling) for every energy point put into the base cost. Same cost to maintain.

Time to cast: 1-5 seconds depending on base cost.

Prerequisites: Create Food and Water to Wine

Spell Note: Cooking oil is difficult to ignite, requiring 600+ degrees Fahrenheit. I believe this is somewhere along the lines of 3-4 FP in the Ignite Fire spell. The oil becomes easier to ignite if it is vaporized into a mist (candle flame would be sufficient.) It also acts as a cheap fuel for creative or bored mages.

SPLATTER GAME (REGULAR)

Food College (stop, no...bad Blood Legend, bad things happen when you type.)

As per Prepare Game. Except very very not clean, or culinarily helpful at all. Well off pre-deceased corpses explode in all directions for one yard, or one preferred cone direction for 3 yards at a bonus or penalty for the original size modifier of the corpse. This is purely an aesthetic effect. Of course, being splattered by what used to be your best friend's face can be biologically and mentally unhealthy. Roll HT after one day or contract some sort of sickness if not in a society that values or has much knowledge in bathing. Roll a Fright Check immediately with appropriate modifiers. This is also a Necromantic spell. This does not do damage when bones fly and hit people. This also ruins the corpse for resurrection. This may also be cast on prepared food, as most of the time, it is technically a prepared corpse of some animal.

Duration: Instant.

Cost: 1 per 25 pounds of flesh.

Time to cast: 1 second.

Prerequisites: Apportation, Prepare Game, Death Vision and Evisceration.

KEROSENE MIST (AREA)

Food College

As Oil Mist, except treat this as a moderate fuel that easily lights up, and explodes in mist form, this also sets the settled kerosene on fire.

Base cost: 2-10. Damage is 1 per 2 FP exploding.

Time to cast: 1-5 seconds depending on base cost.

Prerequisites: Oil Mist

Rain of Espresso, Champagne. Not sure what they'd do but I'd base the costs and duration off Rain of Oil.

Acid Rain already exists. Toxic Rain...lemme work on that - While you wait, have another spell!

RAIN OF PANCAKES

Food College.

Rains hot pancakes on the area. Not enough to burn people but enough to make for a delicious pancake.

Duration: 1 minute

Cost: 1 to cast. Same cost to maintain. For double base cost, Rain of Pancakes comes

with 1 topping of your choice (usually butter, maple syrup, powdered sugar), triple for 2 toppings and so on. Pancakes fall at a rate of 10 pancakes every second. Sadly the pancakes disappear after an hour if not eaten. 3-5 pancakes and a drink of some sort constitutes as one meal.

Time to cast: One minute.

Prerequisites: Create Food.

GATE COLLEGE

IMPLODE **REGULAR; RESISTED BY HT**

Implode creates a small spatial distortion within a subject's body. The distortion creates extra space inside their body, so that everything moves inwards. This is very bad for the subject's health. Golems, elementals and insubstantial creatures are not affected. Undead take 1/2 damage, since they are probably using some but not all of their internal organs. This spell cannot be blocked or dodged and armor offers no protection.

Cost: 1 for 1d cr. damage, 2 for 2d cr., 3 for 3d cr.

Time to Cast: 1 second per die of damage.

Prerequisites: 1 Spell from each of 10 different colleges.

SNIPER'S ALLEY **SPECIAL**

Sniper's Alley shortens the distance between any two points in a corridor one hex wide. This corridor is standardly used to shoot down.

The caster will open the corridor running from their own side to some target, and an archer (gunman, axe-hurler, fire-ball thrower) will release a missile down it's length. Standardly, the corridor does not quite extend to the target, so that it is not as easy for the target to notice. The "power" of the Sniper's Alley spell is measured in levels.

First level achieves nothing. Second level halves the distance between archer and target. Third level divides the distance by three, fourth level divides it by four, and so on. If the corridor extends all the way to the target, and the target is facing in that direction, then the target may make an IQ-1 roll each turn to notice the spatial distortion.

A quick-thinking target might even shoot back down the alley and slay the archer or the mage! If the corridor does not extend all the way, the shot is at -2, but the alley will only be noticed on a critical success by the target, or on an IQ roll if the target is expecting it.

The alley can be dispelled any time the mage so wishes, but cannot be moved. If the target moves, tough luck.

Anything living that enters a Sniper's Alley from either end automatically falls unconscious. The Sniper's Alley cannot be entered from the sides - indeed, from the sides, it seems not to exist, although any missile thrown down it is still visible and may be intercepted from the side.

Duration: 10 Seconds.

Cost: 1 point per level of power, minimum 2.

Time to Cast: 4 seconds.

Prerequisites: 1 Spell from each of 10 different colleges.

STAGGER TELEPORT **SPECIAL**

The purpose of Stagger Teleport is to avoid pursuers using the Trace Teleport Spell. The Stagger Teleport spell is cast at the same time as a Teleport spell, and indeed, is cast on it. For each full three points by which the Stagger Teleport spell is successfully made, the subject of the Teleport spell will stop for one second only at a random but safe place between the point of origin and the final destination. Any casting of Trace Teleport will show only the next stop, and not the final destination. Of course, if the pursuer realizes that the quarry has teleported out again, he can still follow the staggered teleporter by fresh castings of Trace Teleport and Teleport at each new stop. However, the risk of failure, not to say the cost in fatigue points, is liable to be so high that the erstwhile pursuer will give up the chase.

Duration: 1 second per stop.

Cost: Half your Teleport cost, rounded down, minimum 3.

Prerequisites: Trace Teleport, Rapid Journey.

ALFWALK **SPECIAL**

There are actually two separate Alfwalk spells, although almost no-one would know one and not the other, so they are usually referred to by the same name. One of these will take a person from Creation to Alfheim. The other will take a person from Alfheim to Creation. Both spells involve being in an area which would pass, by sight, as both part of Creation and part of Alfheim - a thick forest for instance. The caster must then travel aimlessly through this area for a matter of days until s/he makes the crossing at some undefined point. Even when the crossing has been made, the caster will not know it without some outside evidence.

Because the casting takes so long, there is no fatigue cost. The spell is only broken, while it is being cast, if one loses ones intention to get to Alfheim / Creation, or if one becomes well oriented, say by stumbling across a city that you know of. When wandering aimlessly, it is alright to attempt to avoid such known areas by striking out in a roughly opposite direction.

Cost: 0

Time to Cast: 3d6 days, - skill, + number of people being transported. Minimum 1 day.

Prerequisites: Being from Alfheim, or Animal Empathy, or 10 Animal Spells, or Gate, or 10 Meta-Magic spells including Dispel Magic.

FIRE GATE - SEE UNDER ELEMENTAL FIRE.

CONTROL FROM BEYOND

This spell works like Control Animal or Control Person save that the caster controls a creature in a different plane. If the caster can see into the plane in question, a host may be picked out this way. If the caster cannot see into the plane in question, a host will be chosen at random from whoever or whatever is nearby.

Duration: 1 minute.

Cost: 8 to cast, 4 to maintain.

Time to Cast: 1 minute.

Prerequisites: Control Animal, Control Person, Planar Visit.

HEALING

REVERSE PUTRESCENCE REGULAR

Dead? Have friends or minions who are dead? Miss that lifelike look, feel and smell? You need Reverse Putrescence. Reverse Putrescence will reverse a month of rotting for each casting. Can only be cast once a day. Subject may have a maximum of 30 days grace before rotting sets in once again, although the subject will always look rather pallid unless made up, and the flesh tends to feel unusually cold. This spell will not restore mental capabilities - your Zombie will still be very stupid, but should pass for a very stupid living person, unless a cursory medical examination is made...

Cost: 8 per hex of creature.

Time to Cast: 1 Minute.

Prerequisites: Preserve Food, Turn Zombie, Cure Disease.

IMMUNITY TO POISON (VH)

See Under Protection and Warning.

GREAT RESURRECTION (VH)

Great Resurrection is cast as Resurrection, but the penalty is -1 per month that the character has been dead, instead of per day.

ILLUSION AND CREATION

CREATE HERD AREA

Creates Animals as per Create Animal, but creates ones in each hex within a given area.

Duration: 1 minute.

Base Cost: 8 per hex to cast, 4 to maintain.

Time to Cast: Equal to cost in seconds.

Prerequisites: Create Animal, one spell from 10 colleges.

CREATE WORK-HORSE AREA

Creates Servants as per Create Servant, but creates one in each hex within a given area.

Duration: 1 Minute.

POSSESSION FROM BEYOND

This spell works like Possession save that the caster possesses a creature in a different plane. If the caster can see into the plane in question, a host may be picked out this way. If the caster cannot see into the plane in question, a host will be chosen at random from whoever or whatever is nearby. Once a host is possessed, the mage may then cast Permanent Possession if the mage so wishes and knows the spell.

Duration: 1 Minute.

Cost: 12 to cast, 5 to maintain

Time to Cast: 6 Minutes.

Prerequisites: Possession, Planar Visit.

Duration: Until killed again.

Cost: 600

Time to Cast: 4 Hours.

Prerequisites: Magery 3, Planar Summons, 2 Spells from 10 colleges.

DIVINE RESURRECTION (VH)

You don't really need to be a god to cast this spell. It's just so powerful that this is the name it received. It is cast as Resurrection, but there is no penalty what-so-ever due to how long ago the subject died. None! If you can find the skeleton of a ten-thousand year old subject, you can cast this spell and bring them back. Awesome. Not everyone knows this spell.

Duration: Until killed again.

Cost: 1200

Time to Cast: 8 hours.

Prerequisites: Great Resurrection, At least 3 different Planar Summons, 2 Spells from 15 colleges.

Prerequisites: Create Warrior, 2 spells from 15 colleges.

MIRROR IMAGE

REGULAR

College: Illusion

The spell causes exact duplicates of the subject to appear in adjacent hexes that mimic the subjects actions. There is also a distortion and blurring such that it is impossible to locate the real person among the illusions. If an image is struck for more than 1 point of damage it vanishes and the spell must be recast to get that image back.

duration: 1 min

cost: 3/image 5 max

time: 2 sec

prereq: Complex Illusion, Blur, Hide

item: jewelry that causes the wearer to be able to cast the spell. energy:

500.

author: Rick Hunt (converted from AD&D)

CREATE [TYPE] VETERAN (REGULAR) (ILLUSION/CREATION)

Creates a powerful warrior to fight as the caster commands. He has chainmail (DR 4) and the weapon (and shield) of the variant. Each variant is a separate spell. See variants below.

Mighty Veteran: ST 18, DX 12, IQ 10, HT 12, 2-handed axe sk 13

Spry Veteran: ST 10, DX 15, IQ 10, HT 12, broadsword sk 18, shield sk 18

Wise Veteran: ST 10, DX 10, IQ 16, HT 10, broadsword sk 12, shield sk 12

Hardy Veteran: ST 12, DX 12, IQ 10, HT 18, HP 21, FP 12, broadsword sk 13, shield sk 13

Ready Veteran: ST 14, DX 13, IQ 11, HT 14, broadsword sk 15, shield sk 15

Fair Veteran: ST 10, DX 10, IQ 10, HT 10, very handsome, charisma +3, broadsword sk 12, shield sk 12, leadership sk 15, sex appeal sk 15

Archer Veteran: ST11, DX 14, IQ 10, HT 10, Per 12, bow sk 18, fast draw arrow sk 17

Duration: 1 minute

Cost: 8 to cast; 8 to maintain.

Time to cast: 5 seconds.

Prerequisites: Create Warrior, and TL3 or better.

AVATAR

Regular V/H

Prerequisites: Telecast and Create Servant OR Create Warrior

Cost: 3 plus the underlying cost and maintenance for the servant or warrior spell.

Time to cast: 5 seconds plus the time to cast the underlying spell.

The Caster's mind is not quite transferred to a Created Servant (or Warrior) but is imposed. It requires full concentration to 'operate' the servant this way. What the servant sees and hears etc is sent back to the caster's body and this tends to cut the caster off from the immediate surroundings. Will -3 to notice any activity going around his own body (subject to circumstantial modifiers of course). The servant's mind is not shut off, it simply knows it's job is to 'carry' it's master's mind. If the caster stops concentration the Servant either stops or follows preset commands for such a contingency Independence and Initiative are RESISTED by Avatar. You either have an avatar or an independent servant, not both.

The Avatar functions in place of a wizard eye for the telecast spell. Costs are figured normally. The servant doesn't do anything while telecast is being worked unless it was programmed to gesture and speak to make it look like it's casting a spell.

This will only be a cursory disguise for the fact the servant isn't casting a spell. The servant doesn't know spells and a wizard probably could notice it was doing the casting wrong.

The Created Servant version of an Avatar is easier to maintain, but underneath the wizard's mind, it's a Created Servant, and subject to vanishing if attacked, confused or subjected to anger. A wizard with a bad temper has a good chance of destroying the servant just by getting too angry while in it's mind!

The Created Warrior version can take a lot more grief, but of course costs more fatigue.

Control spells are resisted by the Will of the Caster at -3 because of the connection to the Servant. If the control is taken from the Avatar, the wizard's mind returns to the wizard's body (actually it never left) and the Servant or Warrior is Controlled by the winner of the contest.

It's not uncommon for vampire wizards to learn this spell, and send copies of themselves out and about in broad daylight.

Alternate Illusion Spells

These are the spells that let the wizard make what is not appear to be. An illusion has no real substance. Each illusion counts as a spell on, giving -1 to the caster's other spell rolls.

Any illusion can be destroyed or dispelled, if an intelligent creature takes a turn to Concentrate and successfully disbelieves it. To disbelieve, the viewer must win a Contest of Skills: his IQ, vs. the appropriate Illusion spell skill of the original caster. The viewer is at +2 if he already knows the illusion to be false, -2 if he wants to believe. A critical success by the viewer will always disbelieve successfully. Note that once disbelieved, the illusion is dispelled only for that viewer, others may still believe the illusion to be real. Once successful at disbelieving, the viewer will see nothing of the illusion, it will completely disappear from his senses. Illusions are magical energies applied directly to the sense nerves of the subject. Because the energy is applied directly but subtly, this is one of the more difficult realms of magic. The subject's own mind will try to make sense of the images, even filling in details the caster might have missed or not known. An illusion is seldom described by all viewers the same way. Of course this is true of reality, too.

This is based on GURPS Magic, Steve Jackson (Steve Jackson Games (c) 1990) pages 45-47, with additional information from DragonQuest 3rd ed. (TSR (c) 1989) pgs. 42-43 (but the ideas are from the 2nd ed., which is SPI (c) 1982).

Basic Illusion Spells

VISUAL ILLUSION AREA

Creates an insubstantial visual image. The illusion effects no senses except vision. The touch of any intelligent creature, or any attack, or any spell except Control Illusion, will dispel it. Other things will just go through it. It may move beyond its starting area, or change size or shape up to its maximum size, but the caster must concentrate to do this.

Duration: 1 minute.

Base Cost: 1 to cast; half that to maintain.

Prerequisite: caster must be able to see, and have IQ 11 or better.

AUDIO ILLUSION AREA

Creates an insubstantial auditory image. The illusion effects no senses except hearing. Any spell except Control Illusion will dispel it. It may move beyond its starting area, but the caster must concentrate to do this.

Duration: 1 minute.

Base Cost: 1 to cast; half that to maintain.

Prerequisite: caster must be able to hear, and have IQ 11 or better.

OLFACTORY ILLUSION AREA

Creates an insubstantial olfactory image.

The illusion effects no senses except smell. Any spell except Control Illusion will dispel it. It may move beyond its starting area, but the caster must concentrate to do this.

Duration: 1 minute.

Base Cost: 1 to cast; half that to maintain.

Prerequisite: caster must be able to smell, and have IQ 11 or better.

TACTILE ILLUSION AREA

Creates an insubstantial tactile image. The illusion effects no senses except touch. Any spell except Control Illusion will dispel it. It may move beyond its starting area, but the caster must concentrate to do this.

For an illusion to directly cause damage, it must have a tactile component. Illusions can't actually cause damage, but the subject's belief that he has been hurt is often sufficient for the caster's purposes. Damage will accrue, but bones will not break, shock may occur, but the bleeding is only in the subject's mind, etc. If death is indicated by the damage done by an illusion, the subject is merely unconscious.

Duration: 1 minute.

Base Cost: 1 to cast; half that to maintain.

Prerequisite: caster must be able to feel, and have IQ 11 or better.

TASTE ILLUSION AREA

Creates an insubstantial taste image. The illusion effects no senses except taste. Any spell except Control Illusion will dispel it.

Duration: 1 minute.

Base Cost: 1 to cast; half that to maintain.

Prerequisite: caster must be able to taste, and have IQ 11 or better.

ADVANCED ILLUSION SPELLS

Advanced Illusion spells are combinations of the Basic Illusion spells. These combinations make disbelief more difficult. However these spells require more skill, intelligence, and power. Each Advanced Illusion counts as only a single spell on.

TWO SENSE ILLUSION AREA

Creates an insubstantial image of the

combination of any two Basic Illusion spells. The same rules apply to the combination as applied to the individual spells.

Duration: 1 minute.
Base Cost: 2 to cast; half that to maintain.
Prerequisite: caster must have both senses being effected, the two Basic Illusion spells being combined, and have IQ 12 or better.

THREE SENSE ILLUSION AREA

Creates an insubstantial image of the combination of any three Basic Illusion spells. The same rules apply to the combination as applied to the individual spells.

Duration: 1 minute.
Base Cost: 3 to cast; half that to maintain.
Prerequisite: caster must have all three senses being effected, Magery, Two Sense Illusion, the three Basic Illusion spells being combined, and have IQ 13 or better.

FOUR SENSE ILLUSION (VH) AREA

Creates an insubstantial image of the combination of any four Basic Illusion spells. The same rules apply to the combination as applied to the individual spells.

Duration: 1 minute.
Base Cost: 4 to cast; half that to maintain.
Prerequisite: caster must have all four

senses being effected, Magery, Three Sense Illusion, the four Basic Illusion spells being combined, and have IQ 14 or better.

FIVE SENSE ILLUSION (VH) AREA

Creates an insubstantial image of the combination of any five Basic Illusion spells. The same rules apply to the combination as applied to the individual spells.

Duration: 1 minute.
Base Cost: 5 to cast; half that to maintain.
Prerequisite: caster must have all five senses being effected, Magery 2, Four Sense Illusion, all five Basic Illusion spells, and have IQ 15 or better.

ADDITIONAL SPELLS

The following spells were also kept in very slightly modified forms.

The modifications were slight enough that I fear treading on copyrights to post them. Fill in the details as you like. :)

Illusion Shell
Illusion Disguise
Control Illusion
Dispel Illusion
Know Illusion
Independence

KNOWLEDGE

PSI SNIFFER AREA

This spell is not particularly well-known on Creation, in which mages and psionics do not tend to (knowingly) have much to do with one another, but it is around. The mage can detect whether any person they can see is psionic or not. It won't work on someone they cannot see because the mage is looking for a lack of the normal human magical aura, and if they don't know that such an aura ought to be in a given place, they won't notice it's absence. In any world in which a magician may also be psionic, such details about how it works may need to be changed. Note, on this model, Aura should also show up psi's, if not as easily.

Time to Cast: 5 Seconds.

Duration: 10 Seconds.

Cost: 3 to cast, 1 to maintain.

Prerequisites: Truthsayer or Seek Magic

IDENTIFY CASTER (KNOWLEDGE)

May be cast on any enchanted item or persistent spell to determine who the original caster of that spell was. The particular spell being researched must be identified by the

investigating caster prior to casting, and that spell must also be known by the caster.

On a successful casting, the caster learns the name of the original caster. A critical success also provides an image of the person's face at the time of the original casting. A failure simply does not identify the original caster. A critical failure gives the wrong name! If this spell is being cast on an item with multiple enchantments, then this only positively identifies the primary caster of the specifically identified spell—it does not give the names of supporting casters, if any (though a critical success will also identify the fact that there were such) or those responsible for any other spells on the item, if different from the first. This spell cannot be used to determine how long ago the spells were cast.

All spells will resist identification normally.

Cost: 4.

Time to cast: 5 minutes.

Prerequisites: Magery 3, Reconstruct Spell

Came up with this spell mostly as a way to provide some information to my players at a

critical juncture. Amusingly, they haven't used it since, despite its obvious utility.

LIGHT AND DARKNESS

PERIPHERAL VISION REGULAR

Mage bends light so that subject gains the peripheral vision advantage.

Duration: 30 min.

Cost: 3 to cast, 2 to maintain.

Prerequisites: 1 Body Control spell, 2 Light and Darkness spells, Keen Eyes.

360 DEGREE VISION REGULAR

Mage bends light so that subject gains the 360 degree vision advantage.

Duration: 30 min.

Cost: 4 to cast, 2 to maintain.

Prerequisites: 2 Body Control spells, 5 Light and Darkness Spells including Peripheral Vision.

FLASHCONE

Flashcone works exactly as does Flash, save that the caster may limit the directions in which the flash operates, as long as the flash forms one single "mass" - i.e. you can't fill 360 degrees except for one hex on either side of you.

You may cover as little as one line of hexes to as much as all but one line of hexes.

Cost: 4

Time to Cast: 2 Seconds.

Prerequisites: Magery, Flash, and 5 other Light and Darkness Spells.

DARKLIGHT AREA

Covers one or more hexes in pitch darkness as per Darkness.

The caster is granted Dark Vision in the area of the spell only.

Duration: 1 minute.

Base Cost: 5 to cast; 2 to maintain.

Prerequisites: Dark Vision (MAp.50), Darkness.

Designer: D. Barrett

DAZZLE MISSILE

Shoots a brilliant bolt of light at the subject. As per Flash, but only affects the subject. Does not have to be aimed at the head, but a successful hit to the head allows the victim no HT roll. Dazzle has SS 13, Acc 0, Max 40

Cost: 1.

Prerequisites: Flash.

Designer: D. Barrett

FAIRIE FIRE REGULAR RESIST-HT

College: Light & Darkness

Coats the subject in a halo of light. This causes the penalties to hit due to darkness to be cut in half. The darker it is, the easier it is to see the subject. This will also negate invisibility, but remember the penalty to cast this on an already invisible opponent. In bright sunlight, this spell may not help a lot to spot someone who is invisible.

dur: 1 minute

cost: 3/2

time: 3 sec

prereq: continual light

item: wand, staff or jewelry. energy cost: 600.

author: Rick Hunt (converted from AD&D)

GLITTERDUST AREA

College: Light & Darkness

This spell fills the area with sparkling golden particles that stick to everything. The particles can be carried beyond the original area. The dust will reveal invisible creatures but gives no other bonuses to hit.

dur: 10 sec

cost: 1 (area)

time: 2sec

prereq: colors, create earth

item: ground, floor or rug can be permanently enchanted to have a

cloud of glitterdust above it at all times. energy cost: 200/hex.

author: Rick Hunt (converted from AD&D)

LASER MISSILE

College: Light & Darkness

This spell shoots a highly concentrated beam of light, or laser,

at the target. All normal info about lasers as per GURPS space applies.

The spell has the following ranged attack numbers:

SS: 9 Acc 7 1/2D 200 Max 500

The spell can be maintained on the target as per a jet spell, and

the skill to 'throw' it defaults to beam-weapons -2 instead of throwing.

duration: instant

cost: 1-3 1d impaling damage per energy point.

Time to Cast: 1-3 , 1 per energy point.

Prerequisites: Light Jet, magery, Flash

Item: often a wand, or 'gun' in society's that have them, such as a

flintlock in a renaissance society like that of my campaign, energy cost to

create is 600.

Designer: Raven Blackburn

MELD WITH SHADOWS REGULAR

The subject is Invisible as long as he remains in darkness or shadow. If the subject enters a lighted area or is touched by light he will remain visible until he enters darkness again. See Invisible would still requires a normal vision roll if the subject is in a dimly lit area. The Great Hall with a single guttering torch would have many shadows. So would a forest at twilight. Remember, the GM decides if it is dark enough to Meld with Shadows.

Duration 1 minute.

Cost: 3, 1 to maintain.

Time to cast: 2 seconds.

Prerequisite: Blur.

Designer: D. Barrett

RAIN OF LIGHT (AREA)

Light and Darkness College

Beams rain from the sky onto the area, causing 1d burning damage per second to all within it. Characters and creatures under the Rain of Light take damage on their own turns; if less than an entire second is spent in the affected area, damage is halved (round down).

The spell can only be cast out of doors. Armor protects in the usual fashion. A shield with a DB of 2 or better can be held overhead

to block the light, but it may take damage. This requires two hands and a Ready action, and succeeds automatically in protecting the character once the shield is readied upwards, but this unreadsies the shield from its normal protective functions.

Increase DB against this spell by 50%, rounding down, if it is highly polished. Inanimate objects such as buildings protect with their DR.

Any mirror can deflect Rain of Light. Any damage blocked by the mirror's DRx3 is reflected in a new direction. Otherwise, Rain of Light burns through the mirror. Deliberately reflected shots are at a -2 for each "bounce" off of a mirror. A character may wish to reflect Rain of Light at an enemy. Treat this as a Block defense at a -2 penalty. Also apply the normal range penalties from the attacker to the target.

Rain of Light gives a vision penalty of -1 per yard of light for those trying to aim into or through the selected hexes.

Duration: 1 minute.

Base cost 1 (minimum 2). For double base cost, the Rain of Light can be focused into a single, one second blast of energy for 60 times the damage.

Time to cast: 1 minute.

Prerequisites: Magery 2, Sunbolt.

Alternate Light & Darkness

From: John Wood <John@elvw.demon.co.uk>

Date: Fri, 25 Jul 1997 18:45:40 +0100

Subject: Re: One College Challenge

Hal <hal@buffnet.net> wrote,

> Ok, here is the challenge. Using the LIGHT AND DARKNESS COLLEGE, come

> up with explanations of spells that do similar things to spells of

> other colleges. Explain them in a manner that fits the concept of

> LIGHT manipulation (or absence of light).

OK, here are a few ideas, including some that don't really match up with ones in other colleges but which seem like likely possibilities:

STROBE (AREA; RESISTED BY HT)

Causes light to flash on and off at high frequencies. Due to the stop-motion effect, all attack rolls against non-stationary targets are at a penalty of -3 if the attacker is relying on normal vision. Epileptics caught in the area of effect must succeed at a HT-3 roll or suffer a seizure.

Duration: 10 seconds.

Base Cost: 3 to cast, 1 to maintain.

Prerequisites: Flash, Darkness.

OPTICAL STUN (REGULAR; RESISTED BY HT)

Equivalent to Mental Stun. Effective only against sighted foes, but shutting the eyes doesn't help. Targets with epilepsy will automatically suffer a seizure.

Cost: 3

Prerequisites: Strobe.

AMBIENCE (AREA; RESISTED BY IQ)

Similar to Persuasion. Creates a pleasant light in the area of effect, making creatures more likely to react favourably to the caster. The ambience must be tailored to a particular species - the effect on creatures of other species is up to the GM.

Duration: 1 minute,

Base Cost: Twice the bonus to be added to the roll to cast, same as

the bonus to maintain. Maximum allowed bonus: +4.

Prerequisites: Glow.

LIGHTMEASURE

Similar to Measurement, but works by bouncing light off the subject. The option to detect weight is not available, but the composition of the surface material is an alternative possibility.

Prerequisites: Light Jet.

HUE

Same as Dye.

Prerequisites: Light Illusion

BURNING LIGHT (LASER)

The caster's finger gives off a beam of very bright light, hot enough to set fire to things. Works as a LOS Ignite Fire.

Duration: 1 second.

Cost: as Ignite Fire.

Prerequisites: Light Jet, Sunbolt.

[I actually prefer Stan Berry's Scorch to this, but thought I'd include it anyway.]

CAUTERISE

Like Stop Bleeding, but with potentially nasty side effects. Subtract the amount by which the caster made the roll from the number of points of damage inflicted on the subject by the injury or injuries causing the bleeding. If the result is positive, the subject takes this many points of damage in burn injuries! The wound must be uncovered for this spell to work.

Prerequisites: Burning Light.

GLOBAL VISION

Rear Vision.

Prerequisites: Shape Light.

SPECTRAL VISION

Functions as the Spectrum Vision advantage.

Duration: 1 minute.

Cost: 4 to cast, 2 to maintain.

Prerequisites: Dark Vision and Infravision.

MAKING AND BREAKING

MAGE'S EDGE REGULAR; RESISTED BY WILL.

No-one has any idea how this spell works. Mage's Edge makes a solid, non-living, non-animate, blunt object, or part of one, able to cut for one second, even though it appears blunt to all senses save touch.

One use for this spell is to make a temporary knife out of a stick when the caster needs to cut something. Another is to make a blunt weapon temporarily do cutting damage instead of crushing damage. And a third usage is to lay a trap for the unwary. Any object or part of an object under the effect of Mage's Edge will cut any hand that grasps it.

Thus, a pencil, coin, or sword hilt could become the source of a painful and perhaps debilitating wound. If the object is grasped lightly, such as a calm person might grasp a pencil, damage will be 1d-4 to the hand, minimum of 1 for an hand with no DR. If the object is grasped hard, as any person might grasp a sword-hilt in preparation for battle, damage to the hand will be 1d-1, minimum of 1 for a hand with no DR. A will roll must be made not to drop the object, with a negative modifier based on the damage received.

The trapped object does not have to be grasped to cut - it could be stepped on, laid on, even eaten - players and GM's are encouraged to use their imagination. The mage must be able to see the target object in order to cast Mage's Edge upon it. If the target object is upon someone else's person, the spell is resisted by that person's will, even though they will not detect the magical battle they engage in. If the person who bears the object consents to have a spell cast upon it by the mage, then there is no such resistance roll.

For some reason, magical objects add +1 to this resistance for each 100 fatigue it took to create them.

Time to Cast: 4 seconds.

Duration: Until triggered, and then 1 second.

Cost: 1 per 6" of edge. Typical costs: 2 for a pencil, sword-hilt, or the sole of a boot, 3 for a club, 5 for a two-handed club. The caster may maintain the spell at half cost (rounded up) but only if they are holding the object. Double cost to add +1 to the damage and triple for +2.

Prerequisites: Sharpen.

BOOST MACHINE

Regular

This is a Technological (Machine) College spell.

This spell allows a mage to channel magical energy into a device, providing the energy and structural improvement necessary to enhance the device's performance. The spell boosts a device's *primary* function (cars drive faster, weapons do more damage, computers gain Complexity, etc.), but not its *secondary* functions (cars do not become more maneuverable, weapons do not gain Accuracy bonuses, and computers do not acquire new peripheral devices). The GM has the final authority as to what constitutes a device's "primary function".

A device's performance can be improved by a certain percentage, based on how much energy the caster spends. The *maximum* performance increased is equal to (Boost Machine skill -10) *10%, minimum 10%. A boosted device is automatically granted both

the energy or fuel needed to perform its improved function, and the durability required to withstand the increased stresses.

Duration: One minute.

Cost: Varies, depending on the level of performance enhancement:

10%: 3 energy

20%: 5 energy

30%: 7 energy

40%: 10 energy

50%: 15 energy

60%: 20 energy

Multiply cost by 10 for each additional 60% improvement.

Half cost to maintain.

Time to cast: 5 seconds.

Prerequisites: Conduct Power, Essential Fuel, any 5 Machine spells

META-MAGIC

CONTROL RANDOMNESS **REGULAR.**

In any case in which a random outcome is deliberately being generated, the mage can control this outcome. Such deliberate randomization includes the shuffling of a pack of cards, the casting of lots, or the roll of dice. If the randomizer in question occupies more than one hex (!), the mage must pay the casting cost for each hex in the radius.

Time to Cast: 2 Seconds.

Duration: Until one outcome is produced.

Cost: 2, cannot be maintained.

Prerequisites: Enchant, Find Weakness.

FORM LOCK **BLOCKING.**

This spell will prevent Shapeshifting. It will do so even if the subject is Shapeshifting back to their original form because a previous Shapeshift spell is no longer being maintained! The spell is resisted by the Shapeshifting spell cast on the subject. If the subject is willing to be Form Locked, the Form Lock spell is at +2 in this contest.

If the subject is not willing to be Form Locked, but is Form Locked all the same, then the original Shapeshift spell will resist the Form Lock spell again each hour at a cumulative -1 to the Shapeshift.

Duration: 1 Hour.

Cost: As for the original Shapeshifting spell.

Prerequisites: Dispel Magic, Shapeshifting.

FORTUNE **REGULAR**

When a mage casts Fortune, the mage determines how the subject may maximize their luck. The GM will inform the mage of the requisite act. This will usually be reasonably easy (visit the temple of Vharan in this town, or give a gold coin to an old beggar-man, or draw a prick of blood from each of your wrists).

The GM may wish to roll to see if it is more difficult, perhaps rolling on the reaction tables without modifiers and taking a bad reaction as requiring a more difficult act. Occasionally, in folk-lore, some very difficult acts have been requested. A character who has a Fortune spell upon them may carry it until they need a bit of extra luck (player's choice as to when). They may at any time choose to use up the spell in return for taking back a die roll that has already been made, making two more in it's place, and choosing the one out of the three that they like best.

Fortune may only be cast once per day, but does not count as a spell "on". If a difficult act is required, but is not performed, the subject must wait for at least a week before

having "fortune" cast again. Fortune's cannot be stacked, nor can they be combined with Blessings. Yes, the mage CAN cast fortune on themself.

Time to Cast: 1 hour.

Duration: Until used.

Cost: 10. Can be cast for 5 if 2 hours are taken.

Prerequisites: 2 Spells from 10 different colleges, including Meta-Magic. Good status is not required.

OUTRAGEOUS FORTUNE **REGULAR**

Outrageous Fortune works like fortune save that:

a) The tasks required are usually harder. They are still not standardly Herculean though. Examples might be 'stay inside all day tomorrow' or 'kill a dog' or 'on your journey to Heshkeret, ensure that you do obescience at every shrine that you pass'. Truly difficult conditions are still the exception, but more likely now than was the case with Fortune.

b) If a character performs the required task, give them 4 Luck Points. A Luck Point may be spent at any time on either a new die-roll, or a bonus to all die rolls in which the Luck Points are being used. For example, one might add 1 to four different die rolls, or one might re-roll four different rolls, or re-roll one roll four times, or reroll

three rolls with a +1 bonus on each rerolling, or reroll two rolls with a +2 bonus on each rerolling, or reroll one roll with a +3 bonus, or just add +4 to any one die roll.

Obviously, this means that the subject will frequently have to decide ahead of time just what form their luck will take. After all, if they spend a luck point on gaining a +1, then they will get that +1 afresh each time they spend any of their 3 remaining luck points. It is thus vital to keep track, not only of remaining luck points, but on what previous luck points have been spent!

Time to Cast: 2 hours.

Duration: Until used.

Cost: 20. Can be cast for 10 if 8 hours are taken.

Prerequisites: 3 Spells from 10 different colleges, including Meta-Magic.

BACKCAST (VH) **REGULAR**

Backcast involves some major and dangerous messing about with time. The spell allows the mage to produce the effect of a spell instantly and then perform the casting in reverse. Backcast is cast at the same time as the spell it effects. The mage may take a fatigue-reduction for the spell that is cast backwards if they would normally be able to do so, but may not take a time-reduction for it and must go

through the full casting ritual for it as if they knew the spell at level 12.

If the mage successfully casts the spell, but then fails to immediately perform the casting-ritual backwards, they will weaken reality in their immediate vicinity. Roll three dice. Never modify this roll, nor reroll it for any reason - luck and magic are equally helpless here. On 6-15, the mage takes 4d of damage which can not be magically healed. This is caused by the havoc wrecked on the mage's internal system by a local altering of the laws of physics. On a 16-18, something awful happens. Be creative without killing the character outright. Transport to another, worse, dimension would be a possibility, as would be the conferral of undead status on the mage or the attraction of some powerful malign being. On a 3-5, something strange but wonderful happens. Again, be creative without conferring godhood on the magician. An extra level of magical aptitude might be gained, or the ability to regenerate a point of damage every hour, or a capacity to understand the language of the birds.

The mage must complete the post-casting in a place that the casting could have taken place. Hence, Backcast does not go very well with many Movement and Gate spells. For example, the mage may backcast Teleport to instantly escape from a dragon, but because they are not now able to perform the spell ritual in the place that the spell originated from, they would suffer backlash for it. There are also several attack spells that Backcast does not go well with. For example, a mage may be able to instantly summon a three dice Fireball, but is the mage going to spend the next second throwing it, and thus suffer from the backlash, or will the mage spend the next three seconds performing the Fireball ritual, in which case they have gained no time at all?

Cost: 3.

Prerequisites: Magery 3, Great Haste, Create Gate, and 2 spells from each of 10 different colleges.

SIMULCAST (VH)

REGULAR

Simulcast allows the mage to twist time in such a way that they may simultaneously cast two spells which would normally have to be cast alone. In fact, the mage simultaneously casts three spells at once - Simulcast, and the two others that Simulcast targets. Any fatigue reduction that the mage would be entitled to for high skill with the target spells is halved, round down. This spell does not allow two spells to co-exist easily in space. For instance, you can produce two Fireballs at once, but you will need to put them in different hands, and if you are no good throwing with your left, then tough luck. For another instance, you can produce two simultaneous Steam Breaths, but if you have two Steam Breaths in your mouth at the same time, the GM is absolutely entitled to let one of them do you damage.

Cost: 3.

Prerequisites: Magery 3, Create Gate, 6 Meta-Magic spells, and 3 spells from each of 10 other colleges.

POWERSTONE SELF

REGULAR

For every 3 levels above 10 of Powerstone Self a mage has, they may store one point of mana energy within themselves exactly as if they were a powerstone. One must roll successfully against one's skill with Powerstone Self prior to the collection of any power by this method. One's presence interferes with the recharging of powerstones and vice versa

just as they interfere with one another. On a critical success, twice the amount of energy may be stored until used. On a critical failure, the mage loses 1d of fatigue that can only be recovered by powerstone-style recharging.

Time to Cast: One Minute.

Duration: Until recharged.

Cost: 1 per point to be eventually recovered. High skill does not reduce this cost.

Prerequisites: Magery 2, Alter Self, Create Earth, Purify Earth, Powerstone.

MAGEBOLT

MISSILE

The caster can hurl up to 3 glowing bolts of pure mana.

The damage dice may be allocated to each bolt however the mage wishes. Example: For 3 points a mage could throw a 2d-2 and a 1d-1 missile, 3 1d-1 missiles, or 1 3d-3 missile.

The caster may aim at multiple targets in his field of vision simultaneously, receiving the +3 acc bonus to all missiles. The bolts have SS 13, Acc +3, 1/2D 30, Max 80. Cost: 1-3; All bolts combined do 1d-1 per point invested.

Prerequisites: Drain Mana

Designer: D. Barrett.

MAGIC MISSILE

MISSILE

This spell produces a magical 'missile' which is then thrown at a chosen target, multiple castings can be done to hold more than one missile at a time, but these are subject to the rules on maintaining multiple spells.

The missile may be blocked or dodged, but not parried. Armor, even toughness and other defences, offer no protection from the missiles damage. It's ranged attack modifiers are as follows:

SS: 13, Acc +20, 1/2D: N/A Max: 50.

Duration: instant

Cost: 1-3, does Cost*2 damage.

Time to Cast: 1-3 seconds (1 per point of energy)

Prerequisite: Magery 2

Item: usually a wand or staff, Energy cost to create is 400.

WIZARD'S MARK REGULAR

The caster inscribes an invisible glyph on some surface at his present location. This mark reduces any long distance penalties for other spells involving the location by 1/4 the skill it was cast at. The Wizard's Mark has a small aura and can be seen by Detect Magic at -2. A mage's

mark is unique and may not be duplicated.

Duration: 1 month.

Cost: 2.

Time to Cast: 3 seconds.

Prerequisite: Magery.

Designer: D. Barrett.

CREATE INCONVENIENCE

Meta-Spell

Cost: 5

Time to Cast: 1 Second

Prerequisites: 1 spell from 5 different colleges

The very nature of this spell is as the name says. To create an inconvenience in somebody's life. It doesn't always happen right when the spell is cast, but can go off hours, days, or even months later. The exact inconvenience is never fatal, totally unpredictable, and always noticeable.

For example, a team of adventurers (One who had create inconvenience placed on him a day ago) approach a city. They are let in but the one who is afflicted with the spell is detained because he just so happens to look like a thief that mugged the guards' brother-in-law the other day. The group no matter how hard they try, talk, or show evidence will be unable to get him out. He will, however, be released several hours later when the city guard actually catches the real mugger and realizes their mistake.

Note: This spell also works as a prerequisite for curse as it is effectively a less mean one shot curse

PROJECT SPELL (VH)

Special

This is a Meta College spell.

This spell is cast on another spell, allowing the second spell to be cast at *very* extended ranges - the affected spell uses the Long-Range Modifiers table when calculating penalties for distance to the target. The spells are cast one after the other, with no delays between castings. Project Spell is cast first and counts as a spell "on" when determining the skill level of the subject spell.

A spell modified by Project Spell is *not* a Missile spell - it cannot be "held" while the caster waits for a target.

Projected area spells center at the point designated by the caster. Projected jet spells take effect at the designated point, in the direction they were going (treat them as Wild Swings). Most other spells simply allow the caster to use spells at longer ranges than normally possible. Missile spells can be converted into projected spells, but they lose their Acc, and cannot be "held" - a caster can effectively only charge a variable Missile spell for one round before sending it at its target. Blocking spells cannot be projected.

Duration: The casting time of the subject spell.

Cost: 10. The projected spell may be maintained normally once it has taken effect.

Prerequisites: Throw Spell, and 3 spells from at least 10 different colleges.

THROW LINKED SPELLS

Very Hard

Prerequisite: Throw Spell

Cost 5

Duration: Until spells are 'loaded' and thrown.

This is an advanced version of Throw Spell. It takes a spell to be thrown and lets ONE modifying spell be thrown on the primary spell (ie Shape Fire on Create Fire or Independence on an Illusion). Spells that do not modify the primary spell won't join (No Explosive Fireball/Explosive Lightning combos).

You could throw a Created Warrior behind the enemy's front with either a created object weapon OR Independence. Not both.

It would take a more advanced version of this spell to allow multiple modifying spells onto a primary spell.

TAINT MANA (VH) AREA

Casting this spell will taint the mana such that the area becomes aspected to a particular college. The caster will determine at the time of casting whether the spell will hinder or enhance the college of choice as far as the mana's aspect goes.

Duration: 1 Minute

Cost: 1 per point of taint lent to the mana up to 5. Cost to maintain is the same.

Time to Cast: 10 minutes

Prerequisites: Magery 2, Sense Mana, Suspend Mana, and two spells at skill 12+ in the collage representing the taint desired.

Enchantment: Wand: Energy cost to create is 100 x taint level. The wand will only cast Taint Mana in the fixed manner for which the wand was constructed. Thus, a Wand that taints mana to a -3 for Necromantic spells, will cost 300 to make, and will ONLY cast Taint -3 Necromancy. Wand is only usable by mages with Magery 2. Permanent enchantment for an area: Energy cost is 300 x taint level imbued into the area in question.

TAINT MANA (COLLEGE) (VH)

Area

Casting this spell will aspect the mana in the area to a particular college. When cast this spell will give a +1/-1 aspect to that college and a -1 aspect to all other colleges. A critical failure when tainting an area will result in the caster losing one level of Magery in that college.

Duration: Permanent

Base Cost: 10

Time to Cast: 30 minutes

Prerequisites: Drain Mana, Magery 2 and 12 spells in each college representing the taint desired.

REMOVE MANA TAIN (VH)

Area

Casting this spell will remove the aspect of the mana in the area to a particular college. When cast this spell will give a -1/+1 aspect to that college and a +1 aspect to all other colleges. (This spell only works in an aspected area.)

Duration: Permanent

Base Cost: 10

Time to Cast: 30 minutes

Prerequisites: Restore Mana.

THROW LINKED SPELLS

M/VH

Meta College Spell

Prerequisite: Throw Spells

Cost to Cast: 5

Time to Cast 1 sec

This spell is an extension of the Throw Spell spell. It allows the caster to put TWO spells into the Throw Linked Spells spells, so long as

MIND CONTROL

CONSCIENCE TAP

REGULAR

Conscience tap forces the subject to have their beliefs about what is right come to the forefront of their mind. It doesn't make them do anything. It doesn't even make them think about what is right - just about what they think is right.

At GM's discretion, it may, in the right circumstance, cause the subject to gain a one-time bonus to will roll, up to the amount that the spell was made by but not to exceed +4. It can backfire, in that someone acting in accordance with their moral code may make them treat you worse than they otherwise would. For example, you are held up by a highwayman. You cast Conscience Tap in order to convince him to let you go. Unfortunately, he turns out to be a lapsed thug, and deep down feels that, rather than rob you, he ought to kill you for the glory of his Goddess.

This spell requires a lot of GM winging, because she will have to decide on the spot what sort of code the target has deep down, and how they will react to having it suddenly surface. As a default, have the subject resist the spell with their Will. If the mage wins, adjust the subjects actions in order to make them accord more closely, if possible, to their underlying moral beliefs. The amount of shift should depend on the amount the roll was made by.

If need be, the GM can use the shifts in attitude represented on the reaction tables to model the degree of

they interact in some way. Create Fire and Shape fire, for instance. Create Warrior and Independence, though the caster will have to be able to communicate with the Warrior over the distance thrown to let it know what to do.

IMPROVED MAGIC RESISTANCE (VH) (META) REGULAR; RESISTED BY WILL+MAGERY

As Magic Resistance, but provides the benefits of Magic Resistance with the Improved enhancement, allowing the subject to cast spells without hindrance.

Duration: 1 minute.

Cost: 5 to 25. Same cost to maintain.

Time to cast: 3 seconds.

Prerequisite: Magery 3 and Magic Resistance.

Item

As Magic Resistance, but multiply cost by 150%

Spell Note: Not much to say, except I was always a bit surprised that this spell didn't exist (or that the base version didn't already do this).

shift in behavior caused by this spell. However, it is important to remember that people will not go beyond what they consider exemplary behavior. If the subject believes deep down that generosity to beggars is good, but that morality does not require giving all one's money away to beggars, then no-matter what the roll is made by, they won't give all their money away to beggars. The only exception to this rule is a critical success on the caster's part or a critical failure on the part of the subject. In such cases, the subjects morality will become more extreme, perhaps permanently if the GM would find that interesting. After one failed casting, repeated castings on a given subject will have no more effect until there is some significant and ethically-relevant change in the circumstances.

Duration: Until it is time for a new moral decision, or new circumstances prompt a rethink of the old one.

Cost: 1.

Prerequisites: None.

DEMONS FROM THE DEEP RESISTED BY IQ.

Demons of the deep takes some aspect of the subjects personality and magnifies it out of all proportion. A coward might be frightened of everything, a Sadist might immediately hurt whoever is closest, one who loves chess may be forced to seek out a chess game, losing sight of all other concerns in his attempt.

Any psychological advantage or disadvantage, of any point value, including quirks, may be affected. The caster may specify the trait to be affected, or the trait may be determined randomly, with all having an equal chance, regardless of their point value. If the caster specifies a trait which the subject does not have, the spell will have no effect. If the subject cannot reasonably act on the trait, then the spell will have no effect either - for example, if one always prays before meals, but it is not time for a meal, being obsessed over praying before meals will have no effect. If a psychological trait, other than the one which is effected, would require a different course of action than the effected trade requires, then one may add a bonus to one's resistance roll. If the non-affected trait is 4 or more points higher, +1 may be added to the roll. If the non-affected trait is 9 or more points higher, then +3 may be added to the roll. If the non-affected trait is 14 points or more higher, +6 may be added to the roll. If the non-affected trait is 19 points or more higher, the spell is automatically dispelled.

For example, as a quirk one loves onions, but as a disadvantage, one had a 15 point Chivalric Code of Honor. One's love of onions is exacerbated by a casting of Demons From the Deep. There are onions present, but near them is a knight who has just offended your liege. You would get +6 on your roll to go for the knight rather than the vegetables. A new resistance roll is allowed each time the situation changes in a significant way. For example, were one eating the onions, and one's horse began to wander off, a new resistance roll might let one shake off the spell and recapture it. Each time one's HT goes down counts as a significant change in the situation - being attacked is a good way to be put off one's dinner.

Duration: 1 Hour.

Base Cost: 3 to cast, 2 to maintain.

Time to Cast: 4 seconds

Prerequisites: Any 3 Mind Control Spells.

MASS LOYALTY

As loyalty, but for multiple targets.

Duration: 1 Hour.

Base Cost: 2 to cast, 2 to maintain. Minimum 4.

Time to Cast: 1 Second per 5 energy points.

Prerequisite: Loyalty.

MASS CHARM

As Charm, but for multiple targets.

Duration: 1 Minute.

Base Cost: 6 to cast, 2 to maintain. Minimum 12.

Time to Cast: 1 second per 3 energy points.

Prerequisites: Charm.

MASS ENSLAVEMENT (VH)

As Enslavement, but for multiple targets.

Duration: Permanent.

Base Cost: 30. Minimum 60.

Time to Cast: 10 seconds per hex or radius.

Prerequisites: Enslavement.

SENSORY OVERLOAD RESISTED BY IQ

Subject's senses become acute to the point at which they are unmanageable. Subject receives the Low Pain Threshold

disadvantage (or loses the High Pain Threshold advantage, but this is only the start of their troubles. If the subject is allowed to remain stationary or move slowly in a dark, quiet environment, there will be no effect. Every round spent in a normal environment requires them to make an uncontested against IQ or be stunned that round due to the masses of sensory input they are receiving.

If they are subject to loud noises in reasonably close proximity (shouting would do), or have bright lights shone in their face, or suffer any damage, then, on top of the distractions caused by their Low Pain Threshold, they must resist the spell with their IQ. or be stunned that round due to the masses of sensory input. Every subsequent round they must roll again vs the spell or remain stunned. If the bright light etc. stops, then they get a cumulative +1 each round to get their senses back. A critical success dispels the spell. A critical failure will bring unconsciousness for ten to sixty minutes. Prolonged exposure to this spell will drive someone crazy as a loon.

Duration: 30 Seconds.

Base Cost: 4 to cast, 2 to maintain.

Time to Cast: 10 Seconds.

Prerequisites: Magery 3, 2 Body Control Spells, Alertness.

AROUSE REGULAR, RESISTED BY IQ

Mind and Body Control

This spell causes the victim to become sexually aroused. This gives anyone (of a sex the victim is attracted to) with Sex Appeal a +1 for every two fatigue put into the spell. Those with Lecherousness will be at -1/Fatigue to resist.

If the target makes his resistance roll, he will realize the reaction was not normal and can make another reaction roll modified by the amount the made the resistance roll by and the reverse of the spell's desired effect.

Example: A nymph casts Arouse on Jandor, using four points of Fatigue. Jandor makes his resistance roll by 5, so he can make another reaction check against the nymph at -(5+2), or -7!

Duration: 1 minute if resisted; unknown otherwise

Time to Cast: 1 second

Cost: 2/ +1 desired

Prerequisites: Emotion Control or Pain

Item: Ring, clothing, or necklace, 400. Can also effect wearer.

Designer: Racially innate spell for nymphs/ by Robert Crawford.

FEIGN DEATH

REGULAR

This spell causes a willing subject to be placed in a cataleptic sleep that is impossible to distinguish from death. The subject can smell and hear, but not see and feel. Wounding is not felt and bleeding is stopped. Poison has no effect until the spell wears off.

dur: 1 hour

cost: 4/2

time: 5 sec

prereq: peaceful sleep

item: (a) wand, staff or jewelry. energy cost: 1200 (mage only). (b) any item. When worn by a willing subject it will allow him to decide when to awaken. energy cost 1100.

author: Rick Hunt (converted from AD&D)

WIZARD'S VEIL (VH) REGULAR; RESISTED BY IQ

All sensory input is severed. The subject immediately falls, and can take no action at all. Perfect Timing and Absolute Direction are negated, and the subject will feel that time is passing 4 times slower than it really is. The subject can still think, so a mage could cast a spell that required no ritual as long as an additional will roll is made. At the end of the spell, the subject makes a fright check at -1 per minute spent under the veil.

Duration: 1 minute.

Cost: 7.

Time to cast: 3 seconds.

Prerequisite: Magery 2; at least 10 Mind Control spells.

Designer: D. Barrett (adapted from Sensory Deprivation on GURPS BBS)

GATHERING (MIND)

This is cast on a landmark or other significant part of an area, or alternately, on a large mobile object like a wagon. People who see the mark it makes, or even sense its presence (non-visual reaction is limited to 5 yards), must roll vs. Will to refuse its call.

Its 'call' can be any of a number of things, but they all beckon people to assemble for some purpose around the mark. Once under this call, visual contact is no longer needed, and someone getting lost from the mark will try almost obsessively to find it again (this means obsessively *in that persons own way*. a

non-violent person will not use violence to get to it, for example). Common examples involve people gathering to build monuments, or even towns, or to fight each other, or make sacrifices of some kind (casting this spell to make people surrender their belongings is a quick way to riches, but also a quick way to trouble from local lords). The nature of the call must be clearly defined at the casting, and must be somewhat logical (people may come to fight each other with no great reason at the gathering point, but not to commit irrational suicide).

Duration: 1 hour or 1 day.

Cost to cast: 0.2 per yard of visibility if cast for hourly effect, 1 per yard for full-day effect. Half to maintain. Note: In settings with broadcasting or similar technologies, the caster can pay double cost to have the effect work through broadcasting, at 1/20 effect. That means that a Gathering cast to work at 100 yards will also work within 5 yards of a TV set transmitting the source of the Gathering (the thing it was cast on), for just twice the casting cost. People will try to get to the source of the spell, though, not to the TV set...

Item: Big sign, made from solid rock or metal. energy cost is 50 times the cost to cast the appropriate day-version of the spell, but it is permanent, and people will flock to the sign to carry out its calling.

Prerequisite: Magery 5, Mass Suggestion, Mystic Mark, Lure.

MOVEMENT

MULE REGULAR

Mule operates much like Air-Golem save that the Mule is less intelligent, but considerably stronger. The Mule can only obey very simple commands, and if a repetitive task is required, the caster will have to stand there constantly repeating instructions. The Strength of the Mule will be the skill at which the mage cast the spell multiplied by three. Thus, if Mule is known at 12, the Mule will be ST 36, whereas if Mule is known at 20, the Mule will be ST 60. As the name suggests, the Mule is most commonly used as a porter. The Mule will not attempt to move a resisting life-form. Indeed, it will not attempt to resist a life-form in any way, such as holding a door shut. The life-form's will simply drives the Mule back.

Duration: 1 Hour.

Cost: 4 to cast, 2 to maintain.

Time to Cast: 10 Seconds.

Prerequisites: Magery 2, Apportation.

UNSEEN SERVANT REGULAR

Unseen Servant operates much like Air-Golem, with three important differences. The first is that the Unseen Servant's strength is 10 instead of 12. The second is that the Unseen Servant can change it's task as commanded. The third is that the Unseen Servant is slightly more intelligent than the Air-Golem and can be set any one program of slight complexity at any time. For example, the Unseen Servant could play a small number of tunes on a harp, or draw copies of a certain picture, or clean, fold and put away the mage's clothes. The Air-Golem can not perform any task that the caster lacks the skill to perform. Just as the caster may change the Unseen Servant's tasks at will, they may also change it's program.

Duration: 1 Hour.

Cost: 4 to cast, 2 to maintain.

Time to Cast: 10 seconds to cast, 3 to "program".

Prerequisites: 1 Mind-Control Spell, Air Golem.

Note: This spell is based on another spell in some other game somewhere.

GREAT LEAP **REGULAR**

For every 3 full points by which the mage makes this roll, increase the distance of a single immediate jump by the mage's original jumping distance. For example, if the mage could normally long-jump 6 feet, and makes the spell roll by 7 points, the mage would jump 18 feet. If the GM and players are willing to do the book-keeping, then by all means replace the "3 point per jump range" above for a smoother "1 point per third of jump range" system.

Cost: 2.

Prerequisites: Jumping, 3 Body Control Spells.

HERO'S LEAP **REGULAR**

Effects are as for Great Leap above, but multiple jumps may be made without recasting.

Duration: 1 Minute.

Cost: 4 to cast, 2 to maintain.

Prerequisites: Great Leap, 6 Body Control Spells.

JUGGERNAUT **REGULAR;** **CAN BE RESISTED BY ST + WILL OR IQ** **+ WILL**

Juggernaut boosts the subject's speed for one second only, while simultaneously heightening their DR for that second against impact from their movement only. Thus, DR would be added if the subject ran into a wall, but not if the subject was shot with an arrow from the side. After the spell ends, the subject must roll vs DX or Acrobatics minus your encumbrance level, to remain on their feet. All momentum is lost at the end of the second, regardless of how fast the subject was going or whether they hit anything - it's magic! Hence, the subject can stop dead if they so choose, and higher speed does not give them a greater penalty to remain on their feet. An unwilling subject can resist with their choice of ST + Will or IQ + Will. A subject who is speeded by Juggernaut but has never seen the spell before, or is surprised by it, must make an IQ roll or have the amount they failed the roll by subtracted from their DX or Acrobatics when they attempt to remain on their feet.

Cost: Any. For each fatigue spent, DR against the impact will go up and speed will increase. DR will go up by one for every point of fatigue spent. Movement will increase as follows. 1 point will increase Move by 1, 2 will increase it by 3, 3 by 6, 4 by 10, 5 by 15, 6 by 21 and so forth - each extra point increasing Move by a number equal to the full fatigue spent. The formulae, if it helps, is [Additional Move = (fatigue + 1) × (fatigue / 2)].

Prerequisites: Haste, Apportation, 3 other Movement Spells.

SNIPER'S ALLEY **SEE UNDER GATE** **SPELLS.**

LIGHTNING FLIGHT (VH)

Like Hawk Flight only even faster. Subject has a move of 160! (320 mph) without encumbrance: encumbrance counts x 20 against this speed! For example, Light Encumbrance,

normally -1, reduces move by 20. Subject can move and fight as normal and has a combat advantage if above his foes (see B123).

Duration: 1 Minute.

Base Cost: 11 to cast, 5 to maintain.

Time to Cast: 4 Seconds.

Prerequisites: Magery 3, Hawk Flight.

STAGGER TELEPORT **SEE UNDER** **GATE COLLEGE.**

DEATH HASTE **REGULAR**

Speeds subject's metabolism to the point where they risk death from exhaustion/heart attack/etc... Armor offers no protection, nor does toughness and like, but in a SUPERS game, having a negative level of altered time rate cuts the effects of this spell in half.

Duration: instant

Cost: 1-3 1d per point. spell also does 2 fatigue per energy pt to victim.

Time to Cast: 1 second

Prerequisites: Great Haste, spasm, Fatigue, at least 4 move and/or Body cont spells

Item: Various Item, items of this spell tend to be of the cursed variety, where anyone putting them on suffers the effects of the spell every turn until the item is removed. Common items include shoes, little lightning streak buttons, sneakers :-)... etc... Energy cost to create is 1000.

SPELL SLING (MOVEMENT)

This spell shoots a held inanimate object at high speeds as if thrown by a being with an effective ST equal to your skill in the spell times the mana cost used by the spell divided by the weight of the object (round up).

To determine range and damage consult B355 and B16 (damage table). Adjust damage down two dice per 7 damage penalty (if applicable). The attack is rolled against Throwing, Innate Attack or DX-4. The accuracy of this spell is equal to your magery, there is no 1/2d range. The type of damage depends on the object being thrown and is determined by the GM.

Examples: (a) Joseph has an effective skill 20 in Spell Sling and a Magery of 3. He wishes to sling a pebble (less than 1 lb) at a foe. He then pumps 3 mana into the spell (lowered to 1 mana for high skill). He is therefore "throwing" as if he has a ST of 60 (20x3). The BL for a ST 60 is 720, making the weight ratio < .05 and making the max range equal to 210 yards. The damage is however reduced by -2 per die since it is less than BL/8. The resulting damage is therefore 7d-15 (7d-1 - 14) adjusted to 3d-1. In effect he is doing roughly the same damage and range as a .44

handgun. If he takes a round to aim before doing this, he would get an accuracy bonus of 3.

(b) Sharon, being a superb movement mage has an effective skill of 25 with a Magery of 4. With the same amount of energy (4 modified down to 1 due to high skill), she would have a range of 350 yards and a damage of 11d-22 (modified to 5d-1); effectively throwing as if she were shooting a 5.56mm Assault Carbine (single shot). If she takes a round to aim before doing this, she would get an accuracy bonus of 4.

Cost: Any amount up to the weight of the object (round up) times your magery level per second for 3 seconds. Each multiple of the weight, multiplies the effective ST used to determine range and damage of the projectile.

Time to cast: 1 to 3 seconds

Prerequisites: Magery 2, Winged Knife

I came up with the basic idea of this one, but one of my players developed the rules, and I tweaked them slightly. Basically, because for the college that mimics telekinesis, Movement was kinda pathetic in terms of its usefulness for direct damage. It's got some great support spells, but Winged Knife just wasn't cutting it for me--why not just throw the thing, if it isn't going to give any significant boost to the speed of the thrown item? So we came up with this. It's great drawback is it's really complex, but it's primary utility is hand-throwing bullets (sling bullets in a fantasy campaign, though you could use real ones in an urban fantasy setting) at gun-firing speeds, so if the character just carries around a pouch of small, similarly sized items (or gets a cornucopia pouch of them), the calculations can be made in advance and written down.

CLEAR JAM

Clears any misfire or stoppage of a firearm. In the event of a misfire, it ejects the dud round, in the event of a stoppage, it clears the jam. On a critical success, it MAY (GM's discretion) repair a malfunction. The spell is cast at the lower of the caster's armory or IQ based skill with the gun in question, or her skill with the spell. It is not a TL spell, but TL and familiarity penalties with any given weapon DO apply. You can use this spell with a default guns or gunner skill, but you must have points in at least one guns or gunner skill.

(Note: This spell may be used to unload a round from the chamber, but if the gun has

no ejection port, the ammunition goes wherever normal unloading would put it...not a good thing in a crowded turret. It is very useful for unloading a muzzleloader without firing it, and may be cast on a loaded gun for just this purpose.)

Cost: 1 per inch of bore size, minimum 3

Time to cast: 1 Second.

Prerequisites:

At least one Guns or Gunner skill (IQ based) 12+

Repair

Or

Armory 12+

Apportation

Magery 1

DISTANT BLOW (OTHER)

Prerequisite: Distant Blow

All other respects as per Distant Blow.

This spell lets your low ST wizard let someone ELSE deliver melee damage at range. Say the Weapon Master Half Ogre in the party who just downed an elixir of Strength.

DISPLACEMENT

Movement College

Prerequisites: Hinder & Great haste

Time to cast 1 turn

Cost to Cast 1 per 3 hexes of movment transfered.

Special Resistance.

This spell uses the missile spell range table, although it is not a missile spell. It has two subjects, one of which can be the caster.

The first subject of the spell will lose movement if a HT based resistance is failed. The second will acquire that speed *and direction*.

Size modifiers adjust. A pixie flying at 20 yds a second east will not do a great job of slowing down a charging elephant heading west. OTOH, the pixie may well see the next county over if the subjects order is reversed.

If Physics must be invoked, presume that Conservation of Momentum is King here and $\text{weight} = \text{mass}$. $1\text{st subject's reduced speed} \times \text{weight} / 2\text{nd subject's weight} = \text{adjusted speed of 2nd subject}$. Assume an discrepancies in kinetic energy are dealt with through interaction with mana.

A motionless first subject makes the spell useless but the effort to cast does not result in lost fatigue as per a failed casting.

The range penalty is calculated by adding the range penalty of each subject together.

Items: Wand, Staff, statuette, usually representative of moving and a movement stopper (charging horse & brick wall f'rex).

Cost to make 400

REPULSE (MOVEMENT) AREA, RESISTED BY ST

Violently repels everything in an area around the subject. May be cast on a point in space rather than an individual. If cast on an individual, the spell does not affect that individual or any worn or held belongings—though it does affect anyone else in the same hex, such as a person grappling the subject. Can be cast on a point directly beneath a person—in this case, the person standing in the center of the area is thrown straight into the air. All within the area of effect must make an opposed ST check or be thrown back. On a failure, a successful Acrobatics check allows the victim to remain standing and avoid taking damage, but they are still thrown back. Those outside the area of effect are unaffected, but may have to avoid thrown objects or people from within it. To determine the distance an object or victim is thrown, see Throwing (B355), and to determine damage taken from impact with the ground, see Collisions and Falls (B430-431).

Example: Joseph is being attacked by 3 opponents on various sides of him, and there

is a 4th closing on him from behind one of them. Each of his attackers weighs 200 lbs., with gear, and has 10 HP. He casts this spell on himself at minimum power and area (2 hexes, 20 ST, for 5 energy). Each of his attackers, if they fail their ST checks, is thrown back 5 yards. The one still closing on Joseph must avoid his hurtling companion or be hit by him, causing each to take 2d-3 damage from a 200 lb. object being thrown at ST 20. The other 2 merely take falling damage from 1 yard, or 1d-2, if they fail their Acrobatics checks.

Duration: Instant.

Cost: 2.5 (minimum 2 hexes, round cost up) for a force of ST 20. Double cost for ST 40, 4 times cost for ST 60, etc., up to a max of ST 100 for 8 times cost. Cannot be maintained.

Time to cast: 1 second

Prerequisites: Magery 3, Repel

Spell Note: I was rather pleased with this concept when I developed it, but I'm not entirely sure it doesn't need some additional tweaking. If only because it's a pain calculating the distance a person gets thrown by the spell, and how much damage they take when they hit, or inflict when they run into someone else. I don't like having to do much math at the table--it's too easy to destroy the flow of combat if calculations take too long.

NECROMANCY

NECROSCULPT

REGULAR

Necrosculpt allows the caster to create designer Zombies by mixing and matching parts. The necromancer simply affixes all the pieces where he wants them, and hey presto - instant abomination. Anything goes - four armed Zombie's, Zombie-Centaurs made of human and animal corpses, winged Zombie's - the sky, so to speak, is the limit. Although the parts must be initially affixed physically (sewn on, glued together, whatever), once the creature is animate, the pieces are held together by magic and do not rely on the weak bonds of stitches to keep them in place.

Necrosculpt does not, itself, animate the hodge-podge the mage produces - it simply allows such a construct to be subject to the Zombie spell. On a regular failure, part or all of the Zombie will not be able to be brought under the caster's control and is liable to go berserk. On a critical failure, some sinister spirit likes the mage's handiwork so much that it has decided to take up residence therein - let the GM do with that what he will. Frequently, when using this spell, it will not be clear what the exact game-effect of certain combinations should be - if you attach a hundred

sparrow wings to a human zombie's back, can it fly? The GM must decide for themselves, but I heartily recommend erring on the side of the interesting.

Duration: Permanent.

Time to Cast: 1 minute, multiplied by the number of corpses from which parts were taken to build the horror. Each hex worth of small creatures counts as one corpse.

Cost: 4 per hex of the thing standing upright, multiplied by the number of corpses from which parts were taken to build the thing.

Prerequisites: 3 Body Control Spells, Enchant, Zombie.

NIGHT WATCHMAN

The Necromancer must bury one or more corpses at a given site when casting this spell. From the next night on, the area will be haunted by the ghost of the deceased. The ghost will attempt to frighten away anyone who comes near, even if the deceased would have had no wish to help the caster.

After a very long time (or shorter in some cases, strong will seems to help), quite a number of these ghosts stray from their mission and start to try to get people to free

them. This involves either the removal or destruction of whatever they were guarding, or the removal and decent dealing with of their own remains. Unfortunately, the spirits may not speak coherently, and have such a distressing appearance and drugged manner that an attempt to attract someone's attention is liable only to frighten them away.

The very knowledge that an area is haunted is usually enough to keep people away in the daytime as well. If an area is dark during the day, the Night Watchman will be as visible and audible as at night. By the way, if the remains of the Night Watchman are within whatever is being guarded, then removal involves removing one from another, not just moving them both to some new location.

The Night Watchman does no actual damage. The distance it can move from its body is the skill of the spell in feet. Some particularly nasty Necromancers will cast Night Watchman on a corpse purely as an act of revenge. "So, you thought you would steal from me? Why don't you guard this stone in the middle of the desert for the next eternity? Bye".

Time to Cast: 30 min per body.

Cost: 10 per body or 15 for a body part as small as a hand or 20 for a body part as small as a tooth.

Prerequisites: Magery 1, Summon Spirit.

SENTINEL

As Night Watchman, save that the ghost becomes a Skull Spirit and thus can inflict damage.

Time to Cast: 1 Hour per body.

Cost: 50 per body or 60 for body part as small as a hand or 70 for a body part as small as a tooth.

Prerequisites: Magery 2, Night Watchman, Skull Spirit.

RECONSTRUCT BRAIN (VH) REGULAR

Reconstruct Brain requires the use of one dead body. The body must be Zombified and not undergoing decomposition - Reverse Putrescence is the most common method. Each casting of the spell can increase the Zombie's IQ by 1, until the old Maximum IQ is reached.

The power of speech and the storehouse of very general information (language, walking, table-manners) will soon return. However, the subject will remain amnesiac about personal details - although a few odd memories may filter through where the GM thinks it interesting.

The rekindling of old emotional attachments can be particularly dramatically satisfying. Mental skills, apart from languages and social skills, will not return, and must be relearned. All physical and mental advantages and disadvantages will re-emerge after reconstruction, whether the caster wishes them to or not. This includes Magical Aptitude and Psionic Power. All such reconstructed persons will be subject to melancholia, although usually only at a quirk level. This is because deep down they sense that something is not right.

This spell does not give the caster control over the Zombie, and the old Control Zombie spell will not work on a corpse with a reconstructed brain.

Duration: Permanent.

Time to Cast: 8 hours.

Cost: 15.

Prerequisites: Magery 3, Reverse Putrescence, 4 Mind Control Spells.

TOUCH OF DECAY (VH)

SPECIAL

Touch of Decay requires the caster to touch the subject - armor and clothing do not protect. The subject gets two chances to escape the effect of the spell. The first is a quick contest between the mage's skill with the spell and the subject's HT. If the subject wins, then they come to no harm. If the subject loses, they must roll again against their HT, -1 for each 4 levels over 10 at which the mage knows the spell. If the subject succeeds, they are merely physically stunned. If the subject fails, they die then and there. Only they don't know it, because they have also been raised as undead at the same time. Rot won't set in for HT days, but set in it will - and it will probably be quite a shock to the unfortunate victim.

Duration: Permanent.

Time to Cast: 4 Seconds.

Cost: 10.

Prerequisites: Death Touch, Reverse Putrefaction.

PLAGUE (VH) RESISTED BY HT OR IQ.

This spell inflicts the subject with a disease, as does Pestilence, but the victim is immediately chronically ill with the disease. That is, immediate boils, open sores, nausea, blindness, whatever is appropriate for an advanced case of the disease in question (GM's decision, although the subject should not be so sick that they will immediately die, and it should be noted that contrary to popular belief, leprosy does not immediately make one's limbs drop off). This is a great spell for intimidating the hell out of people.

Time to Cast: 30 Seconds

Duration: Permanent until cured or death.

Cost: 8

Prerequisites: Magery 3, 1 Spell from 10 Colleges other than Necromancy, Pestilence.

APPEARANCE OF LIFE (REGULAR) (NECROMANTIC)

Makes a corpse appear lifelike for the duration of the spell, including breathing, coloration, and pulse. Diagnosis is at -6 to detect anything except coma in a quick contest vs the spell. The spell is at -1 per 2 hours after time of death (thus after 12 hours roll Diagnosis ± 0).

This is also an Illusion/Creation spell.

Duration: 2 hours

Cost: 4 to cast; 1 to maintain.

Time to cast: 10 seconds

Prerequisites: Independence and Sense Spirit

UNHOLY JET

Regular

This spell sends out a jet of pure unholy energy that causes damage to person it is cast upon. Characters struck by this spell will be unable to heal until dispel magic or Counterspell is cast upon them. The curse is

the level of the casters skill with unholy jet spell.

Duration: 1 second

Cost: 2 per 1d damage. The range is 10 yards.

Prerequisites: Summon Demon

DEMON DAGGER

Special

This spell creates a direct connection between a demon and a sacrificial knife (or any other item used to sacrifice beings to a demon). For every HT point taken of a sacrificial victim, the demon gains 1 point of energy for fatigue. This allows the demon to use the gate spell to come to the sacrificers realm instead of having to have a mage use a summon demon spell. It can also be used to give favor to a demon as well.

Duration: Permanent

Cost: 10

Time to cast: 1 day, needs a long ritual to enact.

Prerequisite: Summon demon

DEMON MELD

Special

This spell binds a demon to the caster. The caster gains all the powers of the demon that is bound to him; strength, magic, armor ect. This demon only cooperates when doing things that are not good. If the caster tries to do something good, the demon and the caster must make a quick contest of wills, if the caster loses then the demon possesses the caster. For this reason casters usually meld with less intelligent demons. If the caster succeeds then the caster can do the task without the demonic advantages.

Duration: 1 hour

Cost: 1 point per 5 character points used to build the demon. Minimum cost is 40

Time to cast: 5 minute

Prerequisites: Summon Demon

DEMON GUARDIAN

Special

This spell enables the caster to command a demon to guard a particular area, item or person. They spell lasts until the demon's physical form is destroyed and then it is sent back to its original plane. This is often used by certain dungeon building mage types in order to guard their treasure or block access to it. If characters attempt to banish the demon, use the demon guardian caster's spell skill in place of the demon's will.

Duration: Permanant

Cost: 1 per 5 character points used to build the demon (minimum cost 40)

Time to cast: 5 minutes

Prerequisites: Summon demon

SOUL BOMB (SPECIAL)

IQ/VH

Fire, Necromantic, Make and Break, and Healing College

This spell takes your remaining life energy and converts it into a deadly area blast. No one sane would ever teach this spell, as its ultimate usage means the caster's death. The Players would have to beat the Mage literally to an inch, (a few HP) of his life to survive the blast if they cant run. Cost is doubled to make this spell completely uninterruptable (by dispel, counterspell, etc).

Cost: Any Remaining HP and FP up to -5xHP. Damage is 1d per point.

Time to Cast: 1 second, 10 Seconds until detonation.

Prerequisite: Burning Death, Explode, Steal Vitality and Recover Energy.

Notes: This is a favorite spell among extreme cultists and fanatics. More often than not a demon is contracted to provide the spell to larger numbers of less powerful mages.

SOUL DRAIN (SPECIAL)

IQ/VH - Resisted by HT-3 or Will-3

Necromantic and Healing College

This spell takes the life energy from another being and restores any life energy the caster has lost. Extra energy beyond the caster's natural threshold is held in an energy bank. This spells sucks away 1HP per second and anyone casting this spell has an unmistakably evil aura. Should the caster choose not to use the energy he retrieves immediately after this spell is over, any amount above his natural threshold does 1d damage per point that can only be healed by magical means. If two mages know this spell it could be a vicious duel to the death that could last minutes to hours as they continuously drain each other's life force to fuel their own. This is a Black Spell (pg 156) It's only purpose is death, fueled by greed. Levels of magery do not decrease the casting cost of this spell. You cannot burn HP to cast this spell. However you may tap into a powerstone. This Spell is loud, causing whirling winds and emitting sounds of screaming souls or ethereal streams scraping along reality should this spell last long

enough. The aura around the caster is not visible to those without magery, however they can see the environmental affects. Streams turn glossy black, the sky becomes dark and clouded, streaks of harmless but loud and bright blue and red lightning strike about the caster and subject, or anything else the GM can use to describe the splitting of realities in a small pocket dimension as souls are ripped from their corporeal vessels.

A critical failure with this spell reverses the flow of energy for that one turn, you instantly take damage for any energy above your threshold, and at the GM's choosing, you may gain a disadvantage that the target of the spell owns equal to or greater than the amount you failed by in points for as many days, if you used a powerstone to cast this spell, you may choose to have the powerstone lose an amount of power equal to the energy gained above the caster's threshold, as well as gaining a permanent magical quirk as appropriate.

Duration: 1 seconds

Cost: 10, 0 to maintain.

Time: 10 seconds

Prerequisites: Soul Bomb, Major Healing, and Recover Energy at or above level 20.

Spell Note: I cannot go into length about how "UN-TESTED" or how very little time was spent on making sure this spell was balanced. Use at your own broken discretion. This is what my spells look like before I cut and trim them into the neat little packages you usually see from me like 'Fire Dart'. This is the beta spell.

SOUL BEACON (VH) - SPECIAL, RESISTED BY WILL

Necromantic College

"Softens up" a location for the intrusion of spirits who are drawn mysteriously toward the source of the spell. Summoning spirits at the center of this beacon are at half energy cost and skill penalties, how useful this is depends on whether the spirit can escape the beacon's field. Spirits resist with will, or the will of their masters if they are aware, whichever is higher once an hour. Spells designed to keep spirits out resist Soul Beacon with skill level at the time of casting. If Soul Beacon wins the contest, the opposing spells are not broken, but suspended until Soul Beacon is removed or dispelled. Spells like Exorcism are resisted by both the spirit and Soul Beacon separately. Likewise, if anyone so wishes to control a spirit within the effects of the beacon without

first breaking the Soul Beacon spell, they must roll against both the spirit and the beacon to control the spirit. This includes the original caster of the beacon. This spell does not protect the caster from spirits he calls, nor can he control them, save for those already under his command. Should this spell be cast on a person, he has no control over the spirits either, but they will not harm him physically (mentally is an entirely different story, and may instigate a fright check at -1 per spirit present). This spell can be removed with remove curse or other appropriate spells. This spell is perhaps very new, or contrary, very old. Whatever the case, it is not widely known even in worlds where magic is very common. Several knowledge spells or other methods may be required to determine the origin of the spiritual infestation before it can be properly dealt with. Should the spell collapse at the caster's will or otherwise, the spirits may return from whence they came if so compelled, but otherwise, they do not have to leave! Should someone die within a Soul Beacon's reach, they are spiritually bound to the spot of their deaths with up to 25 yards of movement away from the center. At the GM's discretion this spell may also effect demons and zombies, or simply label them as entirely separate spells.

Duration: 24 Hours

Cost: 5FP, 25 yard range, spirits resist at will -1 for every 5 yards they are close to the center.

10FP, 50 yard range, spirits resist at will -1 for every 10 yards toward the center.

20FP, 100 yard range, spirits resist at will -1 for every 20 yards toward the center.

Double(?) cost to cast permanently.

Double cost if you wish for spirits to protect the beacon and not just simply be drawn to it. Spirit. Control Spirit. Anything else you can think of.

No extra cost for casting on an object or person. The object can be moved, but likewise it can be destroyed, this will break the Soul Beacon spell.

There is no upper limit for energy put into this spell, but the consequences may be great, possibly attracting the attention of world powers, cults, even gods. Beware the use of this spell, for 60 points, every spirit within 100 yards will be drawn to one person, at a -10 to resist the call, that will protect the beacon from being destroyed. Creative wizards can find other uses, like keeping

malevolent spirits in graveyards, or harvesting souls for energy.

Time to Cast: 30 Minutes.

Prerequisites: Summon

Much like the Beacon Spell, it softens up an area. But instead of for warps, it softens up the area for the intrusion of spirits. Usually the mindless wailing or the silent poltergeist kind. It doesn't make spirits, and the availability of spirits in the area makes it difficult to gauge it's usefulness at any one particular place. The spell is permanent until a mage or cleric or appropriate diety dispels it through normal magical means (no funky tricks but since it's an entirely unique spell no one might not even KNOW it's a spell until one brainy newb gets the idea to cast a knowledge spell). All spirits are drawn to the call of the soul beacon, how far away these souls may travel depends on how much energy is put into the spell and what (if any) orders the spirits are currently following. So the soul beacon has to make contests with other spells to vi control over the spirits

For 5 FP, the range of the beacon is 25 yards. Spirits resist at Will-5 at the center of the spell, +1 for every 5 yards away from the

center. For double the cost this extends the range to 50 yards and spirits resist at Will-5 but at +1 for every 10 yards away from center, triple the cost for a range of 100 at Will-10 to resist at center. Double the cost for casting this on a person instead of a place. Double the cost again to make this spell permanent. And double this spell AGAIN if you wish for the spirits to protect the beacon and not just simply be drawn to it. Half this final cost to make the affects Appear only annually for one week. There is no upper limit for energy put into this spell, but the consequences may be great, possibly attracting the attention of world powers, cults, even gods. Beware the use of this spell, for 120 points, every spirit within 100 yards will be drawn to one person, at a -10 to resist the call.

Spell Note: This is another beta spell. And I mean seriously beta. Notice the length I go into expressing what this spell does. It's no great leap for anyone to find a shorter more consistantly stable way to write this. As such feel free to take the idea and not the mechanics. I post this shamelessly in hopes that people will ignore it.

PLANT COLLEGE

PHOTOSYNTHESIS

This spell allows the mage to take sustenance directly from sunlight. 1 hour in bright sunlight is equal to a meal. If the sky is well-overcast, two hours are required. If the sky is darkly overcast, four hours or more might be required. If the mage also knows Plant Form other, the spell may be cast on another.

Time to Cast: 30 Seconds.

Duration: 1 Hour.

Cost: 3.

Prerequisites: Plant Form, Darkness or Shade.

CROP POISONING AREA

This makes any food made from these crops poisonous as under Food Poisoning.

Base Cost: 3

Time to Cast: 30 Seconds

Duration: Permanent

Prerequisites: Magery 1, Wither Plant, Food Poisoning.

LETHAL CROP POISONING (VH) AREA

This makes any food made from these crops poisonous as under Lethal Food Poisoning.

Base Cost: 4

Time to Cast: 1 Minute

Duration: Permanent

Prerequisites: Magery 2, Crop Poisoning.

GRADUAL LETHAL. CROP POISONING. (VH) AREA

This makes any food made from these crops poisonous as under Gradual Lethal Food Poisoning.

Base Cost: 5

Time to Cast: 2 Minutes

Duration: Permanent

Prerequisites: Magery 3, Lethal Crop Poisoning.

TAKE ROOT REGULAR; RESISTED BY IQ

Although the caster may cast this spell on himself or on another, it is more common to use it against a foe. The subject feet transform into roots which are stuck in the ground. A ST-2 roll is required to remove them, or ten minutes to dig them out, but even then, maximum speed will be 1 for the duration of the spell.

Time to Cast: 3 Seconds.

Duration: 1 Hour.

Cost: 4 to cast, 2 to maintain. There are certain options.

1. For every extra point of energy expended towards this effect, the roots become more extensive, and there is a -1 to the ST roll.

2. For a basic cost of 6, the caster may make the subjects hands also become branches, making it impossible to dig oneself out, and making all manual dexterity skills function

at -5 (or worse if appropriate). The caster cannot effect hands without effecting feet.

3. For a basic cost of 8, the caster may cause the feet to take root, and let this effect last until they decide to turn it off (if they ever do). If the caster wishes, the subject may survive on the sustenance gained by the roots.

4. For a basic cost of 10, both hands and feet are transformed until the caster decides to turn it off (if they ever do). If the caster wishes, the subject may survive on the sustenance gained by the roots.

Prerequisites: Magery 2, Alter Body, Platform Other.

PROTECTION AND WARNING

ELECTRIC IRON ARM BLOCKING

This spell may be cast simultaneously with Iron Arm, and only simultaneously with Iron Arm. The mage must declare, when casting Iron Arm, whether they wish to cast Electric Iron Arm as well. If Iron Arm fails, so does Electric Iron Arm, although not vice versa. When the mage parries a metal weapon, electrical damage is done to the wielder of the weapon to the amount of the mages punching damage score - bypassing all non-metallic DR. If the weapon has a wooden handle, then Electric Iron Arm has no effect, though the fatigue will still be spent. If the wielder is wearing metal gloves, then, baring a wooden handle, there will always be at least one point of damage inflicted.

Cost: 1

Prerequisites: Iron Arm, Shocking Touch.

IMMUNITY TO POISON (VH) BLOCKING

When poison enters the mage's system, they have the option, prior to any damage being taken, of casting this spell as a blocking spell.

Duration: Permanent.

Time to Cast: Instant.

Cost: 10 per hex of creature.

Prerequisites: Detect Poison, Instant Neutralize Poison.

ABSORB ATTACK BLOCKING

The mage uses this spell to absorb some of the energy from an attack and use it as fatigue. This spell does not protect the mage from damage. The attack must strike the mage in order for this spell to be useful. Much less energy can be absorbed if the attack does no damage to the mage.

If the attack, such as a mace-blow or a Stone Missile spell, then the mage may regain fatigue equal to half the damage he takes, rounded down. If the attack is a kinetic cutting or impaling attack, then calculate the fatigue that can be regained as if there were no cutting or impaling bonus. If the attack is a fire attack, then fatigue regained will be equal to the full amount of damage received.

If the attack is an electrical attack, Sun Bolt, or generic "energy" attack, the fatigue regained will be equal to the full amount of damage received plus one for every three full points taken. If an attack hits the mage, but does not damage for whatever reason (DR, Protection spell), then some fatigue may still be regained.

A kinetic attack will give 1 point of fatigue per three dice of damage or parts thereof. A fire attack will give 1 point of fatigue per two dice of damage or parts thereof. An electrical, Sun Bolt, or generic "energy" attack will give 1 point of fatigue per dice of damage of part thereof. At the

end of the turn, any fatigue in excess of the mage's maximum is lost - although it may be spent before then.

Cost: None.

Prerequisites: 1 Body Control Spell, 1 Earth Spell, 1 Fire Spell, 1 Lightning Spell, 1 Energy Spell, Recover Strength.

DOOM CLOUD (VH) AREA

Creates a rolling green fog, slightly heavier than air that will obscure figures separated by more than 2 hexes unless Mage Sight is used. Targets in the area also take 1d-3 hits each round. Those who were within the mist when it was cast are immune to its effects.

Duration: 1 minute.

Base Cost: 3.

Time to Cast: 4 seconds.

Prerequisites: Magery 2, Mystic Mist.

STOUTLOCK REGULAR

Magically locks and fortifies any door. The door and lintel double HT and DR. The door will not open unless the spell is removed or the door is destroyed. Lockmaster will not counter this spell.

Duration: 1 hour.

Cost: 5 to cast; 3 to maintain.

Time to Cast: 4 seconds.

Prerequisites: Armor and Magelock.

Designer: D. Barrett

REVIVE (VH) REGULAR (SAVE VS. HT+2)

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This spell can revive victims of drowning and trauma/shock deaths. They must meet certain requirements- they must have 'died' very recently (less than 10 seconds w/o extenuating circumstances), have not had their hit points reduced below -2xHT at the point of death. This is useful for restarting the heart of the patient, restoring breathing, etc.. Its intended only to resuscitate victims of heart attack, drowning, shock death and other conditions of recent death where the body is still physically intact. Its a good idea to remove any poison present and cure the damage to victim before using this spell. If the victim is revived with poisons still in him are with hit points below - HT, he will have to make survival rolls again. If the victim has been dead long enough to suffer sever brain damage or brain death, the spell will not work. The GM should use a guideline time of ___ (10?, 30? ?help?) seconds for this. Note that extreme cold or Suspended Animation can extend this time to several minutes for sub-zero temperatures or

hours for Suspended Animation. Once the spell is cast, the victim must save vs. HT+2. If he fails the save, he will not revive. Repeated attempts are allowed, with an increasing +1 FT cost and -1 to the save for each repeated attempt. After three failed attempts (per death), the victim can not be revived. This spell combines the effects of modern CPR and defibrillation with some good ole magic. Anyone touching the subject (other than the caster) when the spell goes off will be thrown back 1 hex and take 1d6-3 points of electrical

damage. The subject takes 1d6-3 (??) point of damage as well, but remains in place. Casting Time: 1 second Duration: Permanent until subject dies again Prerequisites: Major Healing and Awaken (or Shocking Touch?) Items: {can't resist this one} Two metal plates with rubber handles, must be placed on subjects bare chest. Activated with the command word "clear". 250 energy points.

SOUND

SONAR INVISIBILITY

This spell is tailor made for those times when you don't want sonar users to know that you are there. Sure you can blast them with noise, or hide in silence, but either of those

give the game away - they know you are somewhere around here. This one is more subtle.

Duration: 1 Minute.

Time to Cast: 3 Seconds.

Cost: 2 to cast, 1 to maintain.

Prerequisites: Sound Vision and Silence.

Other Spells

Kromm Spells

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ANNIHILATION (VH) REGULAR; RESISTED BY HT.

This spell instantly and irrevocably disintegrates a living being! If the spell isn't resisted successfully, the caster rolls 1 to 4 dice (depending on the energy in the spell) and compares the total to the larger of the victim's HT or hit points. If it is equal to or greater than the victim's HT, the victim is annihilated! If not, the victim takes this amount of damage. All possessions of an annihilated victim fall to the ground. A critical failure with this spell costs the caster 1 HT permanently!

Duration: Annihilation is permanent.

Cost: 4, plus 2 per die of effect, to a maximum of four dice (12 fatigue).

Time to Cast: 3 seconds.

Prerequisites: Magery 3; Disintegrate, Deathtouch and Steal HT.

MASS ZOMBIE (VH) AREA

This spell is identical to the Zombie spell in almost every respect, except that it reanimates all corpses in the area of effect. As per the Zombie spell, only relatively complete dead bodies are affected; and just as per Zombie, this spell may produce Mummies, Skeletons or Zombies, depending on the age and condition of the corpses. A single casting of this spell can produce a mixture of these three types of undead. Unlike the Zombie spell, however, the subject corpses must be lying in their place of rest (upon a battlefield, in a grave, et cetera) for the spell to work, and cannot be moved into a smaller area to facilitate the casting. Corpses in graves up to 4 yards deep are affected by this spell, and Zombies in graves will claw their way to the surface to join their master! Corpses animated by this spell become the undead servants of the caster, but orders given to the undead raised by this spell must be of the kind that would be given by a leader to a group of followers, such as a rabble-rouser to a mob, or by an officer to a military unit. Individual members of the undead horde cannot be singled out for specific tasks. Due to the energy costs involved, this spell is often cast ceremonially. In such an instance, the leader of the circle becomes the master of the Zombies, while all other mages involved are viewed by the Zombies as being the master's lieutenants. An order from any of the mages involved will be obeyed, but the master's orders will always take precedence. The undead horde can be divided up into smaller units which can each then be put under the command of a different individual who was involved in the casting. For the purpose of this spell, assume that a typical graveyard in civilized parts will contain on the order of $\lceil 3r(r-1) + 1 \rceil / 4$ corpses (round fractions over one-

half up), where r is the radius of the spell. This may vary, depending where the spell is cast. It would not be unreasonable to halve this number in an upper-class cemetery with crypts and expansive family burial plots, while one should probably double this number for a Napoleonic battlefield. Duration: The Zombies remain animated until destroyed.

Base Cost: 7. Minimum radius 2 hexes.

Time to Cast: 1 minute per hex of radius.

Prerequisite: Zombie, and two or more levels of either Charisma or Strong Will.

PLANAR SUMMONS (DEMON STEED) SPECIAL

Calls a Demon Steed to the caster's dimension. The caster must immediately try to bond the Steed to its rider-to-be: this is treated as a Quick Contest between the caster's spell level plus the desired rider's Will, versus the Steed's $(ST+IQ)/2$ of 31. If the caster is also to be the rider, use the caster's skill level plus Will. A success bonds Steed and rider indefinitely. A failure results in the Steed vanishing. Critical Failure means the Steed attacks, while Critical Success results in a Steed with +1 on all attributes. At any time when the rider is unconscious or in danger of dying (i.e., at -HT or worse), roll a Contest between the rider's Will only and the Steed's $(ST+IQ)/2$ of 31. If the rider wins (unlikely), the Steed remains. Otherwise, it vanishes in 1d seconds. A Steed can be Banished like a Demon, and should be treated as a Demon in most regards. Duration: Permanent, subject to the limitations noted above.

Cost: 30.

Time to Cast: 5 minutes.

Prerequisites: Magery, and at least 1 spell from each of 10 different colleges.

DEMON STEED

ST: 55 MV/DODGE: 16/8 SIZE: 3

DX: 12 PD/DR: 2/2 WT: 2,200 lbs.

IQ: 6 DAMAGE: *

HT: 15/24 REACH: C,1

* BITE (Reach C): Cut 1d+2, +2 for flame (after DR); KICK (Reach 1,

any F or B hex): Cr. 3d-1, +2 for flame (after DR);

TRAMPLE: CR 1d+2, +2

for flame (after DR).

Special Abilities: High Pain Threshold, Magic Resistance 10, Night

Vision, Peripheral Vision

Senses: Hearing, Taste and Smell 16; Vision 14.

Special Weaknesses: Dies at HT -1.

Description: A huge, jet-black horse with flaming eyes and hooves, curls of smoke and tongues of flame leaping from its nostrils and mouth.

PLANAR SUMMONS (SPHERES OF MADNESS) SPECIAL

Calls a Sphere of Madness to the caster's dimension. The Sphere will react to the caster (only) at +4, and will listen to negotiations on a Neutral or better reaction. Any other reaction results in the Sphere leaving immediately. Critical failure results in a hostile, attacking Sphere; critical success brings 1d+1 Spheres. The Sphere may stay indefinitely, but typically leaves all but the most charismatic and evil of summoners after 1 hour. Some GM judgement is required here! Duration: 1 hour or more. Cost: 20. Time to Cast: 5 minutes. Prerequisites: Magery, and at least 1 spell from each of 10 different colleges.

SPHERE of MADNESS

ST: 17 MV/DODGE: 14/9 SIZE: 1

DX: 14 PD/DR: 3/6 WT: 180 lbs.

IQ: 10 DAMAGE: CUT 1D+4*

HT: 14/17 REACH: C,1

* Can claw for CUT 1D+4 twice per turn, in close combat or into any adjacent hex; a claw hit counts as a grapple, even if it does no damage. When grappling, it can use both claws and 4 tentacles, giving +8 DX! The beak can chew a hole in

Dueling Spells

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Since it is "apparent" that a truly "Chivalric" duel cannot take place with unequal weapons between the two opponents, and since a pair of Mages, left to themselves, will seldom decide to learn identical combat spells, I decided that the Mages Guild(s) might develop an easily-to-learn spell (or two) that lend themselves to Mage's duels.

If GM's want all Mages to have access to these spells, he could declare that it is available in every college. On the other hand, this spell might beef up the combat skills of a 1-college-only Knowledge mage.

I tried to make sure that these spells would be less combat effective than the existing combat spells.

SPELL NAME: DUELING JET

Cost: 1-3, same to maintain

Time to Cast: 1 sec

Duration: 1 minute

College: Meta (or Special)

Class: Regular

Prerequisite: Any 10 spells

Similar to Flame Jet, except that damage is a numbing/stunning damage that causes a temporary loss of

armor (usu. head armor) in (DR/2) turns. After that, does 2 points cutting damage each turn, ignoring DR! Special Abilities: Constriction Attack (with tentacles), Extra Flexibility (all limbs), Full Coordination/2, High Pain Threshold, Immunity to Disease, Immunity to Poison, Injury Tolerance (No Brain, Cutting/Impaling Bonus, Neck or Vitals), Magic Resistance 10, 360-Degree Vision Special Weaknesses: Dies at HT -1. Description: A solid sphere, from 28" to 32" in diameter, ringed with eyes just above its equator. A 3' long armored, crab-like arm projects from either side, ending in a vicious pincer. Sports eight octopoid tentacles -- 4 on top, 4 beneath -- which ring squid-like beaks below and above. Putrid brown-green in colour. Moves at Move 14 by levitation.

SACRIFICE (VH) SPECIAL

This spell makes the life force released by the sacrifice of a living being available to another spell. The Sacrifice must be cast first, at the moment the caster kills the sacrificed being. The second spell must be cast immediately after, without any intervening delays. The Sacrifice counts as a spell "on" during the second spell's casting. If the caster is not within one hex of the sacrificed being, apply a Regular range penalty to both the Sacrifice and the second spell. The energy released by the sacrifice of a living being is given by HT x IQ. The GM may devise modifiers to suit his world; for example, virgins and mages may be worth double . . . Cost: None.

Time to cast: 1 hour.

Prerequisites: 6 Necromantic spells, including Steal HT.

hit points, returning in 1d+1 minutes. If the victim fails a consciousness roll, he will collapse and be stunned. This is the end of a normal Mage's duel. Consciousness rolls do not resume until the victim becomes unstunned, and attempts some sort of strenuous action such as standing or casting a spell. If the victim fails a "survival" roll, he will fall into a coma for 1d+1 hours. The Mage must use a Magic Jet skill (or default) to attack with this spell.

SPELL NAME: DUELING MISSILE

Cost: 1-3

Time to Cast: 1-3 sec

Duration: Instant

College: Meta (or Special)

Class: Missile

Prerequisite: Any 10 spells

Similar to Fireball, except that damage is a numbing/stunning damage that causes a temporary loss of hit points, returning in 1d+1 minutes. If the victim fails a consciousness roll, he will collapse and be stunned. This is the end of a normal Mage's duel. Consciousness rolls do not resume until the victim becomes unstunned, and attempts some sort of strenuous action such as standing or casting a spell. If the victim fails a "survival" roll, he will fall into a coma for 1d+1 hours. The Mage must use a Spell Throwing skill (or default) to attack with this spell.

BURN WEAPON (BLOCKING)

Does 1d-2 point of damage to any weapon about to strike the caster for each point of energy spent. Weapons destroyed in this manner deal no damage.

Cost: 1-3

Prerequisites: Burning Touch

FREEZE WEAPON (BLOCKING)

s 1d-3 points of damage to a weapon about to strike the caster for each point of energy spent. Metallic weapons will also take damage equal to the DR of any armor it strikes. If used against a punch, a gauntlet protect the attacker with it's full DR, but it may shatter. Weapons destroyed in this manner deal no damage, but a punch will still do damage (with no bonus for a gauntlet however).

Cost: 1-3.

Prerequisites: Icy Touch

SHATTER WEAPON (BLOCKING) (MAKING & BREAKING)

Does 1d-1 damage to any inanimate weapon about to strike the caster for

each point of energy spent. Weapons destroyed in this manner deal no damage.

Cost: 1-3

Prerequisites: Shatter.

SPELL NAME: DISSUADE

Casting Time: 1 sec

Cost: 2

Duration: 1 minute

Spell Type: Regular, Resisted by IQ.

Version A: This spell dissuades the subject from attacking the caster. If the subject of this spell fails to resist by 1-4 points, he may not directly attack the caster, but may sound a warning or take other indirect actions against the caster. (For example, the victim could steal something from the caster, or shout out lies about the caster, or run away, or stand quietly.) If the subject fails his resistance by 5 or more, he may not do anything to harm the caster in any significant way. In either of the above cases, the victim is not restricted by the spell on any actions towards the caster's companions or allies. If the subject critically fails his resistance, he will attempt to aid the caster and to act in the caster's best interest.

Version B: This spell dissuades the subject from attacking the caster. If the subject of this spell fails to resist, he may not directly attack the caster, or do anything likely to lead to physical, legal, or financial harm directly to the caster. The victim must make a will roll before attempting to do something that would cause mental anguish to the caster. This would include attacking or threatening the caster's dependents or loved ones; otherwise, victim is not restricted by the spell on any actions towards the caster's companions or allies.

MINOR MAGICS FOR GURPS

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ANIMATION SPELLS

(NB - I have organized some 40 spells into an 'Animation' college)

ANTI-SHADOW

Regular, cost 2+1, duration 1 h
The shadows of the target are removed.

BEND

Regular, duration perm, cost 1/2 pt/HT of substance, Time to cast: 3 rounds

This spell causes an object to bend in the middle. It is most efficient if the object is thin and narrow; it requires much strength to bend, say, a thick oaken door. The object, regardless of its natural tensile qualities, will bend and not break. If the object is stronger than the spell's power, roll a Contest between the spell and the item's HT; if the spell wins, the object warps in some minor fashion.

HOUSEKEEPING

Area, duration 10 m, base cost 1/5

This spell cleans up dust, debris, garbage, and assorted junk from an area, tidying up larger items into piles. Alchemists and collectors should be wary of the spell's interpretation of 'debris;' many alchemical ingredients could easily be regarded as loose dust. Prerequisite: 3 Animation spells

LAUNDRER CLOTHING

Regular, cost 2

Any clothing that the caster is wearing is instantly cleaned, and impregnated with the scent of pine, lilac, lavender, rose, or cedar, at the caster's discretion.

PLYABLE MAGIC

Regular, cost 1/lb, 1 to maintain, duration 10m

BODY CONTROL SPELLS

AROUSAL

Regular, resisted by HT, cost 2+1, Time to cast: 2 sec, duration 10 m

If the resistance roll is failed, the subject is somewhat aroused. This is mainly a physical reaction, and in no way

Creates a volume of barely visible, magical, "plastic" putty. The caster (and any designee with an additional cost of 1 pt per designee) may mold it freely into any desired shape. The caster may cause the substance to harden at will into a material of high tensile strength; hardened Plyable Magic cannot revert to a pliant form. The hardened material has a DR of 1 per quarter inch thickness. Prerequisite: 4 Animation spells

REMOTE TOUCH

Regular, cost 1

The target receives an invisible light touch, similar to being tapped on the shoulder. The touch can be easily felt even through armor, but has no other effect.

SHARPEN

Regular, Time to cast: 3 seconds, cost 2/5 lb

The edge of a metal, glass, or wooden blade receives as sharp and durable an edge as the material will hold.

SPECTRAL GLUE

Regular, cost 1/oz, permanent

Creates a quantity of fluid magical "epoxy." The glue has a very high tensile strength, equivalent to the best of 20th century super-glues. It is viscous (but not sticky) in the fluid form, and can be spread easily. It hardens within one second at the caster's will. Spectral Glue is soluble in rubbing alcohol.

Prerequisite: 3 Animation spells

TIE KNOT

Regular, cost 1

The caster may tie any knot with which he is familiar into ropes, cords, or strings of any thickness. The ropes magically tie themselves at the rate that a human might be expected to tie with his hands.

parallels the overwhelming emotional urge that the Lust spell induces. The GM may assess a reaction roll modifier.

BIRTH CONTROL

Regular, cost 2+1, duration 1 hour

Prevents the target from conceiving if female (egg blockage) and from producing viable sperm if male

(spermicide). The spell will have no effect if cast on a pregnant female; if the roll is 5 under spell level a pregnancy will be detected.

CLEANSE BODY

Regular, cost 2

The target is instantly cleaned of all dirt and odors.

DIAGNOSIS

Information, cost 3, Time to cast: 5 seconds

The presence of major internal injuries, severed major vessels, broken or cracked bones, oversized tumors, and foreign objects in a single target is detected. More subtle injuries, diseases, or disorders do not register. Since the intent of the spell is to locate all abnormalities in the body, it

may not work on other races - the caster is at -5 to the roll for using the spell on a racial type other than his own. The racial variations may be learned as separate spells.

Prerequisites: 2 Body Control

NOSEPLUG

Regular, cost 1+1, duration 10 m

The nostrils become impermeable to water. Normal air breathing is not impeded, but no oxygen is extracted from "breathing" in water. Holding one's breath is still recommended; the spell costs 1 extra ST for each deep breath taken underwater.

COMMUNICATION SPELLS

MASK AURA

Regular, duration 1 m, cost 1/+4 penalty, 1 to maintain

Adds a bonus to resist Detect Aura or to avoid detection through Magical Aptitude, Sense Life, or Sense Emotion. Other detection spells are not affected.

OATHBINDING

Regular, cost 2 to 10

A spell that seals and magically enforces an oath. Two or more parties swear to a pact, which can be of any length and contain any mutually agreeable conditions. These conditions may be so complicated as to comprise full-scale legal contracts, but the entire set of terms must be spoken aloud before the caster. Any party breaking the oath takes 1-1

damage for every 2 fatigue invested (up to 5 dice of damage). When judging violation of the oath, the

determining factor is whether the caster's perception of the terms of the was broken or not.

It does not matter if the oath is taken under duress. However, each party must verbally avow that the oath is being sworn willingly. Casting time equals the time required to swear the oath (and is simultaneous with the oathtaking), duration is until the oath is fulfilled, broken, or until the death of one of the principals or parties. The death of the caster does not negate the spell.

If the strictures of the vow are not fully understood by the caster (as in the case of a complex contract), he is at -5 to cast the spell. Further, if the spell fails by 1-5, neither the principals nor the caster are made aware of the spell's failure.

CREATION SPELLS

COINS OF CHANGE

Regular, cost 2, Time to cast: 2

A coin of the caster's choice disappears, to be replaced by the monetary equivalent in the next lower denomination. However, one coin of the lower denomination is missing (as a magical "tip," if you will). The new coins will be of the proper bullion, weight, and minting, and would be indistinguishable from other coins of that denomination were it not for the newness and lack of wear. Cast on an [piece of the lowest denomination], the coin disappears to be replaced by something peculiar and/or worthless, at the GM's whim.

CREATE BAIT

Regular, cost 1+1, duration 2 hours

Creates one pt's worth of various live fish bait. Fish will find them quite tasty, and a bonus of +3 is added to Fishing rolls.

GOSSAMER

Area, base cost 1/3 (min 1)

A fine rain of gossamer web floats down into the area. While it is easily visible, it neither impedes vision nor movement.

JACUZZI

Area, duration 1 h, base cost 3, same to maintain, Time to cast: 3

Creates a magical hot tub. It will comfortably seat one person per two hexes of area. The temperature may be set between 95 and 120 degrees F.

MAGIC TOOL

Regular, duration 10 m, cost 3+1

Summons one of the following tools: chisel, axe, crowbar, plane, adze, hammer, pick, shovel, handsaw, crosscut saw, file, or awl. Unlike a created object, the tools need not be in continual contact with a living person. They hold a perpetual edge.

SHOW BUSINESS

Area, cost 2+1, duration 10 m

Creates a series of special effects to use as a prop for a stage show. Each sequence requires a separate spell. Among the possible effects are sound effects, flashing lights, mini-fireworks, loud spectral applause, background Muzak, fog, and other effects that the mage is mentally diseased enough to invent.

UMBRELLA

Regular, cost 2+1, duration 1 hour

A magical umbrella appears over the target. It looks like a translucent grey dome and covers one hex. The umbrella

keeps out rain and sunlight (though it blocks nothing else), and travels centered on the target. It floats in mid-air.

XEROX

Regular, duration 1d6 months, Time to cast: 5, cost 3

The spell copies documents accurately, in black-and-white reproduction. For double cost and 30 seconds casting time, the copy is made in full color. The spell creates a slightly faded copy, so that someone familiar with the original could tell them apart. However, in every other detail the copy will be a faithful duplicate. The spell will only copy one side of one page. At three times the base cost, double-sided copies may be made.

Prerequisite: Create Object

ELEMENTAL/AIR SPELLS

PUFF OF BREATH

Regular, cost 1

The target feels a light puff of breath; it will blow out candles, and be noticeable, but not much else.

ELEMENTAL LIGHT SPELLS

SIGNAL FLARE

Regular, cost 1, duration 20 sec

A fizzing jet flies straight up from the caster's finger; when it reaches an altitude of 400 feet, it will burst into a brilliant flare of colored light (caster's choice of color). It will remain stationary at that altitude for the full duration. While the flare does not illuminate, it is visible for miles under the proper lighting conditions. The spell does no damage and may not be targeted.

WERELIGHT

Regular, cost 1+1, duration 1 hour

Creates a pale green ball of light in the caster's hand. It is not bright enough to illuminate beyond six inches, but can be seen for up to 10 hexes. Closing the hand will turn the werelight "on" and "off," as with the Searchlight spell.

HEALING SPELLS

CONTROL BLEEDING

Regular, cost 1

Cast on a bleeding target, the wounds clot immediately. The spell will only work on relatively minor wounds, and will not halt bleeding due to

dismemberment. No actual HT damage is healed, but further HT damage under the Bleeding rules is prevented.

Prerequisite: Lend Health

KNOWLEDGE SPELLS

ASSAY COMPOUND

Information spell, cost 2, touch only

The caster can determine the material components of any liquid or solid compound. If necessary, chemical names are learned. However, the caster does not necessarily know the individual properties of the components, nor does he necessarily know what the compound does.

Prerequisite: Trace

DETECT ALTITUDE

Information, cost 1, duration 1 m

Detects altitude of a location or target on which the caster concentrates in the caster's LOS.

DETECT OBSERVATION

Regular spell, cost 1

Detects whether the subject is under any form of magical observation.

DETECT POSSESSION

Regular spell, cost 2

Detects whether the subject is possessed, under the effects of Exchange Bodies, or any similar enchantment.

FIND DISTANCE

Information spell, cost 1

Gives caster the distance in feet to an object within LOS.

MOVEMENT SPELLS

FLAMBOYANT TELEPORT

As for Teleport stats and cost, +1 ST

The caster may choose to accompany a teleport with a flash of light, a pillar of smoke, crackling of electricity, a

PLANT SPELLS

WEED KILLER

Area, base cost 1/2

All weeds in the area are killed, decaying into compost within the day. No other plants are affected.

SENSE SPELLS

DYSLEXIA

Regular, Time to cast: 2 sec, duration 1 hour, cost 3+2

The subject loses the ability to read.

Prerequisites: Magery, 4 Sense spells

RECORDING

Regular, Time to cast: 2 seconds plus recording time, dur 30 m Cast on a small item (less than five pounds), any sound generated or heard for up to 30 minutes within a 10 hex radius of the item will be "recorded". The sound pickup and quality is as faithful as a modern boom mike and tape player would reproduce. A command word or phrase is designated

HERO POINTER

Area, duration 1 m, base cost 1/4

The figure with the highest character point total is limned with a visible ruddy glow.

Prerequisite: 3 Knowledge

MEASUREMENT

Area, ct:2 sec, base cost 1/2

Measures exact (to desired decimal point) volume, weight, and numbers of any discrete substance or item in the area.

burst of flame, a crack of thunder, or any of the above in combination. In all other respects the spell is the same as Teleport.

Prerequisite: Teleport

WOODLIGHT

Regular, duration 1 hour

The subject (which must be made of wood) glows with soft golden light. At a cost of 1, it illuminates a megahex; at a cost of 2 it illuminates as a torch. The cost is the same to maintain.

at casting. Upon recitation of the command word, the object will play back whatever was recorded. A number of playbacks equal to the fatigue cost squared is provided. At a cost of 20, the recording is permanent. At a cost of half again the expended fatigue, an additional 30 minutes of playtime is gained.

Prerequisite: Voices

SUNGLASSES

Regular, duration 10 m, cost 1+1

The subject has some visual protection against strong light. However, it provides no protection against light attacks such as Flash.

SUMMONING SPELLS

SUMMON BARTENDER

Regular, duration 1 m, cost 3 +1, Time to cast: 2

The spell summons an ebony circular bar with six barstools. Behind it is a balrog barkeep, who will produce and serve any drink that the caster can name. Only the caster can name drinks, and the drink takes as much time to make as it would in real life. The bar is well-stocked, though no one can see the actual ingredients. Further, the bar is liberally stocked with pretzels. It is advisable to tip the barkeep well, though what constitutes a good tip is up to the GM's whim.

Prerequisites: Magery, 3 Summoning spells

SUMMON MARBLES

Regular, duration 1 m, cost 2+1

Summons 1d100 marbles which appear in a open container in the caster's hand. The marbles are "standard" modern glass marbles, but are far more resistant to breakage.

SUMMON TEAPOT

Regular, cost 1, duration 5 m

A silvery-violet teapot will appear (and float) in midair. The caster may choose to put any kind of tea and sweetener inside the pot; it requires no water. When this is done, the pot will brew away, producing 1 quart of the tea, appropriately sweetened. If no tea is placed into the pot, it will brew a basic pekoe blend. The pot will pour itself, continuing to levitate as it does so, at the caster's command.

UNSEEN ACCOUNTANT

Regular, duration 1 hour, cost 2+2, Time to cast: 3

Summons a demon accountant from the Celestial Auditing division of the IRS. It possesses the Economic, Accounting, and Mathematics skills at level 15, and the Merchant skill at 12, along with a 13 IQ. It has no other stats. Within the boundaries of finance and bookkeeping, it will do the caster's bidding.

Prerequisite: Magery 2