

ATOMIK MAGICK



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Home Base
Meta-Earth
<http://www.meta-earth.com>

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What is Fuzion?

Fuzion is a unified set of role-playing rules combining the best of the **Hero System™** (*Champions*) and **Interlock™** (*Cyberpunk®*, *Mekton Z™*). Not only can Fuzion be adapted to cover nearly every time, place, or setting, but it also has the ability to utilize existing **Hero™** and **Interlock™** rules and materials; if it is marketed as **Fuzion Capable**, it can be used as part of the Fuzion system.

Hero Games and R.Talsorian Games, Inc., jointly developed Fuzion. Many existing games systems use Fuzion, including *Champions: The New Millennium*, *Usagi Yojimbo*, *Bubblegum Crisis the RPG*, *VOTOMS*, *Mekton*, and many more. Fuzion uses a unique Plug-In system that allows for easy addition and removal of rules. For instance, to add Martial Arts to your campaign, you need only turn to a Martial Arts plug-in. To add Magic, Psionics, or Superpowers, these too may be easily plugged-in to the core rules (Total Fuzion).

Where Can I Get Fuzion?

The basic Fuzion rules (for character generation, combat, game mechanics, and basic plug-ins) can be found in any Fuzion product produced by R.Talsorian Games, Hero Games, or Gold Rush Games. However, as it is, these companies were kind enough to provide an on-line version of their core rules system. To obtain this file, please visit the following URL on the Internet (provided the site does not move, of course):

<http://www.sabram.com/rtalsoriangames/site/fuzion>

What is Atomik Fuzion?

Atomik Fuzion is collection of Fuzionable materials developed by Mark Chase, primarily plug-ins for *Mekton* and other Fuzion RPG gameworlds. These plug-ins include the fantasy gameworld, *Lodoss War RPG*, as well as generic plug-ins for psionics, magic, sci-fi, and alien characters.

Playing Fuzion

You have this Atomik Fuzion plug-in game, so how do you play Fuzion? First, you must get a set of Total Fuzion rules. As mentioned, the rules to create characters and play the game can be found in any Fuzion Capable RPG book or at the web site listed earlier. If you are having trouble finding a Fuzion game book, visit your local gaming store and ask about the R.Talsorian Games or Heroes Games product line. I recommend *Champions: The New Millennium* or *Bubblegum Crisis* for a good source.

In late 1998 or 1999, R.Talsorian will be coming out with a Fuzion version of *Cyberpunk* and *Mekton*, which I would highly recommend.

Creating a Fuzion Character

To create a character for any Fuzion game, you must have a Fuzion rulebook (see above). Most any Fuzion rulebook should do.

The first step is to develop your character's lifepath (see step one Fuzion character creation rules). I would recommend the lifepath chart shown in *Bubblegum Crisis* (or *Cyberpunk* or *Mekton*, when they come out), or the on-line rules which you can download off the web. There are other lifepath systems, some made by fans, and these are acceptable at the GM's discretion.

The Origins Path for *Champions* is relevant only for superhero characters. If you are playing a superhero, Origins is a good way to flesh out his or her past. If not, you may ignore Origins all together.

Primary Characteristics as listed in Atomik Fuzion Plug-Ins are INT, WILL, PRE, TECH, REF, DEX, CON, STR, BOD, and MOVE. This is the same as it is for *Bubblegum Crisis* and *Champions*. PSI and MAGE may be added for Psionic or Magic plug-ins. Derived characteristics are calculated as normal.

Atomik Magick

This is a Fuzion plug-in for adding magic systems and fantastical spells to conceivably any Fuzion Powered game. Primarily, magic and spell-casting will only be found in spectacular fantasy worlds, but there is no reason why magic can't find its way into a modern or dark modern campaign. Magic may even have a place in futuristic or space opera campaigns.

Magic defies the boundaries of that which we know by science, and there are as many magic systems as their have been peoples, cultures, and religions of the world. There are hundreds, perhaps thousands, of ways to do magic. In the real world, magic does not exist, and all these systems are false. However, in the world of fiction, fantasy, and fairytales, magic is all too real. With Atomik Magick you should be able to quickly create the magic system you desire, and have at your disposal hundreds of spells to use in your campaign.

Atomik Magick should be considered an independent magic plug-in. It is not compatible with other magic plug-ins that may be developed by licensed publishers or individuals, and so it is advisable to only use one type of magic plug-in for your campaign.



The Mysteries of the Spheres

What is Magic?

It is this question that has pursued the dreams and visions of philosophers and priests for over five thousand years. It is not an easy question, and there are no simple answers. What is magic? Magic is control.

Magic is not, and never has been, about blazing fireballs or teleporting across continents. It is a quest for understanding and a practice to control and harness the forces of nature. Perhaps it is a healing hand or a deadly curse; a seductive love potion or a ritual to bring floods and famine. Magic is not black or white, good or evil. Some religions are magic; other religions shun magic. Sometimes the quest for knowledge ends in ignorance -- magic collapses and fades into myth. Yet sometimes, just sometimes, magic blooms and a world of the fantastic is born forth.

In reality, magic does not exist. However, we will not concern ourselves with reality. This is fiction, fantasy, a world of dreams and wondrous adventure. Prepare to leave behind the world of cold reality and enter a realm of fairy-tales and nightmares...

Basic Magic

In short and simple terms, magic is an external force of the universe, controllable by certain practices, rites, symbols, and reagents. Mana, as it is commonly called, is this force. This force may also be a real force of nature, such as the Grand Unified Force, but in primitive or fantastic settings this will be completely unknown. Magic may also be a manifestation of the mechanics of the universe itself, making string theory and quantum mechanics as a viable explanation for the existence of magic.

Unlike psionics and superpowers, magic is not an internal force. Mana, as we shall call it, is an outside force that mages (wizards, sorcerers, etc.) can control. What this means is that magical powers are really just skills, and *not* powers at all. If you need to learn a spell of resurrection, then with just a few weeks of study and you can learn it -- no powers required.

Although this is true, not everyone is capable of harnessing those powers. Only mages, those wielders of magic, can cast spells and conjure elements of nature. Why is this? Some people are simply more tuned with the power. They have the talent and the gift to summon the mighty powers of magic.

Magical Characteristics

To be a mage you must have a talent for spell casting -- the gift of magic. MAGE is a new Primary Characteristic that determines how powerful of a mage you are. Some spells require that you have a high MAGE, others less so. A "First Level" mage (MAGE 1) can perform simple tricks, some of them perhaps even useful. At MAGE 10 you can kill a god and shatter a world. Beyond that... You are a god.

Magic (MAGE): How much magical potential you possess. Commoner's have no MAGE (or very little), but powerful sorcerers have level five or greater.

Magic Pool: Your Magic Pool is basically the Endurance of your magical abilities. It measures how much magical energy you can harness and control, and is spent in the same way as END. When it runs out you can no longer cast spells until the pool regenerates. Magic Pool (MP) equals your MAGE x 5. MP can be purchased at 1 MP for 1 OP.

Magical Recovery: This determines how fast you can recover lost Magic Points (from your Magic Pool). You get back this many Magic Points for each full *minute* of resting (5 Rounds). You may divide this out to find your MREC per Round or even per Phase, if desired. MREC is equal to your MAGE+CON. MREC and be purchased at 1 MREC per 5 OP. As an option you can adjust this with the MREC dial.

Mage Talent?

From feed back, I have learned that some wish for Mage to be a Talent or Power, rather than a new Characteristic. It is clear that this can work precisely the same way as above. **Atomik Magick** can be configured however you wish for your campaign, and any alternative methods are acceptable for your campaign, so as long as you are consistent.

To use Mage as a Talent you can charge 3 OP per level of Mage (like any Talent), or 5 OP per level of Mage to make it more expensive (Magic is exotic, after all). You may also treat Mage as a Power (as per Superpowers). For this you can charge 1 PP per Level, or if you feel this cost is too low, you may charge 2 PP, or 3 PP per Level, or whatever you feel is best for your campaign and game world.

Magic Pool and Magical Recovery are calculated as above. If you would rather use END for magic (as if it were a superpower) you may do so, and thus all MP cost listings are END cost. This is wholly optional.



Magical Recovery Dial

Based on feed back, some readers want to adjust the Magical Recovery level for their campaign. **This is completely optional.** If your campaign has little magic where mages cast spells only occasionally, MREC can be tuned so that it takes longer to refill your characters Magic Pool. Alternatively, in a superheroic magic setting, mages may cast spells quickly and recharge fast.



MREC is your MAGE + CON and is measured in minutes (that is, with MREC 15 you recharge 15 MP in one minutes, or 3 every Round). This can be scaled up and down on the Fuzion time scale as below:

Campaign Style	MREC time scale
Negligible Magic World	in hours
Very Low Magic World	in 20 minute units
Low Magic World	in 5 minute units
Standard Magic World	in Minutes
Super Magic World	in Rounds
Ultimate Magic World	in Phases

Which Characteristic for Spells?

Do spells use MAGE or TECH as the base characteristic? Perhaps even something else? Spells are basically Use Power skills, but not in the typical sense. You do not have a *power* to create a fireball, only the *skill* to fashion the fireball spell.

The question still remains, is MAGE the base characteristic? The GM has the option to use any characteristic he wishes. For most campaigns, this should be either MAGE or TECH, but there are strong arguments for others. Just because a magician has a low MAGE, and thus less power, may not necessarily mean he stumbles through even the simplest spells. The GM must define what characteristic spells will use for his campaign.

MAGE: Obviously, as magic is based on MAGE, MAGE can be used as a base characteristic.

TECH: Most Use Power skills use TECH, so why not magic? With TECH as a base, spells are technical skills that can be learned and mastered, no matter how weak or powerful a mage you are.

WILL: Maybe magic can only be controlled by sheer will, and so WILL is the base characteristic for all spells. The universe shall only bend to the whim of those with the strongest will!

INT: If magic is determined only by a mastery of intellectual knowledge (as Kabalahic Magick may be) then INT should be the base characteristic. This makes magic much more mentally oriented and thus slightly closer to psionics.

PRE: Only in a rare circumstance should PRE be the base characteristic. If magic religiously based, a priest might need a high PRE to appease his god or his followers to wield the power of might and magic!

DEX: Some spells may require highly dexterous motions and hand movements. If this is the case,

DEX might be the base characteristic, but TECH may still be a better choice. In the real world, magic (slight-of-hand) really is DEX based!

Multiple: Complicating matters, but much more realistic is that different spells will have different base characteristics. A mind control spell might be based on WILL, enchantment spells based off MAGE, knowledge spells based on INT, and combat spells based on TECH. This is a much more balanced way of doing magic, and all GMs are encouraged to consider this option. They must note which spells use what characteristics.

Spell Casting 101

Magic is *not* like superpowers. **No Power Points are used for anything.** *Magical spells are simply skills*, nothing more, nothing less. They are skills that call and invoke the magical forces of the universe. However, only a mage (one with a MAGE characteristic of 1 or more) can use spells successfully. Otherwise, the spells just won't work (the exception to this rule is Cantrip spells; see Magic Systems, below).

- Each spell is a skill, bought as any ordinary skill using OP.
- The Base Characteristic is, by default, either MAGE or TECH. See above section on Characteristics.
- MAGE determines your power in magic. The higher your MAGE characteristic, the more potent your spells are. Many spells require that you have at least a certain level in MAGE to cast the spell.
- MAGE is a characteristic, bought at character creation with CP. It can be improved later.
- Casting spells uses Magic Points. MP is a derived characteristic (see above).
- Different Magic Systems (below) may grant bonuses or penalties to certain types of spells.

New Skills

In every magical world, new and unusual skills are often found. Many mages know not only how to use and make spells, but also have knowledge on the nature of magic.

Alchemy - This is the occult study of the chemistry of magic. Alchemy uses the mana that is within all things, and is a skill that may be used by non-magicians. Basically, this is magical chemistry. (INT)

Demonology - Demonology is the study of demons and their names. This is an ancient and difficult skill, but can be quite useful. Though demonology is not inherently evil, the practice of summon demons can be extremely dangerous. A demonolater (one who

summons demons) should be an expert demonologist. This is the skill is used, in part, to help summon demons. (INT)

Lore - This is a familiarity and knowledge of age-old tales and traditions involving supernatural, mythical, and magical stories. This may prove useful in worlds where magic is rooted in myth and religion. (INT)

Occultism - Occultism is the study or practice of matters involving magic and the supernatural in the modern world. At level 2, your knowledge is limited to fantasy, charlatans, and fringe religions. At level 4 and above, you begin to form a clearer picture about magic and occult matters. This skill may be needed to attempt to explain any supernatural occurrence, or try to identify or study one. This is, primarily, a modern skill used in a 'skeptical' world. It may be unnecessary in a magical world. (INT)

Relicology - This is the knowledge of magical relics. This skill is used to help identify magical items. At level 2 your knowledge is based mainly on folklore and wives-tales, giving no true knowledge. At level 4 you have begun to learn of relics that really can truly work and prove useful. At level 6 and above, you know some truly powerful relics. (INT)

Thaumaturgy - This is knowledge of how magic works and how to control it. This skill is used to cast spells straight from books, or create new spells. Most good mages have this skill, as most enjoy casting spells more than they do learning them. (INT).

Magic Systems

This is totally optional. It adds to complexity, it also makes magic much more diverse for any fantasy world. All fantasy worlds have their own magic system.



Perhaps magic is based on religion -- powers granted to priests by the gods. Magic may also be a science, where long-bearded wizards spend hours in their candle lit labs, scrutinizing over ancient tomes and forgotten knowledge.

Whatever the case, the GM must build and define a magic system for his world. As a default, he can simply choose to do nothing, and there will be no bonuses or penalties, advantages or disadvantages for his magical system. They could also design a more customized system. A world may even have more than one magic system, some may have dozens. From Voodoo-style dance magic to Elemental summonings, it can all be represented here! What magic system a mage uses is strictly background information.

In essence, a magic system is simply a structure for casting magic with specific methods for the casting of spells and enchantments. A magic system does not necessarily cost points, but can be

balanced to a 0-point value. This is simply the way that the character knows how to perform magic. It is completely optional. If the GM only wants the default magic system to be used, there is no change.

If there are three magic systems for a gameworld -- Magery (default magic), Clerical Magic, and Elemental Magic -- then a mage character must specify of which he is a mage. This cost *no points*, but typically each magic system has its own balanced restrictions and advantages (if it is unbalanced, that is the GM's choice). All his spells will be learned in this system and work as prescribed by that system. Usually, a mage will not know more than one system, but he could if the GM wishes it (the GM could charge points for knowing multiple systems). The mage must specify which spells are in what system.

Default System

The default system requires the GM to do nothing. It is typically called Magery, though the GM could call it anything for his gameworld. It has no modifiers for time, casting, skills, or power in any spell category.

Building New Systems

To build a new system, if desired, the GM must consider five factors. Casting Method, Time, Category Modifiers, Aspect Modifiers, and Special Requirements. To keep things balanced, systems are built on a point system. The system should have 0 points (balanced) after it is built. If it is above or below this, it is unbalanced, but if there is only one system for the world, this is perfectly all right. If there are multiple systems in a world, however, all should have the same point level to keep them balanced.

If it is unbalanced, you may charge option points at 1 OP per extra point, or whatever you feel is appropriate for your campaign.

Casting Method

Casting Method is primarily a special effect. This can be anything you want to imagine, singing a spell, dancing to conjure up mana energy, forming complex gestures, speaking strange words and incantations, or use rare reagents and potions.

The default is 'no method' which makes Default magic somewhat bland. It is assumed then that even the default magic system requires you to do something while you are casting a spell, such as gesturing or speaking. That his why Mental Magic is expensive. All methods, except for Mental Magic, assume that the spell is spoken, along with whatever other requirements. Methods can be combined. That is, you may have a system that combines singing, dancing, and gesturing, all in one!

Default +0 points

This is the default method. It requires only that you speak the incantation. This can be in your native tongue, or in any language you desire.

Mental +10 points

The spell is simply *thought* and it comes to be. This is fairly powerful, and atypical of most systems, which is why it costs so much.

Gesture -1 points

You must make a series of complex hand gestures. If your hands are bound, you cannot perform the magic!

Language -2 points

The incantation must be spoken in whatever language it was originally developed. This is because the words carry special meaning, and cannot function in other languages. You must have a skill of 2 or better in the language.

Song -2 points

The spell must be sung, as either a poem or lyrics to music (your choice). This is very typical of Bardic magic. You must have a skill in Singing, Poetry, or Bard, and may need to make a task resolution to determine your success.

Dance -3 points

You must dance, moving your whole body in a rhythmic motion to cast magic. This type of magic usually takes more time, but this is handled separately (see time). You must have a skill in Dancing.

Reagents -3 points

Special magical reagents must be mixed and combined while casting a spell, usually to supply energy and control the aspects of the magical forces. These reagents can be as common or rare as the GM wishes, and are usually specified as a formula for each spell. This is very close to alchemical magic, but it is not the same as actual alchemy.

Symbology -2 points

Special runic symbols must be drawn while you cast the magic spell. You must have a skill in Artistry in order to draw the complex symbols properly.

Religion -5 points

You must be a priest to use magic. Only the gods can grant magic, and only to their most favored priests. You must pay daily homage to your god, or risk losing your powers. Only that god, or other priests of that god, and supply you with new spells. Religious magic usually has other methods as well, such as Dance and Song (and even self-harm).

Self-Harm -5 points

Some magic actually requires that you inflict bodily harm upon yourself to cast magic. You must inflict 1DC killing damage on yourself each time you cast a spell (usually with a special ritual knife). This often goes along with some types of religious magic.

Time

The time it takes to cast a spell is largely a function of its complexity. If a mage must spend hours performing a ritual to cast a fireball, this is not a very effective combat system. On the other hand, spells can always be *bound* and cast at a later time, so magic systems in which Time is much longer are not always terribly bad.

Time Modifier	Points
x1/5	+50
x1/3	+20
x1/2	+10
x2/3	+5
x1	+0
x1.5	-5
x2	-10
x3	-15
x5	-20
x10	-30

Category Skill Modifier

Category skill modifiers grant certain spell skill bonuses to magic from a specific category. This does not increase your power with that spell, only the roll to cast the spell.

Usually, the modifier should not be more than +1 or +2 (you may also have negative modifiers for some categories). There are quite a few categories, and technically all categories could have a skill roll increase, but this is not advisable.

For instance, your magic system may have a +2 spell modifier for Physiology and Elemental category spells, and a -3 for Necromantic spells. This would cost a total of (2+2-3) 1 point.

However, instead of modifying the skill of the caster, this could also lower the Difficulty Value for the spells. For instance, instead of saying Bardic Magic grants a +2 to Enchantment Spells, you could simply lower the Difficulty Value of all Enchantment spells by -2. The result is the same, and can be much easier for a single magic system gameworld.

Aspect Modifiers

Some magic systems are more powerful with certain types of magic. Druidic magic may have a higher aspect with Nature spells. Voodoo may be better with Physiology and Necromantic spells.

Aspect is allocated to an entire category of spells (Nature Spells, Combat spells, etc.), and effectively increases MAGE for all spells by +1 for whoever uses it (but only for that category). This cost 5 points per +1 to the category. Certain categories may also have a lower aspect, this will cost -5 points per -1 MAGE to that category.

For instance, your magic system may be strongly elemental. All Elemental Spells have +2 MAGE, but other areas are less powerful: Combat and Illusion Spells both have -1 MAGE. This gives a total point cost of 0.

It should be noted that a system which has a bonus to certain categories may be used by non-mages. Non-mages have a MAGE of 0, so if using a magic system that has a +1 Aspect in Illusion Spells, anyone can cast Illusion Spells at MAGE 1. Minor spells that can be used by anyone are typically called Cantrips.

Special Requirements

This is a catchall for all other effects or special features that may be integrated with your magic system. For instance, "Can only use magic at night", or "Requires human blood", or "Can only be used by elves".

The cost of special requirement is up to the GM, and can be used to help balance out a magic system. Special requirement may be applied to the entire system, or just one category, i.e. "All Necromantic spells require a blood sacrifice". Few requirements should be more than -5 points.

Sample Magic Systems

Below are some sample magic systems, built with the rules above. Feel free to use any or all of these in your campaign, or make up your own. All are balanced to a 0-point value.

Magery

This is the default magic system available to mages. There are no skill or power modifiers, and the only requirement is that the incantation be spoken while the spell is being performed.

Bardic Magic

Casting Method: Song

Time: x1.5

Skills: +2 Enchantment

Aspect: +2 Enchantment, -1 Combat

Bardic magic comes from the power and resonance of poetry and song. Magical energies are conjured

from the creative words and vivid poems of these masterful weavers of lyric. All Bardic Mages should have a skill of at least 3 in Bard (a Professional skill, a cross between poetry and singing).

Druidic Magic

Casting Method: Speak, Gesture

Time: x2

Skills: +2 Nature, +1 Elemental Spells,
+1 Knowledge Spells, -2 Summoning,
-1 Necromancy

Aspect: +2 Nature, +1 Elemental Spells,
-1 Necromancy

This is the magic of the druids of ancient Britannia. Druids were powerful wielders of elemental forces and masters of the natural world. They were healers, wizards, and sages of the highest order in their land. Druidic magic, though long and difficult to learn, is extremely powerful.

Elven Magic

Casting Method: Speak, Language (Elven)

Time: x2/3

Skills: no change

Aspect: +2 Elemental, +2 Nature Spells,
-2 Necromancy, -1 Creation & Destruction

Special: Can only be cast by elves (and half-elves)

Elves are renowned for their powerful magical abilities, and elven magic is the reason. Even elves will little or no magical talent can call and control the elemental forces of nature with ease! Elves make poor necromancers, as such magic clashes with their great energies of life. Elven magic can only be cast by elves (and half-elves).

Arcane Magic

Casting Method: Speak, Language (Arcanian),
Reagents, Symbolology

Time: x3

Skills: +1 Enchantment, +1 Wizardry

Aspect: +2 Enchantment, +2 Wizardry, -1 Nature

Special: Vast Arcane libraries can give access to most any spell available.

Arcane Magic is one of the most powerful forms of magic known. It is very bookish, and most Arcane mages fit all the cliches of white bearded, long robed wizards. Arcane magic gives tremendous bonuses in Enchantments and Wizardry spells, though magic cast by arcane incantations takes considerably longer. The spell caster must chant arcane spells in the ancient Arcanian language, and reagents and symbols are both used when formulating a spell. There are tremendous volumes of texts on Arcane magic, and so nearly every spell can be learned and known by an arcane mage... If he can find the books.

Kabalistic Magic

Casting Method: Speak, Symbology

Time: x5

Skills: +1 Knowledge, +1 Wizardry

Aspect: +2 Knowledge, +2 Wizardry, +1 Mental, -1 Combat

Kabalah is an aspect of ancient Jewish mysticism, which arose in the first few centuries of the Common Era. It is spelled many ways, due to poor translations, and it is for this reason that any Kabalistic Mage should learn Hebrew, though this language is not required. Kabalistic magic is very bookish, and spells are terribly prolonged with excessive prayers and chanting. Kabalistic magic is not confined to Judaism, and in fact Hermetic Kabalah is far more popular in western occult culture. Still, even Hermetic Kabalah is heavily influenced with Judeo-Christian religion.

Enochian Magic

Casting Method: Speak, Language (Enochian)
Symbology, Gesture

Time: x5

Skills: +2 Knowledge, +1 Elemental, +1 Summoning
+1 Wizardry

Aspect: +2 Knowledge, +1 Elemental, +1 Summoning,
+1 Wizardry, -1 Nature

The origin of Enochian Magic is unclear. The sorcerer and alchemist John Dee developed it in the 16th century, but he claimed to have based it in part from spells and prayers found in the Book of Enoch. The Book of Enoch (in reality) does not actually contain any sort of spells at all (I have read it). Nevertheless, Enochian magic was developed as a way to gain divine knowledge and power. Dee and Enochian magic are also strongly linked to HP Lovecraft's Cthulhu mythos. In a Cthulhu-style campaign, Enochian magic should be truly powerful. The elemental calls in the Enochian rituals hint at the possibility of casting great elemental spells, but this was never really the purpose of Enochian magic.

Voodoo Magic

Casting Method: Speak, Language (Haitian)
Dance, Religion (Vodun)

Time: x2

Skills: +1 Physiology, +1 Necromancy, -1 Knowledge
-1 Combat

Aspect: +2 Physiology, +2 Necromancy, +1 Enchant
-1 Knowledge

Voodoo (or Vodun) is a magical religion practiced in Haiti. It arose from a strange mix of Catholicism and the religions of the African slaves. Voodoo was quickly outlawed and went underground. Still practiced today, Voodoo is one of the most prominent modern day magic systems. Voodoo does, however, have a strong negative image, which is somewhat undeserved, though not entirely so. Voodoo magic is

strongly necromantic, most renowned for the powers to create zombies. Such evil Voodoo sorcerers are called Bokors, and are shunned by true Voodoo priests. It should not be overlooked that Voodoo can heal just as well as it can harm, if not better.

Egyptian Magic

Casting Method: Speak, Language (Egyptian)
Reagents, Religion (Egyptian)

Time: x3

Skills: +1 Necromancy, +1 Physiology, -1 Combat,
-1 Wizardry

Aspect: +2 Necromancy, +2 Physiology,
+1 Enchantments

The magic of the Ancient Egyptians was once quite powerful -- a magic from a time just after the fall of the antediluvian world. However, the Egyptians were only concerned with the powers of life and death, obsessed in fact, and so their magic developed only in those areas, and lacked in many others.

Canannite Magic

Casting Method: Speak, Religion (Canaanite),
Dance, Self-Harm

Time: x3

Skills: +1 Necromancy, +1 Summoning,
+1 Wizardry

Aspect: +2 Summoning, +2 Necromancy,
+1 Enchantment, +1 Wizardry

Special: Blood Rituals and Sacrifices

The Canannites were the ancient enemies of the Hebrew people. They had a very ritualistic magic system, intertwined with their religion. This magic system was dark and barbaric, and included acts of bloodletting, human sacrifice, and sexual practices. Their magic primarily dealt with summoning the powers of their gods, chiefly Baal-Haddad. This makes for a good example of a purely evil magic system.

Mage Characters

Throughout fiction and fantasy there are mages of every countable type. There are hideous witches and beautiful sorceresses. Elderly wizards and spitfire combat mages. Monsters and demons who cast magic with impunity, and great gods and deities who are masters of the magical arts. All can be created with these rules of magic.

A mage character should be built as any ordinary character in Fuzion. He may also have other special powers, such as superpowers or psionics, but this is dependent upon the gameworld's restrictions. Most mages are fairly powerful, and will have at least Heroic characteristics and Option Points, but the GM will assign these as he sees fit.

All mages must have a MAGE Characteristic (see above). Because this now makes eleven

characteristics, the GM may choose to give some extra CP, or force the players to spread out the spending of their CP more thriftily.

Once the magic systems have been devised, and the player has chosen which his character will be a wizard of, he is set to go. The GM may let him take a few starting spells (bought as normal skills), perhaps even a magic item or a magical tome. Few starting characters should be masters of the magical arts, but they can quickly improve.

More About MAGE

Your level of MAGE not only determines how powerful you are, but what spells you can use. Therefore, if the GM wants a "Level Improvement" type of rapid progression characters seen in some fantasy games, he can give a progressive MAGE characteristic.



With this option, MAGE starts out at 1 or 2 (and so TECH should probably be used as the base characteristic for casting). However, unlike normal Characteristics, the player may improve MAGE during the course of the game at any time, for 5 OP per level (or perhaps 10 or 20 OP per level). As he improves he can learn new spells and cast them more powerfully. However, such characters can quickly overshadow characters of other types, so the GM should allow other characters to progress quickly as well.

Aptitudes

To be a mage you must have MAGE of 1 or better. By default, you are simply a mage, no frills attached. However, this may not necessarily be the only type of mage around. Some mages are more talented in certain areas of magic, while lacking in all the rest (a Mage Savant, you might say).



Therefore, a mage may have a special Aptitude (Primary and Secondary Aptitudes) with certain types of magic. This is independent from the magic system he knows, but can not be contradictory. A Bardic Mage can have an aptitude in Combat Spells, making him officially a Bardic Combat Mage. How about an Elven Elementalist? Or a Druidic Enchanter? And for really bad news combos, watch out for Voodoo Necromancers!

A mage can have an aptitude in any category of magic (giving him a title such as Elementalist, Illusionist, Healer, and so forth). You may have one Primary Aptitude and one Secondary aptitude. *It costs no points* to have an aptitude, but there are some disadvantages.

To pick your Primary and Secondary Aptitudes, go through the list of spell categories and pick the two you want (one for Primary and one for Secondary). Make a note of this. Sometimes you can expand your title based on your aptitude, for

instance, with a primary aptitude in Combat spells, and you're not just a mage, you're a Combat Mage!

- Your effective MAGE is at +2 for all spells in the Primary Aptitude category.
- All spells in the Secondary category are unaffected, and have no modifier.
- However, all other categories are at -1 MAGE.

The Magic System you use may also effect the MAGE level of spell categories. You do not have to take an aptitude if you do not want to. This is simply a way of concentrating on a certain field of magic.

Spells

These magical invocations are potent, directly calling upon the energies that bind the universe and twist them to the mage's command. Spells are very strict and tedious, and will not work properly if even the slightest error occurs. All words must be precise. All preparation must be perfect. The mage's state of mind, physical health, and even his stance and body gestures must be perfectly tuned with the forces to call upon the desired result. Deviation can result in partial effects to no effects whatsoever, or, on a critical failure, even catastrophic effects.

Most spells which are invoked directly from ancient texts require a great deal of preparation to avoid mistakes. These preparations are often redundant, overlapping, and some parts are outright unnecessary, thus taking much longer than they need to. As a mage studies the dynamics of magic (Thaumaturgy) and delves into the workings of a certain spell, studying it intently, he can eventually memorize the spell (thus becoming skilled, allowing him to perform it without the books). Mages such as these can cast earthshaking spells in seconds, whereas the same spell "straight from the text" might have taken days to prepare.

There are countless methodologies for actual spell casting. These are built using the Magic Systems rules above. A typical magic-world may have just one system, or countless dozens. Most mages will only know one and all his spells should be based on that system.

Book Casting

Many mages cast spells straight from the book, which is why they have vast libraries of ancient tomes and grimoires. Having a grimoire of favorite spells is often a cheap and easy way to cast magic without having to spend time learning and memorizing the spell itself, and spending countless OP on magic. This does have its advantages, as a bible-sized book can hold hundreds of spells.

It should be remembered, however, that most magic books have only a half-dozen good spells, and few powerful ones, and the bulk of the text is taken up with thaumatological theories.

Casting a spell from the book can be done by any mage who knows the system it is written for. **Thaumaturgy** is the base skill, which is then added to the **Characteristic** used for spell casting (be it MAGE, TECH, INT, etc.). The more powerful the spell, the harder it is to cast, so the spell's required MAGE is subtracted from your Char + Skill. This, plus 3D6, is rolled against the target number (listed for the spell).

In short, the roll for book casting is thus:

**Char + Thaumaturgy - (Required MAGE) + 3D6
vs Target DV.**

For example, the GM has chosen to use TECH for spell casting and you have a Thaumaturgy Skill of 6. You wish to cast a Level 5 spell from a grimoire which has a DV of 20. Your roll is then TECH + 6 - 5 + 3D6 versus 20.

Furthermore, the time to cast the spell is automatically *doubled* from what is listed. You may spend Extra Time to improve your chances.

Learning Magic Spells

Once you have a book with spells (or have found a teacher) you may begin learning them or improving on your existing spells. Spells are learned like any ordinary skill; you memorize the words and procedure so you can perform it in the future without the book. Remember, solitary study and practice takes a long time (1 month per point), and so finding a teacher, or learning from experience, is often the better choice.

Casting spells works just as you might imagine. You simply make a Task Roll to see if you succeeded or failed. Often spell casting takes a long time, but quick and dirty spell casting, and taking extra time, can modify your skill roll.

Your roll to cast spells which you know is simply equal to your **Characteristic + Spell Skill + 3D6** (or 1d10). The base characteristic is MAGE or TECH or whatever the GM deemed it to be.

See below for more details on spell casting.

Off-System Magic

On a world with multiple magic systems, it is very likely a mage will run across one of these systems with which he is unfamiliar. "The Barbarian Mages of the Frozen North use strange and bizarre magic!"

Using a spell from another system that is not your own gives an automatic -2 skill penalty. You may still learn the spell, at a -2 skill penalty, however that spell will use the special feature of its *own* system, not your system (which could actually be a bonus!).

It is possible that with much practice and time you can convert that spell to your native system, but this should take at least a year of work and study.

Quick and Dirty Spell Casting

When you really need to cast a spell in a hurry, you can cast it quick and dirty. This usually involves truncating rituals or long chants, and shortening procedures that you feel are unnecessary. The results are highly unreliable, but if you are smart enough, and good enough, the spell might still cast.

Casting quick and dirty *halves* the time to cast, but you are at -4 penalty to cast the spell. You may use Quick and Dirty for book casting, which reduces the time to normal (instead of double), and you will incur the -4 penalty.

Taking Extra Time

If you have time to kill the best choice is to spend extra time to make sure you get the spell right. This works the same as in Fuzion for Taking Extra Time on any ordinary skill roll (see the Fuzion rules under Using Your Skills and Taking Extra Time).

All time is rounded up to the nearest time unit in the Fuzion Time Table. For example, if your spell takes 3 minutes to cast, and you spend an extra 5 minutes (3 minutes round to 5 minutes on the table) then you get a +1. If you spend +20 minutes (23 minutes total) you get +2. If you spend +1 hour you get a +3 to your skill, and so forth.

You may not both Take Extra Time and cast Quick and Dirty, but you may use this for Book Casting, making Magic Items, or for Alchemy.

Spell Casting

To cast a spell you must spend the required time, expend MP energy, and perform whatever rituals and gestures are required for your magic system. You must also make a Task Roll when you have finished to determine how successful you were. This roll is equal to your **Characteristic + Spell Skill + 3D6** (or 1D10). The base characteristic is MAGE or TECH or whatever the GM deemed the proper characteristic for the spell. If you do not have a skill in the spell and are casting from a book, your chances of success are much lower. See the section on Book Casting, above.

Typically, your roll is unopposed, using a difficulty value as listed for the spell. However, some spells, such as combat spells, are contested with Defense, Perception, WILL, or other magic.

Spell Binding

By default, when you finish casting a spell it takes effect. This may not always be desired. If you are preparing to go into combat, it might be wise to prepare a dozen castings of fireball and healing spells to be invoked later.

To set a spell to be invoked at a later time, you *do not* make the Task Roll until the moment it is invoked. You perform the chant, and use whatever

ritual or reagents are required by the system, but you only finalize the spell during its invocation. Therefore, you must take note of all spells you have prepared for yourself, and the numbers for making your task roll.

When the time comes, you may trigger the spell with a short phrase (make sure that each casting of the same spell has a unique phrase, unless you want them all to activate at once). Therefore, you may prepare a set of spells including a fireblast spell, a healing spell, and a light spell. Later, you can invoke the fireblast, commanding it to hit your foe. Only at that point would you make the Task Resolution roll to see if you hit.

Invocation takes only one action and requires no energy or rituals (this has already been taken care of earlier). You need only say the words and perhaps make a gesture or two, and must make the Task Roll to succeed. You may invoke the spell only once, unless you have prepared multiple castings of the spell (that is, having prepared four fireball spells). You do not need to carry anything with you, except perhaps the spell book (so you can read the invocation correctly) or a written note of the invocation words, unless you have spent some time memorizing the words (spending no less than ten minutes to memorize them, but do not to recite out loud!) The GM may make the player himself memorize the invocation words.

It is also possible to bind spells to objects or friends so that they can use magic. The spell is bound in the same fashion, except on the object or other person. When then invoking words are spoken, the person invoking the spell makes a Task Roll using the spell-caster's skill and characteristic (because he was the one who made the spell), though the user does get to roll the dice. Often, on objects with a spell bound to them, instructions for how to invoke the spell are written on the side.

These spell-bound objects are not true magic items, as they are "one-shot" enchantments (or multiple if you bound more than one casting).

Even a person with a zero MAGE can use magic this way. It is not *his* magic he is using, but instead the magical energies that the mage endowed him (or the object) with. This can be a very useful effect of magic. An entire party endowed with multiple healing and energy blast spells is quite a force to be reckoned with!

Spell Binding Restrictions

Spell Binding can obviously be severely abused. Therefore, the best way to restrict spell Binding is to declare that the spell will only remain bound for a short period of time before it disperses and is gone.

The MP cost of the spell, times the Caster's level of MAGE equals the number of hours the spell

will remain bound. That is $MP \times MAGE = \text{number of hours the spell will stay bound}$.

The Mage can dump extra MP in to prolong the time, but this will only increase it by +1 hour per +1 MP when cast. He cannot add more later to keep the spell bound.

For instance, Zax the Mage casts a Fireball spell into his wand. He has a MAGE of 5, and Fireball costs 5 MP. Therefore, This would normally remain bound for only 25 hours. If he casts it with an addition +4 MP (for 9 MP total cost to bind the spell to the wand), the spell would remain bound for 29 hours before the spell disperses and is lost forever.

Dispersion does not imply that the spell goes off. The spell simply evaporates and is lost.

Hitting with Magical Projectiles

A fireball, energy blast, or bolt of lightning all have a chance of missing their target. Therefore, when casting an attack spell such as these, you must roll verses the target's Defense Value. All penalties for darkness, positioning, range, size, and so forth, apply. Each magical projectile spell has a different level of damage, range, and effect. This will be listed in the spell's description. Treat the projectile as any normal attack, rolling randomly to see where it hits, or aiming at a specific location. Some attacks, such as Rend and Disintegrate, are distributed to all locations, and so do hit a specific location, per say.

Thaumaturgy

Thaumaturgy is simply a "science" of study that deals with the mechanics of magic and the occult. Thaumaturgy is used in book casting (see above) but allows you to identify spells. If you are witness to a mage preparing a spell, or see a reference to some spell, you may attempt to identify it, but you must have some passing familiarity with the spell and its magic system. Make a Task Roll in Thaumaturgy vs. the spell's actual difficulty value. If you're trying to identify a spell unfamiliar to you, you are at a -4. If it is in another system, you are also at a -4. If it is both, you are at a -8 to identify the spell.

On the other hand, you can also attempt to decipher a spell. This can be done to any spell that you read in a book or observe the preparation process of. You must make a successful Task Roll in Thaumaturgy vs. the spell's actual difficulty. If you succeed you will know what the spell is designed to do, even if you do not know its name or origin.

New Spells

Spells are just skills. And so, just as you may add new skills at the snap of your fingers, so too with spells. If you want a spell "Stone to Jellotm" then simply make up "Stone to Jellotm" spell with your GMtm. Naturally, such a new spell may have to be

learned, or found in an ancient tome. If a mage character is trying to invent a new spell, the GM should let him do so (the player and the GM together designing the spell), and allow the character to roll his Thaumaturgy skill against a given Difficulty Value (between 22 to 30 for most spells).

Usually, inventing a new spell takes months of toil and study. There are no hard and fast guidelines for building new spells (as there are for making new superpowers in Champions). This is because there are no bounds to the nature of magic. You could have a spell designed to change the color of carpet, or buff the surface of your car. Instead, the player and the GM should work out together how the spells works, how much time it takes, and assign an appropriate difficulty level and MAGE level, based on DVs seen in other, similar spells.

Magic Made Easy

The number one rule in role-playing is "If the rules bog the players down, get ride of them" (the rules, I mean... not the players). The real world has enough rules, why should a fantasy game add to all the trouble?

Due to the way the magic system is constructed, with the ability to store spells on yourself or objects, it is possible to make this a super-simplistic "D&D" style system.

Put simply, before each session the player should decide with the GM what spells he has on his person, or what spells are on various items or other players. This must be kept reasonable, as the character may have had only a day or less to prepare. Don't worry about materials or ritual (unless they are really exotic), and time must also be within reason.

At any rate, the player may start off with some small spells and maybe a couple larger ones, and invoke them whenever he needs them during the game. Don't abuse this option, it's only here to make the game move faster.

Corpus Liber Magus

The Collected Book of Magic

Listed herein is a catalogue of powerful spells and incantations. Please note that characters who have no experience with these spells should not even know they exist! Player's are discouraged from reading further, as knowing too much could complicate the game (oh, but that's no fun! Keep reading. It's not like this is the Necronomicon...).

This catalogue is divided into sections separating the spells into their most logical categories. There is some overlap (fireball is both a fire spell *and* a combat spell) so if you do not find the spell you are looking for in one section, try the next most likely place.

The spell's description will give the following information: Generic name, time to cast the spell, energy to cast, required effective MAGE, and a description of the spell's effect. The rituals and methods used to cast the spell will vary depending on the magic system used.

The below is a quick reference list for the spell categories. Each category is listed in alphabetical order. However, the actual spells within each category are listed in order of power and difficulty.

Spell Categories

Combat Spells
Creation & Destruction Spells
Elemental Spells
 Air Spells
 Earth Spells
 Fire Spells
 Water Spells
 Elemental Spells
Enchantments
Illusion Spells
Knowledge Spells
Light and Dark Spells
Mental Spells
Movement Spells
Nature Spells
Necromancy Spells
Physiology Spells
Summoning Spells
Wizardry Spells

Terminology

To clarify some critical terminology:

You: Assuming that "you" are the one using (invoking) the spell, but not necessarily the one who cast the spell.

Caster: The wizard who created the spell. This may be you, or it maybe someone who stored the spell on you or an item you are using.

Cast: To create a spell to be used, may be stored on you or any particular item. The actual task roll for the spell is performed during invocation (below).

Invoke: To actually activate and use the spell. Typically, the spell is invoked by several words and gestures with the task roll (but there may be other requirements, see sections above).

Target: The object or person on which the spell is cast.

Energy: How much MP (Magic Points) the spell drains from your Magic Pool.

Requirements: Describes the level of MAGE (your MAGE Characteristic value) required to cast the spell. Your effective MAGE must be equal to or greater than the Level of a spell for you to be able to cast it.

Difficulty: The DV target value that is rolled against to cast the spell. More advanced and complex spells have a higher Difficulty. Note that if you are using 1D10s to roll your skills, subtract 5 from these values.

Effective MAGE: Your MAGE Characteristic for a specific category of magic, modified by Aptitudes or modifiers from the magic system you use.

Level: This is the Level of the spell. It is required that you have an effective MAGE equal to or greater than the Level of the spell to cast it. For instance, to cast a Level 6 spell, you must have an effective MAGE of 6 or better.

Combat Spells

Combat spells are quick, vicious, and deadly forms of magic design to kill, harm, and maim. Many cultures consider such magic 'black magic', where in other worlds combat magic is nothing more than simple weapons that a mage wields for self-defense... and to slay his enemies.

Stun

Time: 6 seconds (2 Phases)

Energy: 1 MP per DC Stun

Requirements: Mage 1

Difficulty: vs. Target's DV

A simple spell that shocks the target with a jolt of magical energy. The damage is not permanent, though is quite painful, and can render a target unconscious if powerful enough. Stun does 1 DC STUN damage per level of MAGE. That is, at MAGE 5 you can do 5 DC STUN. This spell does no collateral or roll over killing damage.

Magic Shield

Time: 12 seconds (1 Rounds)

Energy: 1 MP per 5 SD

Requirements: Mage 2

Difficulty: 18

This spell creates an invisible magical shield around the caster (or one of his choosing) which will protect him from Stunning damage. Magic Shield provides 5 SD of STUN protection (both SD and ED Stun) per level of MAGE. The shield will remain active for a number of Phases equal to the caster's MAGE. However, if the shield is ever penetrated, it will collapse.

Fireball

Time: 24 seconds (2 Rounds)

Energy: 5 MP

Requirements: Mage 2

Difficulty: vs. Target's DV

When cast, a fiery ball of hellish flame will materialize and fly through the air toward your intended target. Fireball does 4 DC killing damage. Your fireball has a range of MAGE x 10 meters. The target will not catch fire, as the magical flames vanish quickly.

Fireblast

Time: 48 seconds (4 Rounds)

Energy: 10 MP

Requirements: Mage 3

Difficulty: vs. Target's DV

When cast, a blazing inferno will erupt from your hands like a river of fire. Rushing forth, your hellish weapon shall strike your target, smiting him. Fireblast does 5 DC killing damage and has a range of MAGE x 5 meters. Once it has struck, your target shall burst into flame. Each Phase, the stricken target shall receive 3 DC fire damage, diminishing by 1 DC each subsequent Phase.

Magic Barrier

Time: 1 minute (5 Rounds)

Energy: 4 MP per 5 KD (physical)

Requirements: Mage 3

Difficulty: 19

This spell creates an invisible magical barrier around the caster (or one of his choosing) which will protect him from physical killing damage (not energy). Magic Barrier provides 5 KD of physically protection, per level of MAGE (at MAGE 5 you can generate a 25 KD Barrier). The barrier will remain active for a number of Phases equal to the caster's MAGE. However, if the barrier is ever penetrated it will completely collapse.

Exploding Fireball

Time: 1 minute (5 Rounds)

Energy: 12 MP

Requirements: Mage 4

Difficulty: vs. Target's DV

Exploding fireball is much like the standard fireball, however, much more powerful. Exploding fireball does 6 DC killing damage, and has a radius of effect of 3 meters. All within this area must roll to escape the fiery explosion! Exploding fireball has a range of MAGE x 10 meters. The target will not catch fire, as the magical flames vanish quickly.

Magic Deflector

Time: 2 minutes (10 Rounds)

Energy: 4 MP per 5 KD (energy)

Requirements: Mage 4

Difficulty: 20

This spell creates an invisible magical barrier around the caster (or one of his choosing) which will protect him from energy killing damage (not physical). Magic Deflector provides 5 EKD of energy protection, per level of MAGE (at MAGE 5 you can generate a 25 EKD Deflector). The deflector will remain active for a number of Phases equal to the caster's MAGE. However, if the deflector is ever penetrated, it will completely collapse.

Energy Blast

Time: 2 minutes (10 Rounds)

Energy: 8 MP

Requirements: Mage 4

Difficulty: vs. Target's DV

Blast your foe to smithereens with seething waves of destructive energy. When it is cast, a destructive blast of energy shall erupt from your hands. Energy Blast does 4 DC killing damage. Your energy blast has a range of Level x 20 meters

Lightning Bolt

Time: 2 minutes (10 Rounds)

Energy: 8 MP

Requirements: Mage 5

Difficulty: vs. Target's DV

Strike down your enemies with claws of crackling lightning. When it is cast, a crackling bolt of lightning shall erupt from your hands, and shall strike your target, smiting him with electrical damage. Lightning Bolt does 5 DC killing damage, plus 1 DC per MAGE over 5 (that is, at MAGE 6 you can cast a 6 DC bolt). Your lightning bolt has a range of MAGE x 15 meters. Lightning seeks metal, so if your target wears metal upon his person, you have a +2 to strike him. If he wears no metal, yet metal is close by, you have a -2 to strike him, as the lightning shall be drawn away.

Magic Force Field

Time: 5 minutes (20 Rounds)

Energy: 6 MP per 5 KD

Requirements: Mage 5

Difficulty: 21

This spell creates an invisible magical force field around the caster (or one of his choosing) which will protect him from any killing damage. Magic Force Field provides 5 KD of protection per level of MAGE (at MAGE 5 you can generate a 25 KD Force Field). The field will remain active for a number of Phases equal to the caster's MAGE. However, if the force field is ever penetrated, it will completely collapse.

Light Blade (Laser)

Time: 3 minutes (15 Rounds)

Energy: 10 MP

Requirements: Mage 6

Difficulty: vs. Target's DV

Slice your foe with searing lances of light energy. When cast, a thin beam of red light shall shoot from your hands, and shall strike your target, burning gash or hole through him. Laser Blade does 6 DC killing damage, plus 1 DC per MAGE over 6 (that is, at MAGE 8 you can cast a 8 DC). Your light blade has a range of MAGE x 40 meters. This laser passes through armor with ease, *halving the armor's value* for penetration.

Phantom Strike

Time: 1 minute (5 Rounds)

Energy: 6 MP

Requirements: Mage 6

Difficulty: vs. Target's DV, or 22

Call upon an invisible force to strike your enemy down. When you cast this spell, your target is repeatedly attacked by bludgeon blows that follow your mental command. Thus, for a time, you may command the attacks as though you yourself were striking. Phantom Strike does 2 DC damage per hit, and will remain active for a number of Phases equal

to the caster's MAGE. You must use an action to command each strike upon your foe (but there is no further energy cost). Because it is invisible, the target is at -4 to defend, assuming he can defend against it at all, unless he can see invisible. It has a range equal to MAGE in meters.

Phantom Bolt

Time: 1 minute 36 seconds (8 Rounds)

Energy: 8 MP

Requirements: Mage 7

Difficulty: vs. Target's DV, or 23

When you cast this spell, your target is repeatedly attacked by a series of invisible magic missiles that follow your mental command. Thus, for a time, you may command the attacks as though you yourself were striking. Phantom Bolt does 2 DC damage per hit, and will remain active for a number of Phases equal to the caster's MAGE. You must use an action to command each strike upon your foe. Because it is invisible, the target is at -4 to defend, assuming he can defend against it at all, unless he can see invisible. It has a range equal to MAGE x 10 meters.

Phantom Sword

Time: 2 minutes (10 Rounds)

Energy: 10 MP

Requirements: Mage 8

Difficulty: vs. Target's DV, or 24

When you cast this spell, an invisible sword repeatedly attacks your target which follow your mental command. Thus, for a time, you may command the attacks as though you yourself were striking. Phantom Sword does 2 DC damage per hit, and will remain active for a number of Phases equal to the caster's MAGE. However, this spell cuts through armor, *halving its value for penetration*. You must use an action to command each strike upon your foe (but there is no further energy cost). Because it is invisible, the target is at -4 to defend, assuming he can defend against it at all, unless he can see invisible. It has a range equal to MAGE x 2 meters.

Phantom Warrior

Time: 2 minutes 24 seconds (12 Rounds)

Energy: 12 MP

Requirements: Mage 8

Difficulty: vs. Target's DV, or 24

When you cast this spell, your target is attacked by an invisible force that acts as a ghostly warrior. Once cast, you need not worry about its actions, and are free to carry on. The Phantom will attack the target on its own, and continue to do so for a number of times equal to the caster's MAGE. Each action, it will strike automatically (so long as you were successful on the roll to hit). The Phantom will do 2 DC killing damage with each hit. It will follow and keep attacking

the target wherever he may go. Because it is invisible, the target is at -4 to defend, assuming he can defend against it at all, unless he can see invisible.

Death Bolt

Time: 8 minutes

Energy: 15 MP

Requirements: Mage 9

Difficulty: vs. Target's DV

When this dark spell is cast, a black bolt of terrible energy will erupt from your hands and shall strike your target, burning away his life energy. The death bolt *bypasses all armor* and inflicts 6 DC damage. However, there is no physical damage, so Resurrecting such people killed by death bolt is quite simple (+2 to Resurrection). This spell cannot harm non-living objects. Furthermore, zombies and other undead are completely immune. Death Bolt has a range of MAGE x 10 meters.

Rend

Time: 10 minutes

Energy: 15 MP

Requirements: Mage 9

Difficulty: vs. Target's DV

Ravage your enemy with brutal forces that rend his flesh from bone! Though neither bolt nor beam may be seen when cast, your enemy will perish *most gruesomely*. Rend does 5 DC killing damage to the target, plus 1 DC per level over MAGE 9. *It will bypass all armor protection*, ripping apart your target from the inside out! This spell does not effect physical objects. Rend has a range of MAGE x 10 meters.

Disintegration

Time: 30 minutes

Energy: 30 MP

Requirements: Mage 10

Difficulty: higher of Target's DV or 26

Obliterate your foe utterly! When you cast this spell, your target area is consumed in a flash of destructive energy that instantly turns all matter to dust. Any object within a radius equal to (MAGE - 6 meters) is *totally destroyed* (that is, at MAGE 10, the radius is 4 meters, for a total area of 16 square meters!). However, when the caster is making the spell, he may lessen this radius by any amount. This cannot be changed later, not even during the invocation, so be careful you are not within the radius of destruction (if you are using an item with this spell, and do not know the radius, make sure you are at least ten meters away, just in to be sure). If the target is not completely within this radius, or is larger than the area of destruction, it will take damage equal to 1K per meter that was destroyed (armor protects in full).

Creation & Destruction Spells

Creation spells allow a mage to manipulate matter, cleaning, repairing, shaping, and even bringing things into spontaneous existence! Destruction spells sow chaos and disorder, accelerating entropy and causes things to wear out.

Clean

Time: 3 seconds (1 Phase)

Energy: 1 MP

Requirements: MAGE 1

Difficulty: 16

Casting this spell upon an object, person, or self will instantly remove all unwanted dirt, sweat, and oil.

Soil

Time: 3 seconds (1 Phase)

Energy: 1 MP

Requirements: MAGE 1

Difficulty: 16

Casting this spell upon an object or person will instantly cause it to become dirty, smelly, and covered with dust! It causes no damage, and the dirt and dust can be easily removed by washing.

Mend

Time: 6 seconds (2 Phases)

Energy: 1 MP

Requirements: MAGE 1

Difficulty: 16

Casting this spell upon cloth, paper, carpet, or other such simple, woven or knitted material will instantly repair all tears or holes, but it will not repair lost information, such as on a damaged book. It will only repair the material.

Weaken

Time: 9 seconds (3 Phases)

Energy: 3 MP

Requirements: MAGE 2

Difficulty: 18

Cast upon any object, the object shall be weakened and become vulnerable to further damage. Normally, this spell does 1 DC damage to any non-living form. Cast upon armor, it shall remove 1 point of its protective value.

Malfunction

Time: 24 seconds (2 Rounds)

Energy: 5 MP

Requirements: MAGE 3

Difficulty: 18

This spell shall cause a machine, mechanical or electronic, to jam, freeze, or shut down. To cast this spell, you must have knowledge about the machine. You must successfully make the skill roll in the

appropriate area, mechanics, engineering, electronics, etc. Once this spell is cast, the machine will stop and shut down, and must be restarted to continue its work.

Shatter

Time: 24 seconds (2 Rounds)

Energy: 6 MP

Requirements: MAGE 3

Difficulty: 19

Casting this spell upon an object will cause the object to be shattered, in whole or in part. Normally, this spell shall do 2 DC damage to any non-living form. Cast upon armor, it shall remove 2 points of its protective value.

Restore

Time: 1 minute (5 Rounds)

Energy: 8 MP

Requirements: MAGE 4

Difficulty: 21

This will temporarily make a damaged object fully functional. Cast on an object, it will function and appear undamaged for a time equal to the caster's MAGE in minutes, so long as the object is not broken into many pieces, and also long as at least 80% of it is intact. After this time it will breakdown again.

Corrode

Time: 36 seconds (3 Rounds)

Energy: 8 MP

Requirements: MAGE 4

Difficulty: 22

Cast upon any object, the object shall become corroded and turn to ruin. Metal will rust, tarnish, or melt. Paper and wood shall turn to ash. Plastic, stone, and other such resistant material are not affected. Normally, this spell shall do 3 DC damage to any non-living, corrodable material. Cast upon armor, it shall remove 3 points of its protective value. It will also cause the above mentioned corrosive effects.

Repair

Time: 3 minutes (5 Rounds)

Energy: 12 MP

Requirements: MAGE 5

Difficulty: 24

Upon casting this spell upon an item, it will become fully repaired and functional, so long as all parts (broken or not) are available. This repair is permanent. It is possible to repair an object of up to a mass equal the caster's MAGE x 5 kilograms. You may repair larger objects with multiple castings.

Replicate

Time: 10 minutes

Energy: 15 MP

Requirements: MAGE 6

Difficulty: 22

When this spell is cast upon an object, an exact duplicate shall be created. A mass of material must be available for it to form from, comprised of the same elements as the object to be copied (that is, to replicate a sword you must have a bar of steel). It is possible to replicate an object of a mass equal the caster's MAGE x 5 kilograms. You may replicate larger objects with multiple castings. This spell will make a *precise* copy. A book will be copied, letter for letter. A floppy disk will be replicated, data and all; the same for videocassettes and optical disks, etc. Serial numbers and stamps will also be precisely copied, so counterfeiting money in such a way is highly discouraged. Oddly, when a living organism is replicated, it is formed dead. If a magic item is copied, the copy will not retain its magical powers.

Create Object

Time: 30 minutes

Energy: 30 MP

Requirements: MAGE 6

Difficulty: 22

When you cast this spell, the object of your desire shall appear before you. To use this spell, you must know the workings of the object. Simple, common objects such as tables, chairs, swords, and the like require that you only picture the object in your mind. Complicated machines require that you make an Competent Task Roll in the appropriate skill (electronics, mechanics, weaponsmith, etc.) before casting this spell. Once the object is formed, it will remain in existence for a time equal to the caster's MAGE x 2 in minutes, for the object is of magical energy and is not truly made of material stuff. You may create an object of a mass up to the caster's MAGE x 5 kilograms. It is possible to create larger objects with multiple castings.

Create Animal

Time: 1 hour

Energy: 30 MP

Requirements: MAGE 8

Difficulty: 26

When you cast this spell, the creature of your desire shall appear before you. To use this spell, you must have seen the beast before. You must have seen it with your own eyes, and not in picture or painting. Once the beast is formed, it will remain in existence for a time equal to the caster's MAGE x 5 in minutes, for the beast is of magical energy and is not truly made of material stuff. You may create a creature of mass up to the caster's MAGE x 5 kilograms. It is possible to create a larger animal with multiple castings.

Create Person

Time: 2 hours

Energy: 30 MP

Requirements: MAGE 9

Difficulty: 30

When you cast this spell, a new person of your design shall appear before you. You must clothe it, and tend to its needs, but the person is not without skill or knowledge. Though he (or she) is not truly a thinking being, it will have five basic skills of your choice (Language and Education are should be two of these) of at most level 3 (but you must also have these skills, at 3 or better). You distribute 50 CP between its characteristics. Once the person is formed, it will remain in existence for a time equal to the caster's MAGE x 10 in minutes, for the person is of magical energy and is not truly made of material stuff. The person will obey all your commands.

Disintegration

(See Combat Spells)

Elemental Spells

There are five categories of Elemental spells: Air, Earth, Fire, and Water. Elemental Spells are listed in a separate sub-category to group the spells together. A mage with an aptitude in Elemental Spells gets the bonus for *all five* categories. It is pointless, though possible, to have an aptitude in just one sub-category (such as Air).

Air Spells

These are spells considered with the elements of the air: weather, rain, wind, and air. Air Elementals (often called Sylphs) are in the Elemental Spell section, listed as Air Elementals.

Clean Air

Time: 3 seconds (1 Phase)

Energy: 1 MP

Requirements: MAGE 1

Difficulty: 16

You may clean the air of impurities. When cast, this spell destroys smoke, odors, pollen, and pollution. It purifies a radius equal to the caster's MAGE, in meters.

Predict Weather

Time: 6 seconds (2 Phases)

Energy: 2 MP

Requirements: MAGE 1

Difficulty: 16

Having cast this spell, you shall know the weather forecast for a time no greater than the caster's MAGE, in days.

Call Wind

Time: 9 seconds (3 Phase)

Energy: 3 MP

Requirements: MAGE 2

Difficulty: 17

You may create a wind, and call it from any direction. Your wind shall last for a time equal to the caster's MAGE, in seconds. It will have a force equal to your MAGE x 5 kph.

Cool

Time: 9 seconds (3 Phases)

Energy: 3 MP

Requirements: MAGE 2

Difficulty: 17

You may command the air to cool when you cast this spell, within a radius equal to the caster's MAGE, in meters. This spell will cool the air a number of degree (Celsius) equal to the caster's MAGE.

Air Jet

Time: 12 seconds (1 Round)

Energy: 3 MP

Requirements: MAGE 3

Difficulty: 18

You may cast a great jet of powerful air from your hands. This does no real damage, but if you hit your target, he will suffer from Knockback. Air Jet will cause 1 DC per level of the caster's MAGE, *for knockback calculations only* (DC - BODY + 1D6 = meters knockback).

Shape Air

Time: 36 seconds (3 Rounds)

Energy: 3 MP

Requirements: MAGE 3

Difficulty: 19

You may alter the form of air, creating a light breeze, moving to your design. Most useful is your ability to force air away from your foe, creating around him a vacuumous bubble, thus asphyxiating him!

Control Clouds

Time: 1 minute (5 Rounds)

Energy: 5 MP

Requirements: MAGE 4

Difficulty: 20

You may, upon casting this spell, create or remove clouds as you wish. The effect takes 60 minutes (divided by the caster's MAGE), to become fully apparent. In this way, you may dispel rain or storm, but not necessarily call upon them.

Create Rain

Time: 5 minutes (25 Rounds)

Energy: 8 MP

Requirements: MAGE 5

Difficulty: 22

When this spell is cast, you may called down a light rain which will last for a time equal to the caster's MAGE, in minutes. This may only be done if there are clouds in the sky (not necessarily storm clouds).

Walk on Air

Time: 8 minutes

Energy: 12 MP

Requirements: MAGE 6

Difficulty: 24

Casting this spell allows you to 'walk on air'. The air beneath your feet becomes solid, and able to support your weight. You can walk up or down (as if on invisible stairs), or straight-ahead. It should be noted that even if you are even mildly acrophobic, you will probably be unable to make yourself climb invisible stairs far above the ground!

Create Storm

Time: 10 minutes

Energy: 15 MP

Requirements: MAGE 8

Difficulty: 26

When this spell is cast, you may called down a thunderstorm which will last for a time equal to the caster's MAGE x 2, in minutes. This may only be done if there are many clouds in the sky. If the clouds are not storm clouds, they will quickly turn to such.

Earth Spells

These are spells concerned with creating, shaping, and controlling earth and stone. Earth Elementals (often called Golems) are listed in the Elemental Spell section. Crystal, Earth, Metal, Stone, and Steel Elementals can all be forms of Earth Elementals.

Earth Sense

Time: 6 seconds (2 Phases)

Energy: 2 MP

Requirements: MAGE 1

Difficulty: 16

Casting this spell allows you to search and sense an element, mineral, or metal in the earth, giving you a sense of its direction, distance, and depth. Sensing for gold might help you find a buried treasure. Sensing for onyx could help you find this black gemstone. Your range equals the caster's MAGE x 10 meters.

Shape Earth

Time: 12 seconds (1 Round)

Energy: 3 MP

Requirements: MAGE 2

Difficulty: 17

With this spell you may alter the form of earth. You may create earthen mounds, walls, and so forth. You may shape an area of earth equal to the caster's MAGE, in cubic meters. Multiple castings must be made for large areas. This is especially useful for tunneling underground.

Shape Stone

Time: 36 seconds (3 Rounds)

Energy: 5 MP

Requirements: MAGE 3

Difficulty: 18

With this spell you may alter the form of rock or stone. You may create stone mounds, walls, and even statues! You may shape an area of stone equal to the caster's MAGE, in cubic meters. Multiple castings must be made for large areas. This can be very useful for tunneling through walls.

Earth to Stone

Time: 48 seconds (4 Rounds)

Energy: 6 MP

Requirements: MAGE 3

Difficulty: 20

With this spell, you are able to turn earth, dirt, or clay into hard stone. You may turn earth of mass up to the caster's MAGE x 10, in kilograms. Multiple castings must be made for large masses.

Stone to Earth

Time: 48 seconds (4 Rounds)

Energy: 6 MP

Requirements: MAGE 3

Difficulty: 20

The reverse of the above.

See Through Earth

Time: 1 minute (5 Rounds)

Energy: 5 MP

Requirements: MAGE 3

Difficulty: 20

You may see through earth, as if it were transparent. You may look through such earth with a thickness equal to the caster's MAGE, in meters.

See Through Stone

Time: 3 minutes (15 Rounds)

Energy: 8 MP

Requirements: MAGE 4

Difficulty: 22

You may see through stone, such as stone or rock walls, as if it were transparent. You may look through

such stone with a thickness equal to the caster's MAGE, in meters.

Flesh to Stone

Time: 10 minutes

Energy: 4 MP

Requirements: MAGE 5

Difficulty: 22

Casting this spell on a living target will instantly turn him into a stone statue! This spell will do 3 DC 'damage', however, this is not real damage, and it is only used to determine if the target was turned to stone. If he takes more than (BOD x 5) hits of Flesh to Stone damage, the target will be turned to a stone statue (armor cannot help). This spell may be cast multiple times to fully effect a target.

Stone to Flesh

Time: 10 minutes

Energy: 4 MP

Requirements: MAGE 5

Difficulty: 22

Reverses Flesh to Stone.

Tremor

Time: 20 minutes

Energy: 15 MP

Requirements: MAGE 6

Difficulty: 23

You may command the earth to tremble, frightening simple minded foes. All who are not prepared for the quake must make a WILL roll, or flee in panic.

Move Through Earth

See **Phase Through Matter** (Movement Spells).

Earthquake

Time: 1 hour

Energy: 20 MP

Requirements: MAGE 9

Difficulty: 26

With this spell, you may create a great quake, powerful enough to scatter armies and topple buildings! The caster's MAGE equals the quake's strength on the Richter scale. The radius of effect is equal to the caster's MAGE divided by 2, in kilometers. The power of the quake will drop off exponentially through this radius.

Create Volcano

Time: 2 hours

Energy: 30 MP

Requirements: MAGE 10

Difficulty: 28

You may raise up a great volcano, opening a pit to the depths of the earth's molten mantle. From this hole shall burst forth a torrential fire of lava and deadly smoke. All within ten meters are in immediate danger and will take 1D6 killing damage per Phase

from the hot cinders and poisonous gas. Should anyone fall into the new lava flow, he shall take 10D6 damage every Phase! The volcano will grow to be a small hill in a day, having covered a 100 meter area with its ash and lava. Within a week, the volcano will be dead, but it will have covered a kilometer radius with ash, cinder, and lava. This spell may also be used to awaken dormant, or even extinct volcanoes to their full fury!

Fire Spells

These are spells for creating fire by magic. Anything on fire will take 3DC killing damage per phase, unless, of course, it is fire resistant. Fire Elementals (often called Salamanders) are in the Elemental Spell section, listed as Fire Elementals.

Ignite

Time: 3 seconds (1 Phase)

Energy: 2 MP

Requirements: MAGE 1

Difficulty: 16

A simple, yet powerful spell. You may cast this spell upon kindling or fuel and it will spontaneously erupt into fire! You may not ignite materials which are normally unburnable (such as wet wood or metal).

Douse Fire

Time: 9 seconds (3 Phases)

Energy: 3 MP

Requirements: MAGE 2

Difficulty: 17

Upon casting this spell upon flames they shall be instantly doused. You may extinguish fire of an area equal to the caster's MAGE, in meters. For large fires, you may need to cast this spell several times.

Magical Fire

Time: 12 seconds (1 Round)

Energy: 4 MP

Requirements: MAGE 2

Difficulty: 18

You may create a fire of magical force upon an object, or in the very air itself (though the fire shall not remain hovering unless levitated). A magical flame will burn both flammable and inflammable objects, and will burn for a time equal to the caster's MAGE in Phases, or until put out (it can be put out by normal means).

Fireball

(see **Combat spells**)

Fire Blast

(see **Combat spells**)

Fire Resistance

Time: 36 seconds (3 Rounds)

Energy: 5 MP

Requirements: MAGE 4

Difficulty: 20

Upon casting this spell upon an object or person will make it invulnerable to fire. This spell will last for a time equal to the caster's MAGE, in minutes. No fire may burn upon a fire resistant object, and that object will never take damage from fire.

Thermotics

Time: 1 minute (5 Rounds)

Energy: 5 MP

Requirements: MAGE 5

Difficulty: 22

According to your words and will, you may raise the temperature of any object (of up to 100 kgs or ten cubic meters, or less) a number of degrees equal to your MAGE. This spell should be cast multiple times to continue increasing the temperature. Larger masses (or volumes) will be heated at proportionally equivalent rates (that is, 200 kgs would heat at half the rate as 100 kgs).

Incinerate

Time: 5 minutes (25 Rounds)

Energy: 10 MP

Requirements: MAGE 7

Difficulty: 24

Casting this spell upon an object or person consumes it in a great maelstrom of hellish fire. The fire rages with heat hot enough to melt steel and vaporize flesh and bone in seconds. The fire will burn doing 8 DC of killing damage per Phase. It will burn for a time equal to the caster's MAGE in Phases and diminishes by 1 DC every Phase.

Inferno

Time: 10 minutes

Energy: 20 MP

Requirements: MAGE 9

Difficulty: 26

This spell creates a terrible raging inferno of iron-melting incendiary flames. You may cast the inferno on any area within visual range, but be careful you are into within the inferno's range. The inferno will cover a radius up to the caster's MAGE in meters. Any object within these inferno will take 10 DC killing damage per Phase. The inferno will vanish after a number of Phases equal to the caster's MAGE and diminishes by 1 DC every Phase

Water Spells

These are spells concerned with creating, shaping, and controlling water. Water Elementals are listed in the Elemental Spell section.

Find Water

Time: 6 seconds (2 Phases)

Energy: 2 MP

Requirements: MAGE 1

Difficulty: 16

Casting this spell allows you to sense the nearest location where water can be found. Casting this spell tells its direction and distance. Your range equals the caster's MAGE x 10 meters.

Clean Water

Time: 12 seconds (1 Round)

Energy: 3 MP

Requirements: MAGE 1

Difficulty: 16

Cleans and purifies even the most poisoned and muddied water so that it is as crystal clear and fresh as the sweetest mountain spring. This spell will only clean a quart of water, so make sure it is contained before casting.

Evaporate Water

Time: 12 seconds (1 Round)

Energy: 3 MP

Requirements: MAGE 2

Difficulty: 17

Casting this spell causes one quart worth of water to instantly evaporate. It does not turn into steam, or any noticeable cloud, but it may eventually condense or rain back down.

Taint Water

Time: 12 seconds (1 Round)

Energy: 4 MP

Requirements: MAGE 3

Difficulty: 18

Casting this spell taints a container of water, making it poisonous and filthy to drink. The water also looks exceedingly unpleasant, murky brown or green, and tastes revolting. Should someone actually drink this water, he will take 1 DC killing damage.

Create Water

Time: 24 seconds (2 Rounds)

Energy: 5 MP

Requirements: MAGE 4

Difficulty: 20

Casting the spell spontaneously creates water inside a container (if not contained, it will spill on the ground). This spell will create a quart of pure water.

Breathe Water

Time: 36 seconds (3 Rounds)

Energy: 5 MP

Requirements: MAGE 4

Difficulty: 20

This often-used spell allows a mage to breathe underwater, as if the water itself were fresh air. This causes no lasting effects once out of water, and the lungs function normally. The spell will last for a time equal to the caster's MAGE in minutes.

Create Fog

Time: 1 minute (5 Rounds)

Energy: 6 MP

Requirements: MAGE 4

Difficulty: 20

Casting this spell creates an area of dense fog which is difficult to see through (Heroic Difficulty). The area effected equals the caster's MAGE in meters radius.

Shape Water

Time: 2 minutes (10 Rounds)

Energy: 8 MP

Requirements: MAGE 5

Difficulty: 22

Casting this spells allows you to shape and control the form of water. With this spell, you may part rivers, create great walls of water, or create wondrous water sculptures to awe the masses. You may control the shape of water of an area equal to the caster's MAGE in cubic meters. Multiple castings may be needed to affect large bodies of water.

Walk on Water

Time: 4 minutes

Energy: 10 MP

Requirements: MAGE 7

Difficulty: 24

A spell employed by miracle makers everywhere, this spell allows you to walk upon water as if it were solid ground. This spell will last for a time equal to the caster's MAGE, in minutes.

Elemental Spells

Elementals (also, Golems, Nature Spirits, etc.) are magical beings, usually comprised or representative of primary elements. The most common elementals are earth (and earth related), but air, fire, and water elementals may also be created. An elemental is formed directly from certain basic materials and elements (such as fire, or stone), and gains life from the essence and 'spirit' of those elemental forces within.

Elementals often require a great deal of energy to create, more than most mages can possess. Elementals are therefore often created in stages, whereby the mage creates part of the elemental, then rests to restore his magical energy,

and then continues. All elementals remain permanent living beings once created. By default, a created elemental will obey its creator, but might eventually leave or rebel on its own free will. To avoid this, all creators should know the Control Elemental Spell.

Elementals are also found in nature as elementals of their respective elements. Minor elementals (nature spirits) are plentiful, and usually reside within the element materials themselves. That is, a fire elemental spirit might reside in a raging forest fire. These can be called, as per Call Elemental spell, and this is usually much preferred to have to actually create an elemental.

Greater elements also exist. An adventurous party might stumble across a pondering Earth Golem in the woods, or spy a rippling Water Undine in the waters of a lake. These highly independent elementals are living, thinking individuals with their own names, vast powers, and are practically immortal. They usually guard a forest, treasure, or hidden village, and should be treated with respect (or caution). They *can* be controlled (contest of Wills), but if you lose this contest, you had better run.

Call Elemental (Type)

Time: 1 minute (5 Rounds)

Energy: 5 MP

Requirements: MAGE 3

Difficulty: 20

This spell exists for each of the seven Elemental types outlined below, and is a separate spell for each. If there are other types of Elements, each is a separate spell as well.

Casting this spell allows you to summon the elemental, if one is near-by (approximately one kilometer). It is unlikely you can summon a water elemental in a desert. Do not, however, think that air and earth elementals are everywhere -- they are not. This should be determined randomly by a die roll (assuming there is an elemental of that type nearby, if logically possible).

Roll 1D6

- 1 - No Elemental
- 2 - No Elemental
- 3 - No Elemental
- 4 - Basic or Small Elemental
- 5 - Heavy Elemental
- 6 - Colossal Elemental

When you call an elemental, it may end up being of any size (basic, heavy, or colossal, as above), however you can place a restriction on the spell (i.e., only Heavy) but this will lower the chances that there will be a response.

The elemental will arrive in 3D6 x 5 minutes. On a critical success (all ones) a great natural elemental will come to assist you (you should *not* try to control it), and this demi-god being will have

extremely powerful characteristics and magic. On a critical failure, one such great elemental will come to *kill* you.

Once the elemental arrives it will usually have a neutral reaction to you, and only follow your commands if it feels like it. You may try a Presence attack to impress it, or use the appropriate Control Elemental spell.

Control Elemental (Type)

Time: 12 seconds (1 Round)

Energy: 4 MP

Requirements: MAGE 3

Difficulty: vs. Elemental's WILL + Concentration

This spell exists for each of the seven Elemental types outlined below, and is a separate spell for each. If there are other types of Elements, each is a separate spell as well.

When cast, this allows you to gain control of an elemental (of the appropriate type) that is within your visual range. It is a contest of your roll against the element's WILL, or against the Control roll of the mage currently controlling the elemental. The spell will last for a number of minutes equal to the caster's MAGE. When this time is up, you had better use the spell again, as most elements resent being forcibly controlled (though most will simply leave).

Dispel Elemental (Type)

Time: 12 seconds (1 Round)

Energy: 6 MP

Requirements: MAGE 4

Difficulty: vs. Elemental's DV

Casting this spell against an elemental does not actually dispel it per se, but rather it causes significant damage to the elemental forces binding it together. A successful hit (vs. the elemental's Evade roll) will cause damage to the elemental equal to 2 DC times the caster's MAGE. This attack bypasses *all* armor the elemental may have. Often, it is simpler to just gain Control of the Elemental.

Create Basic Elemental (Type)

Time: 1 hour

Energy: 50 MP

Requirements: MAGE 5

Difficulty: 22

This is the basic Elemental spell used to create an elemental. It is necessary for you to have in your immediate area the basic elements for the type of elemental (that is, you cannot make a water elemental without a large quantity of water nearby).

The basic elemental requires at least 100 kgs of its basic element (earth, rock, water, etc.). The elemental weighs 100 kgs and stands 2 meters tall. Once created, the elemental will remain in existence until it is destroyed (reaches 0 Hits), until the creator commands it to die (at which point it might rebel), or

until dispelled. By default, the creator will have control, able to give it any verbal command. However, the elemental *does* have free will, may choose to do as it pleases (fire elementals are notorious about this). All who wish to create elementals are highly advised to know the Control Elemental spell, and use it whenever necessary. This spell exists for each of the seven Elemental types outlined below. If there are other types of Elements, each is a separate spell as well.

All elementals have four basic skills at level 3: Language (caster's native language), Hand-to-Hand, Hand-to-Hand Evade, and Perception. Most also know one (some times more) spells from their category of elemental magic, with an effective MAGE of 4 (natural elementals often have much higher levels of MAGE and are rarely restricted to just the one spell category).

Base Characteristics Modifiers

Same as listed for Elemental Type

Create Small Elemental (Type)

Time: 30 min

Energy: 30 MP

Requirements: MAGE 5

Difficulty: 18

Just like Basic Elemental, except the Elemental is much smaller. The small elemental requires only 10 kgs of its basic element and is no bigger than a small animal (such as a rabbit). This spell exists for each of the seven Elemental types outlined below. If there are other types of Elements, each is a separate spell as well.

Base Characteristics Modifiers

+1 REF, +1 DEX, -3 STR, -3 BODY, +2 MOVE (increase due to greater mobility)

Armor: halved

Create Heavy Elemental (Type)

Time: 2 hours

Energy: 70 MP

Requirements: MAGE 6

Difficulty: 24

Just like Basic Elemental, just bigger. The heavy elemental requires at least one ton of its basic element (earth, rock, water, etc.). The heavy elemental weighs a ton and stands four meters tall (1 story). This spell exists for each of the seven Elemental types outlined below. If there are other types of Elements, each is a separate spell as well.

Base Characteristics Modifiers

+1 WILL, -1 REF, -1 DEX, +3 CON, +3 STR, +6 BODY, +2 MOVE (increase due to size)

Armor: x5 KD

Create Colossal Elemental (Type)

Time: 4 hours

Energy: 100 MP

Requirements: MAGE 7

Difficulty: 26

Just like Heavy Elemental, but even bigger. The colossal elemental requires at least 10 tons of its basic element (earth, rock, water, etc.). The heavy elemental weighs 10 tons and stands 12 meters tall (3 stories). Often, the creator may actually ride on this elemental's shoulder (or perhaps can control it from inside...). This spell exists for each of the seven Elemental types outlined below. If there are other types of Elements, each is a separate spell as well.

Base Characteristics Modifiers

+1 WILL, -1 REF, -1 DEX, +10 CON, +10 STR,

+20 BODY, +4 MOVE (increase due to size)

Armor: x25 KD

Types of Elementals

(There are different versions of all Elemental Spells, one version for each type).

Air Elemental

An air elemental (or Sylph) is a swirling tornado of wind, in the form of a man. It is completely invulnerable to physical attacks, but takes full damage from energy attacks.

Base Characteristics

3 INT, 5 WILL, 4 PRE, 3 TECH, 5 REF

6 DEX, 5 CON, 5 STR, 5 BODY, 6 MOVE

Armor: none

Fire Elemental

The fire elemental (or Salamander) is one of the most vicious of all elementals. Its appearance is that of a human form, yet completely ablaze! It has the unfortunate side effect of catching anything it touches on fire, doing normal burning damage. Contrary to popular belief, the fire elemental does not throw fireballs, unless endowed with knowledge of that spell. The fire elemental is completely invulnerable to normal attacks, but takes half damage from energy. It will take 6 DC hits of damage when in water (or hit with fire retardant spray), and cannot live for more than ten minutes without some form of fuel. It will die in an un-oxygenated environment.

Base Characteristics

2 INT, 6 WILL, 4 PRE, 3 TECH, 6 REF

4 DEX, 5 CON, 5 STR, 5 BODY, 5 MOVE

Armor: none

Water Elemental

The water elemental (or Undine) is comprised solely of liquid water. It looks like a human form made of gelatin-like water, and is usually a transparent aqua blue. It is completely invulnerable to physical attacks, but takes full damage from energy. The water elemental can be evaporated by heat, so any

thermal-damage related attack does *double* damage (fire, lasers, thermonuclear explosions, and the like).

Base Characteristics

4 INT, 6 WILL, 4 PRE, 4 TECH, 6 REF

4 DEX, 5 CON, 5 STR, 5 BODY, 6 MOVE

Armor: none

Earth Elemental

Probably the most common elemental, the earth elemental (or Golem), is forged from the clay and dirt of the ground below. It's an all around average, with a strong body and comparable abilities.

Base Characteristics

3 INT, 5 WILL, 4 PRE, 3 TECH, 5 REF

5 DEX, 6 CON, 7 STR, 7 BODY, 5 MOVE

Armor: none

Stone Golem (Earth Elemental type 2)

The next step up from the earth elemental, the stone golem is simply made of harder materials. It's fairly slow, but its an equal trade off for its greatly improved strength.

Base Characteristics

3 INT, 5 WILL, 4 PRE, 3 TECH, 4 REF

5 DEX, 7 CON, 8 STR, 8 BODY, 3 MOVE

Armor: none

Steel Golem (Earth Elemental type 3)

This is an earth elemental forged of sheets of metal, steel, or even scrap junk. The metal will crumple together to form a roughly humanoid shape. Though it is sluggish, the steel golem is extremely powerful and tough to kill.

Base Characteristics

3 INT, 4 WILL, 4 PRE, 3 TECH, 5 REF

4 DEX, 6 CON, 8 STR, 8 BODY, 3 MOVE

Armor: 10 KD

Crystal Golem (Earth Elemental type 4)

A crystal elemental is comprised of strong crystalline rock, mainly quartz, but may also included valuable jewels (rubies, emeralds, and diamonds). Not only is its armor nearly impenetrable, its body is nearly unbreakable!

Base Characteristics

3 INT, 4 WILL, 6 PRE, 3 TECH, 4 REF

5 DEX, 5 CON, 6 STR, 10 BODY, 4 MOVE

Armor: 20 KD

Enchantments

These spells are permanent once cast on an object, which is why they take so much time and energy. Enchantments that take more energy than you might have at any given time can be cast in stages. That is, if the enchantment requires 500 MP, and a time of two hours, you must work on the item for two hours, spending however much MP you can (say, 30). You come back after having rested, and work on it for *another* two hours, spending 30 more MP. After two days of such work, the enchantment should be

finished. If the spell requires too much time (perhaps 30 hours, as may be the case for very powerful enchantments), the mage can divide this into short shifts, working, for example, 6 hours a day (or 5 or 8, or however you wish to divide it).

A spell requiring 600 MP and 30 hours can be divided into 6 casting phases (design and engineering stages?) requiring 5 hours and 100 MP a day. It would take 6 days to complete the enchantment, assuming the mage has 100 MP available. If he only has 20 MP available, it would take him 30 days ($100/20 = 5$, 5×6 days = 30 days) to cast the enchantment.

If this is too confusing, the GM can simply ball-park the figures, and guesstimate the times.

Bless

Time: 1 minute

Energy: 10 MP

Requirements: MAGE 2

Difficulty: 18

Bless must be cast on a living creature (preferably a person). This spell is usually, though not always, divine in some fashion. In essence, Bless invokes prosperity and luck upon the subject, making him a foci of positive energies. This enchantment is not (and cannot be) permanent. It will only last for one hour. During this time, the subject will gain a +2 to Luck, +2 REC, and have a slight feeling of euphoria. On a critical success, something very extraordinary might happen (such as making these bonuses permanent or something even more spectacular). Bless may also be cast on water to create Holy Water.

Curse

Time: 1 minute

Energy: 15 MP

Requirements: MAGE 2

Difficulty: 18

Curses are by far the most common form of negative magic known. Nearly every culture has curse spells, in some form or another, and they seem to be terrifyingly effective (even in "the real world"). The nature of the curse is entirely up to the spell caster, but cannot be anything immediately damaging (such as "Curse! You die!"). As a good rule of thumb, a Curse should never alter a character by more than 5 OP worth damage. For instance, you could curse someone with a 5 points Complication (mild Phobias are popular), or remove a few points of Derived characteristics. Curses are permanent, until removed by the caster, or broken by Disenchantment (a deity can always remove a curse, which is why it is practically impossible to curse holy men). Curse may also be cast on water to create Unholy Water.

Enchantment

Time: 1 Hour + 20 x Spell's Time

Energy: 50 x Spell's MP cost

Requirements: At least MAGE 3

Difficulty: 20

Any item can be endowed with a magical spell, simply bind the spell into the item for later invocation (see Spell Binding). However, that only makes a one-shot magic item. To make a real magic item, a permanent magic item, requires a much more powerful spell. Enchantment allows you to burn magical forces permanently into an item. You should know both this Enchantment spell and the spell you are preparing to enchant (you can cast the spell from a book, but your chances success are not good, and you waste a lot of time and energy if you fail at this).

To enchant an item, you must make a successful skill roll in both the spell and Enchantment. MP Energy requirement is 50 times the listed energy requirement for the spell, and time is 1 hour plus 20 times the listed time of the spell. You may have to take several days to perform the enchantment, as described above. If you fail at either skill roll, the enchantment fails completely.

Enchanted magic items are not self-powered. The user must supply the necessary MP energy required by the spell, so many enchanted items can only be used by mages. However, there are ways to add self-powering abilities. Please see Relics and Magic Items for details.

Strengthen

Time: 1 hour

Energy: 20 MP per +1 SDP, up to +50% more

Requirements: MAGE 3

Difficulty: 20

Cast upon an object or item, its SDP hit points shall be increased, thus making it harder to destroy. You can increase the SDP of any object (armor, clothes, vehicles, and items) by +1 SDP for 20 MP. To add +20 SDP would then cost 400MP (and no doubt require you to spend several days enchanting!). This spell is permanent, until the item is broken, or disenchantment. You may only increase the SDP up to +50% of the item's original value, unless the GM rules otherwise.

Armor

Time: 1 hour

Energy: 30 MP per +1 KD (up to +10 KD)

Requirements: MAGE 4

Difficulty: 20

Cast upon an object or item, its armored defense shall be increased. You can increase the KD of any object (armor, clothes, vehicles, and items) by +1 KD for 30 MP. To add +10 KD would then cost 300MP (and no doubt require you to spend several days

enchancing!). This spell is permanent, until the item is broken, or disenchanting. You may only increase KD up to +10, unless the GM rules otherwise.

Lighten

Time: 2 hours

Energy: 50 MP per 10% weight reduction

Requirements: MAGE 4

Difficulty: 20

Casting this enchantment on an object makes it lighter (though it does not lower the objects actual mass). For every 50 MP used, the object's weight is lowered by 10%, incrementally. That is to say, if you spend 150 MP, the weight is decreased by 10% three times. This is not a decrease of 30%. For instance, if the object weighted 10 kgs, and you cast Lighten with 150 MP, its mass would be 7.3 kgs ($10 \times 0.9 \times 0.9 = 7.3$). This is so that, no matter how hard you try, you can never lower an object's weight to zero!

Luster

Time: 2 hours

Energy: 50 MP

Requirements: MAGE 4

Difficulty: 20

A most common and wondrous enchantment, luster makes even the ugliest of things beautiful beyond gold. Cast upon an item or object, it shall become wondrous and enchanting to behold. Cast upon clothes, this can make even a peasant seem kingly. When worn, lustrous clothes shall increase the wearer's Presence by +1! This enchantment can never be cast on a living person (or a dead one, for that matter). This spell is permanent, until the item is broken or disenchanting.

Damage Increase

Time: 1 hour

Energy: 50 MP per +1 DC (up to +5 DC)

Requirements: MAGE 5

Difficulty: 22

Cast upon a weapon, its damage shall be increased. This enchantment must be cast on the weapon or missile which shall *hit* your foe, that is, a sword, spear, arrow, or bullet; not on the gun or bow itself! You may cast this enchantment on one weapon at a time, or per *ten missiles* (arrows, bullets, etc.) at a time. You can increase the DC of such by +1 DC for 50 MP. To add +4 DC would then cost 200MP (and no doubt require you to spend several days enchanting!). This spell is permanent, until the weapon is broken, or disenchanting. You may only increase damage up to +5 DC, unless the GM rules otherwise.

Accuracy

Time: 1 hour

Energy: 30 MP per +1 WA (up to +3)

Requirements: MAGE 6

Difficulty: 24

Cast upon a weapon, its accuracy will be increased, raising the wielder's chances to hit. This enchantment must be cast on the weapon which is used to make the attack, that is, a sword, spear, bow, or gun; not the arrows or bullets themselves. You can increase the WA of the weapon by +1 for 30MP, +2 for 60 MP, or +3 for 90 MP. A weapon already enchanted with Accuracy may be enchanted further, but the total bonus from all Accuracy enchantments can never exceed +3 (a weapon can only be so accurate). If the weapon had a WA to start with, this enchantment can add up to +3 WA more, at max. This spell is permanent, until the weapon is broken, or disenchanting.

Disenchantment

Time: 1 hour

Energy: 50 MP

Requirements: MAGE 7

Difficulty: 24

Disenchantment is a fairly straightforward and well-known method for removing any enchantment from an enchanted item (and can also be used to remove Curses). You *must* know what spell is enchanted (this might be obvious or it might not) and have some familiarity with it (even if this means looking it up in a magical tome) but no skill roll needs to be made. At this point, you need only cast Disenchantment, which breaks the magical forces bound to the item. To disenchant a Curse may have a special requirement, which is strictly up to the GM (such as, 'must have a drop of blood from the one who made the curse', or some such).

Enchanted items forged by gods, or powerful demons, or well renowned magic items (such as Excalibur) may not be disenchanting by mere mortals.

Penetration

Time: 1 hour

Energy: 100 MP

Requirements: MAGE 8

Difficulty: 26

This spell makes a weapon (or missile) Armor Piercing, as per standard AP rules (halves KD to penetrate). This enchantment must be cast on the weapon or missile which shall hit your foe, that is, a sword, spear, arrow, or bullet; not on the gun or bow itself! You may cast this enchantment on one weapon at a time, or per *ten missiles* (arrows, bullets, etc.). This spell is permanent, until the weapon is broken, or disenchanting.

Illusion Spells

For ages magicians have used the art of illusion to dazzle and entertain kings and peasants alike. With a puff of smoke, a sparkle of light, a flick of the wrist, and a just a touch of magical energy, you can cast wonders!

Illusions are by far the most common type of magic seen. It is suspected that, even in the real world, illusion spells may have a +1 Aspect. Many illusionary spells may require the use of DEX as a base, especially if illusions are partially (or totally) conjured by slight-of-hand. Even so, it's strictly up to the GM what characteristic is used for magical spells.

Lesser Optical Illusion

Time: 9 seconds (3 Phases)

Energy: 2 MP

Requirements: MAGE 1

Difficulty: 16

An optical illusion is purely a trick of light, a mirage. When the illusion is brought into being, you must picture the illusion that is to be formed. This spell can only create a small illusion or trick of the light. You can make objects appear differently (the credit card looks like a corporate ID badge), or conjure objects which are not there (make an illusionary flower, bird, or pistol). With Lesser Optical Illusion, you may even make slight cosmetic changes to your appearance, such as hair and eye color, skin tone, and so forth. Greater Optical Illusion must be used for truly spectacular results. When the illusion is shown, all viewers must make a perception task roll against the caster's task roll. If they roll higher than the caster, they see through it. Otherwise, the illusion seems real. The illusion may be sustained indefinitely, for 1 MP per Phase.

Greater Optical Illusion

Time: 1 minute (12 Phases)

Energy: 6 MP

Requirements: MAGE 3

Difficulty: 18

Like Lesser Optical Illusion, Greater Optical Illusion is only a trick of light. This spell, however, is much more potent. With Greater Optical Illusion you can create large, full illusions or spectacular alterations to the surrounding environment. Realistic people and animals, monsters, fireballs, and even explosions can be simulated by an illusion, but they have no substance and make no sound. Greater Optical Illusion can also change the apparent environment. It could make a door vanish into the wall, make a desert look like a jungle (though you may still walk through the trees), or even create a bleak Lunar landscape! Illusions can never cause actual damage (Stun or killing). Even if a target thinks he is on fire, he will not actually be hurt. When the illusion is shown, all viewers must make a perception task

roll against the caster's task roll. If they roll higher than the caster, they see through it. Otherwise, the illusion seems real. The illusion may be sustained indefinitely, for 1 MP per Phase.

Illusionary Healing

(see Physiology spells)

Lesser Realistic Illusion

Time: 2 minutes (24 Phases)

Energy: 10 MP

Requirements: MAGE 5

Difficulty: 20

This illusion is not just a trick of the light. Rather, this spell creates a materialization of cosmic forces bending reality to the caster's will. Lesser Realistic Illusion can only create a small illusion, however, the illusion seems completely real to all senses (sight, sound, taste, touch), and has mass, texture, and density. You can make objects appear differently (the credit card looks like a corporate ID badge), or conjure objects which are not there (make an illusionary flower, bird, or pistol). With Lesser Realistic Illusion, you may even make slight cosmetic changes to your appearance, such as hair and eye color, skin tone, and so forth. Greater Realistic Illusion must be used for truly spectacular results. When the illusion is shown, it seems completely real to all senses until it vanishes. Making a perception roll to 'see through' the illusion is pointless, as it seems perfectly real. Unless the subject knows it is an illusion, or the illusion is dispelled, the subject will believe the illusion is completely real. The illusion may be sustained indefinitely, for 1 MP per Phase.

Fool's Meal

(see Nature spells)

Dispel Illusion

Time: 1 minutes (12 Phases)

Energy: 8 MP

Requirements: MAGE 6

Difficulty: 22

Once cast, this spell will destroy all illusions within line of sight. It effects all types of illusions, even realistic ones. However, you must have good reason to cast this spell. That is, you will only know illusions are in use if you see through one, or if someone tells you (or by some other information means). Technically, you may cast this spell at anytime, if for no other reason than paranoia. If the task roll to cast Dispel Illusion is a success, all nearby illusions will instantly vanish. The radius of effect is equal to the caster's MAGE, in meters.

Greater Realistic Illusion

Time: 5 minutes

Energy: 20 MP

Requirements: MAGE 7

Difficulty: 24

This is a more powerful version of Lesser Realistic Illusion. With Greater Realistic Illusion you can create large, full illusions or spectacular alterations to the surrounding environment. Realistic people and animals, monsters, fireballs, and even explosions can be simulated by this illusion, and the illusion seems completely real to all senses (sight, sound, taste, touch), and has mass, texture, and density. Greater Realistic Illusion can also change the apparent environment. It could make a door vanish into the wall, make a desert look like a jungle (and even the tree and foliage have mass and texture), or even create a bleak Lunar landscape! Realistic illusions *can* cause real damage. However, the damage is illusionary. For instance, shooting someone with an illusionary gun will do damage to him. Illusionary damage is always Stunning, and never does Killing rollover damage. An illusion cannot kill, even though the target may think he is being killed (he will only fall unconscious and recover as normal). When the illusion is shown, it seems completely real to all senses until it vanishes. Making a perception roll to 'see through' the illusion is pointless, as it seems perfectly real. Unless the subject knows it is an illusion, or the illusion is dispelled, the subject will believe the illusion is completely real. The illusion may be sustained indefinitely, for 1 MP per Phase. Note: This spell may be used to simulate Illusionary Form, but cost much more energy and time. You may not turn yourself (or others) invisible with Greater Realistic Illusion. This is a separate spell.

Illusionary Form

Time: 2 minutes (24 Phases)

Energy: 8 MP

Requirements: MAGE 8

Difficulty: 26

Just as Realistic Illusion creates an illusion which seems physical in all aspects, so does Illusionary Form. You may cast this spell upon yourself or any other object or person. The illusion must be of a person or object which you are familiar, and be of equal size and proportions to the subject or object being covered. If the spell is successful, the subject will seem to all senses to be that illusionary form. Making a perception roll to 'see through' the illusion is pointless, as it seems perfectly real. Unless the subject knows it is an illusion, or the illusion is dispelled, the subject will believe the illusion is completely real. The illusion may be sustained indefinitely, for 1 MP per Phase. You may not turn yourself (or others) invisible with Illusionary Form. This is a separate spell.

Invisibility

Time: 3 minutes

Energy: 10 MP

Requirements: MAGE 9

Difficulty: 30

Much debate shadows around the placement of this spell. Should it be considered an illusion? Or a manipulation of light and darkness? Perhaps it is a combination of much magical knowledge, for invisibility is a tricky spell to master. Most often, this spell is cast upon a person. By virtue of the magical energies, all that he is wearing and carrying becomes invisible as well. Alternatively, you may cast this upon a cloak, or other fully encompassing clothes or armor. All who wear such a cloak will become invisible.

When cast, you must specify which spectrum you wish to make your subject invisible to. There are four spectra: Radio (radar/laser), Infrared (IR/thermograph), Visual, and Ultraviolet/X-Ray. To make something invisible to the full range of spectra, you must cast this spell four times. Remember, many supernatural creatures can see in other spectra, and even humans have invented devices that can do as well! Invisibility may be sustained indefinitely, for 1 MP per Phase. It may be enchanted permanently into a cloak (or anything else), but this can be a great disability as finding your invisible cloak could be quite a trick.

An invisible subject simply cannot be seen in the spectrum he is invisible to. He may still be heard, or smelt, or detected by other senses (such as touch or ultrasound). Anyone in combat with him is at $\frac{1}{2}$ (REF + Skill) in Hand-to-Hand, and 0 (REF + Skill) at ranged vs. the character. If the opponent can make a non-targeting PER test (with hearing or some other sense), he is at $\frac{1}{2}$ (REF + Skill) in both Hand-to-Hand and ranged combat. If the invisible character is making a visible attack, the attacker only takes a -1 penalty, even at range.

Knowledge Spells

Mages use spells to grant them knowledge and insight. Knowledge spells cannot give wisdom or answer questions, but they do act as sensory devices, a medium through which a wizard may learn and see with other eyes.

Know Time

Time: 3 seconds (1 Phase)

Energy: 1 MP

Requirements: MAGE 1

Difficulty: 16

When cast, you may know with absolute precision the time of day, respective to your location on Earth. This is absolute time which is a percentage of the day remaining *until* midnight ("A third of today remains").

Direction Sense

Time: 6 seconds (2 Phases)

Energy: 1 MP

Requirements: MAGE 1

Difficulty: 16

When cast you will instantly know your absolute location on Earth, and know the direction of true north (not magnetic north).

Detect Magic

Time: 6 seconds (2 Phases)

Energy: 2 MP

Requirements: MAGE 1

Difficulty: 16

When cast you may see all items or people with spells bound to them as radiating light. The level of light dictates the number of spells and their power (red is low, brilliant blue or white is high). Range is equal to the caster's MAGE x 2, in meters. This cannot be used to identify spells. To identify a spell with Detect Magic, you must have some passing familiarity with the spell and its magic system. Make a Task Roll in Thaumaturgy vs. the spells actual difficulty value. If you're trying to identify a spell unfamiliar to you, you are at a -4. If it is in another system, you are also at a -4. If it is both, you are at a -8 to identify the spell.

Aura Sense

Time: 6 seconds (2 Phases)

Energy: 2 MP

Requirements: MAGE 2

Difficulty: 17

Casting this spell allows you to see the psychic aura of any living being (sentient or not). Typically, this will only tell the subject's current emotional state. However, it will also reveal how much psychic potential he has, by the observable magnitude of the aura (bigger the aura, the more power). The Aura also gives insight to the subject's personality. It can tell if he is good-hearted or riddled with evil intent. Each race has a distinguishing type of aura (but you must have encountered that race before to know their aural signature). The aura of a demon is like looking into a bottomless pit. The aura of a god might be brighter than the sun... Range is equal to the caster's MAGE x 2, in meters.

Sense Properties

Time: 9 seconds (3 Phases)

Energy: 3 MP

Requirements: MAGE 3

Difficulty: 18

Casting this spell upon any object, person, or animal will reveal the following information: mass, volume, density, dimensions, velocity, age, temperature, texture, and any organic properties (i.e., if its alive or not). Range is equal to the caster's MAGE in meters.

Transcribe

Time: 9 seconds (3 Phases)

Energy: 1 MP

Requirements: MAGE 3

Difficulty: 19

Casting this spell will burn text into any normal writeable medium (paper, wood, stone, some plastics). For other non-writeable objects, you must use Inscribe. The text to be transcribed can be anything you desire, but you must have it in your memory, or see it before you (in a book, picture, tablet, or whatever). You may only transcribe one page per casting.

Remote Sight

Time: 12 seconds (1 Round)

Energy: 3 MP

Requirements: MAGE 4

Difficulty: 20

When cast, your perception is transferred to an invisible 'eye' which you can move about by your will. The 'eye' moves at a rate equal to the caster's MAGE divided by two, in meters per second, and has a full range of motion. It can move through solid objects, but its sight is limited by all normal constraints (darkness, walls, obstacles, the horizon, etc.). It will last for a time equal to the caster's MAGE in Phases.

Cipher

Time: 12 seconds (1 Rounds)

Energy: 4 MP

Requirements: MAGE 4

Difficulty: 20

Casting this spell on a page of text will magically reorder the written characters into a random jumble. It may only be deciphered by the caster (not necessarily the one who invoked it!) at the utterance of the cipher code word (no spell or skill roll is needed to decipher it). If the task roll to cast this spell failed, the text is scrambled to ruin, and can only be recovered with the Decipher spell. This spell *does* work on electronic medium, that is, you can magically cipher any data file (one casting per megabyte of data). The task roll for Cipher is the DV level roll against when attempting to Decipher (if the roll was 18, then 18 is the DV to Decipher it). Note that an ordinary cryptographer can decipher even a magically ciphered script, given a successful task roll and several weeks of work.

Decipher

Time: 36 seconds (3 Rounds)

Energy: 6 MP

Requirements: MAGE 5

Difficulty: vs. Cipher DV

You must cast Decipher on any Ciphred text you are trying to read (for instance, a ciphred document). When deciphering, you must make the task roll to cast Decipher vs. the DV of the Cipher. If this roll

succeeds, the document will be deciphered. The spell is also used to decipher Cipher Essence.

Know Name

Time: 24 seconds (2 Rounds)

Energy: 6 MP

Requirements: MAGE 5

Difficulty: 22

Casting this spell will reveal one true name of any given entity. Although this can be employed on humans (or any other creature), it has little value (unless you want to know for certain what their name is). Most often, Know Name is used as a demonological investigation tool. It is said that knowing the true name of a demon often gives the demonologist great power over it.

Far-Seeking

Time: 24 seconds (2 Rounds)

Energy: 5 MP

Requirements: MAGE 6

Difficulty: 23

To cast this spell, you must picture that which you are seeking (water, a certain treasure, a particular person), and make the roll to cast the spell. If it is successful, you will get a feeling or hint as to where the target is. Note that this should not be used to solve key points of the game, if it is, the GM can always make the hints as ambiguous as he chooses.

Know History

Time: 24 seconds (2 Rounds)

Energy: 6 MP

Requirements: MAGE 6

Difficulty: 24

Casting this spell on an object will give an impression, image, or feeling of that object's past. You can feel back up to a time equal to the caster's MAGE squared, in years.

Inscribe

Time: 36 seconds (3 Rounds)

Energy: 4 MP

Requirements: MAGE 7

Difficulty: 26

Inscribe is a more advanced form of Transcribe, able to permanently write one page of text (or images) into any physical medium or object (metal, flesh, plastic, rock, someone's forehead, etc.). The text to be inscribed can be anything you desire, but you must have it in your memory, or see it before you (in a book, picture, tablet, or whatever).

Cipher Essence

Time: 36 seconds (3 Rounds)

Energy: 8 MP

Requirements: MAGE 9

Difficulty: 28

Casting this spell on yourself will make it impossible for anyone to 'see' into your soul, negating Aura

Sense. It will also scramble your name, so that Know Name will return garbled words. This spell is most often used by demons wishing to protect their True Name. The task roll for Cipher Essence is the DV level roll against when attempting to Decipher (if the roll was 18, then 18 is the DV to Decipher it). If you are trying to pull the True Name or use Aura Sense on someone using Cipher Essence, you must succeed with Decipher first.

You may also cast Cipher Essence on individual magic items or bound spells to make it more difficult to detect exactly what spells they are. To identify a ciphered spell, the mage must cast Decipher (vs. the DV of the Cipher) and then cast Identify Magic.

Light and Dark Spells

These are spells that primarily manipulate the movement and direction of photons using magical energies. Though earlier civilizations believed both light and dark were substances or magical forces, in truth these spells only manipulate light. Darkness spells remove light, where light spells create or enhance light.

Light Point

Time: 3 seconds (1 Phase)

Energy: 2 MP

Requirements: MAGE 1

Difficulty: 16

Casting this spell creates a single point of light, as bright as five candles. It may be stationary, levitating in mid-air, or implanted on a wall or ceiling. The light point may be cast on a movable object, such as a staff or stick. The light will last for a time equal to the caster's MAGE, in minutes.

Light Beam

Time: 9 seconds (3 Phase)

Energy: 3 MP

Requirements: MAGE 1

Difficulty: 16

Casting this spell creates a radiant beam of light, similar to that of a flashlight. The focal point of this light beam is most often the end of a staff or other rod, but it may be anything (the tip of a finger, end of a gun, center of your forehead). The beam has a range of 50 meters with an illumination radius of half a meter at 10 meters, 1 meter at 30 meters, and 1.5 meters at 50 meters. The light will last for a time equal to the caster's MAGE, in minutes.

Light Sphere

Time: 12 seconds (1 Round)

Energy: 4 MP

Requirements: MAGE 2

Difficulty: 17

Casting this spell creates a radiant ball of light, which generates enough light to brighten a room. It may be

stationary, levitating in mid-air, or implanted on a wall or ceiling. The light sphere may be cast on a movable object, such as a staff or stick. The light will last for a time equal to the caster's MAGE, in minutes. As a special effect, this spell may also be cast so that many small light spheres are generated (effectively creating the same level of light), but appears as half a dozen multi-colored balls of light swirl around the caster (many over-dramatic mages do this simply for effect).

Essential Light

Time: 24 seconds (2 Rounds)

Energy: 8 MP

Requirements: MAGE 2

Difficulty: 18

Unlike the other light spells, essential light does not create a single light source. Rather, casting of this spell will call upon the magical forces to uniformly radiate a soft glowing light throughout a give area. Because the light is uniform, there are no shadows, as all spaces are lit. The radius of the area lit is equal to the caster's MAGE, in meters. The light will last for a time equal to the caster's MAGE, in minutes.

Darken

Time: 24 seconds (2 Rounds)

Energy: 8 MP

Requirements: MAGE 3

Difficulty: 20

This is the dark equivalent to Essential Light. Casting this spell will call upon the magical forces to uniformly 'blacken out' a give area. From the outside, this area will look like a strange black dome that seems to swallow up light. Inside is total darkness. The radius of the area darkened is equal to the caster's MAGE, in meters. The darkness will last for a time equal to the caster's MAGE, in minutes. The Night Vision spell will work under Darken.

Flash

Time: 24 seconds (2 Rounds)

Energy: 6 MP

Requirements: MAGE 3

Difficulty: 20

Flash creates a blinding burst of light, capable of blinding most nearby targets. When cast *anyone* within ten meters (and in visual range) will be blind for 4 Phases. He is at ½ DEX, ½ REF in Hand-to-Hand, and 0 REF in Ranged attacks. If the target makes a Perception Roll against 20 he is only at -1 DEX and ½ REF. Anyone within thirty meters will be at only -1 DEX and ½ REF for 2 Phases, and will not be completely blind. Anyone who had their eyes closed, or were wearing sunglasses, will be unaffected. Anyone with light amplification gear (without dampeners) will be *permanently* blinded.

Prism Field

Time: 1 minute (5 Rounds)

Energy: 8 MP

Requirements: MAGE 4

Difficulty: 20

Once cast, a cubic meter area of light-defracting energy will be created. This field is invisible, and maybe created anywhere within visual range. When any *direct* beams of light enter the area, they will be scattered into a rainbow of colors. More importantly, the prism field can be used a highly effective defense against lasers. Any laser beam (or beam from the Light Blade spell) which passes through this field has its DC reduced by a number of points equal to the caster's MAGE. That is, if the caster had a 4 MAGE, any laser which passes through his field has its DC reduced by 4 (7DC becomes only 3DC). Should the damage be less than or equal to zero, the laser was completely scattered. The prism field will last for a time equal to the caster's MAGE, in Phases.

Night Vision

Time: 12 seconds (1 Round)

Energy: 6 MP

Requirements: MAGE 5

Difficulty: 22

Casting this spell grants the ability to see clearly in darkness (even total darkness). This ability will last for a time equal to the caster's MAGE, in minutes.

Light Blade

(see Combat spells)

Negate Light

Time: 24 seconds (2 Rounds)

Energy: 8 MP

Requirements: MAGE 6

Difficulty: 24

Casting this spell will negate the light of any one light source, for a time equal to the caster's MAGE, in minutes. It is up to the GM's judgment if a source can be totally negated or not, but should be based on caster's MAGE. This is ambiguous, for it is difficult to rate the level of light given off by light sources, but typically 1 point of MAGE should negate the equivalent of a 60 watt bulb.

See Invisible

Time: 48 seconds (4 Rounds)

Energy: 10 MP

Requirements: MAGE 7

Difficulty: 25

Casting this spell makes it possible for you to see all things invisible. Darkness Cloak is *not* considered true invisibility, however. Whether this spell can see technological invisibility systems (holographic cloak, sneaksuits, etc), is up to the GM. This ability will last for a time equal to the caster's MAGE, in minutes.

Darkness Cloak

Time: 1 minute (5 Rounds)

Energy: 12 MP

Requirements: MAGE 7

Difficulty: 26

This spell is normally cast on oneself, but may also be cast on objects or other people. It will cover the subject in a layer of absolute black, concealing all colors and features (the subject can still see out). This is especially useful at night when the subject becomes effectively invisible (see Invisibility spell). The darkness cloak will last for a time equal to the caster's MAGE, in minutes.

Shape Light

Time: 1 minute (5 Rounds)

Energy: 12 MP

Requirements: MAGE 8

Difficulty: 28

This spell allows you to shape and control the actual quantum photon packets of light. When cast, you will be able to mentally sculpt all light to your desire. This includes the ability to bend away lasers, cause prism effects (as per Prism Field spell), generate realistic full color holograms, or anything else you can think of. You may also generate a Light Blade (as per Light Blade spell), at a rate of one beam every other Phase (and you must spend two Phases to do it), and so long as there is light available to pull from. Once created, the light blade can last as long as you wish (or until the spell runs out), and may be used as a strafing strobe light! But don't lose sight of the fact that Shape Light can do much more than generate super light blades. This ability will last for a time equal to the caster's MAGE, divided by two, in Phases.

Invisibility

(see Illusion spells)

Mental Spells

These are spells that are cast to effect the minds of others. Such spells can range from harmless mental communication, to intrusive mind reading, to more malicious and terrible forms of mind control. The usage of hostile mental spells requires a contest against another character (for instance, when trying to control someone's mind or read their thoughts). This roll is **Attacker's Characteristic + Spell Skill + a Die Roll vs. Defender's WILL + Concentration + a die roll**. The Attacker's Characteristic is whatever the base characteristic for spell casting might be.

If the attack was a success, the result must be resolved versus the target's actual Resistance (RES). All mental spells have a DC ('damage' class) listed in the description. This really is not real damage at all, but is simply a way to determine the level of effect. If a mental spell is cast successfully

(vs. the target's Will+Concentration), the DC is rolled and compared to the target's Resistance. For instance, Lesser Mental Illusion has a DC of 3D6. This is rolled to determine the effect of any *successful* casting of Lesser Mental Illusion vs. the subject's Resistance. If the attacker rolls 16, and the defender's RES is 13, the effect of the attack is 3>RES. If the target has Mental Defense (this may not apply in some settings), the MD is subtracted from the attack *before* Resistance is resolved.

Daze

Time: 3 seconds (1 Phase)

Energy: 2 MP

Requirements: MAGE 1

Difficulty: vs. Target's WILL + Concentration

When this spell is cast upon man or beast, he shall instantly be stricken with a daze, unless his own will power overcomes it. Such a daze will last one Phase, during which the target can do nothing but stagger about or fall down. You may cast this upon any single person that you can see. Resisted by target's WILL + Concentration + a die roll. This spell does 1DC mental damage per level of MAGE to penetrate Resistance (that is, at MAGE 4 you do 4DC).

Telepathic Send

Time: 3 seconds (1 Phase)

Energy: 2 MP

Requirements: MAGE 1

Difficulty: vs. Target's WILL + Concentration

This is simply the ability to mentally communicate with one or more people telepathically. It is just as easy to send a message to one person, or a small group, as it is to send to all people. Range is limited to line of sight. A mental reply can only be sent if the sender knows this spell as well. Other wise, he must communicate by other means.

With this spell, you can send any thought to your target -- Images, sounds, smells, ideas, or even emotions. However, sending emotions does not effect the target's emotions directly. This spell takes 1 Phase to cast (3 seconds), after which the caster can send telepathically to the target(s) during the following Phase (for the next 3 seconds). Then, the contact is lost. The spell must be cast again to continue.

It is possible for someone to block a message. To block a message, the defender must make a WILL + Concentration Task Resolution, versus the sender's success roll (just as normal). This spell does 1DC mental damage per level of MAGE to penetrate Resistance (that is, at MAGE 4 you do 4DC). Normally, this spell is sent to willing subjects, so it is usually uncontested.

Mind Shield

Time: 9 seconds (3 Phase)

Energy: 5 MP

Requirements: MAGE 2

Difficulty: vs. attacking spell

Mind shield is a protective mental shield that blocks mental intrusion (such as telepathy, illusions, mind scans, etc.) and even mental attacks, such as Mind Blast. Any mental intrusion or attack can be countered by this spell. This spell is rolled versus the attacking mental spell, substituting for the defender's normal WILL + Concentration roll. Once invoked, the Mind Shield will remain active for a time equal to the caster's MAGE, in Phases.

Emotion Sense

Time: 6 seconds (2 Phase)

Energy: 4 MP

Requirements: MAGE 2

Difficulty: vs. Target's WILL + Concentration

This spell can be cast to pick up the emotions of those nearby. The target must be physically present. This spell does not work on subjects at a distant range. For instance, if you see someone on TV or are talking to them on the telephone, you can not sense their emotions.

To sense the emotions of a target, you simply make a task roll vs. the target's WILL + Concentration. If the subject is unaware you are scanning them, they may not have Concentration added to their WILL roll (if they don't know, they can't add Concentration to resist). This spell does 1DC mental damage per level of MAGE to penetrate Resistance (that is, at MAGE 4 you do 4DC), but Resistance can only be used if he knows he is being scanned and wishes to suppress his emotions. Consult the table below to determine the effects, depending on how much mental damage penetrated the subject's Resistance.

Result	What You Sense
> than RES	Positive, negative, or neutral feelings
10 > than RES	More Complex emotions
20 > than RES	As above, and you can detect lies.

Thought Sense

Time: 12 seconds (1 Round)

Energy: 6 MP

Requirements: MAGE 2

Difficulty: vs. Target's WILL + Concentration

This spell can be cast to pick up the broadcast thoughts of those nearby. The target must be physically present. This spell does not work on subjects at a distant range. For instance, if you see someone on TV or are talking to them on the telephone, you can not sense their thoughts.

To sense the thoughts of a target, you simply make a task roll vs. the target's WILL + Concentration. If the subject is unaware you are scanning them, they may not have Concentration

added to their WILL roll (if they don't know, they can't add Concentration to resist). This spell does 1DC mental damage per level of MAGE to penetrate Resistance (that is, at MAGE 4 you do 4DC), but Resistance can only be used if he knows he is being scanned and wishes to suppress his thoughts.

Normally, a person has just one broadcast thought, typically what is on his mind at that instance. This is good for quick interrogations, just as a question and the desired thought will pop out of their mind.

Lesser Mental Illusion

Time: 1 minute (5 Rounds)

Energy: 10 MP

Requirements: MAGE 3

Difficulty: vs. Target's WILL + Concentration

This is the ability to project an illusion directly into a person's mind. It is not an optical illusion (as those listed for Illusion spells), simple, it is a trick of the mind. Illusions alter the perception of reality for the subject. You can make him see things differently (the credit card looks like a corporate ID badge), or totally outlandish (the target suddenly seems to be on the Moon). You can effect more than one person at -1 to your skill per person (each subject gets to roll against your attack with varying effects).

Mental illusions cannot cause actual damage (Stun or killing). Even if a target thinks he is on fire, he will not actually be hurt. While the illusion is maintained, he will feel the pain, and run around screaming, and might even jump out a window. But the fire itself does not hurt him.

Once created, the illusion will last for a time equal to the caster's MAGE, in Phase. This spell does 1DC mental damage per level of MAGE to penetrate Resistance (that is, at MAGE 4 you do 4DC). The Effect Level (Mental Damage vs. Resistance) determines how good the illusion was. Consult the table below to determine the effects, depending on how much mental damage penetrated the subject's Resistance.

Result	Effect
> than RES	Attacker can make cosmetic changes to setting
10 > than RES	Attacker can make major changes to setting
20 > than RES	Attacker can completely alter setting
30 > than RES	Target no longer interacts with reality

Sleep

Time: 1 minute (5 Rounds)

Energy: 10 MP

Requirements: MAGE 4

Difficulty: vs. Target's WILL + Concentration

When cast on a subject, he is inclined to fall asleep. This requires that the wizard make a Task Roll against the defender, resolved as a normal. If the wizard succeeds and the target fails, the target instantly falls asleep. This spell does 1DC mental damage per level of MAGE to penetrate Resistance (that is, at MAGE 4 you do 4DC). However much

mental damage penetrates RES is equal to the number of minutes the target will remain sleeping. That is, if you roll the DC to be 22, then 22 minus RES is how long the subject will remain sleeping. If this is less than or equal to zero, the target is only dazed (as per Daze spell).

This spell can also be cast on a willing subject to overcome insomnia (or even cast on yourself). Cast this way, the spell is uncontested, and the subject may sleep for six to eight hours.

Far-Sending

Time: 1 minute (5 Rounds)

Energy: 12 MP

Requirements: MAGE 4

Difficulty: vs. Target's WILL + Concentration

This is the same as Telepathic Send, however, this spell is used to send messages to a single target who is out of visual range (and usually very far away). To cast this spell, you must picture your target in detail and know his name or have something belong to them. You may then send a short 3 second (1 Phase) message. Your maximum range is equal to the caster's MAGE² x 100 kms.

It is possible for someone to block a message. To block a message, the defender must make a WILL + Concentration Task Resolution, versus the sender's success roll (just as normal). This spell does 1DC mental damage per level of MAGE to penetrate Resistance (that is, at MAGE 4 you do 4DC). Normally, this spell is sent to willing subjects, so it is usually uncontested.

Mass Daze

Time: 2 minutes (10 Rounds)

Energy: 15 MP

Requirements: MAGE 4

Difficulty: vs. Target's WILL + Concentration

This is the same as the Daze spell, but effects multiple targets. Casting this spell will effect everyone with a radius equal to the caster's MAGE in meters. You may not specify particular targets, but you may exempt targets (such as your friends) when the spell is cast. You are exempt from the effects by default, but you can cast this spell to include yourself, if desired.

Greater Mental Illusion

Time: 3 minutes (15 Rounds)

Energy: 15 MP

Requirements: MAGE 5

Difficulty: vs. Target's WILL + Concentration

This is the same as Lesser Mental Illusion, however, its effects are far more potent. This spell does 1.5 DC mental damage per level of MAGE (rounded up) to penetrate Resistance (that is, at MAGE 5 you do 8DC) thus making the illusion more powerful.

Mental Stun

Time: 2 minutes (10 Rounds)

Energy: 12 MP

Requirements: MAGE 5

Difficulty: vs. Target's WILL + Concentration

This spell sends a mental shock into a target's mind, which can cause Stun damage. The target's defense is WILL+Concentration (Mind Block spell can always be used), and the roll to hit is resolved as normal. Metal Stun does 2DC mental damage in the form of Stunning damage.

If the defender succeeds, he takes no damage. However, if he fails, the attack was a success. If he fails, then the DC is rolled (2D6). Any Mental Defense the target may have is subtracted from the mental damage rolled. The target takes Stun damage equal to the damage that penetrated his Mental Defense.

For instance, a wizard attacks a soldier with Mental Stun, with a total attack value of 18. The soldier's defense value is 16, so the wizard won and the Mental Stun hit. Mental Stun does 2DC mental damage, so 2D6 are rolled with a result of 10. The target has a MD of 4, so he takes 6 Stun damage (if he had no MD he would take all 6 Stun).

Mind Scan

Time: 2 minutes (10 Rounds)

Energy: 12 MP

Requirements: MAGE 5

Difficulty: vs. Target's WILL + Concentration

Mind Scan is an active intrusion into a person's mind (whereas Emotion Sense and Thought Sense are passive). Anyone can feel a forcible reading his or her thoughts. To use Mind Scan, the wizard must make a Task Roll against the defender, resolved as a normal contest of skills.

This spell does 1.5 DC mental damage per level of MAGE to penetrate Resistance (that is, at MAGE 5 you do 8DC). The Effect Level (Mental Damage vs. Resistance) determines how successful you were. Consult the table below to determine the effects, depending on how much mental damage penetrated the subject's Resistance.

Result	Effect
> than RES	Read surface thoughts
10 > than RES	Read deep, hidden thoughts
20 > than RES	Read into the target's memory
30 > than RES	Read into the target's subconscious

Mass Sleep

Time: 3 minutes (15 Rounds)

Energy: 15 MP

Requirements: MAGE 6

Difficulty: vs. Target's WILL + Concentration

This is the same as the Sleep spell, but effects multiple targets. Casting this spell will effect everyone with a radius equal to the caster's MAGE in meters. You may not specify particular targets, but you may exempt targets (such as your friends) when the spell is cast. You are exempt from the effects by

default, but you can cast this spell to include yourself, if desired.

Mind Control

Time: 3 minutes (15 Rounds)

Energy: 12 MP

Requirements: MAGE 6

Difficulty: vs. Target's WILL + Concentration

This spell allows a wizard to grab a mental hold on a victim and command his actions. To do this, the target must be within visual range. If he is not in visual range, the wizard must have a good mental image of what the person looks like and make the roll at a -4 penalty. The target may block if he know the wizard is trying to take control (which is usually quite obvious, he will know unless he is asleep or unconscious). This requires that the wizard make a Task Roll against the defender, resolved as a normal.

If the wizard succeeded, he gains command over the victim. The victim will remain under his command for a time equal to the caster's MAGE², in minutes (that is, if the caster had a MAGE of 5, he would have control for 25 minutes).

This spell does 1.5DC mental damage per level of MAGE to penetrate Resistance (that is, at MAGE 6 you do 9DC). The Effect Level (Mental Damage vs. Resistance) determines how successful you were. Consult the table below to determine the effects, depending on how much mental damage penetrated the subject's Resistance.

Result	Effect
> than RES	Target will perform actions he is inclined to perform anyway.
10 > than RES	Target will perform actions he wouldn't mind doing.
20 > than RES	Target will perform actions he is against.
30 > than RES	Target will perform any action.

Mental Blast

Time: 3 minutes (15 Rounds)

Energy: 18 MP

Requirements: MAGE 7

Difficulty: vs. Target's WILL + Concentration

This spell sends a mental shock into a target's mind, which can stun or even harm the victim. The target's defense is WILL+Concentration (Mind Block spell can always be used), and the roll to hit is resolved as normal. Mental Blast does 4 DC mental damage in the form of Stunning damage.

If the defender succeeds, he takes no damage. However, if he fails, the attack was a success. If he fails, then the DC is rolled (4D6). Any Mental Defense the target may have is subtracted from the mental damage rolled. The target takes Stun damage equal to the damage that penetrated his Mental Defense (RES has no effect).

For instance, a wizard attacks a soldier with Mental Blast, with a total attack value of 18. The soldier's defense value is 16, so the wizard won and the Mental Blast hit. Mental Blast does 4DC mental

damage, so 4D6 are rolled with a result of 16. The target has a MD of 4, so he takes 12 Stun damage.

Mass Control

Time: 4 minutes

Energy: 20 MP

Requirements: MAGE 8

Difficulty: vs. Target's WILL + Concentration

This is the same as the Mind Control spell, but effects multiple targets. Casting this spell will effect everyone with a radius equal to the caster's MAGE in meters. You may not specify particular targets, but you may exempt targets (such as your friends) when the spell is cast.

Mental Possession

Time: 5 minutes

Energy: 18 MP

Requirements: MAGE 9

Difficulty: vs. Target's WILL + Concentration

This is another form of mind control, though far more powerful. To do this, the target must be within visual range. If he is not in visual range, the wizard must have a good mental image of what the person looks like and make the roll at a -4 penalty. The target may block if he know the wizard is trying to take control (which is usually quite obvious, he will know unless he is asleep or unconscious). This requires that the wizard make a Task Roll against the defender, resolved as a normal.

If the wizard succeeds, he can gain full or partial control of the victim. With full contact, the wizard's body goes "to sleep" and he cannot control it, but has full control over his target. When in full contact, the wizard needs to make a Task Roll against the victim once every minute. If the wizard wins, he keeps control. If the victim wins, control is broken, and the wizard must try to reconnect. Whether the victim can see what his body is doing, or if his mind is unconscious, is a game effect left up to the GM.

When in partial control, he wizard remains conscious within his own body, but can still partially possess the victim. This incurs at -2/-4 penalty to all actions. That is, the wizard may chose the split the action penalty however he wishes, depending on his preference (it takes one action to change 'preferences' while in control). He may have a -2 penalty on the victim's actions and a -4 on his own actions, or vice versa. Or, the wizard may choice to split down the middle at -3/-3.

All characteristics remain the same for the possessed victim, except INT, WILL, and PRE, and all skills which are the wizard's. The wizard can cast spells through the controlled victim as normal

If the wizard succeeded, he gains command over the victim. The victim will remain under his command for an hour, after whichc the the spell must

be cast again. There is no DC damage. The spell was either a success or failure.

Mind Shred

Time: 5 minutes

Energy: 25 MP

Requirements: MAGE 10

Difficulty: vs. Target's WILL + Concentration

This spell is similar to Mental Blast but much more powerful. The target's defense is WILL+Concentration (Mind Block spell can always be used), and the roll to hit is resolved as normal. Mind Shred does 6DC mental damage in the form of Stunning damage. It also does 1DC Killing damage directly to the target's head (so the damage is x2). Furthermore, if greater than 20 mental damage penetrated, there are additional effects (see below).

If the defender succeeds, he takes no damage at all. However, if he fails, the attack was a success. If he fails, then the DC is rolled (6D6). Any Mental Defense the target may have is subtracted from the mental damage rolled. The target takes Stun damage equal to the damage that penetrated his Mental Defense (RES has no effect). He will also take 1DC Killing damage to the head, from damaged brain tissue, pressure, and other factors.

If the subject takes more than 20 mental damage (Stun damage) in total, the subject has sustained brain trauma. He will suffer from amnesia (this may be repaired by rehabilitation), and he will lose 1D6 skills (GM selects, or rolls randomly). If he has taken more than 30 mental damage, the target will also lose 1 point in INT, permanently. The above damage is *total* damage from castings of this spell. That is, being hit several times *will* have an increasing effect!

Movement Spells

These are spells that involve the energies of kinetic motion and spatial displacement. For the most part, movement spells are used to levitate, float, accelerate, and teleport.

Speed

Time: 9 seconds (3 Phase)

Energy: 3 MP

Requirements: MAGE 1

Difficulty: 16

Upon casting this spell, you (or any single person or object) will have its over all Move increased by a certain percentage. This percentage is equal to the caster's MAGE x 10, as a percent. That is, if the caster's MAGE were 6, the over all speed would be increased by 60%, or x1.6. This effect will last for a time equal the caster's MAGE, in minutes.

Hindrance

Time: 9 seconds (3 Phase)

Energy: 3 MP

Requirements: MAGE 1

Difficulty: 16

This spell is effectively the opposite of Speed. When cast, you, or any one person or object, will have its over all speed decreased by a certain percentage. This percentage is equal to the caster's MAGE x 10, as a percent. That is, if his MAGE were 6, the over all speed would be decreased by 60%, or x0.40. This effect will last for a time equal the caster's MAGE, in minutes.

Swim

Time: 12 seconds (1 Phase)

Energy: 4 MP

Requirements: MAGE 2

Difficulty: 17

Casting this spell upon yourself (or any other person), will double his movement speed through water. Furthermore, it allows for full control of one's self in water, so no swimming roll is need to swim, and you cannot sink, even if knocked unconscious (but you may still be held underwater). This effect will last for a time equal the caster's MAGE, in minutes.

Decelerate

Time: 24 seconds (2 Rounds)

Energy: 5 MP

Requirements: MAGE 3

Difficulty: 18

Casting this spell on any person or object which is in motion (a moving car, a falling body, etc), will cause it to slow down at a constant rate. The rate is equal to the caster's MAGE in meters per second per second. That is, if the caster had a Magic of 5, the spell would decelerate an object in motion by 5 meters per second, every second (about half a G). The object could accelerate itself to compensate, but that requires active force on its part. Only object which can *accelerate* may try to overcome this, but objects which move at a constant rate (people, animals, bullets, etc) will be slowly decelerated. Deceleration is a good way to buffer falls, or gravity itself, as gravity pulls at 9.8 meters per second per second. The effects of this spell will last for a time equal to the caster's MAGE in Phases.

Telekinesis

Time: 1 minute (5 Rounds)

Energy: 8 MP

Requirements: MAGE 4

Difficulty: 20

Telekinesis is the ability to move objects at a distance. Upon casting this spell, you may mentally move, and control the motion of, any object or person (even yourself). Your TK Strength is equal to the caster's MAGE. The Fuzion Strength table for

numbers on lifting, carrying, and throwing. This effect will last for a time equal the caster's MAGE, in Rounds (12 seconds).

Quickness

Time: 1 minute (5 Rounds)

Energy: 12 MP

Requirements: MAGE 5

Difficulty: 22

Upon casting this spell, you (or any single person) will have his Speed increased by +2. This allows him to move quicker and perform tasks faster, and may give him an extra Action. This effect will last for a time equal the caster's MAGE, in Rounds.

Levitation

Time: 2 minute (10 Rounds)

Energy: 10 MP

Requirements: MAGE 5

Difficulty: 22

When cast on yourself, the effects of gravity will be negated (you are effectively weightless, but no massless). You may also cast this on any other person or object. However, the maximum weight of any object(s) levitated is equal to the caster's MAGE times four, in kilograms (this is only for objects or machines, you may always levitate yourself). You may move vertically at a rate of 3 m/s, or horizontally at 1 m/s. You may fall at any rate you desire, up to the rate of 9.8 m/s^2 (or whatever the local gravity is). This effect will last for a time equal the caster's MAGE, in Rounds (12 seconds). Be sure to be on (or near) the ground when the spell expires.

Flight

Time: 2 minute (10 Rounds)

Energy: 12 MP

Requirements: MAGE 6

Difficulty: 24

Casting this spell allows you (or any one else) the ability to fly by magic. You can fly quite gracefully, and make incredible aerial maneuvers (hovering, looping, spinning around, etc.) using Acrobatics. You may move at a rate equal to the caster's MAGE² (squared). That is, if the caster's MAGE were 6, he could fly at 36 Move. This effect will last for a time equal the caster's MAGE, in minutes. Flying very fast you may need wind protection, or even respiration gear.

Flicker Teleportation

Time: 1 minute

Energy: 5 MP

Requirements: MAGE 6

Difficulty: high of 24 or attacker's AV

Flickering is not really teleporting from Point A to Point B. It is teleporting from Point A to Point A. Most often, this is used in combat situations (often called Combat Teleporting).

Flicker teleport spell allows you to make a Defensive Maneuver to Evade an attack by teleporting out of harm's way. This is different from full Teleport (below) because you do not have to spend Phases concentrating.

When attacked you can choice to FlickerPort away, instead of making an evasion roll, assuming your spell is ready to be invoked (it is a good idea to have sever FlickerPort spells ready before going into battle). If you succeed in the spell roll against the attack, then the attack missed. If not, you failed to Flicker in time and the attack hit. You will reappear anywhere in visual range of the combat zone. That maybe on the other side of the room, or behind your attacker, or any place of your choosing in visual range.

Phase Through Matter

Time: 5 minutes

Energy: 20 MP

Requirements: MAGE 7

Difficulty: 26

You may pass through solid matter as if it were water. You must hold your breath, least you drown in the solid! You may move at a rate equal to your walking speed, but, your may only maintain this spell for a time equal to the caster's MAGE, in Phases. Should you be stuck in matter, you shall die.

Teleportation

Time: 5 minutes

Energy: 20 MP

Requirements: MAGE 8

Difficulty: 28

This is the ability to teleport yourself, others, or objects from point A to point B, instantly. Your maximum range is equal to your MAGE² x 100kms. You may teleport yourself plus addition items (or people) of no greater than MAGE x 10 kgs extra.

To teleport, you successfully cast this spell. Your roll is at -2 if you are jumping based purely on map coordinates. If you fail the roll the energy is spent but you are not teleported. If a critical failure is rolled, you do teleport, but not where you intended. You might have even teleported into an object (but this would be fatal).

Please remember, the shortest distance from one point on a sphere to another point is *through* the sphere. If you need to calculate distances on the globe quickly and accurately, visit:

<http://www.indo.com/distance/>

It is, of course, possible to just teleport part of the way to your location, then jump again, but this uses more power, and so should only be done when you are incapable of making the distance in just one jump.

Insubstantiality

Time: 10 minutes

Energy: 30 MP

Requirements: MAGE 8

Difficulty: 28

Matter and energy are one. With this spell, you can make your self become a mist of magical forces, thus becoming insubstantial. Nothing material can harm you, but you can't effect anything material either (least you use other magic spells or psionic energy to do so). You may speak and move at you normal rate, but you cannot interact with matter, lifting, carrying, or attacking. However, when you become insubstantial, all your carried items will become insubstantial with you, so that when you return to normal they will be ready to use and on you're person. You may cast this spell upon your self or another person (or object). You shall remain insubstantial for a time equal to the caster's MAGE, in minutes. Once this time has passed, you shall revert to your normal state, wherever you may be (even if in a potential deadly places, such as a wall, outer space, etc.). You may end this spell at anytime before this point with a simple command. While you are insubstantial, you can take no damage from any physical kinetic attack (bullets, missiles, explosions, etc.) or from environmental conditions (radiation, vacuum, heat, cold, etc.). Energy attacks do half damage and all magical attacks do full damage. TK attacks are useless, but telepathic and mental attacks can still harm you.

Temporal Teleportation

Time: 1 hour

Energy: 40 MP

Requirements: MAGE 9

Difficulty: 29

This is the ability to teleport though time. Temporal Teleportation does not move you in space (you must use normal teleport for that), only up or down in time. Assume that you remain exactly where you are (the planet's gravity-well keeps you there, compensating for space-time expansion and planetary orbit), but you may transport yourself forward or backward in time.

You may teleport up or down the time-stream by a number of years equal to the caster's MAGE x 20 years. That is, at MAGE 9 you can jump up to 180 years forward or backward in time. You can make multiple jumps to continue backward or forward.

The nature of time travel is totally up to the GM. If he does not want time travelers, this spell should be disallowed.

Stellar Teleportation

Time: 2 hours

Energy: 100 MP

Requirements: MAGE 10

Difficulty: 30

This is a special ability to teleport in stellar distances. Basically, making a stellar jump is just the same as normally teleport jump, except boosted to light-years instead of kilometers. You must have the exact spatial coordinates and an astrogation chart to see where you are going, and successfully make a Competent Astrogation Task Roll, followed by a successfully with this spell. Failure in either will through you off course. A critical failure might drop you into the heart of a star...

Your maximum range is equal to your $MAGE^2 \times 100$ light-years. You may teleport yourself plus addition items (or people). The default is MAGE x 100 kgs of extra equipment (probably including your spacesuit). However, the GM may greatly increase this if he feels the mage should be teleporting his entire starship. If this is the case, the weight should be scaled up to tons, or even kilotons. Because this spell uses so much MP, you can stage the casting of it over several hours.

Planer Teleportation

Time: 1 hour

Energy: 40 MP

Requirements: MAGE 10

Difficulty: 30

Casting this spell allows you to teleport yourself (or others) to a different plane of reality, that is, to another dimension. If no other dimensions exit, this spell is pointless. If they do exist, then it is quite possible the only way to get there is to jump through the corners of time and space.

This will lead to alternate Earth, or other worlds entirely (Fantasy worlds, for instance) where things work very differently. You might even jump into a world where magic does not exist (which would be terribly unpleasant), but then psionics or superpowers might exit. And if psionics and supertechnology exits, perhaps there would be another way to teleport back...

The exact game mechanics of this spell are up to the GM. Typically, there are three levels of alternate dimensions. The first is simply an alternate reality of your world. The second is a completely new and fantastical world. The third class of planar dimensions include totally alien, surrealistic dimensions where everything, even physics, is different...

Nature Spells

These are spells concerned with all aspects of the natural world, plants, animals, and the environment. Nature magic is most often found in primitive cultures, but there is no reason for it not to be practiced in a more 'civilized' magical culture.

Animal Empathy

Time: 9 seconds (3 Phase)

Energy: 3 MP

Requirements: MAGE 1

Difficulty: 16

Casting this spells gives you Animal Empathy for a number of minutes equal to the caster's MAGE. If you already have Animal Empathy, the effects are simply much greater (GM's discretion).

Sense Animal

Time: 12 seconds (1 Round)

Energy: 4 MP

Requirements: MAGE 1

Difficulty: 16

Casting this spell allows you to know the direction and distance of the nearest animal of a certain specified type, or, a particular individual animal (such as a pet or ride). This can not be used to seek people or other fully intelligent people.

Sense Plant

Time: 12 seconds (1 Round)

Energy: 4 MP

Requirements: MAGE 1

Difficulty: 16

Casting this spell allows you to know the direction and distance of the nearest plant of a certain specified type.

Calm Animal

Time: 12 seconds (1 Round)

Energy: 4 MP

Requirements: MAGE 2

Difficulty: 17

A greater form of Animal Empathy, Calm Animal allows you to instantly sooth any enraged beast. This only calms the animals instinctually inclination to attack. This spell may not work if the beast was provoked, antagonized, or itself attacked!

Call Animal

Time: 24 seconds (2 Rounds)

Energy: 5 MP

Requirements: MAGE 2

Difficulty: 18

Casting this spell will attract the nearest animal of a certain specified type, or a particular individual animal (such as a pet or ride). The animal will come; however, its reaction may vary. It will act as any

beast would, fleeing or attacking when in a human presence, or if docile and tame it will stay. Calm Animal or Control Animal should be used once the animal has arrived to insure its obedience.

Grow Plant

Time: 24 seconds (2 Rounds)

Energy: 5 MP

Requirements: MAGE 2

Difficulty: 18

Casting this spell allows you to accelerate the growth of any *one* plant. When cast, the plant will be permanently enchanted, and grow at double its natural rate. However, its life span will likewise be cut in half. Multiple castings will keep doubling the growth rate.

Control Lesser Animal

Time: 24 seconds (2 Rounds)

Energy: 5 MP

Requirements: MAGE 3

Difficulty: 19

This spell is used to control a lesser animal of any type. Lesser animals include insects, small fish, birds, and rat-sized mammals. When cast upon such an animal, it will yield to your command. Although the animal does not naturally understand you language, for the duration of the spell, it can understand simple commands. This spell will last for a time equal to the caster's MAGE in Rounds.

Conceal Path

Time: 24 seconds (2 Round)

Energy: 4 MP

Requirements: MAGE 3

Difficulty: 20

This spell allows the caster to cover is tracks though a forest or wilderness environment. For the duration of the spell, he will leave no tracks, trail, or path that can be followed. If there are multiple people (or animals) in his party, this spell should be cast on each on. It will last for a time equal to the caster's MAGE x 5, minutes.

Cure Food

Time: 1 minutes (5 Rounds)

Energy: 4 MP

Requirements: MAGE 3

Difficulty: 20

Cast on stale, rotting, or spoiled food will make it as fresh and wholesome as the day it was made. Furthermore, the food will be permanently preserved, so that it cannot spoil or rot (unless the Spoil Food spell is used). Cast on fresh food, it will likewise be preserved. This is excellent for travelers or for long sea voyages.

Spoil Food

Time: 1 minutes (5 Rounds)

Energy: 4 MP

Requirements: MAGE 3

Difficulty: 20

Casting this spell on any sort of food will spoil it. The food will seem to be days, if not weeks old, filled with rot and worms, and be utterly unsafe to consume. Anyone who does eat the food will become very sick for a day.

Control Domestic Animal

Time: 36 seconds (3 Rounds)

Energy: 6 MP

Requirements: MAGE 4

Difficulty: 21

This spell is used to control an normally domestic animal. Domestic animals include dogs, cats, horses, pigs, and other such animals found in homes and farms. When cast upon such an animal, it will yield to your command. Although the animal does not naturally understand you language, it can understand simple commands for the duration of the spell. This spell will last for a time equal to the caster's MAGE in Rounds.

Kill Plant

Time: 36 seconds (3 Round)

Energy: 6 MP

Requirements: MAGE 4

Difficulty: 21

Casting this spell will instantly kill and wither all plants within a radius equivalent to the caster's MAGE in meters radius. Large plants, like trees, must have this spell cast directly on them.

Make Meal

Time: 2 minutes (10 Rounds)

Energy: 8 MP

Requirements: MAGE 4

Difficulty: 22

Casting this spell upon any raw ingredients will magically create a fully cooked and prepared meal. It will not make a fancy meal, but it can cook meat, make a stew, or rise bread. Placing vegetables, meat, and water into a pot, and casting the spell upon it can made a most tasty stew.

Control Wild Animal

Time: 48 seconds (4 Rounds)

Energy: 8 MP

Requirements: MAGE 5

Difficulty: 23

This spell is used to control an wild or dangerous animal. Wild animals cover all beasts not controllable Control Domestic Animal, including lions, elephants, sharks, wolves, and such. It cannot be used on magical or monstrous beasts (such as dragons, griffins, unicorn, etc.). When cast upon such an

animal, it will yield to your command. Although the animal does not naturally understand your language, it can understand simple commands for the duration of the spell. This spell will last for a time equal to the caster's MAGE in Rounds.

Shape Plant

Time: 48 seconds (4 Round)

Energy: 8 MP

Requirements: MAGE 5

Difficulty: 23

Casting this spell allows you to shape and form any sort of plant or vegetation of mass equal to the caster's MAGE x 10, in kilograms. Used on dead plant material, such as wood, you may shape and form the wood like putty. Used on living plants, you may accelerate its apparent growth, create a tangled briar of thorns, or form large caverns inside a great tree for shelter. One casting allows you to perform the shaping for one minute.

Environmental Awareness

Time: 1 minutes (5 Rounds)

Energy: 6 MP

Requirements: MAGE 5

Difficulty: 24

Similar to Commune, but not as powerful. Environmental awareness allows you to enter into a state of meditation where you gain a sense of the current state of the environment. For a range equal to the caster's MAGE, in kilometer's radius, you will instantly know how healthy (or damaged) the environment is. Any trash, pollution, or toxic substances that can or are harming the local environment will be known to you.

Fool's Meal

Time: 1 minute (5 Rounds)

Energy: 8 MP

Requirements: MAGE 5

Difficulty: 24

This spell can make an illusionary meal from anything. Mud and dirt are most often used as base material, over which his spell is cast. Rocks, metal, and other such inedible materials cannot be used. When the spell is cast, the base material will look and taste like a delicious meal. However, it was simply an illusion, and anyone eating the meal has actually consumed whatever the base material was. This usually causes them to become extremely ill, and can even result in death.

Water to Wine

Time: 1 minute (5 Rounds)

Energy: 8 MP

Requirements: MAGE 5

Difficulty: 24

This spell allows the caster to turn ordinary water into wine (or any alcoholic beverage of his desire). He may change a number of liters of water to win, equal

to the caster's MAGE, in liters. If cast on an alcoholic drink, it will double its potency.

Commune

Time: 2 minutes (10 Rounds)

Energy: 8 MP

Requirements: MAGE 6

Difficulty: 25

Casting Commune allows you to instantly become 'tuned in' to the natural world around you. Your mind and soul become part of the very life-force of nature. During this meditation, you must remain at rest (sitting or lying still), and cannot be interrupted. No animals will harm you, and some may approach and rest near you, bathing in the tranquil energies of nature magic (when you awaken, they may leave, doing you no harm). While Communing with nature, you can sense all natural disturbances, foreign intrusions, and threats within a range equal to the caster's MAGE, in kilometer's radius. This includes human trespassers, machines, fires, enemies, monsters, and encroaching catastrophes (such as earthquakes, floods, and storms). You may remain in this state for as long as you wish.

Clean Environment

Time: 4 minutes

Energy: 12 MP

Requirements: MAGE 7

Difficulty: 26

Once this spell is cast, all trash, pollution, or toxic substances that are harming the local environment are instantly destroyed. This does not repair damage already caused, but the environment can heal itself after these destructive substances are removed. Pollutants will be broken down to harmless elements, trash will be dissolved, and toxic chemicals will break down. Radiation and any radioactive waste material (such as uranium) will become harmless and non-radioactive. This spell cannot be used on active materials in use. That is, it cannot destroy plastic unless it is plastic trash, nor can it be used to negate a nuclear bomb, though it can purify the radiation effects after a nuclear explosion.

Shapeshifting (type)

Time: 5 minutes

Energy: 20 MP

Requirements: MAGE 8

Difficulty: 28

There are many Shapeshift spells, one for every type of animal. Each is a separate spell. The most common are Wolf, Bear, Lion, Falcon, Snake, Fish, and Frog. When cast upon yourself (or another) you will instantly turn into that animal. All your mental characteristics, skills, and memories remain the same (as do special powers), but you take on the form and physical characters of that animal. The spell will last

for a time equal to the caster's MAGE in hours, or until you will yourself back to normal. This spell can be permanently enchanted, as per Enchantment spell, but this is usually a bad thing.

Banquet

Time: 10 minutes

Energy: 30 MP

Requirements: MAGE 9

Difficulty: 28

Casting this spell magically creates a banquet of delicious food, fit for a king. It produces enough food to serve a number of people equal to the caster's MAGE. This spell will convert any available matter (usually dirt and water) to real, fully prepared food. It is not an illusion and it is permanent. Eating from such a banquet is quite a feast indeed!

Necromantic Spells

These are spells of death and decay. Few good mages condone such spells, and many outright shun all practitioners of this art (in some worlds, Necromancers have a Social Complication because of this). There are some necromantic spells, such as Turn Undead, which, though Necromantic in nature, are really considered 'anti-necromantic', and thus acceptable.

Pain

Time: 6 seconds (2 Phases)

Energy: 3 MP

Requirements: MAGE 1

Difficulty: 16

Cast on a target, he will suddenly feel a sharp, agonizing pain explode through his body. This does no permanent damage, but can knock someone out. He takes 4DC STUN damage to represent the effects of the pain, but any STUN damage done will instantly vanish the next Phase. This is only used to determine if the target was stunned by the Pain, or knocked out.

Turn Undead

Time: 6 seconds (2 Phases)

Energy: 2 MP per level

Requirements: MAGE 1 (+1 per Level required)

Difficulty: See description

Turn Undead is the basic "anti-evil" spell carried by good clerics and wizards alike. It is the only necromantic spell typically allowed for holy clerics. Turn Undead is possible at MAGE level 1. But if you have a higher MAGE characteristic, you can cast more powerful versions of this spell (same spell, just add more power). Each level of Turn Undead requires you to have an equivalent level of MAGE (or your effective MAGE for necromantic spells).

Turn Undead only works on undead

creatures, including as zombies, skeletons, liches, vampires, and other such creatures. It will also work on ghosts, wraiths, specters, and so forth. It has no effect on living beings. When cast, Turn Undead will effect all undead creatures within visual range of the caster. All undead must then make a Will + Concentration roll verse **Level + Turn Undead skill + die roll**, where Level is equal to the MAGE of the caster. That is, if the caster had a MAGE of 5 cast Turn Undead with Skill of 6 in Turn Undead, the AV would be 5 + 6 + a die roll (3D6 or 1D10, depending on your game settings). If the resulting roll was 20, then all undead must roll against this number. If they fail, they *must* flee. If the undead succeed in their Will+Concentration roll, they are unaffected. This spell effects both 'good' and 'evil' undead alike. It cost 2 MP per level of MAGE to cast this spell, so you may cast it at a lower level, if desired.

Decay

Time: 9 seconds (3 Phases)

Energy: 4 MP

Requirements: MAGE 2

Difficulty: 17

Cast on dead material (plant, animal, etc.), the decaying process will be greatly accelerate. For each casting, the material will instantly decay by one week. Cast on a living target, it will instantly take 1 DC of decaying damage.

Infection

Time: 12 seconds (1 Round)

Energy: 5 MP

Requirements: MAGE 3

Difficulty: 18

Cast on a target, he will instantly be infected with a sickening disease. The exact disease is up to the caster (often, a piece of infected flesh is used in the ritual), but it cannot be a fatal disease. The disease will rarely have an instant effect, and will progress as normal for that disease. Again, this cannot be used to cast a fatal disease (if a fatal disease is cast, it won't be fatal).

Withering Touch

Time: 24 seconds (2 Rounds)

Energy: 10 MP

Requirements: MAGE 4

Difficulty: 20

A dreadful spell of destructive necromantic energy. To cast this spell, you must touch a limb of your target and invoke the spell. Instantly, the target will take 3 DC damage, and his limb will wither, shrivel, and atrophy. That limb is permanently useless, but it can be healed by magic (some psionics, superpowers, and high technology might also be able to heal it), but it cannot heal naturally.

Age

Time: 1 minute (5 Rounds)

Energy: 12 MP

Requirements: MAGE 5

Difficulty: 21

Casting this spell upon a hapless victim causes him to suddenly age by a number of years equal to the caster's MAGE. This spell may only be cast on a particular person once a day.

Steal Life

Time: 2 minutes (10 Rounds)

Energy: 15 MP

Requirements: MAGE 5

Difficulty: 22

Casting this spell on a target victim allows you to steal a part of his life force and add it to your own. This has several effects, both on you and the victim. You gain back END equal to your MAGE x 5 (up to your max), and you gain back STUN equal to your MAGE x 2 (up to your max). The victim loss *double* whatever you gained.

Control Zombie

Time: 2 minutes

Energy: 8 MP

Requirements: MAGE 5

Difficulty: vs. Zombie's Will or Controller

Cast on any single zombie (or en mass, see below), allows you to mentally command a zombie to do your bidding. When cast, your difficulty is rolled against the Zombie's WILL, which is generally low enough for you to beat with ease -- **Characteristic + Control Zombie + a die roll vs. Zombie's WILL**. If another wizard is controlling the zombie, both necromancers will roll against each other to determine who is in control. A wizard already in control of a zombie does not need to cast his spell again, but must make the task roll for the purpose of maintaining control against an outsider attempted to steal his zombie. After the spell is cast, you will have permanent control (that is, the zombie becomes your servant), however, if you neglect to command the zombie for one day, your control will be lost, and must be recast (the zombie basically wanders off). You can only cast this on a zombie within visual range, or in range of some other form of ranged sight (magical, psionic, or technological).

This spell can also be cast on a large number of zombies at once (a newly risen graveyard). Energy cost is 40 MP, and the time to cast is 30 minutes, so it is wise to have this spell prepared before you actually need to use it. This can bring up to 20 zombies under your mental command. Most necromancers controlling multiple zombies simple send out general and simple commands to all, such as "Kill the White Knight" or "Bring me the Princess".

Control zombie will not work on other

undead, such as vampires, ghosts, or other sentient undead beings.

Create Zombie

Time: 10 minutes

Energy: 20 MP

Requirements: MAGE 6

Difficulty: 24

This spell must be cast on a dead body. It may be of any creature, though most often human (or humanoid). Recently dead bodies become typical zombies, where as older, more decayed corpse are much more horrific. A body which is little more than a skeleton is raised up as a classical skeleton zombie.

The body will continue to decay and rot away, causing one hit point of damage per day. Only magical (or psionic) healing can heal a zombie. From between 1-6 days decayed, the zombie will be fairly normal in appearance. Over 6 days decayed, he will be noticeable pale and "deathly". His eyes will have no spark of life, and anyone use to seeing corpse will be able to tell that he is a zombie. After a week of rotting, the corpse will really begin to decay. All zombies have cold, clammy skin, and typically smell bad.

Zombies take damage, but cannot be killed. They are already dead, after all. They can be damaged to the point of no longer being able to function. When the Zombie's hit points have been reduced to below -10 the necromantic enchantment will be broken and the zombie will be utterly destroyed. It is possible to heal and regenerate a zombie, even if it has been reduced to ashes, but most necromancers don't bother.

When a zombie is created, it will have no direction or guidance, and wander about of its own accord (often attacking its creator, who is usually the closest person nearby). Control Zombie, then, is essential for any necromancer planning to raise the dead.

It is also possible to raise up a large number of zombies at one (usually cast in the middle of a graveyard). Energy cost is 100 MP, and the time to cast is 2 hours, so you must have this spell prepared a head of time. This can raise up to 20 zombies at once (assuming there are 20 zombies available).

A zombie's characteristics will be pretty much the same as they were for the individual before he died. However, because it is a zombie, there are a few characteristic adjustments.

Zombie

-1 INT, -2 Will, +2 CON, +2 STR, +2 BODY

Ghoul (Highly Decayed Zombie)

-2 INT, -3 Will, -1 PRE, -1 REF, -1 DEX, +1 CON, +1 STR, +1 BODY,

Skeleton

-3 INT, -3 Will, -1 PRE, +1 CON, +1 STR, +1 BODY,

Create Undead

Time: 1 hour

Energy: 50 MP

Requirements: MAGE 8

Difficulty: 26

Zombies are nothing more than reanimated corpses. A true undead, however, is much different. An undead being is a supernatural entity whose very life-force (soul) is permanently bound to his corporeal body. In effect, this soul may never leave the body. The body is then killed ("death of the flesh") while maintaining the living essence of original being.

Normally, this can only be performed on a living subject, or a recently dead victim whose soul has not yet parted (or, for an atheistic universe, before life-force has evaporated). It is up to the GM to determine this time span. In the real world, the brain can survive about thirty seconds after death. It can be assumed that this is the "point-of-no-return". A recommended "point-of-no-return" limit for a fantasy setting is one hour after death. That is, up to one hour after death a person can be resurrected to an undead state with this spell.

In many ways, being undead is vastly superior to normal mortality. There are, however, several basic disadvantages. Undead are in a state of physiological flux. That is, they have no vital signs, but they do have a soul and their mind functions through the soul instead of the brain. Because the body is dead, and being such, will continue to rot and decay. As the body rots, it will take one hit point of damage per day. It is also impossible to heal naturally (magical or psionic healing, and possibly some technological healing methods, can heal an undead). Being undead could also incur massive Humanity lose (if Humanity is used in your campaign). This Humanity lose should be set by the GM, but a typical value might be 7D6 HC.

Depending on how many days of decay the body has undergone will determine its appearance. From between 1-6 days decayed, the undead will be fairly normal in appearance. Over 6 days decayed, he will be noticeable pale and "deathly". His eyes will have no sparkle of life, and anyone use to seeing corpse will be able to tell that he is undead. After a week of rotting, the undead will really begin to decay. All undead have cold, clammy skin, and typically smell bad. But fear not. Makeup can cover for this. No matter what its condition, all undead have cold, clammy skin.

On the other hand, being undead carries some powerful advantages as well. Undead do not age or grow old, but in the case of undead they look rather dead anyway. They cannot catch disease, nor can they drown or die from poison. They do not need to eat, drink, breathe, or even sleep! They *do* lose Endurance from using psionics, combat, running, and encumbrance (and gain it back as normal), but do not

tire from simple day to day actives. Undead can sleep if they wish, but as a general rule they all suffer from insomnia.

Undead take damage, but can never be killed. They are, after all, already dead. Magical attacks that assault the soul *can* kill them. This includes Death Bolt, Soul Burn, Shatter Soul, and Destroy Soul. Bullets, fire, explosions, impacts (i.e. physical damage) cannot kill them, but it can wound them or even destroy them.

When the hit points on a body are reduced to zero, the undead is seriously injured, but not destroyed. Only when its hit points have been reduced to below -10 will it be destroyed. However, even if an undead is nothing more than a pile of burnt ash, it may still be regenerated, as the soul is still present within the ash.

Furthermore, undead do not feel pain. This makes them immune to the effects of Stun damage. They still take Stun damage, and are effected by Stun rollover, knockback, and other such effects, but they cannot be knocked unconscious.

Because they are undead, they make dreadfully powerful necromancers. Undead automatically have a +2 MAGE to all necromancy spells!

Undead characters receive the following Characteristic modifiers:

Chars: -1 PRE, +1 CON, +1 STR, +1 BODY

It is impossible to reverse the effects of being undead. The soul is anchored forever within the body and can only be removed by destroying that soul by magical means.

Shatter Soul

Time: 2 minutes (10 Rounds)

Energy: 15 MP

Requirements: Mage 8

Difficulty: 26

Shatter soul is a devastating spell, cast to harm or damage the binding life-energy of a sentient being. Whether this life-energy truly is a soul or not depends on the gameworld. Whatever the case, Shatter Soul assaults the very essence of a target.

The derived characteristic for determining the 'hit points' of your soul is, by default, Humanity (WILL x 10). Depending on the gameworld, however, the GM may have this set to something else, such as PRE x 10, or may use another derived characteristic, such as SOUL or ESSence.

Shatter Soul inflicts 4 DC damage to the target's HUM (or SOUL, etc.). This loss reduces HUM, and if reduced below 0, can cause extreme madness (the soul collapses). Other effects from Humanity loss are outlined in Cyberpunk and Bubblegum Crisis RPGs.

Points lost from Shatter Soul will heal with time. Assume, by default, you will recover damaged Humanity at a rate of 1 point per day.

Death Bolt

(See Combat Spells)

Soul Burn

Time: 4 minutes (20 Rounds)

Energy: 20 MP

Requirements: Mage 9

Difficulty: 28

Soul Burn is a more powerful version of Shatter Soul. Like Shatter Soul, Soul Burn damages the life-energy of a sentient being (the soul). See above for details on soul hit points and Humanity.

When Soul Burn is cast upon a victim, he will instantly take 6 DC damage to his HUM (or SOUL, etc.). That is, if you take 24 soul hits, you lose 24 HUM. Unlike Shatter Soul, damage done by Soul Burn is *permanent*. The target's soul has taken extreme damage which cannot be recovered. Furthermore, if HUM (or SOUL) is reduced to zero or below, the target's soul is totally destroyed, and he becomes a hollow, empty shell -- a lost creature damned to roam the earth soulless and mad with insanity. If the victim was a PC, consider him dead, and it becomes an NPC (it is possible to play a soulless, but this is up to the GM).

Destroy Soul

Time: 10 minutes

Energy: 30 MP

Requirements: Mage 10

Difficulty: 30

Even more powerful than Soul Burn is Destroy Soul. As the name of this spell implies, it simply destroys the soul of a target victim.

When a target's soul has been destroyed, he becomes a hollow, empty shell -- a lost creature damned to roam the earth soulless and mad with insanity. If the victim was a PC, consider him dead, and it becomes an NPC (it is possible to play a soulless, but this is up to the GM).

This spell is extremely powerful, and should be very rare and difficult to find.

Resurrection

(See Physiology Spells)

Physiology Spells

These are spells concerned with the physiological aspects of biology. In more arcane terms -- healing. Physiology spells go beyond healing in some cases, enabling adjustments or alterations to biology, such as the case with unaging and biostasis, and other such spells. The most powerful of all physiology spells is Resurrection, which is both a necromantic and physiology spell.

Awaken

Time: 3 seconds (1 Phases)

Energy: 1 MP

Requirements: MAGE 1

Difficulty: 16

This simple spell will rouse any one target out of the deepest slumber. This will not work to wake those cast into sleep by magic or knocked unconscious due to injury.

Revive

Time: 9 seconds (3 Phases)

Energy: 2 MP

Requirements: MAGE 1

Difficulty: 16

Similar to Awaken, though more powerful. Revive can bring any one subject out of unconsciousness.

Recover Fatigue

Time: 6 seconds (2 Phases)

Energy: 3 MP

Requirements: MAGE 2

Difficulty: 17

This spell may be cast on yourself or another. When cast, the subject will instantly recover Endurance points equal to the caster's MAGE x 2.

Negate Pain

Time: 9 seconds (3 Phases)

Energy: 3 MP

Requirements: MAGE 2

Difficulty: 17

Casting this spell upon yourself (or another) allows all pain to be temporarily alleviated. In effect, the subject receives High Pain Threshold (if he already has this, double the effects). This spell will last for a time equal to the caster's mage, in minutes. Multiple castings are only cumulative on the duration, not the effect.

Illusionary Healing

Time: 24 seconds (2 Rounds)

Energy: 6 MP

Requirements: MAGE 3

Difficulty: 18

Illusionary healing is a somewhat devious spell. On the surface it is apparently beneficial, but used improperly or maliciously, the effects can be devastating. In effect, illusionary healing uses magical forces to bind and negate the effects of wounds and damaged tissue. But these effects are only temporary -- nothing more than a magical illusion. All damage healed by illusionary healing will truly seem healed, until the spell's duration runs out, when all 'healed' damage returns. Evil sorcerers often make use of this to keep their cannon-fodder troops on the line just long enough to win a battle... afterwards they literally fall apart at the seams.

When cast, this spell will heal 1D6 of

damage, per level of MAGE. If the caster had a MAGE of 6, then he could heal 6D6 of damage. This healing will only last for a time equal to the caster's MAGE in minutes. Use this spell with caution.

Sterilize

Time: 24 seconds (2 Rounds)

Energy: 6 MP

Requirements: MAGE 3

Difficulty: 18

Sterilize is the basic healing spell. Cast on a wound, it is instantly cleaned and magically cauterized as to stop bleeding and prevent infection. In effect, sterilize will stop a subject from bleeding and heal 1D6 Stun damage and 1 point of killing damage. This spell may only be cast once for every major wound.

Lesser Healing

Time: 36 seconds (3 Rounds)

Energy: 8 MP

Requirements: MAGE 3

Difficulty: 18

Lesser healing invokes magical energies to bind and repair damaged tissue, accelerating the healing process. In effect, Lesser Healing instantly recovers 2D6 of Stun damage and 1D6 of Killing damage to a subject. The effects are permanently. This spell may only be cast once per day on a subject.

Negate Poison

Time: 48 seconds (4 Rounds)

Energy: 10 MP

Requirements: MAGE 4

Difficulty: 20

This spell is used to negate the effects of any poisons within the body of a subject. When cast, all traces of poisons are instantly removed and can cause no further damage.

Cure

Time: 1 minute (5 Rounds)

Energy: 12 MP

Requirements: MAGE 4

Difficulty: 20

This spell is used to destroy diseases (bacteria, virus, cancer, or microbes) within the body of a subject. It cannot effect genetic disorders or mental diseases. When cast, all diseases are removed and can cause no further damage.

Stabilize

Time: 2 minutes (10 Rounds)

Energy: 12 MP

Requirements: MAGE 5

Difficulty: 10 + # of hits below 0.

When a person is wounded to below 0 hit points, he is dying. By casting Stabilize, the subject's vital signs are magically stabilized, and he will not continue to

lose hit points due to shock and trauma. The difficulty for casting this spell, however, is equal to 10 + the number of hits below zero which the subject is currently at. For instance, if the victim were at -8 hits, the difficulty to successfully cast Stabilize on him would be 18.

Greater Healing

Time: 3 minutes (15 Rounds)

Energy: 15 MP

Requirements: MAGE 5

Difficulty: 24

Greater Healing invokes magical energies to bind and repair damaged tissue, accelerating the healing process. Greater Healing instantly recovers 4D6 of Stun damage and 2D6 of Killing damage to a subject. The effects are permanent. This spell may only be cast once per day on a subject.

Biostasis

Time: 5 minutes

Energy: 16 MP

Requirements: MAGE 6

Difficulty: 25

Casting biostasis puts a subject into a state of biological suspended animation. Essentially, he becomes frozen in time, and appears to be dead. He will not age in this condition, and does not require food, air, or water. He can take damage, and can still be destroyed if he takes enough damage. Casting biostasis again will revive a subject in biostasis. Alternatively, the mage who cast biostasis on the subject could 'program' him to awaken after a set amount of time or under a certain condition (such as 'awaken when touched by water').

Unaging

Time: 10 minutes

Energy: 18 MP

Requirements: MAGE 7

Difficulty: 26

Casting this spell will halt aging on a subject for a time equal to the caster's MAGE, in weeks. For this period of time, the subject will not age. This spell can be cast again to continue the effect.

Rejuvenation

Time: 30 minutes

Energy: 24 MP

Requirements: MAGE 7

Difficulty: 27

Similar to unaging, but actually reverse the effects of aging. Casting this spell on a subject will remove one week of aging. The effect is permanent, however, the subject will continue to age normally.

Regeneration

Time: 30 minutes

Energy: 25 MP

Requirements: MAGE 8

Difficulty: 28

Regeneration is a powerful healing spell. Not only can it heal a massive amount of damage, but it can also restore and regenerate lost limbs. This can work one of two ways. One casting of this spell can either regenerate one missing limb, or completely heal a subject. When cast to regenerate a limb, that limb will grow back out again, and be full restored (it takes one day for the limb to regenerate) and 3D6 killing damage is also restored, as a side effect of the healing. Cast merely to heal a subject, the subject is completely healed of all damage (but there will be no regeneration of lost limbs). It takes one minute for this regenerative healing to complete (he will therefore regain 5% of his hit points (Stun and Killing damage) once every Phase).

Resurrection

Time: 4 Hours

Energy: 100 MP

Requirements: MAGE 10

Difficulty: 30

This is the most powerful of all healing spells. Casting this on a dead body can bring it back to life, and restore the soul to its body, even after it has departed to the afterlife (or dispersed into oblivion). Resurrection spells are very different from gameworld to gameworld, so the GM is advised to structure the mechanics of Resurrection to fit the theological beliefs of his gameworld. For instance, in some fantasy settings, it may be necessary to rescue the soul from the Netherworld. In other settings, the body may need only to be healed and prepared with special potions. Whatever the case, Resurrection spells should never be taken lightly, and could well be the theme of an entire campaign.

Summoning Spells

Often mistaken for necromancy, spells of summoning are technically an entirely different category of magic. Necromancy deals only with death of flesh. Summoning concerns the existence of life after death, the netherworlds, and other dimensions of being. Summoning spirits and demons has long been thought the cornerstone of black magic, and so these spells are quite common in the darker circles of magic. Contacting deities, on the other hand, is rarely mischievous, and many holy priests and clerics know the spells and rights to contact their patron deity. Of course, you can't summon a god, but there are spells to demand their attention... Use them sparingly.

All of these spells can be cast one of two ways: specifically or randomly. To cast the spell specifically, you must know the name of the

spirit/demon/entity/deity that is your target. Otherwise the spell is random, and any such creature may respond. Call and Contact Deity spells can only be specific.

Summon Spirit

Time: 36 seconds (3 Rounds)

Energy: 6 MP

Requirements: MAGE 2

Difficulty: 18

This spell can summon back a spirit from the netherworld or from the living world if the target spirit happens to be a wandering ghost. The spirit can do little, and is merely a shadow of the subject's soul projected into the world of the living. It can answer questions, though it is quite likely it has forgotten all or most of its previous life. There is usually little point in calling a random spirit, so most are called by name. Depending on the nature of the afterlife, some spirits may be inaccessible. For instance, those in a heavenly realm or Elysian field may be protected from summoning spells, and those in a hellish afterlife may already be destroyed. Therefore, the dynamics of this spell are left up to the GM.

Summon Phantom

Time: 1 minute (5 Rounds)

Energy: 8 MP

Requirements: MAGE 2

Difficulty: 18

Phantoms are shattered remnants of souls, usually of individuals with a powerful (or even magical) life-force. Phantoms retain little or no memory of their past, and are usually extremely hostile. They often have a few spells inherently bound to their being, and may also demonstrate psychic powers as well.

Phantoms are usually summoned randomly (most don't even have names). When a Summon Phantom is cast, a Phantom will appear in 3D6 seconds. Unfortunately, as most new and inexperienced summoners quickly realize, there are no control spells for such creatures, and they hold no loyalty to their summoner. Phantoms can be controlled with mind control spells, and a few can actually be bargained with. If summoned into a magical Pentagram, the Phantom will be contained.

The exact characteristics, powers, and nature of the phantom should be developed by the GM to suit his gameworld.

Summon Demon

Time: 10 minutes

Energy: 20 MP

Requirements: MAGE 4

Difficulty: 22

It is universally excepted by all cultures (aside from cultures that are evil by nature) that summoning demons is the most evil form of all magic. After all, it was demonolatry that gave magic a bad name to

start with. It is also considered extremely unwise to summon a demon. Most demons turn out to be more powerful than their summoner, which is very bad for the demonolater.

The first question that must be considered is 'What are demons?'. Depending on the gameworld, demons may be powerful malicious spirits, servants of a dark god, fallen angels, beings of conscious dark magic, or something else entirely. Whatever the case, they are powerful, extremely intelligent, and absolutely evil. If demons are, for some reason, alien entities or deities, this spell will not summon them. Use the appropriate Contact and Call Entity and Deity spells for such beings.

A demon can be summoned one of two ways: randomly or by name. Only an idiot would summon a demon randomly, but some demonolaters are notoriously unwise (fortunately, they do not last long enough to degrade the gene-pool). If a demon is summoned randomly, it should always be summoned into a magical Pentagram (which will contain most demons), or the demonolater should have a very good offer to make a deal with the demon. A randomly summoned demon will do as it wishes, be it leaving, running amok, or just killing the demonolater. They will usually stick around long enough to hear their summoner's offer, after all, the pitiful mortal might just be useful.

Summoning a demon by name is safer (relatively speaking). Knowing a demon's true name gives a demonolater great power over it. This power comes from the ability to use the Banish Demon spell at any time (see Banish Demon). There may be other effects of knowing a demon's true name, including black mail (although threatening to give his true name to the Mages' Guild will probably just get you eaten), or knowing certain weakness. This is where the Demonology skill comes in handy. It is possible to research the names of demons using the Demonology skill (DV 20 to find a true name of a demon, DV 30 to find the true name of a specific demon you are after). A failed roll may get you a 'calling name' which is not a true name, but will call the demon anyway. Most demons have a calling name and a true name. They often pretend their calling name is their true name in order to keep their true name concealed. This must be kept in mind, because many grimoirs and demonology books which have lists of demon names is actually a list of calling names. A calling name gives you no power over the demon, but only allows you to call it (picture calling names as a demon's alias, whereas their true names are their secret identity).

After you have summoned any demon, it is necessary to make a deal with it (few wizards have the power to successfully use mind control, but you can try). Human scarifies, magic items, and favors often make good bargaining tools. Demons are not

interested in material wealth. Most demons also deal in information, though many demonolaters overlook this factor. In truth, a demon can be easily bought by offering it some juicy information on its enemies or people in power.

Even if a demonolater gets a demon to accept a deal, the demon will probably have ulterior motives. Most demons actually use the demonolater, letting the demonolater think he is the one controlling the demon. On the other hand, a crafty and cunning demonolater can make a demon an offer he can't refuse. The threat of Banishment can often be enough to make a demon do your bidding... Just watch your back.

Banish Demon

Time: 10 minutes

Energy: 22 MP

Requirements: MAGE 4

Difficulty: vs. Demon's WILL

"Never call up that which you cannot put down." Such a quote should be well heeded by all demonolaters. Calling a demon that you have no control over is suicidal at best. To banish a demon the casters *must* know the demon's true name. Anyone can banish a demon with this spell, as long as they know the demon's true name. Professional Demon Hunting is an extremely dangerous, though lucrative business (a word to demonolaters: to really make a deal with a demon, just give him the name of a demon hunter, or better yet, give him a demon hunter as a sacrifice).

Many demons have both a calling name and a true name (true names are sometimes referred to as "Banishing Words"). Make sure you know the true name of the demon. The calling name can do nothing to banish a demon. It will only laugh at you, then eat you, if you use the calling name while trying to banish it.

When this spell is cast upon a demon, the banisher must roll against the demon's WILL roll. If the demon has a lot of WILL, which is often the case, this is just too bad. Even if you fail, the demon will take 6DC damage (penetrating all armor), due to the massive disruption of his binding forces. Subsequent castings are at +2 to your roll (or -2 to the demon's), and this effect is cumulative with each casting. If you fail the first time, however, the demon will probably tear you asunder before you get a second chance. It is therefore very wise to bind multiple banishment spells to yourself (or some item) to use when you go to face the demon, so that each casting can be invoked in rapid succession, guaranteeing your victory (assuming you had the name right).

When a demon is banished (or destroyed by banishment castings) he will return to his hell-realm and cannot return to the mortal world for a year, even if summoned by name.

Contact Cosmic Entity

Time: 30 minutes

Energy: 25 MP

Requirements: MAGE 5

Difficulty: 24

There are beings prowling the universe far greater than mere mortals. They seem as gods in power, but they are not true deities. They are alien in mentality, though not so far removed as to be unfathomable, for they are a part of this universe. They are great and ancient beings, wanderers between the stars and galaxies, and master of all things known and unknown.

Wizards have learned certain spells and rites need to contact these greater beings, some perhaps have been given these spells by these beings in dreams or visions. And by these spells, a greater cosmic entity may be contacted for a short time.

When Contact Cosmic Entity is cast, you may come into mental contact with one of these greater beings. Because they are alien and powerful you must make a WILL + Concentration roll verse 18 to avoid mental shock. If you fail, contact is lost, and you are basically unconscious for the rest of the day, and a troubled by nightmares and restlessness for weeks. If you overcome the shock, you may attempt to communicate with the being. It can answer questions, but will rarely have information regarding your world (it probably does not even know your world exists). Sometimes a cosmic entity can tell you the rites for powerful spells (be warned, such a spell is sometimes so powerful it may obliterate the caster the moment it is invoked). As to what other information a cosmic entity can provide is up to the GM. Contact is usually cut short after a minute, as the entity has better things to do than talk with insignificant insects.

There are two ways to cast this spell. If you know the name of a cosmic entity, you can cast this spell to contact that entity. Otherwise, when this spell is cast, it will contact any cosmic entity at random. Some cosmic entities are extremely malicious, whereas some are so tranquil and peaceful they may not respond at all (and you may also be overcome with an euphoric feeling of ultimate peace and tranquility).

In some settings, gods may actually be cosmic entities who guard or control your world. If this is the case, the only way to contact a deity is with this spell, not the Deity spells.

Call Cosmic Entity

Time: 1 hour

Energy: 35 MP

Requirements: MAGE 6

Difficulty: 26

It is not possible to summon a cosmic entity. There are, however, spells used specifically attract the

attention (even demand the attention) of a cosmic entity. An entity which senses the invocation of these spell may respond if it so chooses. Many do respond either out of curiosity or a wish to destroy the pest that invoked the spell.

How and when a cosmic entity responds is up to the GM, and the exact nature of the entity in question. This spell can be cast to call down a specific cosmic entity by name or to call any cosmic entity at random. Either way, even if the spell is a success, the entity that heard the call can simply ignore it. If it does respond, it will usually arrive in a matter of hours or days, depending on how far away it was. It will come to the exact place where the spell was cast (if the wizard has gone elsewhere, too bad). If there is nothing of interest to the entity, it will usually just leave.

It should be emphasized that calling a cosmic entity at random is very dangerous. Even if the entity is benevolent, it may be as big as a planet, or even a star. Some entities are, in fact, sentient stars. Calling such a being can be bad news for your world.

In some settings, gods may actually be cosmic entities who guard or control your world. If this is the case, the only way to call a deity is with this spell, not the Deity spells.

Contact Extradimensional Entity

Time: 1 hour

Energy: 30 MP

Requirements: MAGE 7

Difficulty: 26

Beyond our universe of space and time, beyond the boundaries of our dimension lie vast and uncharted realms of the probable and improbable. Spawned of the quantum nature of creation, from the crossing a junction of time continuums lies infinite alternate and parallel universe, new dimensions, and higher realities.

There are, of course, beings in these dimensions that can be contacted. When Contact Extradimensional Entity is cast, you may come into mental contact with one of these beings. Powerful extradimensional entities are extremely alien. Therefore, you must make a WILL + Concentration roll verse 24 to avoid mental shock. If you fail, contact is lost, and you are basically unconscious for the rest of the day, and a troubled by nightmares and restlessness for weeks. If you overcome the shock, you may attempt to communicate with the being. It can answer questions, but will rarely have information regarding your world. As to what other information an extradimensional entity can provide is up to the GM. Contact is usually cut short after a minute, as the entity has better things to do than talk with insignificant insects.

It is also possible to contact a lesser extradimensional entity. Such beings are more akin

to people, monsters, or aliens. The dimension could even be to an alternate or parallel universe, in which case the being in question *is* human, but simple from an alternate world. You may even try to contact your alternate self!

There are several ways to cast this spell. If you know the actual name of an entity, you can cast this spell to contact that entity. Otherwise, when this spell is cast, it will contact any entity at random. You may also narrow your search, specifying the type of dimension or parallel world, the sort of entity you are attempting to contact, and so forth.

Call Extradimensional Entity

Time: 2 hours

Energy: 40 MP

Requirements: MAGE 7

Difficulty: 26

It is not possible to summon an extradimensional entity. There are, however, spells used to open the threshold between dimensions and invite such an entity to enter and visit your world. Many powerful entities know what such gateways are and may only respond if they so choose. Other lesser entities may enter out of curiosity, only to find themselves in an alternate dimension.

Many extradimensional entities are monsters, or at least appear monstrous to us. Some are very evil or violent, though often they are indifferent. If they arrived by accident, such a creature may be terrified and react accordingly. There is often a major communications barrier as well, unless the being happens to be from a parallel world only slightly different than your own.

One common usage of this type of spell is the ability for a wise old mage to bring over a hero (or a potential hero) from an alternate world to help save his world in a time of crisis. Apparently, these mages are quite senile and eccentric, and often call a young boy of no apparent potential at all from an insignificant world that is terribly *lacking* in magic. Why *that* world in particular is the prime choice of extradimensional hero hunting wizards is beyond understanding, but it happens a lot, and this is just something we have to accept. But there is a story -- once long ago, a mad wizard made up the "Summon Valiant Hero" spell as a joke, a spell that was designed to summon a whimpy kid from a certain non-magical world called Dirt or something like that. Wizards have used this spell for ages since, under the erroneous impression that it will summon a great warrior. This just goes to show, be very careful with spells that sound too good to be true.

Contact Deity

Time: 1 hour

Energy: 30 MP

Requirements: MAGE 7

Difficulty: 26

In a gameworld where gods and goddess exist, there are many ways to contact and communicate with them. Deities, unlike other powerful entities, are directly concerned with the affairs of mortals. Many gain their power from worshippers, or use mortals in their cosmic wars of Light against Dark. Some deities are indeed distant and aloof, but it is far easier for a mortal to get the attention of a god than one might expect, especially if that person is giving praise to the god in question. The one thing all gods have in common is a big ego. Even good gods are arrogant and jealous, and will often go out of their way to help their devoted followers.

The exact nature of a deity will vary between gameworlds. Some are alien or extradimensional entities, and if this is the case, those contact and calling spells should be used instead. Otherwise, the deity is assumed to be an all-powerful (or close to it) being who helped forge the creation of the world (or opposes its creation) and is the pure embodiment of some ideal (War, Love, Light, Destruction, Wisdom).

Deities can often hear the prayers of their followers without them having to use spells or magic. However, this ability is far removed from the god's true consciousness, and his servants (or a lesser aspect of himself) generally deals with prayers. A Contact Deity spell is required to actually communicate with a god. Contact Deity spells must be centered toward a particular god by name, you cannot randomly contact a deity. Often, each deity has its own independent Contact spell, so one must be learned for each god you wish to contact. Many gods simply give their priests the spell used to contact them. If this is done, the minimum MAGE level requirement can be exempt (if a god says you can try to contact him anytime, then you can).

When you contact a deity, you should have a particular question or request in mind. Depending on the god, his reaction can vary from patiently listening to you, to ignoring you, to killing you. If you are a priest or a devout follower of the god you are contacting, it is very likely the god will listen to your request. He may answer your question or grant your request, depending on how big it is, how important it is, and what your real intentions are (and deities know all your true intentions). If you have something to offer the god, he will probably be more likely to help you. It is not uncommon for the deity to request something from you in return. Destroying an evildoer, spreading the word of him throughout the land, building a new shrine in his honor, finding a stolen holy relic and returning it to his temple, and so forth.

Evil gods are much more troublesome to contact. Most evil gods use their priests and followers for their evil purposes, and will rarely grant requests unless it suits them. They might, if they wish to maintain the image that they are there to help and protect their followers, but otherwise an evil god simply does as he pleases.

Call Deity

Time: 2 hours

Energy: 40 MP

Requirements: MAGE 8

Difficulty: 28

Of course, no one can summon a deity, but you can request for one to appear. This spell is more of a Deity Pager than anything else, telling the deity that someone has requested his presence. It is usually much easier to contact a god (as per Contact Deity) and ask him to appear. If you give him a good reason, the deity is far more likely to appear.

With this spell, however, the deity is pulled (or 'nagged' as they call it) to manifest at the place where the caster has called him to. To many gods, this pull is quite aggravating (though they can ignore it) and some will appear just to punish the person who cast it.

This spell is most useful for priests. Sometimes a god will not only give a high priest the spell to contact him, but the spell to call him as well. It is, for some reason, easier for a god to manifest in the mortal world if called there by a mortal (otherwise it must take a great deal more effort or energy on the god's part, or perhaps going to earth without being called requires a great deal of paperwork). Many religious rites are designed to call down a god for the purpose of pleasing his people. Many dark gods have complex blood-rites that require human sacrifices and other such atrocities to call them down.

Resurrect Deity

Time: 5 hours

Energy: unknown (up to GM)

Requirements: MAGE 10

Difficulty: 30

This is the *most* powerful spell in existence. How it came into the hands of mortals is completely unknown. It is possible several dark gods gave this spell to their followers as a precaution -- if they were ever destroyed their followers could use this spell to resurrect them.

In the eternal struggle between Light and Dark, many gods and goddess have perished. But even if a god is killed, rarely is it totally destroyed. Part of it remains, broken, shattered, scattered across the earth. With the proper magical rites and an unbelievable expulsion of magical energy, such a god may be resurrected.

Because so much energy is required, special

magic items are often employed (whole adventures may center around finding these ancient relics of the gods). For resurrecting dark gods, it is not uncommon for the priests to employ massive human sacrifices, draining a way the dying life-energy of their victims to help power this earth shaking spell.

Gods of Light do not condone the usage of this spell. Even if a priest can resurrect a good god, he is specifically forbade to do so. The reason is that every god that has been resurrected, even if he was a good and righteous god, awakens dark, evil, and riddled with maddening insanity. The death of the god's immortal being, and the shattering of his consciousness is more the enough to drive him insane.

Resurrected an evil god is far worse. Not only was that god evil to start with, but it also awakens in a state of blind insanity. The few times a dark god has been successfully resurrect, the results have always been catastrophic. Entire continents have been vaporized; whole worlds have been shattered.

Fortunately, there is always a brave band of heroes fighting for the side of Light, ready to stop the dark resurrection before all is lost...

Wizardry Spells

These are spells used to control and manipulate the magical forces themselves. Such spells are quite similar to enchantments, and are often confused with enchantments, but they are not. None of these spells can be made permanent, except for Mana Burn and Siphon Mana, which are often enchanted on magic items to help power them. Other spells, such as spells shields and counterspells are used to combat other spells.

Lesser Spell Shield

Time: 36 seconds (3 Rounds)

Energy: 8 MP

Requirements: MAGE 2

Difficulty: 18

Spell Shield allows you to cast a field of invisible, anti-magical energy. Any spell passing through this field has a reduced effect or no effect at all. Any spell being used within the shield's radius, passing through the shield, or directed toward anyone within the shield, has its effective MAGE reduced by 1. If this reduction puts the caster below the required mage to cast the spell, the spell has no effect on those inside the shield. The spell is still cast, and may effect those outside the shield as normal, but those inside are treated as if the caster's MAGE were one less. This spell last for a time equal to the casters MAGE in Phases, and has an effective radius equal to the half the caster's MAGE, in meters ($\frac{1}{2}$ MAGE).

Counterspell

Time: 3 seconds (1 Phase)

Energy: $\frac{1}{2}$ original spell's energy

Requirements: Same as for original spell

Difficulty: vs. caster's roll

Counterspell is a spell used to specifically stop or interfere with another spell as it is being cast or as it is working. The caster of Counterspell must know the target spell (that is, he must have a skill in it), and therefore his effective MAGE for Counterspell must be at least equal to or greater than the spell's minimum requirements. Counterspell can be cast against any spell being created or any spell already in action. When cast, you must make a task roll against the original roll made for the target spell. That is, if a wizard is casting Fireball, and rolls a 19, your target value to use Counterspell is 19. If you succeed, the target spell is countered and terminated. This spell cannot be used to break enchantments. This spell is very quick to cast, as it has been honed and perfected over many years. It cannot be bound to be cast later in the future (it can, but it is pointless), because you will have no way to know what spell you will be countering until the time comes.

Magic Lock

Time: 36 seconds (3 Rounds)

Energy: 10 MP

Requirements: MAGE 3

Difficulty: 20

Magic Lock can be cast on anything which would normally be lockable -- a door, a treasure chest, a box, etc. The lock is magical, and cannot be picked. The door or box could still be physically smashed or busted open by brute force. By casting this spell a second time, the mage may unlock his magic lock. Any other mage may attempt to do so as well, however, the Difficulty Value for unlocking someone else's magic lock is equal to the caster's original roll. Dispel magic will also work to open a magic lock. A magic lock will only remain active for a time equal to the caster's MAGE, in days, after which the locking energy will disperse. This spell cannot be permanently enchanted.

Greater Spell Shield

Time: 1 minute (5 Rounds)

Energy: 16 MP

Requirements: MAGE 4

Difficulty: 24

This spell is much like Lesser Spell Shield, only more powerful. Any spell being used within the shield's radius, passing through the shield, or directed toward anyone within the shield, has its effective MAGE reduced by 3. If this reduction puts the caster below the required mage to cast the spell, the spell has no effect on those inside the shield. The spell is still

cast, and may effect those outside the shield as normal, but those inside are treated as if the caster's MAGE were three less. This spell lasts for a time equal to the casters MAGE in Phases.

Dispel Magic

Time: 1 minute (5 Rounds)

Energy: 12 MP

Requirements: MAGE 5

Difficulty: 25

Dispel Magic is a powerful spell which negates all magical energy within a give radius. For as long as the spell lasts, no one can cast magic in or into the dispelled magic field. Enchanted items are unaffected, but their magical effects are temporarily negated, until they are brought out of the area, and alchemical potions *will* work as normal. This spell lasts for a time equal to the casters MAGE in Phases, and has an effective radius equal to the caster's MAGE, in meters.

Pentagram

Time: 1 minute (5 Rounds)

Energy: 12 MP

Requirements: MAGE 6

Difficulty: 26

A magical Pentagram has several highly important properties. Because of its geometrical design and energy focusing properties, a pentagram can be used to contain or ward against a demon (or demonic entity). And so they are commonly used by demonolaters when summoning demons.

The first part of any Pentagram spell is drawing the actual pentagram. This must be done on the floor with chalk, paint, blood, or anything else that can leave a strongly visible mark. This pentagram has no magical power until the Pentagram spell is cast upon it, charging its demonic warding powers. Once a pentagram has thus been fashioned, it becomes an effective barrier against demons. A demon cannot cross into (or out of) a magical pentagram, nor can he attack anyone inside, physically or with magical powers.

Although sometimes a demonolater will place himself inside the pentagram and summon the demon outside, the usually protocol is to stand outside the pentagram and summon a demon into the pentagram. This keeps the demon safely contained. Because the demon cannot leave, the summoner often uses this as a bargaining tool, promising to release the demon once he has answered a question, or until they have cut a deal.

A demon can attempt to break through a pentagram. This requires the demon to make a WILL roll against a DV of 32 (if the roll to create the pentagram was higher then 32, use that number). If the demon succeeds, he has broken through the

pentagram and the summoner had better start running.

A failed attempt to cast a pentagram will usually go unnoticed, and the caster may believe the pentagram will work when it actually is not enchanted at all.

Hexagram

Time: 5 minutes

Energy: 15 MP

Requirements: MAGE 6

Difficulty: 26

Sometimes confused with a pentagram, a hexagram is a six-pointed star (called a Magen Star) which calls upon positive magical energy. A magical Hexagram can help focus and accumulate magical energy.

The first part of any Hexagram spell is drawing the actual hexagram. This must be done on the floor with chalk, paint or anything else that can leave a strongly visible mark. This hexagram has no magical power until the Hexagram spell is cast upon it. Once a hexagram has thus been fashioned, it becomes a focus of magical energy.

After it has been fashioned, a magical Hexagram will begin to accumulate magical energy, forming a Magic Pool, similar to the Magic Pool of all spell casters. A Hexagram can store MP up to five times the MAGE of the caster who fashioned it. That is, if a wizard with a MAGE of 6 created a Hexagram, it could store up to 30 MP. The Hexagram will begin to charge and build its MP pool at a rate of 1 MP every 5 minutes (or 12 MP per hour). MP cannot be dumped or transferred into a Hexagram, it must build the energy on its own. Once it has reached its maximum, it will stop. A Hexagram will only last for a day (24 hours) before it collapses and loses all the MP it generated. Once all this energy is used up, the Hexagram is empty and will *not* recharge. It must be recast.

Any mage can step into the Hexagram and use it's Magic Pool to augment his own. This is very useful for creating big spells or making magic items. It is not at all uncommon for a mage to draw (or tile in) a hexagram on the floor of his workplace. Though the magical Hexagram dispels in 24 hours, the outline remains, and all the mage has to do is cast Hexagram each day before he beings his work. More powerful mages can create more powerful Hexagrams, and blankets with such Hexagrams can often be purchased (at a high price) from a Mage's Guild (with just a 23 hour guarantee, of course). If you attempt to make a hexagram within a hexagram, both will collapse and be destroyed. The reason for this is unknown.

A Hexagram can be used to help recharge manastones. Placed in a Hexagram, a manastone will recharge a twice its normal rate. This is something which should always be kept in mind.

Burn Mana

Time: 3 minutes

Energy: 10 MP

Requirements: MAGE 7

Difficulty: 28

Casting this spell creates a magical reaction in the flow of mana around where the spell was cast. The mana of the surrounding area is burned up, creating points of magical energy (MP) which any nearby mage can use to cast spells. On the down side, however, the effective MAGE of all spells drops by -2, as much of the magical energy has been destroyed (or burned) to create the MP energy. This means the spells will be less effective, and some spells may not work at all. The area of effect is equal to the MP generated, in meters. Magic items are effected by this, but not alchemy.

A mana burning area can generate a constant supply of MP energy to anyone within the area, equal to the caster's MAGE. This energy will be available for one minute (unless it was permanently cast using Enchantment), however, the -2 effective MAGE penalty will linger for another five minutes as the mana in the surrounding area is still damaged. It will then be a -1 MAGE for five more minutes, after which the mana will return to normal. If the spell is cast again within the same area before the mana has had time to regenerate the MAGE penalties will continue to accumulate.

This spell can be permanently cast into an item using enchantment to create a Mana Engine. These are discussed in the next chapter.

Siphon Mana

Time: 5 minutes

Energy: 15 MP

Requirements: MAGE 8

Difficulty: 28

Siphon Mana is often used to counterbalance the bad effects of Burn Mana. Siphon Mana basically creates a river, or stream, of mana that flows through a target area. By itself, this is completely useless. But if the target area has Burn Mana spell active within it (or is an item that is burning mana), the end effect is that there is no -2 MAGE penalty incurred (for every casting of Burn Mana, you must have one casting of Siphon Mana to cover the penalty). The flow distributes enough fresh mana to the area so that any damaged mana is quickly replenished.

On the bad side, the usage of Siphon Mana is very apparent to anyone sensitive to magic (basically, anyone who has a MAGE of 1 or more). Mages can sense that mana is being pulled in a certain direction, and can follow it. The usage of Siphon Mana is detectable up to a kilometer away from the actually source! Such a flow is in no way distracting or uncomfortable to a mage, no more than a gentle breeze is to normals, but anyone looking for a Siphoning Mana Engine would have no trouble finding one in use.

Siphon Mana normally lasts for one minutes. However, it can be permanently cast into an item using Enchantment. This spell is often added to Mana Engines.

Magic Items, Relics, and Alchemy

Magic Items

Magic items are objects imbued with magical enchantments and powers. A magical item may be an enchanted sword forged by a mighty wizard or a Staff of Annihilation, created a thousand years ago by the gods themselves.

Spell Binding

The most common magic items are not real magic items at all. Rather, these are items with one or more single use spells bound to them. To create a spell-bound magic item, the mage need only cast his spell into the item, arranging his spell in such away that it will not activate until invoked by a certain magic word. In this way, a mage can prepare a vast arsenal of spells, casting them into his staff, a crystal, or even himself, to be used at some later time.

Please see the beginning of this document, under Spell Casting, for more information on spell binding.

Making A Magic Item

A true magic item is permanent, with unlimited ability to use its magic. Making a magic item of such power is by no means trivial. A special class of spells, Enchantments, are used to make magic items.

The first time of magic items are simple items with minor enchantments -- An arrow with Accuracy, a sword with Damage Increase, and so forth. There are many specific enchantment spells to enhance various items, Strengthen, Lighten, Armor, Luster, and so forth. All of these enchantments are permanent and have a continuous effect.

However, there is also another spell, called simply Enchantment, which is used to permanently enchant *any* spell into an item. A sword with Fireball enchanted upon it is a magical sword that can throw fireballs. A sword with Phantom Sword enchanted upon it would be even more impressive!

If casting an enchantment such as Accuracy, Lighten, Armor, and so forth, you need only cast the spell on the item, as prescribed. To enchant an item with any other spells, the caster must know both the Enchantment spell and the spell he is going to enchant, or at least have access to the written spells if he is going to cast from the book (see Book Casting, in the first section). He must also have an appropriate item to enchant.

To enchant an item, you must make a successful skill roll in both the spell itself and Enchantment. MP Energy requirement is *50 times*

the listed energy requirement for the spell, and time is *1 hour plus 20 times the time* of the spell. If you fail at either skill roll, the enchantment fails completely.

Enchantments that take more energy than you might have at any given time can be cast in stages. That is, if the enchantment requires 500 MP, and a time of two hours, you must work on the item for two hours, spending however much MP you can (say, 30). You come back after having rested, and work on it for *another* two hours, spending 30 more MP. After two days of such work, the enchantment should be finished. If the spell requires too much time (perhaps 30 hours, as may be the case for very powerful enchantments), the mage can divide this into short shifts, working, for example, 6 hours a day (or 5 or 8, or however you wish to divide it).

A spell requiring 600 MP and 30 hours can be divided into 6 casting phases (design and engineering stages?) requiring 5 hours and 100 MP a day. It would takes 6 days to complete the enchantment, assuming the mage has 100 MP available. If he only has 20 MP available, it would take him 30 days ($100/20 = 5$, $5 \times 6 \text{ days} = 30 \text{ days}$) to cast the enchantment.

Enchanted magic items are not self-powered. The user must supply the necessary MP energy required by the spell (the listed MP of the spell itself), so many enchanted items can only be used by mages. However, there are ways to add self-powering abilities.

You cannot use Enchantment on a living being -- only inanimate objects. The exception to this is, of course, Curse and Blessing spells.

Using A Magic Item

Using a magic item is fairly straight foreword. If the item is always active, such as a sword with Accuracy, then the user need do nothing. The item is always on, and thus, its enchantment is a permanent feature.

Other magic items, such as the fireball throwing sword (or Sword of Prometheus, as well shall call it) described earlier, require the user to speak a word or two of invocation. This is simply a way to command the magical powers to activate, and bend to your mental will. A Task Resolution may also be called for, but not always. For instance, using the Sword of Prometheus to throw a fireball requires the user to make a Task Roll to hit. The logical skill of choice is his Melee Weapons skill, which he normally uses to wield the sword, even though it is technically a ranged attack. Other magic items may require task

rolls as well. If in doubt, the GM has the final say. In most cases, the skill and characteristic to use should be obvious. If not, ask yourself if a Task Roll even needs to be made. In most cases, the item simple works, though other people may have to make Task Rolls to avoid the effects.

Invoking the power of a magic item only takes one Action. The effects are immediate, but may last for a certain length of time. The effects may also vary, depending on who made a magic item. For instance, a Ring of Protection made by a wizard with a level 8 MAGE will remain active far longer than one cast by a wizard with a MAGE of 6.

Many 'for-sale' magic items have instructions on how to use them. The words of invocation are usually written somewhere on the item itself. However, some magic items have no such instructions. This insures that if the item ever fell into the wrong hands the thief could not use it. It may be possible for a group of adventurers to find the words to use the item, or hack it out by trail and error.

Note that the invocation method does not have to be an activation word. It could be a gesture, or even a condition. For instance, a box with an Explosive Fireball spell enchanted on it may activate when the box is opened, *unless* a certain word is spoken, thus making it a deadly trap! A mage creating a magic item can be very creative in formulating activation methods.

Powering A Magic Item

Spell bound one-shot magic items are self-powered, as it simple contains a casting of a spell, whose actually invocation has only been delayed.

However, permanently enchanted magic items require magical energy from somewhere. Though it takes an enormous amount of energy to create an item, this does not mean it is self-powered. When a magic item is used, the user must spend MP energy. For instance, to use a magic staff that casts fireballs, the user must spend 5 MP every time he uses it. A non-mage, therefore, could not use the staff at all. By itself, this is a good way of keep powerful magic items out of the hands of commoners. On the other hand, it forces the user to spend MP, and any of his non-mage friends cannot use the item.

Fear not, there are many ways to make a magic item self-powered. The most common way is to enchant the item with both Burn Mana and Siphon Mana spells, at a level high enough to cover the MP requirements of the spell.

For instance, with a magic staff that casts fireballs, a mage may enchant the staff with Burn Mana and Siphon Mana. Because the minimum MAGE requirement for Burn Mana is 7 and for Siphon Mana it is 8, this enchantment can permanently generate 8 MP if cast by a mage with a level 8 in MAGE. This is 3 more than is necessary to

power the spell. You may cast Burn Mana in such a way that it only creates as much energy as needed.

Without casting Siphon Mana for each casting of Burn Mana, the Burn Mana enchantment will give a -2 MAGE penalty to all spells cast within a radius equal to the MP generated, in meters, including magic items (alchemy is unaffected).

If you need to power an item with lots of MP energy, for instance, 20 MP, you must enchant Burn Mana multiple times. If you have a MAGE of 7, must enchant Burn Mana 3 times, which will permanently generate 21 MP. However, this also creates a -6 effective MAGE penalty for a 21 meter radius. To counter this, you must enchant Siphon Mana three times as well. If you only enchant Siphon Mana twice, there is a -2 MAGE penalty for 21 meters.

Remember, however, using Siphon Mana creates a massive disturbance in the flow of mana, and can be detected by *any* mage within one kilometer when the item is used. Any item using Siphon must be powerful, thus any greedy or evil mage that detects such will come looking for it.

Because of these reasons, and that only very powerful mages can perform these spells, the most common way to power magic items is with manastones.

If the aforementioned fire staff (using 5 MP) were to be self-powered, a 5-miat manastone (or greater) is required. Manastones recharge slowly, so having a 20-miat manastone allows you to cast four fireballs before the energy runs dry. After an hour and 20 minutes of recharging, the manastone will be at full power (after 20 minutes it will be able to cast just one more fireball).

Manastones

Also called Mage Gems, Power Crystals, Power Stones, and any number of more fantastical names (mithium, kyrstones, or whatever). Basically, these are crystals or stones that can collect, store, and give out magical energy.

Manastones are found in nature -- simply a product of the magical order of the universe. They are rare, highly prized, and expensive. A quest for legendary manastones of great power (or any kind of manastone, for that matter), can start off an entire campaign. Though manastones occur in nature, it is unlikely a party will happen to stumble across one by chance. They must look for one, following rumors, hints, and sometimes even a trail of mysterious murders... Indeed, many mages would kill for a manastone.

A manastone's power is rated in miats (an arbitrary unit, if the GM wishes to call the unit something else he may). One miat can give off 1 MP to anyone touching the stone. Power ranges from 1 miat to hundreds of miats. The majority of manastones (90%) do not exceed 10 miats, with a 4

to 5 miat average.

Manastones of more power than 10 cost much more, because they are very rare. Thus, it is often better to have several lower power manastones than one great big expensive one. However, big manastones tend to recharge faster.

To use a manastone is quite simple. When casting a spell, simply touch the stone and you instantly have access to the magical energy it contains. Thus, a 5-miat stone can give you 5 extra MP energy to use when casting spells. Once you have spent this, the stone is empty, and must be left to recharge itself. Many mages wear their manastones as jewels. Rings, necklaces, circlets, and armbands are all quite popular (and look great!).

A manastone that is part of a magic item can give its power to the item to help power it. This works just as you might imagine it. Instead of requiring energy from the user, the item will first use up whatever energy the manastone can provide. After the manastone runs dry, it must be given time to recharge. While the stone is recharging, the item is useless, unless the user can supply MP energy from himself or some other source.

Below is a chart of mana stones, their level of miat, recharge time per MP point, and their relative cost factor.

Level (Miats)	Recharge Time	Cost Factor
1	15 hrs / miat	1
2	6 hrs / miat	3
3	3.5 hrs / miat	4
4	2.1 hrs / miat	6
5	1.5 hrs / miat	8
6	1.2 hrs / miat	10
7	1 hr / miat	12
8	44 min. / miat	15
9	34 min. / miat	20
10	28 min. / miat	30
11	22 min. / miat	50
12	18 min. / miat	80
13	14 min. / miat	100
14	12 min. / miat	150
15	10 min. / miat	200
16	8 min. / miat	300
17	7 min / miat	500
18	6 min. / miat	700
19	5 min. / miat	1000
20	4 min. / miat	1500

Beyond 20-miat, manastones are too rare to justify listing on the chart. The GM may make up their recharge time and cost if he wants to.

The cost of a manastone must be set by the GM for his gameworld. For instance, if he declares that a 1-miat manastone costs 1 gold piece, then a 7-miat manastone would cost 12 gold. However, if the GM declares that a 1-miat manastone costs 3 gold,

then a 7-miat manastone costs 36 gold! In some worlds, manastones might be the currency standard!

Mana Engines

Machines, or Mana Engines, generate magical energy for use. Machines are technomagical machines which can create mana energy (MP energy) to power magic items, spells, or an entire castle... even a starship.

Because of their nature, machines should only be created by the GM as he sees fit. Any PC mage, no matter how powerful, should not be able to build one himself. In many gameworlds, machines may not even exist. If one was to be built, it would probably be the centerpiece of the entire campaign. In some worlds, machines will be rare, but not unheard of. In these worlds, machines may be found in great castles, temples, or centers devoted to the study of magic. There are some gameworlds where machines are common place. Such a world would be more akin to science-fantasy, however, as all machines, devices, ships, and even starships, would be powered by magical energy and heavily enchanted. In a world where civilization has collapsed and rebuilt time and time again, it may be possible to discover a machine as an ancient relic.

Machines output MP energy and make it available through magical conduction (wires), by direct connection to the item which uses its power, or by broadcasting it over an area where anyone or anything can use the power. These should be considered when the GM designs the machine.

There are several different types of machines, and certainly many more which the GM can make up on his own. A few are listed below.

Siphon Machine: This type of machine basically works by using the same principles for Burn Mana and Siphon Mana. This is usually the simplest machine available. Its use is detectable at 1 km (or more).

Elemental Machine: An elemental machine takes an element of nature (fire, water, air, earth), and converts it to MP energy. The element must be pure. Conceivably, there are elemental machines for each element (i.e. Water Elemental Machine). Remember, the element must be pure, so it has to be processed by alchemy of some sort.

Kinetic Machine: Creates MP energy from kinetic motion. This can be man-powered, or more likely, powered by windmill or waterwheel.

Burner Machine: This is a more advanced type of elemental burner. Basically, it can burn a common fuel source (wood, coal, etc.) to create MP energy.

Converter Machine: This takes conventional energy and converts it to MP energy. This is useful in a world where normal energy sources are possible.

Soul Burner: The necromancer's preferred machine. Placing a living person inside, the soul burner machine can create a large amount of MP energy.

Relics

Relics are ancient magical artifacts, or legendary magic items. Some of these will be known by all characters, after all, they are part of myth and legend. Relics are just magic items, albeit powerful ones, and they are used just the same. Most are self-powered with Mana Burn and Siphon Energy, by many are also powered by manastones, or not powered at all. The activation words to use the relic may or may not be on the item itself.

The skill Relicology gives you specialized knowledge in relics for your world. For instance, finding a magic item, you may make a Task Roll in Relicology to identify it. The GM should assign an appropriate Difficulty Value. If you succeed, you know what the relic is, and possibly some legend about it. Making a very good success may indicate you also know how to use the item, but this is only at the GM's discretion.

The GM should feel free to create his own relics for his gameworld, or adapt the ones below. The Sword of Prometheus will not exist in every fantasy setting, but there may be a legendary sword of similar properties (called the Sword of Baldwin, for instance). This should at least give a GM an idea of how to create and treat *special* magic items.

Boots of Hermes

Also called Boots of Speed. The Boots of Hermes are sleek, form fitting boots with delicate looking winglets on the heal. The boots are gold colored, fairly light, and very comfortable. Anyone who wears the boots can run at double his max movement rate and does not fatigue. However, the Boots only work in daylight. They will not be able to use their power at night, or when the sky is dark gray. Lightly overcast, your speed is only increased by +50%. There is a word need to invoke the power of the Boots, but it is not written anywhere on the boots. A Relicology roll against 30 (and possibly some research) is required to learn the word to use the Boots. The Boots are totally self-powered.

Cloak of Invisibility

Looks like an ordinary dull gray cloak. When worn, it acts as an ordinary dull gray cloak until the special word of invocation is spoken. At that instant, the Cloak, the wearer, and anything he is carrying instantly turns invisible. The Cloak will remain invisible for 3D6 x 10 minutes (rolled in secret by the GM). It is unknown why the Cloak remains invisible for a random amount of time. After the cloak's power expires, it cannot be used again for 24 hours. The word to invoke the Cloak's power is easily overlooked, and many assume the word is not on the Cloak at all. It is, in fact, written on a small cloth tab on the inside of the right armpit. The word seems to read "Taiwan".

Crystal of Great Motion

A small quartz-like crystal fixed to an unremarkable string necklace. The Crystal must be on your person (worn, pocketed, or in your hand) to be used. It is used by speaking the word of invocation (carved into the crystal as "GO!") and picturing, in your mind, where you wish to go. This must be a clear and accurate picture, and though you need not have been there before, you must at least know where it is respective to your current location. Instantly, you, everything on you, and anyone touching you, is teleported to that location. However, if you do not picture a location, you will be randomly teleported to a distant, though physically safe location (that is, you will not be teleported into space, or into a volcano, but you might be teleported into a dragon's lair). There is a small chance you will be teleported randomly anyway... You must supply the 20 MP needed to power the Crystal.

Grail of Eternity

The Grail of Eternity is a beautiful chalice of gold, inlaid with rich jewels and ornaments. It is quite large, and can hold about a quart of water. Drinking once from the Grail of Eternity will suspend aging for a day. So, taking one drink from the Grail of Eternity every day for a year will suspend aging for that year. The Grail of Eternity has a bad habit of disappearing, as it seems many cults are actively searching for it. No activation word is necessary.

Grail of Death

The Grail of Death looks exactly like the Grail of Healing (below), and was obviously designed as a trap. Instead of healing, however, the Grail of Death instantly kills whoever drinks from it, and destroys his soul, eliminating any hope of resurrection or passing on to the afterlife. Various cults have swapped the Grail of Healing for the Grail of Death when stealing the former from its current owner. A nasty trick indeed. So you have been warned...

Grail of Healing

The Grail of Healing is a finely crafted ornamental cup of gold and silver, incrustated with rich jewels. It is taller and thinner than the Grail of Eternity, and only holds three hundred milliliters of water. Anyone who drinks fully of the cup is healed and revitalized. The Grail of Healing gives back 20 Endurance, and heals 6D6 Stun damage and 3D6 Killing damage. However, like all grails, many cults are actively searching for this grail. Some cults have even swapped the Grail of Healing with the Grail of Death (above), as both cups look alike. This fact should never be forgotten.

Grail of the Resurrection

Easily overlooked, the Grail of the Resurrection is a small, scuffed-up wooden chalice, able to hold 150 milliliters of liquid. When water, or any other drink, is drunk from this grail, nothing out of the ordinary happens, and so many simply disregard this cup (it is completely unremarkable). However, if completely filled with fresh human blood (from a willing or unwilling subject), the Grail takes on magical qualities. Anyone who drinks fully of the blood within the Grail is instantly healed of all injury, illness, and disease. Furthermore, if the blood is poured into the mouth of a dead body, the subject is resurrected, as per Resurrection spell (strangely, this resurrection process seems to take three days). It should be noted that anyone donating 150 milliliters of blood will probably die, so having multiple donors is always a good idea. Either way, donating lots of blood is very exhaustive. The Grail of the Resurrection is extremely hard to find because it is so obscure and unremarkable.

Hell's Mirror

Hell's Mirror is a tall, full-length mirror. Its border is made of black painted human bone with a demonic goat skull mounted on the top of the mirror. This terrible relic was created by demons (or possibly a dark god) and is capable of opening a porthole to Hell itself. When used, this has the effect of summoning a random demon through the mirror. Using the mirror is frightfully easy -- You need only touch the surface of the glass with your hand and speak the dark incantation engraved across the top of the mirror. Stand back and watch as the mirror turns into a shimmering red gateway. The demon which comes through the mirror will *not* be hostile (unless you make him mad, which is very easy to do). However, any deal struck with him will *never* be in your favor.

Hell's Wishing Stone

Often called simply the Wishing Stone, because no one would be fool enough to use a relic called Hell's Wishing Stone. The Wishing Stone is another demonic item of great power and terrible consequences. Many users are completely unaware of the Wishing Stone's dark qualities until it is far too late. Anyone touching the Wishing Stone can make one wish, stating his wish aloud. The wish will come to pass as the user requested, but any contingency related to the wish not mentioned may also come to pass, and will often be quite dire! For instance, wishing for eternal life may grant you eternal life as a cockroach. Wishing for your enemy to die may throw you into a parallel universe where your enemy is dead, but so is all other life on the Earth. The more contingencies you specify the better, but there is always something you forget. And by the way, your soul is hellbound, too.

Magical Healing Machine

It is unknown where the Magical Healing Machine came from or who even made it. It is some sort of magical machine that can transfer life-energy from one person to another. The device is small, and can easily fit into a backpack. There are two cables with armbands at the end -- one labeled "Patient" the other, "Donor". Obviously, the wounded (or dead) subject is tied into one end and a donor is tied into the other. When activated, the machine will be transferring energy from the donor to the patient. It will transfer 1 Hit (Stun and/or Killing) per Phase. That is, every Phase the patient will be healed 1 hit while the donor takes 1 hit of damage. The dead may also be resurrected with this machine. It takes ten minutes for the resurrection process to complete, but, although the patient is healed and resurrected, the donor dies a slow painful death.

Ring of Invisibility

One of the more common types of relics are magic rings. Among them, the Ring of Invisibility, is quite popular and common (relatively speaking, it is still very rare). While it is off, the Ring of Invisibility looks like any ordinary golden ring. When the activation word is spoken (it is usually inscribed on the inside of the ring), the ring will activate and the wearer and anything he is carrying, will instantly turn invisible (as per Invisibility spell). The small gems on the ring are actually manastones. These manastones supply enough MP energy to keep the wearer invisible for 1 minute. If the wearer wishes to sustain the invisibility beyond this time, however, he must supply MP energy from another source (himself, another manastone, etc), at rate of 1 MP per +1 Phase of invisibility. The Ring will be recharged and ready to use again after about an hour.

Ring of (Im)Probability

Wearing this ring seems to bestow no apparent magical benefit or powers. Thus, it is often discarded under the assumption it was not magical at all (Detect Magic will, of course, show that it is magical). A keen observer will notice, however, that when worn things just seem to happen *better* than normal, and in the favor of the wearer (often, this ring may be called a Lucky Ring). In game terms, the player of a character wearing this ring gets to roll 4D6 (not 3D6) when making a Task Roll, and can discard the lowest of the four dice! Remember, this ring does not appear to have any real effect, so players must treat the ring accordingly. Unknown to the wearer, however, he is much more susceptible to any improbability, and thus becomes an unwilling magnet to strange and bizarre things.

Ring of Protection

Another common ring is the famous Ring of Protection. The Ring of Protection can, for a time, protect the wearer from harm. The user must wear the ring, and say the activation word to activate its power. When he does, he will be protected by an additional 5 KD of invisible armor. If the 5 KD is penetrated (by even 1 point), the Ring's power shuts off and cannot be activated again for one hour.

Ring of Quickness

This ring, when worn, accelerates the wearer's reaction speed and ability to perform tasks. When the activation word is spoken, the ring will boost the wearer's Speed by +2. It will remain active for 1 minute (5 rounds, or 20 Phases). It cannot be used again for an hour.

Shears of Destiny

Rumored to be the same shears used by the Fates themselves, the Shears of Destiny is a relic of startling magical power. The shears can be used as ordinary shears, but should be used very carefully. When clipped just above the head of any mortal, his destiny will be cut short and his fate sealed. Within 24 hours, that person will be dead by a seemingly natural or accidentally cause. Thus, there will be no evidence of murder. The Shears must be scissors just above the subject's head. Used any other way they will not have this effect (you must cut the life-line of their destiny). There is no way to prevent the subject's imminent doom, unless by the course of an adventure some way is found to restore his destiny (within 24 hours, of course).

Staff of Annihilation

The Staff of Annihilation is a long gnarly staff (aren't all mage's staffs gnarled?), carved with ancient runes and inlaid with six 5-miat manastones. The staff is permanently enchanted with a level ten Disintegration spell. When the activation word is spoken, and the staff pointed at a target, the spell will activate and completely drain all six manastones. By default, anything within a 4 meter radius of your target is instantly disintegrated, as per Disintegration spell. However, you may specify the desired radius of effect between 1 and 4 when you speak the activation word. Once used, the Staff's manastones must recharge for 7.5 hours before it can be used again.

Staff of Armageddon

Another one of Hell's little toys of chaos and destruction is the Staff of Armageddon. Legends and lore advertise its power as being able to "Destroy all enemies" with nothing more said. This is true, but like all dark weapons, not the whole truth. When used, the Staff of Armageddon will throw out a great

number of extremely powerful spells. First, it will bring down a Inferno firestorm (as per Inferno spell) with a ten meter radius around your target (be sure you are out of this radius). Next, Earthquake is cast at level 8 (Richter scale 8 Earthquake, radius of 4 kms), followed by the creation of a Volcano. Besides other minor effects, such as the creation of massive thunderstorms, hurricanes, and tornadoes, a direct gateway to Hell itself is opened up, unleashing hell's legions and armies of darkness (1d6 x 1000 Phantoms are summoned, commanded by 1d6 x 50 demons). All dead within 5 kilometers instantly become zombies allied to hell's legions (not to you). As a matter of fact, none of these forces are allied to you... Indeed, your enemy will probably die. But then, so will you.

Sword of Prometheus

The Sword of Prometheus is a finely crafted bastard sword of mirror-quality steel. It has several enchantments, not the least of which is Exploding Fireball. The Sword of Prometheus has Accuracy +2, Damage Increase +2DC, and Penetration. It also has Exploding Fireball and Magical Fire permanently enchanted upon it, with five 6-miat manastones built into the hilt to power these spells (giving it a total of 30 MP), you may add your own MP energy to power it further. Each casting of Exploding Fireball uses 10 MP. Each casting of Magical Fire uses 4 MP. Using Exploding Fireball allows you to swing the Sword at a distant foe and blast him with an exploding fireball (6DC damage, 3 meter radius). Using Magical Fire will cause the blade to be surrounded in a blazing magical fire for 10 Phases (30 seconds). When the burning blade strikes a foe, he takes an additional 2 DC damage and is now on fire!

Used as a normal sword (with the damage and accuracy enchantments included), the stats of the Sword of Prometheus are as follows: 6 DC Armor Piercing, WA +3, Min.STR 5, 2-handed.

Sword Warbringer

The legendary Sword Warbringer is a powerful magic sword. The weapon itself is a very large, though beautiful, Celtic claymore. It is heavily enchanted, with Accuracy +3, Damage Increase +4DC, and Penetration. Furthermore, Warbringer is also enchanted with Phantom Sword. This allows it to make a ranged attack (though only 2 DC, armor piercing), with all the advantages granted by Phantom Sword. The activation word for the Phantom Sword is to slash at your distant foe and scream "Rhaaaagh!" extremely loud. Phantom Sword remains active for ten Phases, and you may continue to strike at range, doing 2 DC, armor piercing. At close range, Warbringer itself is much more devastating, able to crush most men in one blow. The Phantom Sword can only be used once

every hour.

Used as a normal sword (with the damage and accuracy enchantments included), the stats of Warbringer are as follows: 10 DC Armor Piercing, WA +3, Min.STR 6, 2-handed.

Sword of Agramon

A powerful and deadly demonic sword of devastating power. Not only is it enchanted with all the usually sword enchantment spells (Accuracy +2, Damage Increase +2DC, and Penetration), but this broadsword also has Withering Touch, Death Bolt, and Burn Soul enchanted upon it. These spells are only activated when you strike a foe (and Death Bolt is point-blank, it cannot be used at range). In addition to damage taken for the sword blow, the target also takes 3DC damage from Withering touch and 6DC from Death Bolt. If a limb is struck, it withers as per Withering Touch. However, the energy used to power the sword comes from the user's own soul! Soul Burn also activates, but burns up 6D6 of the wielder's Humanity (or Essence, whatever the case is). His Humanity will slowly come back, as described for the Soul Burn spell, but after three or four strikes with this weapon, the user is reduced to an insane, inhuman, soldier of darkness. Using it too frequently may permanently destroy the user's soul. Soulless creatures can only use this weapon as a normal magic sword.

Used as a normal sword (with the damage and accuracy enchantments included), the stats of the Sword of Agramon are as follows: 6 DC Armor Piercing, WA +2, Min.STR 4, 1-handed.

Thor's Hammer

Thor's Hammer is a massive war hammer of enormously devastating potential. Thor's Hammer is enchanted with +2 Accuracy and +5DC Damage Increase. Not only does it have enough power to knock down a castle wall in one blow, it also has Lightning Bolt, Earthquake, and Flight. To activate Lightning Bolt, the wielder need only swing the Hammer in the direction of the target and scream "DESTROY!" Immediately, Lightning Bolt is cast doing 10 DC damage. Lightning Bolt can only be used once per hour. To activate Earthquake, wielder need only slam the Hammer on the ground and scream "SMASH!" Immediately, Earthquake is cast, creating a Richter scale 6 earthquake for a 3 km radius. Earthquake can only be used once every four hours. To activate flight, the wielder must thrust the hammer upward, hold tight, and scream "FLY!" at the top of his lungs. Immediately, he will take flight as per Flight spell at 32 Move. This will last ten minutes, and can only be used once per day.

Used as a normal war hammer (with the damage and accuracy enchantments included), the stats of Thor's Hammer are as follows: 10 DC, WA +2, Min.STR 8, 2-handed.

Alchemy

Alchemy, or alchymie as it is sometimes spelled, is basically the science of magic. Alchemists seek to unlock the secrets of the universe. By testing, experimentation, formulation, and trial-and-error, the secrets of the magical universe are slowly being brought to light.

In a realistic setting, alchemy is a precursor to chemistry. Many alchemical reactions are actually chemical reactions, with nothing magical about them whatsoever. However, it is the fantastical aspect of alchemy that concerns us.

In most fantasy settings, alchemy is magical. Alchemy itself has nothing to do with a person's own magical ability, so even those little or no MAGE can create and use elixirs. The process of alchemy draws out the magical essence inherent in all things by mixing and transmuting their base elements (water, fire, earth, air, and sometimes aether). In doing so, the elixir itself takes on magical properties without the need for the creator to cast a spell or enchantment.

Making Elixirs

An elixir is made based on an alchemical recipe or formula. There are many formulas, and volumes of alchemical text on how to create such elixirs.

To be an alchemist you must have the skill Alchemy. There is no MAGE requirement. Each formula has a certain Difficulty Value, Materials Cost, Time Requirement, and commercial Selling Cost. To make the elixir, the Alchemist must buy (or acquire) the materials (exact materials are up to the GM), spend the allotted time, and make an Alchemy Task Roll against the DV of the elixir.

Once an alchemist has found a formula in a text (and you must have a text with the formula, unless you are *inventing* an elixir) he can create the Elixir. The time listed is the total tending time to make the elixir. Thus, if the time required is 20 hours, he must spend a total of 20 hours. Working 8 hours a day on the elixir, he would be finished in two and a half working days. Working ten hours a day he would be done in two days. At the end of this time, he makes his Task Roll. If he fails, all the time and materials were wasted and he must start completely over again.

Some alchemists have several elixirs brewing at once, attempting to tend and monitor them all at the same time (this is also true for double or triple batches of the same elixir). If this is done, the DV of each elixir is increased by +1 for each extra elixir brewing. This +1 modifier can be countermanded if there is an extra alchemist helping (one alchemist extra per extra elixir).

Elixirs can come in several forms. The most

popular form is potions. However, elixirs can also be made into pills, powder, unguents, or pastes, all depending on the formula and the needs of the alchemist. When an alchemist finds a formula, it must be specified (in the text or by the GM) what form the elixir is in (potion, pill, powder, etc). If the alchemist wishes to make the elixir in some other form, this increases the DV +2.

Alchemical Formula

To simplify matters greatly, no formulas will be listed. Instead, simply use the main magic spell list, and modify it for alchemy, instead of spell casting.

Alchemy can replicate most spells, however, there are some cases where this does not make sense. You may have a potion that has the same effect as Lesser Healing, but there are no potions to cast fireballs. As a rule of thumb, elixirs only work on the person using the elixirs. Thus, elixirs that effect others people cannot exist. There are no Combat elixirs (except shielding elixirs), no Summoning elixirs, and so forth. The GM should be the judge of what can logically be made into an elixir.

It is true, making an enchantment is perhaps better, but remember, this is an alternate system for alchemist who may not have any magical powers.

Name of the Elixir

What the elixir is called is usually listed in the text (or set by the GM). Many have simple, generic names, such as Potion of Healing, Elixir of Youth, or Paste of Regeneration. Others may be named for their creator -- Alartus's Powder of Flight.

Difficulty Value

Two things effect the Difficulty Value -- the Difficulty of the spell and the level of MAGE it is meant to replicate. The spell's Difficulty is listed in the description (if it is vs. another target, this spell probably can't be replicated by alchemy). All spells require a minimum MAGE, but higher levels can often give greater effects. Therefore, the formula will be set to replicate a certain level of MAGE (minimum is the minimum required), and this cannot exceed 10.

To calculate the total DV of the formula, add the listed DV of the spell + the MAGE used. For instance, a potion which replicates the effects of Lesser Healing would have a DV of 21 (18 + 3 MAGE). However, an elixir drunk to allow flight might be formulated at MAGE 8 (minimum is 6). A MAGE 8 flight elixir would have a DV of 32 (24 + 8).

Time Requirement

The time required to make a potion is x500 the listed time for the spell! This is not as unreasonable as it may sound. To make a Lesser Healing potion would take five hour (quite easy,

really). Creating an Elixir of Flight would take over sixteen hours (about two days of work). However, making the long sought after Elixir of Resurrection would take 166 days of solid work, or 500 days on an 8 hour shift! If the GM feels this is too steep for his game world (or not steep enough) he can of course change it.

You may also gain a skill bonus for taking extra time to make the elixir. See the beginning of this document under "Taking Extra Time". This may take a very long time, but it does help insure eventual success.

Material Cost

The cost of materials will vary widely. As a rule of thumb, it should be related to the DV. As each gameworld will have its own currency (dollars, dinar, crowns, gold, etc.), this must be set by the GM.

Selling Cost

This cost is actually set by the creator. Having made a healing potion, the alchemist can sell it at any price he chooses. However, unless the alchemist has a monopoly on the potion, his price should match that of other alchemist. Typical mark up is 30%, but can be as low as 10%, or even 5%. Some worlds have an Alchemists' Guild which sets the price of all potions, which is beneficial to all alchemist (they basically have a corporate monopoly) but very bad for the people. In a world with multiple Alchemists' Guilds or alchemy mercantile competing for customers, things can get ugly fast. Especially when megamercantile start pulling the king's strings.

Sample Elixirs

To demonstrate the format for creating an elixir formula, two elixirs are listed below. The Healing Potion and the Unguent of Flight.

Healing Potion

Difficulty: 21

Time: 5 hours

Materials: set by GM, based off DV

Form: Potion, which the subject drinks.

Effect: When drunk, this potion has the same as per Lesser Healing spell.

Unguent of Flight

Difficulty: 32

Time: 16 hours 40 minutes

Materials: set by GM, based off DV

Form: Unguent, which is lathered on to your body.

Effect: When lathered over your body, you gain the effects of Flight spell as if it were cast at MAGE 8. Your Flight Move is 64 and it will last for 8 minutes.

Master Spell List Ordered by MAGE Level

	Combat	Creation Destruction	Elemental				
			Air	Earth	Fire	Water	Elemental
Level 1	Stun	Clean	Clean Air	Earth Sense	Ignite	Find Water	
		Soil	PredictWeather			Clean Water	
		Mend					
Level 2	MagicShield	Weaken	Call Wind	Shape Earth	Douse Fire	Evaporate Water	
	Fireball		Cool		Magical Fire		
					Fireball		
Level 3	Fireblast	Malfunction	Air Jet	Shape Stone	Fireblast	Taint Water	Call Elemental
	Magic Barrier	Shatter	Shape Air	Earth to Stone			Control Elemental
				Stone to Earth			
				See through Earth			
Level 4	Exploding Fireball	Restore	Control Clouds	See through Stone	Fire Resistance	Create Water	Dispel Elemental
	Magic Deflector	Corrode				Breathe Water	
	Energy Blast					Create Fog	
Level 5	Lightning	Repair	Create Rain	Flesh to Stone	Thermotics	Shape Water	Basic Elemental
	Magic Force Field			Stone to Flesh			Small Elemental
Level 6	Light Blade	Replicate	Walk on Air	Tremor			Heavy Elemental
	Phantom Strike	Create Object					
Level 7	Phantom Bolt			Phase through Matter	Incinerate	Walk on Water	Colossal Elemental
Level 8	Phantom Sword	Create Animal	Create Storm				
	Phantom Warrior						
Level 9	Death Bolt	Create Person		Earthquake	Inferno		
	Rend						
Level10	Disintegration	Disintegration		Volcano			
	Enchantment	Illusion	Knowledge	Light and Dark	Mental	Movement	
Level 1		Lesser Optical Illusion	Know Time	Light Point	Daze	Speed	
			Direction Sense	Light Beam	Telepathic Send	Hindrance	
			Detect Magic				
Level 2	Bless		Aura Sense	Light Sphere	Mind Shield	Swim	
	Curse			Essential Light	Emotion Sense		
					Thought Sense		
Level 3	Enchantment	Greater Optical Illusion	Sense Properties	Darken	Lesser Mental Illusion	Decelerate	
	Strengthen	Illusionary Healing	Transcribe	Flash			
Level 4	Armor		Cipher	Prism Field	Sleep	Telekinesis	
	Lighten		Remote Sight		Far-Sending		
	Luster				Mass Daze		
Level 5	Damage Increase	Lesser Realistic Illusion	Know Name	Night Vision	Greater Mental Illusion	Quickness	
		Fool's Meal	Decipher		Mental Stun	Levitation	
					Mind Scan		
Level 6	Accuracy	Dispel Illusion	Far Seeking	Light Blade	Mass Sleep	Flight	
			Know History	Negate Light	Mind Control	Flicker Teleport	
Level 7	Disenchantment	Greater Realistic Illusion	Inscribe	Darkness Cloak	Mental Blast	Phase through Matter	
				See Invisible			
Level 8	Penetration	Illusionary Form		Shape Light	Mass Control	Teleport	
						Insubstantial	
Level 9		Invisibility	Cipher Essence	Invisibility	Mental Possession	Temporal Teleport	
Level10					Mind Shred	Stellar Teleport	
						Planar Teleport	

	Nature	Necromancy	Physiology	Summoning	Wizardry
Level 1	Animal Empathy	Pain	Awaken		Counterspell
	Sense Animal	Turn Undead	Revive		
	Sense Plant				
Level 2	Calm Animal	Decay	Recover Fatigue	Summon Spirit	Lesser Spell Shield
	Call Animal		Negate Pain	Summon Phantom	
	Grow Plant				
Level 3	Control Lesser Animal	Infection	Illusionary Healing		Mage Lock
	Conceal Path		Sterilize		
	Cure Food		Lesser Healing		
	Spoil Food				
Level 4	Control Domestic Animal	Withering Touch	Negate Poison	Summon Demon	Greater Spell Shield
	Kill Plant		Cure	Banish Demon	
	Make Meal				
Level 5	Control Wild Animal	Age	Stabilize	Contact Cosmic Entity	Dispel Magic
	Shape Plant	Steal Life	Greater Healing		
	Environmental Awareness	Control Zombie			
	Fool's Meal				
	Water to Wine				
Level 6	Commune	Create Zombie	Biostasis	Call Cosmic Entity	Pentagram Hexagram
Level 7	Clean Environment		Unaging	Contact Extradimensional Entity	Burn Mana
			Rejuvenation	Call Extradimensional Entity	
				Contact Deity	
Level 8	Shapeshifting	Create Undead	Regeneration	Call Deity	Siphon Mana
		Shatter Soul			
Level 9	Banquet	Death Bolt			
		Soul Burn			
Level10		Destroy Soul	Resurrection	Resurrect Deity	
		Resurrection			