

Powers & Perils
Book II
The Combat and Magic Book

November 1, 1999

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1 Combat

The Combat Values that were determined for each Character are the basic values that are used in Combat.

1.1 Combat Positioning

To determine the line that you will roll when you attack another person or creature, subtract the defender's **DCV** from your **OCV**. The result is the line on the Combat Table that you will roll on.

EXAMPLE — If a Character with an **OCV** of 7 attacks a creature with a **DCV** of 9, he rolls on the -2 line.

1.2 Combat Modifiers

When the lines that will be used have been determined, the following factors are used to modify the roll of the attacker or defender:

- A) **Weapon Expertise** — A weapon user may subtract his **EL** from his own roll OR add it to his opponent's roll. He must specify which tactic he is using. If he does not do so, it is assumed that he is fighting offensively, i.e. adding it to his attack roll.
- B) **Natural Weapon Index** — Certain creatures have a listed bonus for potent natural weapons that are part of their physiology. This bonus, as it applies, is added to their roll when they attack. It does not apply if the creature is using a weapon.
- C) **Shield Expertise** — A shield user may add his **EL**, up to the **AV** of his shield, to the roll of any attacker. Shield expertise only has value defensively.

1.2.1 Damage Modifiers

The following factors increase or decrease the damage suffered in Combat:

- A) **Strength Bonus** — Add the attacker's **SB** to the number of hits that he scores in Combat.
- B) **Weapon Expertise** — On Severe Hits, the **EL/2** rounded up is added to the damage scored. On Deadly hits add the **EL** to the damage scored.
- C) **Armor** — The **AV** of a suit of armor is subtracted from the damage scored on the wearer.
- D) **Weapon Strength** — The **WSB** of a weapon is applied as for (A) above if the Character is strong enough to use it and has the necessary skill.
- E) **Helmets** — The **AV** of Helmets is applied on all Severe and Deadly hits scored on the wearer.
- F) **Shields** — When a Shield Hit is scored, the **AV** of the shield is the number of hits that the shield will block. If the value is exceeded, the shield is destroyed. If 50% of the value, rounded down, or more is inflicted the **AV** is reduced by 1. (See Shield Expertise).

Table 1.2 lists every normal factor that applies as a modifier to the attack roll or the damage scored by a hit. Magical factors that may apply are covered in later sections of this book.

Table Explanation

- Creature** The factor is added to the creature's attack roll.
- Either** The factor is subtracted from the user's attack roll or added to his opponent's attack roll.
- Increase** The damage inflicted is increased by this factor.
- None** The factor has no effect in this area.
- Opponent** The factor is added to the opponent's roll.
- Reduce** The factor is subtracted from the hit points that are scored on the user by an attacker.

1.3 Damage Classes

1.3.1 Deadly Hit

A Deadly Hit will score **2D10** OR **1D10+(SB)D10**, whichever is greater. To this value, **WSB** and **EL** are added.

EXAMPLE — If Vlad Stonehand, **SB**+4, **EL**11 in Bastard Sword, scores a Deadly hit with his Bastard Sword, he will do **5D10+12** hit points damage. He could kill a Giant with ONE blow if he is lucky.

A hit is Deadly if the roll, after all modifiers have been applied, is less than or equal to the number listed on the Deadly Hit line of the Combat Table.

1.3.2 Severe Hit

The damage inflicted by a severe hit is determined, depending on the attributes of the attacker, using the cases below:

- A) The attacker possesses natural weapons*:
1D10+SB or zero, whichever is higher
- B) The attacker is unarmed and without natural weapons:
1D6+SB**
- C) The attacker is armed with a weapon:
1D10+SB+WSB+(EL/2, round up)

* An attacker is considered to have natural weapons if the **NWI** specified for it is ZERO or higher.

** If the attacker has hand-to-hand skill, the **EL/2** rounded up is added to the damage that is scored.

EXAMPLE — A troll, +3**SB**, fights an unarmed Saryan of Kamen, +2**SB**, **EL**6 Hand-to-Hand. Both score Severe Hits. The troll scores **1D10+3** hit points. Saryan scores **1D6+2+(6/2)** hit points.

1.3.3 Hit

A hit result scores damage as specified in the cases below:

- A) The attacker possesses natural weapons*:
1D6+SB
- B) The attacker is unarmed and without natural weapon:
1D3+(SB/2, round down)**
- C) The attacker is armed with a weapon:
1D6+SB+WSB

*See the first note in 1.3.2.

If the attacker has hand-to-hand skill, the **SB is not divided as specified above.

Table 1.1: The Combat Table

Base Line	Deadly Hit	Severe Hit	Hit	Shield Hit	Miss
-20*	-10	-9 to -5	-4 to 03	04-15	16-100
-19	-9	-8 to -4	-3 to 04	05-16	17-100
-18	-8	-7 to -3	-2 to 05	06-17	18-100
-17	-8	-7 to -2	-1 to 06	07-18	19-100
-16	-7	-6 to -1	0 to 07	08-19	20-100
-15	-7	-6 to 0	01 to 08	09-20	21-100
-14	-6	-5 to 01	02 to 09	10-22	23-100
-13	-6	-5 to 02	03 to 10	11-24	25-100
-12	-5	-4 to 03	04 to 11	12-26	27-100
-11	-5	-4 to 04	05 to 12	13-28	29-100
-10	-4	-3 to 05	06 to 13	14-30	31-100
-9	-4	-3 to 06	07 to 15	16-32	33-100
-8	-3	-2 to 06	07 to 16	17-34	35-100
-7	-3	-2 to 07	08 to 18	19-36	37-100
-6	-2	-1 to 07	08 to 19	20-38	39-100
-5	-2	-1 to 08	09 to 20	21-40	41-100
-4	-1	0 to 08	09 to 21	22-42	43-100
-3	-1	0 to 09	10 to 22	23-44	45-100
-2	-1	0 to 09	10 to 23	24-46	47-100
-1	0	01 to 10	11 to 24	25-48	49-100
ZERO	0	01 to 10	11 to 25	26-50	51-100
+1	0	01 to 11	12 to 26	27-52	53-100
+2	01	02 to 12	13 to 28	29-54	55-100
+3	01	02 to 12	13 to 29	30-56	57-100
+4	01	02 to 13	14 to 31	32-58	59-100
+5	02	03 to 14	15 to 32	33-60	61-100
+6	02	03 to 14	15 to 34	35-62	63-100
+7	02	03 to 15	16 to 36	37-64	65-100
+8	03	04 to 16	17 to 37	38-66	67-100
+9	03	04 to 16	17 to 39	40-68	69-100
+10	03	04 to 17	18 to 40	41-70	71-100
+11	04	05 to 18	19 to 42	43-72	73-100
+12	04	05 to 18	19 to 43	44-74	75-100
+13	04	05 to 19	20 to 45	46-76	77-100
+14	05	06 to 20	21 to 47	48-78	79-100
+15	05	06 to 20	21 to 48	49-80	81-100
+16	05	06 to 21	22 to 50	51-81	82-100
+17	06	07 to 22	23 to 51	52-82	83-100
+18	06	07 to 22	23 to 53	54-83	84-100
+19	06	07 to 23	24 to 54	55-84	85-100
+20*	07	08 to 24	25 to 56	57-85	86-100

*Any result with a base line less than -20 is rolled on the -20 line. This is the worst possible chance. Any result greater than +20 is rolled on the +20 line. This is the best possible chance.

IMPORTANT — When +20 is exceeded, the attacker will subtract the difference between the two lines if the roll, after all other modifiers, is an 85 or less. If it is an 86 or higher, the line difference is ignored.

EXAMPLE — A large mountain giant, **OCV**40, attacks Dragon the black, **DCV**5. the giant is on line +35 offensively. On his first attack, after all modifiers, his roll is an 88. He misses. Dragon continues the fight. The giant's next roll is a 31 after all other modifiers. He subtracts 15 yielding an actual roll of 16. Thus, a severe bit is scored.

NOTE — As a player, if your character finds himself fighting a creature whose offensive line against you is in excess of +20, combat is definite y NOT the best solution. Feets don't fail me now ...

Table 1.2: Combat Modifier Table

Factor	Roll Modifier	Damage Modifier
Weapon expertise	Either	Increase
Shield expertise	Opponent	Reduce
Shield	None	Reduce
Armor	None	Reduce
Helmet	None	Reduce*
Weapon Strength	None	Increase
Natural Weapon	Creature	None
Strength Bonus	None	Increase

*Applies on Deadly and Severe hits only.

Table 1.3: Situation Table

Situation	Effect
Fighting more than ONE opponent	-5**
Defender is unable to move*	-20
Defender is ambushed, taken from the rear or unaware of the attacker*	-15
Defender is not fully conscious, i.e. drugged, asleep, unconscious, etc.*	-20
Defender is taken from the flank	-10
Mounted Attack	See Mounted Combat and Horsemanship.
Attack from above	-5
Defender is Small	+3 per point below 4 in OCV . (For Humanoid form, +2 per hit point below 8),

*When the Defender is in this position any Deadly Hit is fatal, Severe Hits are Deadly, Hits are Severe and Shield Hits are Hits.

**Modifier used by the forces that outnumber the person attacked.

1.3.4 Shield Hit

The blow strikes the shield of the defender. If he has a shield, it blocks the damage. Roll damage as for a HIT. If the defender does not have a shield, treat this as a HIT.

1.3.5 Miss

No damage is scored on the target.

1.3.6 Subdual Damage (Optional)

If this option is used, Players may choose to strike with the intention of rendering the opponent unconscious instead of killing him. When this form of attack is selected, the following rules will apply:

1.3.6.1 General Rules

Any damage scored on the target is taken as subdual damage. When the total number of subdual points is equal to, or greater than, the target's **HPV**, the target is unconscious or otherwise rendered helpless.

When hand-to-hand tactics, weapons that do not have the potential of killing or edged weapons that strike flat

are used to inflict the subdual damage, **20%** of the damage inflicted, rounded down, is taken as actual physical damage by the target.

When weapons that have no flat and edge sides, i.e. maces, staffs, etc, are used in subduing a target, **40%** of the damage that is inflicted, rounded down, is taken as physical damage.

EXCEPTION — If such a weapon is specifically designed for subduing enemies, and not intended as a killing weapon in battle, it will always score subdual damage when it is used and 20% of the damage inflicted, rounded up, will be the actual physical damage.

1.3.6.2 One Blow Unconsciousness

Any single blow that inflicts actual physical damage when it hits has a chance to drive the person hit into unconsciousness, regardless of the **HPV** that the target has remaining. The chance, stated as a percentage of the **HPV**, equals:

$$(\text{Total Subdual Damage} + \text{Actual Damage}) / \text{HPV}$$

This fraction is converted to a percentage, rounding down. This percentage, minus the Stamina of the victim, is the percentage chance that that punch will knock the person out.

EXAMPLE — In a hand-to-hand battle, one participant misses and the other hits him for two points. He cannot be knocked out by this blow but does take two points of subdual damage. In the next phase, the victim is hit again, for thirteen points. This blow does two points of physical damage and thirteen subdual. It can also knock the victim out. The chance, given an **HPV** of 24 and Stamina of 30, is $(2+13+2)/24$, 70%, $70\% - 30 = 40\%$ chance.

IMPORTANT — If the victim is not knocked out he carries fifteen points of subdual damage into the next round. Actual damage applies only towards knockouts in the subdual system, unless the actual damage scored is sufficient to kill the victim — in which case it will. No target that is taken unaware when subdual is attempted may subtract his Stamina from his chance of being knocked out. Use the determined percentage without modification.

1.3.6.3 Duration of Unconsciousness

A person that is knocked out will remain unconscious for:

$$(100 - \text{Stamina}) + (\text{Actual Damage} \times 10) \text{ turns}$$

EXAMPLE — If the victim above is knocked out, he will remain unconscious for, $(100 - 30) + (2 \times 2)$, 74 turns, i.e. nearly fifteen minutes.

IMPORTANT — Regardless of the result of this formula, the minimum number of turns that a person will remain unconscious if he is knocked out equals:

$$10 - \text{StB turns}$$

If the result of the main formula is negative, the formula above should be used.

NOTE — If the subdual attack is not being used to knock the victim out, but to subdue him in another way the turns determined above, are the number of turns that pass before the victim can take any action against his subduers. During this period, the Players must specify the means that they

are using to maintain their control. If the Referee considers these methods inadequate, or useless, he may modify the duration of the subdual accordingly. In all cases where this form of attack is allowed, the decision of the Referee is final.

1.4 Missile Fire

A Missile, specifically, is any object that is projected at a target from a distance. In this game, all NON-MAGICAL projectiles of any kind are Missiles.

Missile Fire is resolved using the Combat Table. The Line that the firer will use is determined by the Range and the weapon that he is using. The roll is modified by the firer's **EL** and other factors.

1.4.1 The Missile Table

Table 1.4 is used to determine the Line that will be used when a weapon is fired, thrown, etc.

The numerical values listed in the table, except for Base Range, indicate the Line that is used on the Combat Table. The Ext. column indicates what may or may not be employed at extreme range.

Table 1.4: Missile Table

Weapon Used	Point Blank	Range Fraction				Base Range
		Short	Med.	Long	Ext.	
Arbalest	+15	+8	−2	−12	Yes	24
Bolas	+10	−1	−13	−20	No	4**
Bow	+11	+4	−6	−18	Yes	20
Composite Bow	+14	+7	−3	−14	Yes	25
Handle Sling	+3	+9	−4	−17	Yes	18**
Heavy Crossbow	+12	+6	−3	−16	Yes	20
Javelin	+6	0	−9	−20	No	6*
Light Crossbow	+9	+5	−6	−20	Yes	18
Light Lance	+8	−2	−10	−20	No	3**
Long Bow	+12	+8	0	−10	Yes	30
Other Dagger	+5	−3	−15	−20	No	4**
Other Thrown Weapons	+4	−4	−14	−20	No	4*
Repeating Crossbow	+7	+1	−8	−18	No	16
Sling	+4	+6	−6	−19	Yes	12**
Spear	+5	−1	−7	−16	No	8*
Throwing Axe	+6	−2	−10	−20	No	5*
Throwing Dagger	+8	0	−12	−20	No	5**

*Range = Base Range + the thrower's **SB** in hexes.

Range = Base Range + (the thrower's **SB/2, rounded down) in hexes.

NOTE — If the divisions in section 1.4.1.1 are too time-consuming or difficult, table 1.5 can be used to determine the ranges that apply for missile weapons.

1.4.1.1 The Range Fractions

Point Blank Point Blank Range applies when the weapon is fired within 10% of its Base Range, rounded down. If the result is zero, the firer must be in the same hex, within 1", of his target.

Short When the weapon is fired from 10 to 25% of its Base Range, rounded down, it is at Short Range. If the value is zero, the Short Range line is used instead of Point Blank.

Med Medium range applies from 25 to 50% of the stated Base Range, rounded up.

Long Long Range applies from 50 to 100% of the stated Base Range.

Ext Extreme Range applies if a YES is found for the weapon in the Ext. column of the Missile Table.

Any weapon that can be fired at Extreme Range can be fired at up to DOUBLE the Base Range specified for it. (If the Base Range is 25, it can be fired at a range of 50). Per additional hex, inch, that the weapon is fired ADD ONE to your roll on the Combat Table using the line specified for Long Range.

EXAMPLE — An archer fires a longbow at a range of 35. he will roll on line -10 adding 5 to his roll for extreme range.

RANGE EXAMPLE — The Range breakdown for a Longbow is:

Point Blank	0-3	Long	16-30
Short	4-7	Extreme	31-60
Medium	8-15		

1.4.2 Fire Modifiers

All armor, shield, helmet, weapon strength and Expertise modifiers apply in Missile Fire. Expertise modifiers only applies for the firer; they give the target no benefit.

The target may use his Expertise with a Shield to modify the Firer's roll. The **EL** is added to the firer's roll when he fires. The total added in this way may not exceed the **AV** of the shield that the target is using.

EXAMPLE — A target has **EL**12 in the shield. When using a buckler he may only add 5 to the roll. When using a metal shield, **AV**13, he may add 12 to the roll.

1.4.3 Missile Damage

Damage from Missile Fire is identical to that specified for "Attacker using a Weapon" in Normal Combat. At no time will the firer's **SB** be added to the damage scored, unless the object is a thrown weapon.

1.4.4 Situation Modifiers

All listed Situation Modifiers apply for Missile Fire as well. In addition, the following factors apply:

A) **Night Fire** — When the target is in darkness, or otherwise obscured from the firer, the firer will double the Range to determine the Line that he will fire on.

EXAMPLE — A beast is moving towards the camp. The guard fires at it at a range of 7 with a Longbow. The effective range, used to determine his line on the combat table is, 7×2 , 14. He will fire on line 0 instead of line +8.

B) **Concealment** — When the target is partially hidden behind an object that is capable of deflecting the missile, the effective range is determined as for A above.

Table 1.5: Range Table

Range	Point Blank	Short	Med.	Long	Ext.
2	None	0	1	2	None
3	None	0	1+2	3	None
4	0	1	2	3+4	None
5	0	1	2+3	4+5	None
6	0	1	2+3	4-6	None
7	0	1	2-4	5-7	None
8	0	1+2	3+4	5-8	None
9	0	1+2	3-5	6-9	None
10	0+1	2	3-5	6-10	None
11	0+1	2	3-6	7-11	12-22*
12	0+1	2+3	4-6	7-12	13-24*
13	0+1	2+3	4-7	8-13	14-26*
14	0+1	2+3	4-7	8-14	15-28
15	0+1	2+3	4-8	9-15	16-30*
16	0+1	2-4	5-8	9-16	17-32*
17	0+1	2-4	5-9	10-17	18-34
18	0+1	2-4	5-9	10-18	19-36*
19	0+1	2-4	5-10	11-19	20-38*
20	0-2	3-5	6-10	11-20	21-40*
21	0-2	3-5	6-11	12-21	22-42*
22	0-2	3-5	6-11	12-22	23-44*
23	0-2	3-5	6-12	13-23	24-46
24	0-2	3-6	7-12	13-24	25-48
25	0-2	3-6	7-13	14-25	26-50
26	0-2	3-6	7-13	14-26	27-52
27	0-2	3-7	7-14	15-27	28-54
28	0-2	3-7	8-14	15-28	29-56
29	0-2	4-7	8-15	16-29	30-58
30	0-3	4-7	8-15	16-30	31-60

*If Extreme Range is possible for the weapon type that is being used.

C) If both A and B apply, quadruple the Range.

EXAMPLE — When a shot is taken, the target is partially behind a boulder. If the range is 11, it becomes 22. If it is also night, or vision is obscured, a range of 11 would become an effective range of 44.

D) **Size** — Per 15 hits, rounded down, that a creature can take the Archer will subtract 1 from his roll. If the target has a determined height, subtract 1 per 5 inches, rounded down, that he is taller than 72".

If a Humanoid form creature does not have a determined height, subtract 1 per 20 hits that it takes, rounded down.

E) **Strength Bonus** — If the weapon used is one whose range is modified by the Firer's **SB**, the **SB** is added to any damage that is inflicted by the item thrown.

EXAMPLE — A giant, **SB**+8, throws a rock. On a normal hit, it will do **1D6+8** hits to the target. His base range is 12.

1.4.5 Horse Archery

A missile user is allowed to use some weapons while he is mounted. These weapons are listed on table 1.6.

1.4.6 Attacked Archers

If a missile-user, firing any type of Bow or Sling, is attacked in a phase that he fired in he may not counter attack.

Table 1.6: Weapons for Mounted Missile User

Weapon	Stationary	Charging
Bow	0	+10*
Composite Bow	0	+5*
Light Crossbow	+5*	+15*
Spear	+5**	+15**
Javelin	0	+10**
Light Lance	+5	+10(0)***
Bolas	+5**	+5**

*The Modifier is added per Range Fraction above Point Blank range. (If a Bow is fired from a charging horse at Medium range the modifier is +20, i.e. a 14 becomes a 34.)

** These weapons may only be used from a mount at Point Blank and Short range. The modifier is added at each range level, starting with Point Blank, as stated for Bows.

*** For the Light Lance, the modifier in parentheses is used if the missile is cast at Point Blank range. If it is cast at Short Range, the other modifier applies.

The attacker will receive a free attack while the missile-user switches weapons.

1.4.7 Crossbows

Table 1.7 applies for Crossbows only.

Table 1.7: Reload Times for Crossbows

Crossbow Type	Phases to Reload
Repeating Crossbow	8
Light Crossbow	2
Heavy Crossbow	3
Arbalest	4

The time required to reload starts with the last phase on which the weapon was fired.

The Repeating Crossbow, a complex machine, may be fired ONCE per phase for FIVE PHASES before it must be reloaded. All other Crossbows may be fired once before they must be reloaded.

If a Character is interrupted while he is reloading his Crossbow, i.e. he has to defend himself, he will lose all accumulated phases of reloading. He must start over.

NOTE — *The repeating crossbow is equivalent to the weapon used in the far east, especially in China. It fires darts or pellets, depending on the ammunition that its magazine is designed for.*

1.4.8 Bows

To use a Bow, Composite Bow or Longbow the firer's **SB** must be at least equal to the **WSB of the Bow**−1. If it is less, the Character cannot draw the Bow.

1.4.8.1 Elven Bows

The rule in 1.4.8 above will never apply for Elven Bows.

1.4.8.2 Magic Bows

For non-Elven Magic bows, the firer's **SB** must be at least equal to **WSB/2**, rounded down.

1.5 Throwing Stones

In some cases, the Players or Referee may need to determine the **WEIGHT** of a miscellaneous projectile that is thrown at them, or by them.

1.5.1 Maximum Weight

If the thrower has a determined Portage Ability, the maximum weight that he can throw for the Range determined for him is **PA/10**, rounded down.

Each weight increase, equal to the throwing weight determined, reduces the throwing range by 50% rounded down.

EXAMPLE — Vlad Stonehand has a Portage Ability of 244 pounds. He can throw a 24 pound, or less, projectile 8 hexes. He can throw a 25 to 48 pound object 4 hexes. He can throw a 49 to 72 pound object 2 hexes. etc.

If the thrower does not have a Portage Ability, the maximum weight equals **S/4** rounded up. All other rules apply as specified.

1.5.2 Damage

The **WSB** that a thrown projectile of this type has is based on its weight. Table 1.8 details this factor. The Referee will determine the weight of the projectile.

Table 1.8: Damage Done by Throwing Stones

Weight	WSB	HCM
<1 pound	−2(−1)	None
1–2 pounds	−1(0)	None
3–6 pounds	0(+1)	None
7–14 pounds	+1(+2)	−1
15–29 pounds	+2(+3)	−2
30–49 pounds	+3(+4)	−4
50–79 pounds	+4(+5)	−6
80–119 pounds	+5(+6)	−8
120–169 pounds	+6(+7)	−10
+50 pounds	+1(+1)	−2

NOTE — *The +50 pounds increase states the amount of increase per additional 50 pounds of weight. For example, if a 500 pound statue is thrown (or falls) on someone the **WSB** is +14(+15) and the **HCM** is −26.*

HCM in table 1.8 is used for **EL** to determine if a hit is scored and what kind of hit it is. It has no effect on the amount of damage that the projectile will do if it hits.

IMPORTANT — **The thrower's SB will apply for all thrown weapons. It will not apply for projectiles that are cast from a Sling.**

OPTIONAL — The total number of hit points inflicted by a thrown projectile can be varied by the type of material. Stone and hard metal get full damage. Hard wood and soft metal score 1/2 damage rounded up. Soft wood and other soft materials that are hard enough to do anything score 1/4 damage rounded up.

1.6 Equipment Damage (Optional)

In combat, equipment can be damaged and broken. The rules that follow legislate this factor.

1.6.1 Weapons (FV)

The Fatigue Value listed for the weapon is the number of Hit Points that that weapon can inflict without suffering damage or breaking. The basic rules that apply are:

- A) Each time that the damage inflicted on a target exceeds the **FV** of the weapon used, it is reduced by ONE if the weapon does not break. Regardless of the current **FV**, a weapon will never break automatically. Negative values serve to increase the chance of breakage.
- B) If the damage inflicted is **DOUBLE** the **FV** of a weapon, or more, the weapon may break. The chance that it will is determined by subtracting the FV from the amount of damage scored. The result is the percentage chance that the weapon will break. (*Record the **FV** of a weapon in the **DR** column of your Record Sheet*).

EXAMPLE — A Sword has a fatigue value of 8. If 10 hits are scored with it, the **FV** is reduced to 7. If, subsequently, 19 hits are scored with the reduced weapon, it may break. The chance would be, $19-7$, 12%.

A weapon with a **FV** of -2 will have a chance to break if it scores any damage. It scores, in this case, 9 hit points, $9-(-2)=11$. It has an 11% chance to break. If it doesn't break, the **FV** becomes -3 .

Whenever a weapon breaks, it is useless.

1.6.2 Armor

The Armor Value (**AV**) of a suit of armor is the number of hit points that it will block for the wearer. When this value is exceeded, both the wearer and the armor take damage.

EXAMPLE — A Warrior in Chainmail suffers 7 hits. The Chainmail negates 3 points of this damage. The remaining 4 hit points are suffered by the warrior and the armor.

1.6.2.1 Damage Resistance

The damage resistance (**DR**) of a suit of armor is determined by its **AV** on table 1.9.

Table 1.9: Damage Resistance

AV	DR	AV	DR	AV	DR
1	15	6	55	11	115
2	20	7	65	12	130
3	35	8	75	13	150
4	35	9	85	14	170
5	45	10	100	15	200

If the **AV** is greater than 15, increase **DR** by $30 \times (\text{AV} - 15)$. When the total damage that has been suffered by the armor exceeds the value listed in the table, it is worthless as armor. The maximum **AV** that is possible for non-magical armor is 6.

1.6.2.2 One Blow Damage

If a suit of armor suffers damage, in excess of the **AV** times 5, in one blow, reduce the **AV** by 1.

EXAMPLE — A man in Plate Mail, **AV**4, is hit for 27 hit points. After the **AV** is subtracted, 23 are scored on him and the armor. This reduces the **AV** of the Armor to 3 as well as inflicting the damage.

1.6.2.3 Natural Armor (NAV)

The Natural Armor Value listed for certain creatures reflects a toughness of hide and/or mystical protection that is derived from within. This **NAV** cannot be destroyed in combat.

As an option, it may be reduced in value with One Blow damage. The amount of reduction is 1 each time that the **NAV squared** is scored against the creature. It may never be reduced more than 50% rounded up.

EXAMPLE — A Dragon has **NAV**+4. Any time that more than 16 hits are scored on it, after armor subtraction, the **NAV** is reduced by 1. The minimum **NAV** that it can have is +2.

In all cases, when the damage scored to reduce the **NAV** heals, so does the **NAV** itself. **NAV** damage reflects large gash wounds, that allow the fighter to hit the creature with reduced armor resistance.

1.6.3 Shields

The **AV** listed for a shield is the amount of damage that it can block. If this value is exceeded, the shield is destroyed and any excess damage is taken by the shield-user.

EXAMPLE — A shield has an **AV** of 13. If 13 hits or less are scored, the damage is blocked. If 14 or more are scored, the shield is destroyed and the Shield wielder takes Damage—13 hit points.

If the damage blocked by a shield exceeds 50% of its **AV**, but does not exceed the **AV**, the **AV** is reduced by 1 and the damage is blocked.

If the damage blocked is 50% or less of the **AV**, it is blocked and no damage is taken by the shield.

NOTE — See *Shield Expertise*.

1.6.4 Helmets

Helmets only come into play if a Severe or Deadly hit is scored. On those hits, they are destroyed if the damage taken exceeds **AV** times 10. If a helmet is not destroyed, the damage has no affect on it.

1.6.5 Repair

Broken or damaged equipment can be repaired. The cost of repair equals ONE COIN of the type paid for the item in the Equipment List per point of damage it has suffered.

For Armor, if the **AV** has been reduced by damage the cost to repair the **AV** equals $\frac{1}{2}$ the **original cost** of the armor.

EXAMPLE — A Suit of Chainmail has taken 18 hits and had its **AV** reduced to 2. The cost to repair it is 18 GC plus 50% of its original cost.

Repaired Weapons are never as good as new. When a weapon is repaired reduce the **FV** listed for it by 2.

1.7 Mounted Combat

When fighting mounted, one of two movement conditions apply.

1.7.1 Stationary Combat

A horseman is considered to be “Stationary” when he moves 25% or less of his mount’s speed in the phase that combat occurs in.

When the combat occurs at Stationary speed, the rider will have the following factors in his favor:

- A) The Horsemanship **EL** is added to the rider’s **EL** with the weapon that he is using for all hit chance and damage modifiers.
- B) The Horsemanship **EL** may always be used independently of the Weapon **EL**, i.e. one can be used offensively while the other is used defensively.
- C) Unmounted opponents that are not armed with a Polearm or Spear class weapon will add 10 to their roll in attacking.
- D) When stationary, trained Warhorses receive an individual attack of their own. This is not allowed while charging, unless a Trample attempt is made.

1.7.2 Charging

When the mount moves over 25% of its speed, it is charging. On any phase that a charge move is taken, the following factors will apply:

- A) All factors listed in Horsemanship in Book One.
- B) If a trained mount charges an untrained mount, the rider of the untrained mount must add 10 to his roll to hit either mount or rider.
- C) Any unmounted opponent that is not armed with a Polearm or Spear class weapon must add 10 to his roll to hit the rider.
- D) If the Rider does not attack himself, he may attempt to TRAMPLE an opponent that is in front of him. (In effect, ramming the mount right into it and trying to ride over it).

1.7.2.1 Trample Attempts

This maneuver reflects the Rider’s attempt to charge over an enemy. The Rider may not attack when he makes this attempt. He may use his Horsemanship **EL** to modify the chance that the attempt will succeed.

In all Trample Attempts, the Mount’s **OCV**×2 is used in determining the Base Line on the Combat Table. The Rider’s **EL**, the Mount’s **SB** and the Mount’s **Rating**×2 may all be subtracted from the roll to hit. If a hit results, the **Rating**×2 and the Mount’s **SB** are added to the damage that the victim will take. If the target is killed or missed, and the horse is not hit seriously enough to stop the charge, the rider may continue his charge. If the target survives, or the damage taken by the Mount stops the charge, the Rider must remain in the Hex where the Trample Attempt occurred. The Movement Cost to Trample an opponent is 1. This attack mode may only be used on opponents that are the same size, or smaller, than the trampling Mount, i.e. if riding a horse this means that only horse size targets or smaller may be trampled.

Targets armed with Polearm or Spear class weapons may attack before a trampling mount reaches them. ALL other targets may attack if they are not killed by the attack. If sufficient damage is scored by the Polearm or Spear, the

charge will be stopped before the Trampling Mount can reach the weapon-user.

1.7.2.2 Charge Maintenance

To maintain a charge, the mount must continue moving at charge speed, $\frac{1}{4}$ of its full **PMR**, rounded up, AND may not vary his direction of movement by more than 60 degrees in any one phase. Variance in either particular negates the effect of charging for the phase in which the variance occurs.

If a mount suffers damage in excess of its **Rating**×2, in any one phase, he may not charge in the next phase. His maximum speed for that phase will be $\frac{1}{4}$ of his **PMR**, rounded down, i.e. its Stationary speed.

The Stationary and Charge speeds determined are always based on the undamaged levels for the mount. If its speed is reduced due to damage the speed required to get an effective charge is not affected.

1.7.3 Untrained Mounts

Mounts that are not war trained, all Riding and Draft Horses, etc., are at a disadvantage in combat. None of the modifiers listed for Stationary or Charge moves will apply for them. The mount will only be allowed to attack in combat during a phase that it is hit. In addition, the rider may be thrown. The chance is equal to the Mount’s Rating, or **SB** if it has no Rating, ×2 minus the Horsemanship of the rider. Roll **1D10**. Thrown riders suffer **1D6** hits plus the **SB** of the mount. Once the rider is thrown, the mount flees. (If the Referee allows carnivorous mounts, the mount will stay and attack; 1–7 — the creature that hit them; 8–10 — the rider).

NOTE — *Riding mounts are war-trained in Barbarian areas. They operate as Warhorses but are not used to Trample.*

2 Movement

The parameters for time and distance listed in table 2.1 are used throughout this game. All Ranges and Movement speeds are based on the Tactical Hex.

Table 2.1: Movement Scale Chart

	Tactical	Grand Tactical	Strategic
One Hex (Inch)	10 Feet	100 Feet	20 Miles
One Turn	12 Seconds	Two Minutes	Twelve Hours
One Phase	3 Seconds	Not Applicable	Not Applicable

NOTE — In all cases where " or inch are used, without explicit definition, the term is equivalent to the 10 foot hex used as a tactical standard.

In all cases where the words turn or phase are used without accompanying adjective, the word will refer to the tactical unit of that type.

2.1 Tactical

The tactical scale is used to resolve all combat and encounters. See 2.4

2.2 Grand Tactical

The grand tactical scale is used to map large encounter areas, i.e. cities, ruins, villages. It should only be used for this purpose.

2.3 Strategic

The strategic scale is used to map large areas of terrain. The Basic Movement rate, in miles per Strategic Turn, equals the **MR** determined for the Character or other creature. The Referee may modify these values based on the terrain, the speed with which the Players wish to move and other factors. Whether he does so is entirely at his discretion. If desired, a base speed of 10 miles per strategic turn, walking, 20 miles per strategic turn, riding, and 40 miles per strategic turn, flying, may be used for all parties.

2.4 Tactical Combat

Each tactical turn is divided into four phases. Each phase represents 3 seconds of elapsed time. The number of Movement Points that are available in each phase are determined on the chart below depending on the Movement Rate (**MR**) and the Phase being played.

EXAMPLE — A Creature has an **MR** of 50. $50/4=12$ with 2 remaining. The **PMR** for the Creature is 13/12/13/12.

Table 2.2: Phase Movement Table

MR	Phase				MR	Phase			
	1	2	3	4		1	2	3	4
0	0	0	0	0	16	4	4	4	4
1	1	0	0	0	17	5	4	4	4
2	1	0	1	0	18	5	4	5	4
3	1	1	1	0	19	5	5	5	4
4	1	1	1	1	20	5	5	5	5
5	2	1	1	1	21	6	5	5	5
6	2	1	2	1	22	6	5	6	5
7	2	2	2	1	23	6	6	6	5
8	2	2	2	2	24	6	6	6	6
9	3	2	2	2	25	7	6	6	6
10	3	2	3	2	26	7	6	7	6
11	3	3	3	2	27	7	7	7	6
12	3	3	3	3	28	7	7	7	7
13	4	3	3	3	29	8	7	7	7
14	4	3	4	3	30	8	7	8	7
15	4	4	4	3	31	8	8	8	7

For determining the Phase Movement Rate (**PMR**) for **MRs** in excess of 32, divide the **MR** by 4. This value is assigned to each phase. Any remainder is assigned, 1 per phase, in phase 1,3,2 order.

2.4.1 Movement Order

Within each phase, the creature with the highest **PMR** will move first. If a tie exists, Characters will always move before creatures or non-characters. If Characters are tied, the Character with the highest Agility will move first. If this does not resolve the tie, continue with; 1) Highest **CEL**, 2) Lowest **AV**, 3) Tallest, 4) Lowest Weight. If it is still unresolved, the Characters should take turns moving first.

2.5 The Phase Sequence

The major combat actions are resolved in the following order:

- I) Mana Allocation
- II) Missile Fire
- III) Magic Effect
- IV) Movement and Melee

2.5.1 Mana Allocation

During this phase, any magic-users that wish to cast magic will allocate the necessary mana. The number of Mana Points that a magic-user can cast in one phase equals $(\text{MEL} + \text{EL})/2$, rounded up. The spell cast will not go into effect until all points cast for it have been allocated. When they have, it takes effect in the Magic Effect phase immediately following.

EXAMPLE — An **MEL** 4 Wizard casts a 4 point spell. He can cast 3 Mana Points per phase with that spell. On the Mana Allocation in which he casts the final Mana Point, the 2nd phase of casting, the spell is complete. It will take effect in the Magic Effect Segment of the 2nd Phase.

If the magic-user is damaged while casting a spell, i.e. before all mana has been allocated to it, the spell will not take effect and any mana cast is lost. He must start over to cast the spell.

EXAMPLE — in the case above, if the Caster took an arrow after casting the initial 3 Mana points the spell will not take effect and the points cast are lost.

2.5.2 Missile Fire

All projectile weapons and thrown missiles are used at this time.

Damage scored by arrows, quarrels, pellets, darts and other small projectiles, that score damage against an armor wearer, will not damage the armor that is worn. The penetration that occurs when they inflict their damage is at no time sufficient to count as real damage for the armor, though it does damage the wearer.

EXAMPLE — An arrow scores 13 hits on a person in Plate Mail. Four hits are blocked by the armor. The wearer takes 9 hits, the armor's **DR** is not reduced by the arrow.

A quarrel strikes a shield, doing 20 hits. It is firmly imbedded in the undamaged shield, and probably the shield arm of the shield-user.

If the Missile Weapon is being used from horseback, i.e. mounted, the firer may fire it during the Missile Phase.

If he does not choose to do so, he may fire during the Movement and Melee Phase at any point of his move.

The **MP** cost to fire a weapon during the Movement and Melee Phase is 3 **MP** for a Bow and 2 **MP** for a thrown weapon.

EXAMPLE — The **PMR** of the Mount is 7 for the Phase. If the Character fires his Bow on the move he may only move 4.

2.5.3 Magic Effect

In the magic effect phase, any spell that has received all of the mana required for it to take effect will be resolved. The effect of all spells are resolved using the Magic Table, section 3.1.

2.6 Movement And Melee

During this Phase, all combatants will move and all combat will be resolved. Whenever a combatant enters a hex, moves within $\frac{1}{2}$ " or is in range of the melee weapons involved on either side, the combatants involved will have the option to fight. If either chooses to do so, both lose their remaining movement for the phase. When all movement has been completed, they will fight.

2.6.1 Option

If a Character does not wish to fight, and he is faster than a combatant that does, he may refuse combat by moving out of the range of his enemies attack. If the refused combatant wishes to do so, he will be allowed a free attack against the Character. The free attack is allowed if:

- The combatant can follow the Refuser at least ONE HEX during the phase that combat was refused.
- No other person engages the refused combatant during the same phase as the refusal.

If two combatants start the phase within range to fight, and either wishes to do so, combat is mandatory as specified above.

2.6.2 Movement Modes

Two movement modes apply for all combatants Stationary and Charge.

2.6.2.1 Footmen

Any unmounted Character, or any creature with an **MR** of less than 15, is considered to be a Footman. Footmen are considered to be stationary if they do not move at all. (This excludes changes of facing within the hex that the combatant is in). Footmen that move are Charging.

2.6.2.2 Mounted

Any Character that is riding, or any creature with an **MR** of 15 or greater, is considered to be Mounted. If a Mounted person moves 25% or less of his **PMR**, he is stationary. If he moves faster, he is charging. For the effects of these Modes see Mounted Combat and Horsemanship. (Creatures that are classed as mounted, may attempt to trample when fleeing. Their **OCV/3**, rounded down, should be used as their rating.)

2.7 Weapon Classes

The classes below are listed in Attack Order priority.

2.7.1 Polearms

The Halberd (Poleaxe) and Glaive fall in this class. When they are used by a Stationary Footman, the parenthesized **WSB** listed for them will apply. At all other times, it will not.

When a Polearm is used against a Charging, Mounted opponent, DOUBLE the parenthesized **WSB**.

Polearms may be used to attack into adjacent hexes. No **WSB** increases apply if the weapon is used while charging.

2.7.2 Heavy Lance

The **WSB** only applies when it is used from a Charging Mount. Against another Charging Mounted target, the **WSB** listed is DOUBLED if a hit is scored.

2.7.3 Spears

The Spear and Light Lance are used at this time. For the Light Lance, the **WSB** will only apply on the Charge when it is thrown or used as for the Heavy Lance. Spears may be used in the same way but will garner no additional effectiveness. If a Spear is used while charging on foot, add 5 to your roll. Either may be thrown from a Stationary position.

2.7.4 Staff

May only be used while on foot. If it is used while charging, add 5 to your roll. On Deadly Hits, double the **WSB**.

2.7.5 Heavy Swords

The Great Sword, Bastard Sword and Broadsword. The Great Sword may not be used while mounted. If the Bastard Sword is used while mounted, add 5 to your roll. No restriction applies on the Broadsword. When any of these weapons are used while charging on foot subtract 1 from the damage scored.

2.7.6 Axe

The Axe and the Battle Axe. The Axe is used from Horseback as for the Broadsword. The Battle Axe is used as for the Great Sword. No deduction applies if they are used while charging on foot.

2.7.7 Scimitar

The Scimitar and the Tulwar. When they are used from the back of a Charging Mount, add ONE to the **WSB**.

2.7.8 Mace

The Mace, Hammer, Flail and Club. On Deadly and Severe damage, add 1 to the damage inflicted. Against Shields, subtract 1 from the damage inflicted. Subtract one from damage if the weapon is used by a Charging Footman. Add 1 for a Flail used by a Charging Mounted combatant.

2.7.9 Swords

Lighter swords. Used as for Broadsword from Horseback. No deduction applies when they are used while charging on foot. If used as a Missile Weapon, roll on the Other Missile Weapon line adding 10 to your roll.

2.7.10 Other Weapons

Throwing Axe, Javelin, Dagger, Throwing Dagger. These are weapons that are short or that are primarily meant to be thrown. If they are thrown, they strike before Polearms. If not, they strike last.

2.7.11 Caltrops

Caltrops are a spiked nuisance weapon. They are spread in front of the defender as a defense against mounted attackers. The Referee may decide to ignore them in play. If you wish to use them, the **OCV** will be equal to the number of Caltrops spread along the line that the mounted creature must pass. If a hit is scored, they will do **1D6** hit points and will break the charge if the damage scored or less is rolled on **1D10**. Caltrop damage is unaffected by Armor.

EXAMPLE — 8 Caltrops are spread in the area that a Knight charges through. Rolling with an **OCV** of 8, i.e. on line + 8, a hit is scored. Rolling **1D6**, 3 points damage are inflicted on the horse. Rolling **1D10**, a 1–3 will indicate that the Charge is broken. No charge benefits are received by the opponent if the charge is broken.

2.8 Creatures

Table 2.3 gives the Attack Order of creatures, based on the weapons above and the **OCV** of the creature.

In case of ties, Characters will always attack first. If both combatants are Characters, ties are broken as for movement ties. Use Dexterity as the first tie breaker instead of Agility.

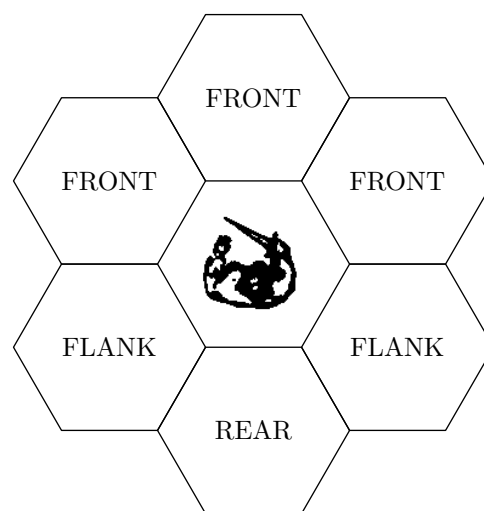
2.8.1 Magic Weapons

The Attack Priority for a Magic Weapon equals the order listed for the Weapon type minus **EL/2**, rounded up. The best priority that a throwable weapon can have is zero, i.e. before all thrown Weapons. The best priority that any other Magical Weapon can have is 2.

Table 2.3: Attack Priority Table

Order	Weapon Class	Creature OCV
1	Thrown Weapon	–
2	–	17+Up
3	Polearms	13–16
4	Heavy Lance	–
5	Spear/Light Lance	9–12
6	Staff	–
7	Heavy Sword/Axe	6–8
8	Scimitar/Mace	–
9	Sword	3–5
10	Other Weapons	0–2

Figure 2.1: Facing



2.8.2 Facing

Unless a combatant has a strong tail, or other weapon that can be used in the rear, he may only attack opponents that are located to his front. The front is a 180 degree area radiating from one side of the counter, or figure, that represents the combatant to the other.

The flank of an opponent are 60 degree areas adjacent to the front on either side of the counter or figure.

The opponent's rear is a 60 degree area that is adjacent to both flanks and not adjacent to the front.

A creature with weapons in both front and rear can attack in either direction and is not considered to have a rear for the purpose of Combat.

Creatures that attack within a specified area will affect all targets within that area. They will have neither a rear or a flank for the purpose of Combat.

Creatures, such as the Hydra, that are multi-headed will not have a flank. If they are multi-headed and one of the heads is in the rear, such as the Chirneara, they will have neither rear or flank.

2.9 Movement Restrictions

- A) If a Missile weapon is fired during the Missile Segment by a combatant on foot, he may not move in that Phase's Movement and Melee Segment. If a weapon is

thrown, he may move after reducing his **PMR** for the Phase by 2, if his **PMR** is not zero.

- B) **Damage Reduction** — Damage will reduce the speed of all Creatures. (Except those specifically excluded). Divide the Character's highest **PMR** rating into the number of hits that he can take and round up. This yields a number of hits that he can take before the **PMR** is reduced by 1. When a reduction occurs, it occurs in all Phases of a turn and lasts until the damage heals.

EXAMPLE — A Character has an **MR** of 13, i.e. 4/3/3/3. He takes 29 hits. $29/4$ yields a value of 8. Per 8 hits that he suffers, rounded down, his **PMR** in all Phases is reduced by 1. (If he takes 10 hits, the **PMR** values become 3/2/2/2).

- C) Any Creature that dodges during a Phase will move at 50% of it's normal **PMR**, rounded up, in the next Phase.
- D) Any Creature that has it's **PMR** reduced by more than 1 in a single Phase may not move in the next Movement and Melee Segment.
- E) Magic-users may not move in any Phase that they cast Mana.

3 Magic

The sections that follow delineate the use of magic in combat, the Spells available and all facets of magic-use. Additional sections delineate the affect of various items whose effect is resolved using the Magic Table, i.e. Poisons.

3.1 Magic Table

The Magic Table is used to resolve the effect of all Spells, Poisons, Diseases and other effects.

3.1.1 Positioning

The Line that the magic-user will use on the Magic table equals his **MEL** (Magic Experience Level). For other effects, the line used is the Base Line (**BL**) assigned to it.

3.1.2 Spell Resolution

When the magic-user's line is known, his roll is modified by the following factors:

- Subtract **EL**×2 from the roll.
- Add the target's **MDV** to the roll.
- Add any other factors that the Referee chooses to apply. See 7.85.

EXAMPLE — The wizard Oom, **MEL**6, casts an **EL**3 Astral Fire spell at a creature with an **MDV** of 8. No special factors apply. He will roll on line SIX adding TWO to his roll.

3.1.2.1 Multiple Targets

When a spell can affect more than one target, a single roll is used to resolve the effect for ALL of them. The **MDV** of each target is added independently to determine the result against that individual.

IMPORTANT — When multiple targets are affected by a successful spell, the magic-user will receive points based on the highest **MDV** that is affected. If any target is affected by success, he will not receive failure expertise for those targets that are not affected.

EXAMPLE — In the case above, Oom's spell can affect three targets. The **MDV**'s are 10, 8 and 4. With his roll, he fails to affect the **MDV** 10 target but affects the others. He receives points based on success against an **MDV** of 8.

3.1.3 The Magic Table

Table 3.1 is used to determine the effect of all spells, poisons and supernatural events. Where the term **BL** is used for ANY roll, anywhere in these rules, the roll is taken on the Magic Table.

If the **MEL** is greater than 20, subtract ONE from the magic-user's roll per excess **MEL**. Roll on the 20+Up line to resolve the affect of his spell.

NOTE — As a note of interest, or if terminology is important in your world, the **MEL**s indicated by the lines above yield the following titles in a magical society (See table 3.2).

The terms in the table, for magic-user relative status, are derived from the base chances that they have on the magic table. An apprentice has a better chance of failure than of success, except at **MEL**5. A magician has a better chance of

Table 3.1: The Magic Table

Line	Success	Failure	Abysmal Failure
0	01-35	36-90	91
1	01-38	39-91	92
2	01-41	42-92	93
3	01-44	45-93	94
4	01-47	48-94	95
5	01-50	51-95	96
6	01-52	53-96	97
7	01-54	55-97	98
8	01-56	57-98	99
9	01-58	59-99	100
10	01-60	61-100	101
11	01-62	63-101	102
12	01-64	65-102	103
13	01-66	67-103	104
14	01-68	69-104	105
15	01-70	71-105	106
16	01-72	73-106	107
17	01-74	75-107	108
18	01-76	77-108	109
19	01-78	79-109	110
20+UP	01-80	81-110	111

Table 3.2: Titles in a Magical Society

MEL	Title
0 to 5	Apprentice
6 to 10	Magician, inexperienced
11 to 14	Sorcerer/Wizard, experienced
15 to 20	Mage, highly experienced
21 and UP	Great Mage/Master, renowned and deadly

success than of failure. A Sorcerer/Wizard only experiences abysmal failure due to the strength of the target that he is attempting to effect. A Mage has twice the chance of success as of failure. The Great Mage exceeds standard limits with more than three times the chance of success as of failure and a base success chance over 80%. For the sake of your game, magic-users with an **MEL** of 11 or higher should be rare AND well known in the area where they reside; to natives of that area. A person with that kind of power seldom goes unnoticed.

3.1.3.1 Table Explanations

3.1.3.1.1 Success The spell has its listed effect. Magic Expertise, Magic Experience and Characteristic Points are gained as specified in Book One.

3.1.3.1.2 Failure The spell is cast improperly. It does not work or has a negligible effect. All mana expended is lost. One Expertise Point is gained in the spell used.

3.1.3.1.3 Abysmal Failure Failure of this nature indicates that the force shaped to create the magic has breached the

Caster's defenses and turned on him. The effect of this occurrence is determined rolling **D100** on table 3.3. This roll is modified by subtracting your **EL**×2 in the spell cast.

Table 3.3: The Abysmal Failure Table

12 or Less	The failure is turned without adverse effect.
13	The Caster suffers D100 points loss to his Energy Level. If the Energy Level is reduced to zero or less, he is dead.
14+15	Reduce the Energy Level to zero. The Caster will remain comatose until it regenerates completely or he is Revivified.
16–30	The effect of the spell is suffered by the Caster and none other. If it is a spell that is only stopped by the Caster's death, it must be dispelled to stop the effect. All effects are subject to ejudication by the Referee.
31–60	The Magic User's Casting Ability is reduced an additional 2D10 Mana Points and he is unconscious for a number of hours equal to the Mana Points thus lost.
61–90	Lose 2D6 points from BOTH Energy Level and Casting Ability. The Caster is stunned, and incapable of casting any magic, or moving, for a number of phases equal to the number of Energy Points thus lost.
91 and Up	The Caster is possessed by the force from which the spell is derived. This creates a FANATICAL TIE to the alignment of the spell. Until the effect is negated (Negate Curse spell), he may not cast spells of any other alignment and his actions are dedicated to the goals of the possessing alignment. (For Basic Wizardry spells, the alignment is always the same as the Caster's orientation).

EXAMPLE — A spell with an **EL** of 2 results in Abysmal Failure. The roll on table 3.3 is 49. $49 - (2 \times 2) = 45$. The caster loses **2D10** Mana Points and passes out for the number of hours rolled.

NOTE — *Abysmal Failure occurs if the roll is greater than or equal to the number rolled, after all modifications for **EL** and **MDV** have been made.*

In Success, any roll, after modification, that is less than 01 equals 01.

If a specific effect of Abysmal Failure is noted for a spell, that effect is used. In all cases where the result of Abysmal Failure is ambiguous, the Referee will ejudicate it such that the result is detrimental to the caster.

3.1.4 Poison

The effect of poison is resolved on the Magic Table. All poisons have a Base Line (**BL**) listed for them. This is the line that is used on the magic table. In resisting poison, the victim will add his **(StB+CB)×2** (his Poison Resistance) to the roll. The results have the following meaning:

Success The poison has its affect on the target.

Failure The victim loses **2D10+BL**, energy points. If the energy level of the victim reaches zero or less, the poison has its listed effect. If the effect is not immediate death, the victim's energy level is increased to its pre-poison level before the effect takes place.

Abysmal Failure Abysmal Failure has no effect on the victim.

3.1.4.1 Poison Effects

Various types of poison exist in this game. When they succeed, the following effects will be applied:

Immediate Death The victim loses **2D10+20** energy points per phase. When the energy level is zero or less, he is dead.

Death Lose **1D10+BL**, energy points per two phases. When the energy level is zero or less, the victim is dead.

Slow Death Lose **BL**, energy Points per turn. When the energy level is zero or less, the victim dies.

Paralysis/Paralytic The victim is paralyzed for TWO hours times the **BL** of the poison.

NOTE — *The four poison forms above are the basic forms that exist. Others are possible. Those that are, are explained where they apply.*

IMPORTANT — All energy losses are temporary. When the effect of the poison ends, the points are regained as specified in Book One, section 1.3.2.5.3. They are used above to determine how long it will take a given type of poison to effect a given victim. The life can be saved if the character is helped before the poison has a terminal effect on him.

3.1.5 Disease/Plague

The effects of all Diseases and Plagues are resolved on the Magic Table. The rolls that apply in this case are as specified for Poison in 3.1.4.

3.2 Casting Cost

All spells have a Base Mana Cost, see sections 5.2 and 5.3. This factor is used to determine the cost to cast a given spell.

The formula for determining a spell's casting cost, i.e. the number of mana points required to cast it at a given **EL**, is:

$$\text{Base Mana Cost} + (\text{EL} \times 2)$$

Table 3.4 gives the possible solutions of this formula in play.

3.3 Casting Speed

The number of mana points that a magic-user can cast in ONE phase is a function of his **MEL** and his **EL** in the spell used. The basic formula is:

$$(\text{MEL} + \text{EL}) / 2, \text{ round up}$$

Table 3.5 gives the possible solutions to this formula.

IMPORTANT — Regardless of a magic-user's casting speed, he may never cast more than one spell in any phase, no matter what means he uses to cast it.

Table 3.4: Casting Cost

BMC	Expertise Level											
	0	1	2	3	4	5	6	7	8	9	10	11
1	1	3	5	7	9	11	13	15	17	19	21	23
2	2	4	6	8	10	12	14	16	18	20	22	24
3	3	5	7	9	11	13	15	17	19	21	23	25
4	4	6	8	10	12	14	16	18	20	22	24	26
5	5	7	9	11	13	15	17	19	21	23	25	27
6	6	8	10	12	14	16	18	20	22	24	26	28
7	7	9	11	13	15	17	19	21	23	25	27	29
8	8	10	12	14	16	18	20	22	24	26	28	30
9	9	11	13	15	17	19	21	23	25	27	29	31
10	10	12	14	16	18	20	22	24	26	28	30	32
15	15	17	19	21	23	25	27	29	31	33	35	37
20	20	22	24	26	28	30	32	34	36	38	40	42

Table 3.5: Casting Speed

MEL	Expertise Level											
	0	1	2	3	4	5	6	7	8	9	10	11
0	0*	1	1	2	2	3	3	4	4	5	5	6
1	1	1	2	2	3	3	4	4	5	5	6	6
2	1	2	2	3	3	4	4	5	5	6	6	7
3	2	2	3	3	4	4	5	5	6	6	7	7
4	2	3	3	4	4	5	5	6	6	7	7	8
5	3	3	4	4	5	5	6	6	7	7	8	8
6	3	4	4	5	5	6	6	7	7	8	8	9
7	4	4	5	5	6	6	7	7	8	8	9	9
8	4	5	5	6	6	7	7	8	8	9	9	10
9	5	5	6	6	7	7	8	8	9	9	10	10
10	5	6	6	7	7	8	8	9	9	10	10	11
11	6	6	7	7	8	8	9	9	10	10	11	11
12	6	7	7	8	8	9	9	10	10	11	11	12
13	7	7	8	8	9	9	10	10	11	11	12	12
14	7	8	8	9	9	10	10	11	11	12	12	13
15	8	8	9	9	10	10	11	11	12	12	13	13
16	8	9	9	10	10	11	11	12	12	13	13	14
17	9	9	10	10	11	11	12	12	13	13	14	14
18	9	10	10	11	11	12	12	13	13	14	14	15
19	10	10	11	11	12	12	13	13	14	14	15	15
20	10	11	11	12	12	13	13	14	14	15	15	16

*When these values apply, the casting speed is ONE mana point per turn. The person has little or no knowledge of what he is doing.

3.4 Gaining New Spells

The expertise point cost to learn a new spell is:

$$(\text{Base Mana Cost} + 1) \text{ squared}$$

If the student has a book, scroll or an instructor that knows the spell, the cost is reduced 50%, rounded up. This reduction only applies to learning the spell. It does not apply to increasing your **EL** once the spell has been learned.

New spells are only learned with expertise points that are gained educationally. You may NEVER gain experiential expertise in anything that you are unable to do.

Table 3.6 gives the expertise point costs that will apply in learning spells. All new spells are learned at an **EL** of 0. The speed with which expertise points are gained is found in section 3.5.

Table 3.6: Expertise Point Cost for Learning Spells

BMC	Point Cost		BMC	Point Cost	
	Alone	Instructed		Alone	Instructed
1	4	2	7	64	32
2	9	5	8	81	41
3	16	8	9	100	50
4	25	13	10	121	61
5	36	18	15	256	128
6	49	25	20	441	221

IMPORTANT — In the table, “instructed” indicates all cases where the reduction in cost that is specified in 3.4 applies. “Alone” indicates all cases where it does not apply.

NOTE — To gain a reduced cost from a book or scroll, you must be able to read it. To be taught by an instructor, teacher and pupil must have a common language that both of them know.

3.5 Increased Expertise

After **EL**0 is gained in a spell, the magic-user can increase to higher expertise levels in it, either educationally or through expertise. The basic cost to reach a new **EL** from the **EL** directly below it is:

$$\text{Casting Cost} \times (\text{EL} + 3)$$

Table 3.7 gives the possible solutions to this formula.

Expertise gained through the successful use of a spell can only be used to increase the **EL** of the spell used.

Expertise that is gained educationally is only used to increase the **EL** of the spell that is studied. If the Character has a book or scroll that contains the spell, at an **EL** higher than the **EL** that the Character is currently capable of, use of it will yield TWO expertise points per day. If he has an instructor, he also gains TWO points per day. If he has a book and an instructor, THREE expertise points are gained per day. In ANY other case, the expertise point gain per day of study is ONE point.

EXCEPTION — Education requires concentration on the subject. If the Character does anything else while he studies, reduce the expertise gain by one. A person without book, scroll or instructor cannot do anything else while he studies magic.

3.5.1 EL Maximums

A magic-user is limited, by his characteristics and experience, in the maximum **EL** that he can attain in any spell. Table 3.8 applies for this factor.

Table 3.8: **EL** Maximums for Magic-Users

Magic Path	Formula
Wizardry	$(I + \text{MEL}) / 10$, round down
Sidh Magic	$(E + \text{MEL}) / 10$, round down
Shamanism	$(W + \text{MEL}) / 10$, round down

Table 3.7: Cost Next Level for Spells

Base Mana Cost	Expertise Level										
	1	2	3	4	5	6	7	8	9	10	11
1	12	25	42	63	88	117	150	187	226	273	322
2	16	30	48	70	96	126	160	198	240	286	336
3	20	35	54	77	104	135	170	209	252	299	350
4	24	40	60	84	112	144	180	220	264	312	364
5	28	45	66	91	120	153	190	231	276	325	378
6	32	50	72	98	128	162	200	242	288	338	392
7	36	55	78	105	136	171	210	253	300	351	406
8	40	60	84	112	144	180	220	264	312	364	420
9	44	65	90	119	152	189	230	275	324	377	434
10	48	70	96	126	160	198	240	286	336	390	448
15	68	95	126	161	200	243	290	341	396	455	518
20	88	120	156	196	240	288	340	396	456	520	588

3.5.2 Book Or Scroll Casting

A Wizard or Natural Magician may, at his option, attempt to cast a spell that he has not learned by reading it from a Book or Scroll that is in his possession.

In doing so, the Caster will add $(\text{EL} \times 2) - \text{MEL}$ to his roll. In all cases, **EL** is the **EL** of the spell being read and **MEL** is the **MEL** of the Caster. Unless the Caster takes the time to analyze the spell magically he will only be reciting a formula. He will not know exactly what his success will create or cause to happen.

The time required to cast a spell in this way is determined using an **EL** of 0.

If the Caster knows the spell that he cast from the book or scroll, the **EL** of the spell written in that book is used in determining casting speed. The **EL** possessed by the Caster is used in modifying the roll on the Magic Table. The effects of the spell are determined using the **EL** of the book or scroll.

3.5.3 Family Spells

Certain spells, listed as “POWERS” grant the ability to cast more than one spell. When a family spell is gained, the Caster gains every spell in the family at an **EL** of 0. From that point on, the **EL** of each member spell is increased individually through its specific use or study.

3.6 EL Effect

The **EL** possessed in ALL spells affects the potency of the spell when it is cast. In all cases, the description of each spell specifies formulas that apply for each basic function of that spell.

EXCEPTION — In certain cases, the statement:

EL factor applies as a power

appears. This statement indicates that the **EL**+1 is used as a power of the base number given.

EXAMPLE — The listing reads:

duration — 2 weeks (**EL** factor applies as a power.)

If the **EL** is three, this indicates that the Duration is two to the fourth power weeks. If it is ten, the Duration is two to the eleventh power weeks.

3.7 Lesser ELs

Magic-Users may cast a spell at any **EL** equal to, or less than, the HIGHEST **EL** that they are capable of. Regardless of the **EL** that they cast it at, the **EL** modifier that will apply will be that normal for the Highest **EL** that the Caster is capable of. All effects of the spell will be as for the actual **EL** cast.

EXAMPLE — A Sidh Magician is capable of **EL**6 Elf-Shot. He casts it at **EL**2 to save Mana. The Roll Modifier is 12, normal for **EL**6. The effect of success is as normal for **EL**2. (If the spell is an Abysmal Failure, the Highest **EL** applies as the modifier on that table).

3.8 Damage Effect On Spell Casting

As specified previously, if the magic-user suffers any physical damage, i.e. Hit Point Damage, his concentration is broken and the spell does not take effect.

The Concentration of a magic-user is NOT broken by the loss of Energy Points. Such loss will however, possibly, diminish the amount of Mana that is available to him. See 1.3253 in Book One.

3.9 Magic Defense

Each Character and creature in the game has a Magic Defense Value (**MDV**). This value is added to a magic-user’s roll in defense against spells that he casts.

If the target of a spell wishes to be affected by it, the **MDV** may be subtracted from the magic-user’s roll.

EXAMPLE — A Wizard casts Might. The warrior wants it. His **MDV** is 4, the **EL** is 3. The modifier subtracted will be $4 + (3 \times 2)$.

Magic-Users have increased **MDV**’s due to their training and ability to use magic. If a magic-user is ambushed by a spell, this increased value will NOT apply. The **MDV** that will be used in this case will be the Mana Level of the magic-user ambushed.

EXAMPLE — A Shaman has **MDV**12, Mana Level 7. If he is ambushed his **MDV** is 7 instead of 12.

Creatures that have magic ability, that are ambushed magically, will have their **MDV** reduced 50%, rounded down, in resisting the affects of the spell.

All magic items have **MDVs** equal to the **MEL+EL** of the magic-user that created them.

The Referee may assign positive or negative **MDV** modifiers in special circumstances.

An assigned **MDV** modifier is warranted in the following general circumstances:

- A) The magic is used in an unusual way for something other than its basic purpose.
- B) The circumstances in which the spell is used are markedly in favor of its success or failure. (Due to the physical surroundings or the spiritual influences that pervade the area.)

EXAMPLE — Casting a Chaos spell in a temple dedicated to another alignment would call for a modifier lessening the chance of that spell's success. The size of the modifier would depend on the actual place where the attempt is made and the alignment involved.

The Referee will be the sole judge in weighing these factors.

The basic modifiers that the Referee may assign range from +25 to -25. If the modifier is positive, the chance of success is reduced when it is added. If it is negative, the chance of success is increased when it is added.

EXAMPLE — The roll is 59. If the modifier is -10, it becomes 49. If it is +10, the roll becomes 69.

4 Creating a Magic User

Becoming a magic-user in this game requires that the Player have a solid grasp of chapter 3. Every magic-using Player, additionally, must know the basic rules that govern the spells that he is capable of using, as selected in sections 5.2 and 5.3 and described in section 5.4. This task demands a strong grasp of these rules and a great deal of effort on the part of the Player.

If a Player does not wish to allocate the time, and effort, necessary to master the sections indicated above, he should not be a magic-user.

4.1 Starting Experience And Expertise

The starting magic experience and magic expertise points that a magic-using Character has are determined by his prime requisite in the Magic Path that he selects. In all cases, the Current Ability value of that characteristic is applied.

For Wizardry, the prime requisite is Intelligence. The prime requisite for a Shaman is his Will. For a Sidh Magician, Empathy is the prime requisite. Use the Current Ability rating of the appropriate characteristic on table 4.1. For Shadow Magic, use $(W+Em)/2$. See section 4.4.4.3

Table 4.1: Starting Experience and Expertise

Current Ability	Experience	Expertise
<20	5	25
20–25	10	40
26–32	20	60
33–40	40	90
41–50	80	125
51–65	150	160
66–80	200	200
81–100	300	250
>100	400	300

EXAMPLE — A wizard with a Current Intelligence of 38 starts with 40 magic experience points and 90 magic expertise points.

NOTE — *The points gained above are used to determine the MEL and to purchase spell knowledge other than that which is specifically gained in the Character's apprenticeship.*

4.2 Starting Knowledge Limit

A starting magic-user may not learn any spell that has a Base Mana Cost greater than his Current Ability in his Prime Requisite, divided by FIVE and rounded down.

EXAMPLE — A starting Shaman has a Current Will of 39. He may learn any spell that has a Base Mana Cost of ONE to SEVEN, inclusive. He may not learn any spell with a Base Mana Cost of EIGHT or more.

NOTE — *This limit only applies to the spells that the Character starts the game with. It does not apply to spells that are specifically gained as part of the magic-user's apprenticeship*

4.3 Acceptance as an Apprentice

No Character is automatically a magic-user. The chance that he is accepted for instruction by a trained master of the Magic Path desired equals, for Wizardry and Sidh Magic, his Maximum Ability in the prime requisite of that Magic Path PLUS TWENTY. Shamans use maximum Will plus **(Native Empathy×2)** The Acceptance Chance for Shadow Magic equals $(W+Em)/2+25$, using the maximums attainable.

Roll **D100**. If the roll is higher than the value determined, the Character may not start the game as a magic-user.

4.4 The Magic Paths

The sections that follow detail the gains that the Character will accrue, other than those specified above, in the various Magic Paths that exist. Consult the Magic Path that is appropriate.

4.4.1 Wizardry

When a Character starts as a wizard, or completes his apprenticeship in play, he will gain the following skills:

- A) All General Skills, section 5.2, at **EL0**.
- B) The maximum **EL** currently possible as a Jeweler OR Armorer.
- C) One Human and one Supernatural tongue at **EL80** and **EL60** respectively. The wizard can speak these tongues and read and write in them at the maximum **EL** currently possible.

NOTE — *All skills gained above are gained at no additional expertise cost.*

4.4.1.1 Apprenticeship Cost

The cost of the wizardry apprenticeship, in expertise points, is 250. This cost is paid out of the points gained in section 1.1.4 of Book One. The points gained in section 4.1 may not be used for this purpose.

4.4.1.2 Orientation

All Wizards are required to select an orientation. The orientations that a Wizard may select are Law, Chaos or Balance. The orientation selected will affect the cost to learn and cast spells.

NOTE — *The Wizard is, essentially, an amoral searcher after knowledge and/or power. In this quest, he uses the forces that pervade existence. He never worships them.*

In choosing an orientation, the Wizard is choosing the basic philosophy that underlies and focuses his magical talents. The Law Wizard has opted to search for knowledge and use his powers to the benefit of others. The Chaos Wizard thirsts for personal power and is obsessed with his personal goals above all things. As others can aid him, they are aided. As they cease to be of value, or become a detriment to him, they are ignored or expunged. The Balance

Wizard melds these forces into a whole. He is concerned with both knowledge and power. He is also concerned with aiding those that are afflicted by powers that they have no ability to oppose. The true servant of Balance works evenhandedly against both Law and Chaos, seeking to create a parity in their forces, thus creating Balance. In such efforts, he gives no weight to the morality of any situation. He contests the stronger until neither is weaker.

4.4.1.2.1 Orientation Affect The biases created by a Wizard's orientation are specified in the sections below.

Chaos Orientation The cost to learn Chaos spells is normal.

The cost to learn Balance and Elder spells is doubled.

The cost to learn Law spells is tripled.

The cost to increase in Expertise is modified in the same way as the cost to learn that spell.

In any encounters, Law aligned forces are automatically hostile to the Chaos Wizard. He may influence other forces if he has the proper spell or speaks the appropriate language.

The cost to cast Balance and Elder spells is increased by 1 Mana Point per **EL**. The cost to cast Law spells is doubled.

Law Orientation The cost of Law spells is normal. The cost to learn Balance and Elder spells is doubled. The cost to learn Chaos spells is quadrupled.

The cost to increase in Expertise is increased as for the cost to learn the spell.

In any encounters with Chaos forces the Law Wizard is subject to attack, and is likely to attack himself. He is not required to attack other forces encountered.

The cost to cast Balance and Elder spells is influenced as for Chaos above. The cost to cast Chaos spells is doubled.

Balance Orientation The cost of Balance spells is reduced 50%, rounded up. The cost of Elder spells is as normal. The cost for Law and Chaos spells is tripled.

The cost to increase the Expertise in Balance and Elder spells is as normal. The cost for Law and Chaos spells is tripled.

The Balance Wizard is not required to attack the forces of any alignment. Law and Chaos forces encountered are hostile but do not attack automatically unless that is the nature of the specific force. Influence may be used in any encounter.

The cost to cast magic is influenced as for the cost to increase in Expertise.

4.4.2 Shamanism

Shamans gain power through a filial connection with the forces of nature. This is a tie on an emotional, instinctive level that requires strong will and aptitude.

When a Character completes his apprenticeship as a Shaman, he gains the following benefits:

- A) The Shaman makes his first drum. This drum is required in casting ANY Shamanic Magic, other than powers gained from a Tonah tie.
- B) The maximum **EL** currently possible as a Healer and a starting **EL** as a Herbalist.

- C) The Shaman starts with **1D3*** Natural Magic materials, from the Plant, Herbs and Liquors table in Book Four. He will have **2D6** doses of each material that he has.

NOTE — *If the material that the Shaman possesses is not consumed in use, he will have one item with the powers specified for it. All Natural Magic material that the Shaman starts with is in enhanced form if it has an enhanced form.*

- D) If the Shaman rolls less than or equal to his Current Empathy on **D100**, an animal of his Tonah's species is with him. This animal is treated as a pet, as for the Special Event pet. It should be treated by the Shaman as a friend and Personal Contact.
- E) Once a Shaman is attuned to the source of his magical powers, his use of the power becomes almost innate. To reflect this, all Shamans may add their **EL** in the Orient Self spell to their Casting Speed with all other Shamanic spells. The increase gained in this way may not be used to effect the casting speed of the Orient Self spell and may not be used to more than **DOUBLE** the Casting Speed of his other Shamanic spells.

4.4.2.1 The Tonah

A Tonah is the guardian spirit of a specific species of animal. During his apprenticeship, the Shaman is tied to the essence of a specific Tonah in a bond of brotherhood. This alliance grants the Shaman the following benefits:

- A) All animals that encounter the Shaman sense him to be a member of the species that his Tonah is a guardian of. They will react to him as such.
- B) The Shaman's **MDV** equals his **MDV** + the **MDV** of an average individual of the species that his Tonah guards.
- C) The Shaman can take the shape of the animal that his Tonah guards, as for the Shape Changing Special Attribute in Book One.
- D) The Shaman, regardless of the form that he is in, can communicate with any member of the species that his Tonah guards OR any Shaman whose Tonah guards the same species, i.e. he speaks the tongue of that animal species.
- E) The Shaman has the Animal Power Special Attribute, see Book One, for the species that his Tonah guards.
- F) The Shaman can summon animals of his Tonah's species at $\frac{1}{2}$ normal cost, rounded up. He will double his normal **EL modifier** when he does so. If the Shaman has not learned Summoning, he may summon the animals of this species at an **EL** of 0. If Summoning is learned, his **EL** for these animals will be **ONE EL** higher than his current **EL** in Summoning.

The Referee should allow the Player to choose the animal species that he wishes to ally with. It must be an animal, listed under Animals in Book Three. It may not be any other creature.

NOTE — *In actual belief, the Shaman is chosen by his Tonah, he does not choose. One becomes a Shaman because the forces of nature choose to make it so. If the Referee desires, he may simulate this by randomly determining the species that the Shaman is connected to.*

4.4.2.2 Apprenticeship Cost

The cost of a Shaman's apprenticeship is 150 expertise points. The points gained in section 4.1 may not be used to pay this cost. Use those gained in section 1.1.4 of Book One.

4.4.2.3 Restrictions

The following restrictions apply to all Shamans:

- A) A Shaman may only cast Shamanic Magic spells.
- B) No Tonah tie is possible with Domesticated Creatures. If a Shaman chooses to ally with the horse, his advantages apply fully only when he is dealing with wild Horses or Horses that were born wild.
- C) Tonah ties are restricted to unaligned animal, reptile and avian species. No other tie is possible.
- D) The Shaman is REQUIRED to treat his animal allies as he would a BROTHER. He will never take part in an attack on them and will never be attacked by them.

NOTE — *If the Shaman repeatedly violates D above, his Tonah tie will be broken. He will lose all benefits and powers gained from his Tonah. See Restoration.*

The Shaman may influence his allies and extend his immunity from attack to those that are with him. If a person or thing that he wishes to protect is the natural prey or enemy of his ally, and any Influence attempt fails, the ally will attack it anyway.

4.4.2.4 Orientation

All Shamans have an Elder orientation. They worship the forces of nature as personified in the animals and plants of the Middle World. They have no tie to other Elder forces and have a general distrust for all other Alignments.

4.4.3 Sidh Magic

The ancient arts practiced by the Elf, Faerry and Alfar. Their powers are derived from the Elder forces of creation and the Elder Gods that created them.

The benefits gained by a Sidh magician depend on his race. Consult the list below:

Faerry or Elf

- A) **EL80** in the tongue of the Sidh.
- B) A starting level as both an Armorer and a Jeweler.

Human

- A) **EL60** in the tongue of the Sidh, Elf Sidh and Faerry Sidh.
- B) Treatment as a member of the Sidh by all Elder and Kotothi forces encountered.
- C) Lower World Travel, from Travel Powers, at **EL0**.
- D) A starting level as both an Armorer and a Jeweler.

All

- A) The magician may learn **MEL** General Skills when he starts his magician at no additional expertise cost.

4.4.3.1 Restrictions

Sidh magicians may only use Elder and Sidh magics. Their cost to learn Elder magics is doubled. The cost of increased **ELs** and casting is normal for both.

Humans that are Sidh magicians may not learn any Sidh Magic spell with a Base Mana Cost of EIGHT or higher. The cost to cast, learn and increase the **EL** of any Sidh Magic spell is doubled. If the Human is also a Sharnan or Wizard, he may learn other forms of magic without restriction due to his status as a Sidh magician. Any Wizard that is also trained in Sidh magic may specify an Elder orientation for their arts.

NOTE — *The Elder Wizard is essentially a Druid. He is primarily obsessed with protecting that which is his and that which has retained a portion of its former purity. In general, they are hostile to Law and Chaos, as the corruptors of the Elder Path.*

The Elder Wizard gains Elder and Sidh spells at normal cost, Shamanic spells at double cost and Law and Chaos spells at triple cost. The same factors apply for casting. In casting Shamanic spells, all requirements that apply for the Shaman apply here as well. The Elder Wizard does not gain any Tonah tie without specifically casting Restoration to establish it.

4.4.3.2 Orientation

Sidh Magicians are aligned with the Elder Powers, specifically the Sidh fragment of that alignment. In general, they distrust all non-Elder forces and dislike or despise the Kotothi.

A Sidh Magician that encounters Kotothi creatures is subject to immediate attack.

4.4.3.3 Apprenticeship Cost

The cost of the Sidh Magic apprenticeship, for full training as a magician, is 175 points for an Elf or Faerry and 225 points for a Human. Dwarfs may not learn Sidh Magic.

4.4.4 Shadow Magic

When a player completes an apprenticeship in Shadow Magic he gains the ability to cast Starting **MEL+2** Shadow spells. He also learns to speak the Tongue of Shadow at **EL60**. There are no other gains for mastering this form of magic.

Innate Shadow Weavers, once trained, cast Shadow Magic as trained Natural Magicians, gain double the number of spells listed above and speak the Tongue of Shadow at **EL80**.

4.4.4.1 Apprenticeship Cost

The cost of apprenticeship is 150 expertise points. If the student is a trained wizard or shaman, he may learn Shadow Magic at a cost of 100 expertise points. If he is an innate Shadow Weaver the cost is 80 expertise points.

4.4.4.2 Orientation

Shadow magic is unaligned. The player need not specify any orientation for his Character if he is only using Shadow Magic. If he is also a trained Wizard or Shaman, the normal orientation rules apply.

4.4.4.2.1 Orientation Affect Persons adept in Shadow Magic, other than Natural Magicians, pay double cost to learn and cast spells derived from Light, Darkness or Elemental forces. They may learn and cast spells that ADVERSELY affect the Mind or Energy Level of an enemy at 1/2 the normal cost, rounded up. Neither modifier applies to Shadow Magic spells.

Table 4.2 gives a list of affected spells.

Table 4.2: Spells Affected

Half Cost	Double Cost
Abandon	Darkness Powers
Compulsion	Desert Powers
Disorder	Earth Powers
Dreams	Elemental Powers
Fascination	Fire Powers
Forgetfulness	Flaming Death
Hatred	Light Powers
Illusion Powers	Sea Powers
Insanity	Smokeless Flame
Leeching	Storm Powers
Quarrels	
Telepathic Powers	
Terror	
Vengeful Horror	
Wildness	

4.4.4.5 Restrictions

- A) Shadow Magic only affects creatures that cast a shadow.
- B) Shadow Magic only operates where shadow exists. If there are no shadows, Shadow Magic is impossible.

4.4.4.3 Starting Experience and Expertise

A Shadow Weaver’s starting **MEL** on the Starting **MEL** table is determined by **(W+Em)/2**, rounded up. If the Character is a trained Wizard or Shaman, the experience listed is added to that gained for his other apprenticeship.

The expertise is ignored (See Starting Knowledge above). If the Character is an innate Shadow Weaver use either Will or Empathy, whichever is higher, to determine his starting experience.

EXAMPLE — Fox Shadow, Shaman of the Omega, is a trained Shaman, a trained Shadow Weaver and an innate Shadow Weaver. His starting **I** is 31, **W** is 60 and **Em** is 30. He has the following points:

Gained As:	Experience	Expertise
Shaman	150	160
Trained S.W.	80	–
Innate S.W.	80	–
TOTAL	310	160 for Shamanic spells

Fox Shadow’s acceptance chance based on max. Will 80, max. Empathy 44, is 87%.

4.4.4.4 Starting EL

The Starting Expertise Level in Shadow Magic equals **Will divided by 40**, rounded down. If the character trained is a natural Shadow Weaver his Will is divided by 20 instead of 40. After this skill is learned, competence in any of the spells increases with expertise as for other forms of trained magic. Spells above the Starting Knowledge allowed are also learned in the normal manner.

5 The Spells

5.1 Random Spell Selection

In certain cases, primarily in creating treasure, the Referee is required to select a random spell. The rolls specified in each table are included to aid the Referee in performing this task.

Where the alignment of the spell is not specified in the context in which it is determined, the Referee should roll **1D10** to determine the table that he should roll on.

Table 5.1: Random Spell List Selection

Roll	Spell List
1	General Skills
2+3	Law Powers
4+5	Chaos Powers
6+7	Elder Powers
8	Shamanistic Powers
9	Sidh Magics
10	Balance Powers

5.2 General Skills

On completion of their apprenticeship, all Wizards gain each of the General Skills listed at **EL0**. Sidh magicians may select a number of General Skills determined by their starting **MEL**. In making these selections, they may choose any spell regardless of its Mana Cost.

Table 5.2: General Skills

Roll	Spell	BMC
1	Communicate	1
2	Detection	1
3	Divination	1
4+5	Protection	2
6	Purification	2
7	Dispell/Banish	3
8	Knowledge	5
9	Summoning	7
10	Permanent Magics	9
	Enhancement	5
	Enchantment	6
	Curse or Ban	8
	Enspellment	10
	Enchanted Dedication	10
	Ward Pacts	15

5.3 The Spell List

The tables on the pages that follow list the spells that are available to Characters. Wizards may choose from Law, Elder, Chaos or Balance spells. Sidh Magicians may choose Sidh Magics or Elder. Shamans may only use Shamanic spells. Shadow Weavers may only use Shadow Magic, and the spells listed in table 4.2.

5.4 Spell Descriptions

The sections that follow give an ALPHABETICAL listing of the spells contained in the preceding lists. All descriptions give the basic factors that apply for the spells. These factors are modified by the **EL** of the Caster. (See 3.6).

Abandon

Alignment — Elder

Any target affected loses all sense of purpose. They will be enthralled by the wonders of the land around them. They will cease all hostile acts and wander randomly until the duration ends. If they are attacked, they are automatically ambushed. After the Ambush, the spell is broken.

DURATION — **(EL+1)×3** turns

RANGE — **EL+1"**

Astral Fire

Alignment — Balance

The spell creates a sea of invisible flame within the Caster's radius. Anyone that is affected by the power is totally consumed by it. Persons that are not affected are undamaged and cannot be affected by that spell throughout its entire duration.

Astral Fire is capable of consuming inanimate matter if it is cast to do so. When the spell is cast in this way, the Caster must remain motionless. If he moves, the spell ends.

When the spell is cast to affect animate matter, the Caster may move during its duration, but he may not engage in combat or any other physical activity. However, each phase that he moves he will be required to re-roll his success chance to maintain the spell. Any failure at this time is automatically Abysmal. If he takes any damage at this time, the spell is negated.

At all times, the Caster remains the center of the spell's radius. As he moves, the spell moves with him; when it can move. Astral Fire has no effect on the Earth, Earth Giants, Earth Elementals or any creature with innate Earth or Desert Powers.

When a person or creature enters the radius of this spell, when it has been cast to affect inanimate matter, he can be consumed by it. He will use his **MDV×2** in resisting the fire. Inanimate matter that he is carrying is affected by the spell. The **MDV** is doubled in resistance if the item is magical. If it is not magical, it is consumed. The Caster is never affected by this spell unless Abysmal Failure results.

DURATION — **EL+1** phases.

RANGE — **(EL+1)/2"** (*A radius*).

MDV LIMIT — **(EL+1)×5** (*If the target's MDV exceeds this value, the spell is automatically an Abysmal Failure*).

Astral Powers

Alignment — Balance

The spells that belong to this family are:

AKASHA
ASTRAL LEECH
ASTRAL PATHS
ASTRAL WEB

Table 5.3: Law Powers

Roll	Spell	BMC	Roll	Spell	BMC	Roll	Spell	BMC
01–04	Cure Disease	1	45–48	Storm Powers	3	69–72	Liberate Spirit	4
05–08	Fire Powers	2		Wind	1	73–77	Travel Powers	5
	Combustion	1		Flight	2		Levitate	3
	Fire Detection	1		Lightning Swarm	3		Insubstantiability	4
	Fire Dart	2		Lightning	4		Teleport	5
	Fire Shower	3		Thunderhead	8		Interworld Travel	10
	Fireball	4	49–51	Wakefulness	2	78–80	Truth	5
09–12	Healing	1	52–55	Light Powers	3	81–82	Negate Curse	6
13–15	Might	1		Light	1	83–85	Regeneration	6
16–18	Music	1		Radiant Light	3	86–88	Dreams	7
19–22	Preservation	1		Killing Light	5	89–91	Revivication	7
23–25	Sanity	1	56–58	Open Prison	3	92–94	Healing Light	8
26–28	Speed	1	59–61	Painlessness	3	95–97	Time Powers	10
29–32	Sustenance	1	62–65	Sea Powers	4		Time Slow	8
33–35	Tracking	1		Water Breathing	2		Time Stop	9
36–38	Water from Stone	1		Calm Sea	3		Cure Age	10
39–41	Invisibility	2		Friendly Current	4		Time Trap	10
42–44	Revelation	2		Navigation	6		Time Travel	15
			66–68	Sleep Powers	4	98	Invisiblility Sphere	4
				Sleep Touch	2	99–100	Resurrection	10
				Sleep Mist	4			
				Perpetual Trance	8			

Table 5.4: Balance Powers

Roll	Spell	BMC	Roll	Spell	BMC	Roll	Spell	BMC
01–09	Clairvoyance	1	61–67	Astral Powers	6	76–82	Time Powers	10
10–18	Damage Reversal	1		Akasha	2		Time Slow	8
19–27	Speed	1		Astral Web	3		Time Stop	9
28–36	Watchful Sleep	1		Astral Paths	4		Cure Age	10
37–44	Oblivion	2		Astral Leech	6		Time Trap	10
45–52	Preserve the Dead	2		Opposition	6		Time Travel	15
53–60	Astral Fire	4		Astral Well	8	83–88	Fate	10
				Creation	10	89–92	Strange Powers	10
			68–75	Travel Powers	5		Astral Ills	8
				Levitate	3		Automata	10
				Insubstantiability	4		Simulacra	15
				Teleport	5	93–100	Planar Travel	15
				Interworld Travel	10			

ASTRAL WELL

CREATION

OPPOSITION

The member spells are described in alphabetical order in the sections that follow.

Akasha The Caster can tap the Akashic Record, i.e. the memory of the universe, to learn PAST events that have transpired in a specific place. The spell must be cast IN the place that the Caster desires information for.

Success will give the Caster information of the past within a specified time frame within the duration that he is capable of. Failure is automatically Abysmal.

DURATION — 2 weeks (*The Past time that can be seen.*

EL factor applies as a power).

RANGE — NA. (*A specific place indicates the specific structural entity that the Caster is occupying when the*

spell is cast, i.e. a room, hallway, courtyard, clearing, etc).

TIME — The time that the Caster will be in trance viewing the Akashic flux is 1 Phase per weeeek viewed, rounded up. If he views an hour 8 weeks in the past he is in trance for 8 phases.

OPTIONAL — This spell may be cast to learn the past of SPECIFIC animate or inanimate objects that are in contact with the Caster. In this case the duration is in 2 month periods instead of weeks. The time required is NOT affected, i.e. if you go back 10 months it will take 40 phases to get the information desired. Double the casting cost if the spell is used in this way.

Astral Leech The Caster uses this power to sculpt an Astral being that is identical to the enemy that he wishes to attack. To cast the spell, the magic-user must have something that the person has been in contact with within the last 72 hours OR a discarded bit of the person's anatomy, i.e. fingernails, hair, etc.

Table 5.5: Shamanistic Powers

Roll	Spell	BMC	Roll	Spell	BMC	Roll	Spell	BMC
01–05	Communicate	1	58–62	Dispell/Banish	3	97	Permanent Magics	9
06–09	Cure Disease	1	63–66	Paralysis	3		Enhancement	5
10–13	Dark Sight	1	67–70	Perception	3		Enchantment	6
14–17	Detection	1	71–75	Shape Changing	3		Curse or Ban	8
19–22	Divination	1	76–78	Death Blast	4		Ensortcellment	10
23–26	Healing	1	79–82	Liberate Spirit	4		Enchanted Dedication	10
27–33	Orient Self*	1	83–85	Lower World Travel	4		Ward Pacts	15
34–38	Speed	1	86–88	Knowledge**	6	98	Spirit Cage	8
39–42	Invisibility	2	89–91	Spirit Death	6	99	Origin Powers	8
43–46	Plague	2	92–93	Exorcism	7		Repulsion	5
47–50	Protection	2	94	Restoration	7		Inanimate Creation	8
51–54	Purification	2	95	Revivification	7		Dissolution	10
55–57	Soul Sight	2	96	Summoning	7	100	Resurrection	10

*The Orient Self spell MUST be the first spell learned by any Shaman. It is required for the casting of all Shamanic magic.

**The Knowledge that can be gained is restricted to Shamanistic spells, Healing, Herbalistic knowledge, Natural Materials and facts about animals and other features of the natural environment. No other knowledge can be gained from the powers that the Shaman deals with.

To cast Magic, a Shaman must have access to his Magic Drum. (*A Magical Instrument crafted by the Shaman that is the focus of his Magical Power. Without it, he cannot orient himself.*)

Table 5.6: Elder Powers

Roll	Spell	BMC	Roll	Spell	BMC	Roll	Spell	BMC
01–05	Concealing Mist	1	44–47	Forgetfulness	2	70–73	Tongues	3
06–09	Hatred	1	48–51	Storm Powers	3	74–77	Wildness	3
10–14	Illusion Powers	3		Wind	1	78–81	Fatal Spear	4
	Glamour	1		Flight	2	82–85	Smokeless Flame	4
	Personal Illusion	2		Lightning Swarm	3	86–88	Travel Powers	5
	Active Illusion	4		Lightning	4		Levitate	3
	Major Illusion	6		Thunderhead	8		Insubstantiability	4
15–19	Masquerade	1	52–55	Cold	3		Teleport	5
20–24	Sweeten Water	1	56–59	Peace	3		Interworld Travel	10
25–31	Quarrels	1	60–64	Shape Changing	3	89–91	Vengeful Horror	4
32–37	Abandon	2	65–69	Telepathic Powers	4	92–94	Elemental Powers	Varies
38–43	Desert Powers	3		Sending	1		Air	5
	Navigation	1		Mind Search	2		Earth	4
	Desication	2		Mind Shield	3		Fire	5
	Grasping Sands	3		Suggestion	4		Water	6
	Heat	4		Control	6	95–96	Flaming Death	6
	Whirlwind	5		Mind Burn	8	97–100	Blood Vengeance	8

No Wizard can be oriented with the Elder Powers. See 4.4.3.1

Table 5.7: Sidh Magics

Roll	Spell	BMC	Roll	Spell	BMC	Roll	Spell	BMC
01–06	Elf-shot	1	44–48	Invisibility	2	71–75	Disease	4
07–12	Fascination	1	49–53	Luck	2	76–80	Slay the Tame	5
13–17	Foyson Theft	1	54–58	Blindness	3	81–85	Regeneration	6
18–23	Healing	1	59–65	Paralysis	3	86–90	Punishment	8
24–28	Music	1	66–70	Sleep Powers	4	91–95	Transmutation	8
29–33	Speed	1		Sleep Touch	2	96–100	Planar Travel	15
34–38	Tracking	1		Sleep Mist	4			
39–43	Compulsion	2		Perpetual Trance	8			

Sidh Magic is a verbal tradition requiring training in the tongue of the Sidh. No book or scroll containing Sidh Magic can be found. None exist.

Table 5.8: Chaos Powers

Roll	Spell	BMC	Roll	Spell	BMC	Roll	Spell	BMC
01–02	Chaining	1	34–35	Insanity	2	65–68	Water Powers	4
03–05	Fascination	1	36–37	Plague	2		Water Breathing	2
06–08	Hell Powers	3	38–40	Storm Powers	3		Water Walking	3
	Fire Resistance	1		Wind	1		Friendly Current	4
	Fire Dart	2		Flight	2		Flood	6
	Pain	4		Lightning Swarm	3	69–70	Death Powers	6
	Summon Demons	4		Lightning	4		Hand of Death	4
09–10	Hatred	1		Thunderhead	8		Fog of Death	8
11–14	Illusion Powers	3	41–42	Terror	2	71–72	Disease	4
	Glamour	1	43–44	Choking Moisture	3	73–74	Disintegration	4
	Personal Illusion	2	45–47	Darkness Powers	3	75–77	Necromantic Powers	4
	Active Illusion	4		Darkness	1		Communicate with the Dead	1
	Major Illusion	6		Darkling Light	3		Control the Dead	2
15–16	Leeching	1		Dark Companion	5		Animation	3
17–18	Quarrels	1	48–49	Disorder	3		Dark Knowledge	4
19–20	Slime	1	50–51	Invulnerability	3		Decay	4
21–22	Theft	1	52–53	Paralysis	3		Corruption	5
23	Quarrels	1	54	Petrify	3		the Black Curse	7
24–25	Wounds	1	55	Sea Powers	4		Seeking Death	10
26–27	Compulsion	2		Water Breathing	2			
28–30	Desert Powers	3		Calm Sea	3	78–80	Silent Terror	4
	Navigation	1		Friendly Current	4	81–84	Travel Powers	5
	Desiccation	2		Navigation	6		Levitate	3
	Grasping Sands	3	56–57	Shape Changing	3		Insubstantiability	4
	Heat	4	58–59	Sound Sphere	3		Teleport	5
	Whirlwind	5	60–61	Stillness	3		Interworld Travel	10
31–33	Earth Powers	3	62–64	Telepathic Powers	4	85–86	Withering Hand	4
	Fire Resistance	1		Sending	1	87–89	Decay	5
	Earth Strength	2		Mind Search	2	90–91	Corruption	6
	Location	2		Mind Shield	3	92–94	Silence	7
	Avalanche	3		Suggestion	4	95–96	Transmutation	8
	Transport	4		Control	6	97–99	Destruction	9
	Earthquake	6		Mind Burn	8	100	Lichcraft	20

Table 5.9: Shadow Magic

Roll	Spell	BMC	Roll	Spell	BMC	Roll	Spell	BMC
01–10	Communicate	1	52–56	Freezing Hand	3	84–87	Shadow Bands	5
11–20	Dark Sight*	1	57–62	Shadow Sculpting	3	88–90	Shadow Plague	5
21–27	Invisibility*	1	63–68	Energy	3	91–93	Wasting Hand	5
28–33	Create Warriors*	2	69–73	Shadow Command	3	94–96	Shadow Cage	6
34–39	Delusion	2	74–78	Liberate Shadow*	4	97–99	Fatal Shade	8
40–45	Leeching	2	79–83	Disorder	4	100	Deadly Shadow	10
46–51	Soul Sight	2						

*The spells marked are the powers of the innate Shadow Weaver.

When the Leech is formed, it will seek out the creature that it was made for and none other. When it finds him, he will begin wasting away and the leech will grow in power.

The **MDV** of a Leech equals the **MEL** of its Caster. Per day that it leeches from its target, the **MDV** increases by 1. It can only be affected by a Dispell/Banish spell. NOTHING else affects it.

DURATION — Until dispelled or until the target dies.

RANGE — Unlimited. (*It will travel at a rate of 100 miles per day to reach its larger. It is not stopped by any terrain. It appears 1" away from its creator*).

DAMAGE — **1D6+EL** (*The Energy Points consumed per*

day).

Astral Paths The Caster, and those that he includes, may travel on the Astral paths that correspond to the distances of the Middle World. While travelling in this way all encounters will be Upper World encounters. Unless protection is also cast, the Caster and every person included will age FIVE days for every day travelled in this way.

DURATION — **EL+1** Strategic turns.

RANGE — Contact when casting, **(EL+1)/2"** after casting.

SPEED — Normal, for equivalent Middle World distance covered per strategic turn multiply **MR** times

(EL+2).

NOTE — *If people travelling with the Caster leave the radius of his effect when they are in the Upper World a throw against Empathy is required. If they roll greater than their Empathy, they are dead. If not, they appear in a random location in the Middle World.*

speed example — At EL4, per “mile” travelled in the Upper World they are 6 miles further along in the Middle World.

IMPORTANT — **Sleep is never required while travelling in the Upper World with this spell.**

While travelling under this spell, the party is not physically present in your Middle World. Their travel is related, for distance only, to the physical layout of the Middle World. They should be allowed to move in any direction without regard to terrain. Metaphysically, they can be viewed as moving through a neutral ground between the Upper World and the Middle World.

Astral Web Strands of Astral power that, on success, will bind EVERY enemy of the Caster that is affected and that is within his effect radius. Effected targets may not move until the Duration ends. The bonds hold only so long as the Caster remains within **Radius**×5 hexes of the enemy. If he moves further away, they are negated for that enemy.

Bonds of this nature may only be removed magically before the end of the duration. No amount of strength can break them. The bonds are dissolved if any victim is damaged after being bound.

DURATION — 3 phases (EL applies as a power)

RANGE — EL+1 (A radius)

NOTE — *As for Astral Leech. If a target is not affected initially, he cannot be affected by this spell during this encounter.*

Astral Well The Caster creates a well of intense astral power somewhere within his range. Targets affected are transported to a Referee selected location in the Upper World. There they are trapped. It will be up to the Players involved, if they are Players, to determine how to survive and get back.

RANGE — EL+1”

DIAMETER OF WELL — 1”×(EL/3, rounded up)

MDV LIMIT — (EL+1)×3 (If the MDV is higher, the spell has no effect).

Opposition A general rite that strikes hostile supernatural forces with the power of their diametric opposite. If the spell succeeds, the being is destroyed. If any other result occurs, the spell will not work against that creature in this encounter. The spell will only affect supernatural forces, i.e. demons, ahuras, etc. It has no effect on Balance aligned or oriented creatures.

RANGE — EL+1”

Creation The Caster creates animate life from his memory or imagination. The creature created cannot attack its creator. It is capable of speaking, or understanding, depending on its intellect, any language that the Caster can speak. If the spell is cast at three times the normal Mana Cost for its EL, the creation can be given any power or ability that

the Caster has. (Triple the cost per power or ability that the creation receives.) Any ability thus given is used as an innate power by the creation.

The physical form of the creation is left to the discretion of the Caster. Where the Referee chooses to have created creatures encountered randomly, the form is left to his discretion.

Any failure with this power creates a monster from the Caster’s subconscious. The monster attacks its creator subtracting the spell’s EL from all combat rolls or magic success rolls. If the failure is Abysmal, the creation’s first attack will use the combat modifiers for ambushing a target that is unable to move, i.e. subtract THIRTY-FIVE from its attack roll.

The Caster’s reaction to this monster is as specified for Vengeful Horror. The monster will always seek his creator’s death. If it kills him, it lives on. If it does not kill him, within 20–EL phases, it fades out of existence.

HPV — (EL+1)×10

CREATURE DURATION — 2 days (EL applies as a power).

COMMAND — 20%+EL×5%.

RANGE — 2” (EL applies as a power).

OCV — HPV/4, round up.

DCV — EL+2

TOTAL BONUSES — EL–2 (The value can be negative. The Referee will assign the bonuses that apply, based on the creator’s description or his own discretion).

Command represents the chance that the creator can control his creation when he creates it. If he rolls less than or equal to this percentage, it will obey his orders. If not, it will flee directly away until it dissolves.

Duration is the number of days that the creature will continue to exist, while it remains within range, without being made permanent by the creator.

HPV is the maximum number of hit points that the creature can take. The Caster can create any creature with this value or less.

Range is the maximum distance that the creation can be from its creator. If it is ever farther away, it will dissolve into nothing immediately. When the creature is first created, it must appear within EL+1 hexes of the Caster. If it is made permanent, this restriction no longer applies.

NOTE — *Creations are NOT illusions. They are flesh and blood reality, though totally soulless and magical in being. Monsters created by failure are totally immune to the Caster’s commands.*

Blindness

Alignment — Sidh Magic

The Caster must touch the target to affect it. If the spell succeeds, the creature touched is blinded. Failure has no effect on the target touched.

Sight is lost, on success, for the Duration determined below.

DURATION — EL+1 strategic turns.

Blood Vengeance**Alignment — Elder**

This spell can only be used on willing targets. The effect dedicates one person to killing another. The target of the vengeance must be a person that has harmed the person affected or a member of that person's family. The Caster will never cast it on himself. He must touch his target to effect him.

While affected, the victim must search out his enemy. Whenever the enemy is in sight, the person will suffer from Uncontrollable Battle Fury. He will subtract the **EL** of the spell from all combat rolls in addition to any other modifiers. The spell lasts until the enemy is dead. The Caster must touch the willing person to affect him.

The **EL** of the spell is added to all damage inflicted on the specified enemy.

Chaining**Alignment — Chaos**

The creation of visible magical bonds that will make it impossible for the person affected to move his limbs. If the Strength of the target bound exceeds the Strength of the spell, it will take him $3 - ((\text{Creature Strength} - \text{Spell Strength}) / 10, \text{round up})$, phases to break the spell. If more than one Chaining spell is on a person, he must break them sequentially.

EXAMPLE — A Creature has **S80**. The spell strength is 60. It will take the creature 1 phase to break the chains. If he has two spells of this type on him, it will take 1 phase for each, i.e. a total of 2.

RANGE — **EL+1"**

DURATION — Until broken or dispelled.

STRENGTH — $20 + (\text{EL} \times 10)$.**Choking Moisture****Alignment — Chaos**

The spell clogs the breathing orifices making breathing impossible for air breathing creatures. It has no effect on water breathers or creatures that do not breathe. While choking, the target may not engage in any other action and is considered to be unaware if he is attacked.

DURATION — **EL+1** phases.

DAMAGE — $1\text{D}6 + (\text{EL} \times 2)$ (*The damage is taken to the target's Energy Level. Per 4 points inflicted to the Energy Level, rounded down, the target will suffer 1 point of physical damage.*)

RANGE — $(\text{EL} + 1) \times 2"$ **Clairvoyance****Alignment — Balance**

A limited form of Divination. The effect allows the person that the spell is cast on to add the **EL** of the spell to attacker's rolls against him. (In effect, he can see a blow coming and arrange not to be there when it arrives). No person affected by this spell can be ambushed or taken unaware.

2 the EL, rounded down, can be subtracted from attack rolls taken by the person affected.

While the person is affected, he experiences a state of dual sight. For non-combat uses, his vision is considered to be clouded by the power. Actions that require clear, precise observation of the present will be bad for the affected person. Add the **EL** $\times 2$ to all rolls for success in such endeavors.

DURATION — **16 turns** + **EL squared**RANGE — $(\text{EL} + 1) / 2"$ (*The radius that the person affected has clairvoyant sight in*).**Communicate****Alignment — Varies**

The spell allows the Caster to communicate with a creature whose language is unknown to him. If the spell succeeds, the creature hears the speech of the Wizard in his tongue, the Wizard hears the creature in his own tongue.

EXAMPLE — A Wizard, a Donaran speaker, encounters an Elf. On success, the Wizard hears the Elf speak in Donaran, though Elf Sidh is actually spoken, The Elf hears the Wizard in Elf Sidh, though he speaks Donaran.

RANGE — **EL"**DURATION — $(\text{EL} + 1) \times \text{MEL}$ turns.

EXAMPLE — **MEL10, EL4**. The Range is 4". The duration is $10 \times (4 + 1)$, a maximum of 50 tactical turns, i.e. 10 minutes.

Communication ends when the Caster or the target affected wish it to, and roll less than or equal to their Will. Otherwise it will end when the Duration ends. (*The Will of Random Creatures, unless specified otherwise, is 2D10+MDV*).

While communicating, neither entity may fight the other or cast any other magic.

Communicate**Alignment — Shadow**

This spell allows the caster to communicate with the Shadow of any being within his range. It **MUST** be cast using the Tongue of Shadow. It is used to gain general information about that person's orientation, intent and personality. It may not be used to establish communication with that person. When this spell is used, only $1/3$ of the target's **MDV**, rounded down, can be applied in defense against it. Unless he rolls **Em** or less, the target is unaware that any communication is taking place.

RANGE — $(\text{EL} + 1) \times 3"$ DURATION — $12 - \text{EL}$ phases (*the time required to learn the information specified above*).**Compulsion****Alignment — Chaos**

This spell forces the victim to perform a specified action, or set of actions, with a **SPECIFIC GOAL**, for the Caster. The effect ends when the spell is dispelled, the person succeeds and returns with any item that he is required to bring to the Caster or when either the Caster or the person affected dies.

While affected, the target may not attack the Caster. The spell acts as a Geas on the target affected.

RANGE — **EL** $\times 2"$ **Concealing Mist****Alignment — Elder**

The spell creates a thick mist that obscures vision, No one can see into this mist, even if they are in it. Only the Caster's vision is unaffected by it.

While it lasts, the spell moves with the Caster. Others within it will be unable to tell the direction of movement unless the Caster informs them in some way. The Caster may not use any other magic while the mist lasts. If he begins any, the mist is negated.

Persons in the spell, that attack, add the **EL**×2 to their roll. No attack is allowed unless they are in the same hex as someone else. The Referee will tell them that they are in the same hex as someone else but will not tell them who unless it is somehow obvious. The Caster can see through the mist and is not affected in this way.

Missile Fire into this mist will have the **EL**×5 added to the roll. The firer will be unable to see any target. He must specify a hex and hope that if something is hit it will be an enemy. All fire into this mist will use quadrupled range values. Fire spells cast into the mist will consume any portion of it that the spell contacts. Persons in the sections that are burned away may be damaged by the fire.

If the Caster is damaged, the spell is negated. The Caster can be anywhere in the cloud created. He is not required to remain in the exact center.

DURATION — (**EL**+1)×3 turns.
RANGE — **EL**+1" (A diameter).

Cold

Alignment — Elder

The spell creates a sphere of intense cold. All plants suffer double damage and have twice the listed Freeze Chance. Creatures affected suffer damage and have a chance to freeze.

The Duration of the spell applies only if the target is frozen. It is tripled for all Plants. If an insect or reptile is frozen, it is killed.

The Freeze Chance A roll is taken for each entity in the effect. If the percentage for the **EL**, or less, is rolled, the target is frozen in place. While frozen, the target will take 1 hit point per **EL**+1 each phase until he thaws.

Only the Caster is unaffected by this power. Any other person within the sphere is affectable, including allies.

FREEZE CHANCE — 10+(**EL**×5)%
DURATION — (**EL**+1)×2 phases.
DAMAGE — 2D6+**EL** (Dice damage is scored on the first phase of the effect only)
RANGE — **EL**+1" (A diameter).

Corruption

Alignment — Chaos

The spell will cause any ANIMATE or FORMERLY ANIMATE material to rot. The hit points for the **EL** are scored against the item or person EVERY day, starting immediately. When the victim's hits reach zero, he is dead. For foods and other items, the damage is scored against the food point value that it has or would have.

DAMAGE — **EL**+1
RANGE — (**EL**+1)/2" (The sides of a 60 degree cone).

The effect of this spell is negated, through healing, on any day that the person affected heals a number of points greater than or equal to the number that the spell will inflict in a day. The damage inflicted begins immediately. All persons in the effect area can be affected. The spell has no effect on supernatural forces.

Create Warriors

Alignment — Shadow

The caster can create Shadow Warriors. The maximum number possible equals the **EL** cast+1. The caster loses one energy point per warrior per full turn that they remain, in addition to the mana or energy required to create them.

Cast at TRIPLE cost, the spell allows the caster to form a single warrior with 1+(**EL**/2), rounded up, times the normal Shadow Warrior values, i.e. a single **EL**4 warrior costs 30 mana to summon, takes 30 hits, has a strength of 75, etc. When this is done, the shadow's **MR** is reduced by ONE per multiple over one. The cost to power it is increased by ONE per multiple over one, i.e. the **EL**4 shadow above has a **MR** of 13 and costs 3 energy per turn to maintain.

Shadow Warriors appear to flow out of the caster when formed. They move as the caster directs. While controlling more than one warrior the caster can do nothing else. While controlling a single warrior he may use other Shadow Magic, move or engage in other physical actions.

NOTE — *Innate Shadow Weavers may command any number of warriors without suffering the restriction above. Instead of using the base cost specified in Book One, determine an **EL** as an Innate Power for this spell. Treat it as an innate power in all ways unless the Shadow Weaver is trained. Once he is trained, this spell starts at his Innate **EL**, can be cast at that **EL** or lower and can draw from either the Casting Ability or the Energy Level.*

RANGE — (**EL**+1)×5" (The distance that the Shadow can be from the caster without disappearing.)

Cure Disease

Alignment — Varies

This spell negates the effect of Plague and Disease. Its chance of success is as specified for Revelation. The person to be cured by this spell must be touched by the Caster. It retains its power for use on one person only.

Damage Reversal

Alignment — Balance

When the spell succeeds, the damage listed for the **EL** is subtracted from the damage that the Caster has suffered and inflicted on the creature that caused it. For the spell to work, the Caster must be damaged and the cause of the damage must be within the range of the Caster. If not, failure is automatic. When the spell fails, the damage listed is inflicted on the Caster, i.e. added to the damage that he has taken. Damage that hits the target is not affected by armor in any way.

By paying DOUBLE the Mana Cost, the Caster can attempt to reverse damage for any entity that he is in contact with. In doing so, he is required to add 10 to his roll.

RANGE — (**EL**+1)×2"
DAMAGE — (**EL**×2)+1

EXAMPLE — A Dragon scores 12 hits on a Wizard that has **EL**5 in this spell. The Wizard, subsequently, reverses the damage. The Dragon takes 11 hits and the Wizard's damage is reduced by 11 hits.

NOTE — *The damage reversed will never exceed the damage that the affected individual has personally inflicted on the Caster.*

Darkness Powers**Alignment — Chaos**

The spells that belong to this family are:

DARKNESS

THE DARK COMPANION

DARKLING LIGHT

The member spells are described in alphabetical order in the sections that follow:

Darkling Light The Lightning of the Dark. Any target that is affected is consumed by Darkness. Unless the spell is negated or dispelled, he will be killed.

If the Caster is killed before an effected target is totally consumed, the effect is negated and the person is undamaged. The only other way to counter the effect is with a Dispell/Banish spell of the same **EL** or higher. The damage inflicted is doubled against creatures of Light, as specified in DARKNESS.

RANGE — $(\text{EL}+1) \times 3''$

DAMAGE — **EL**+1 (*The damage that is scored each phase until the target is consumed*).

Darkness Darkness may only be cast where Light exists. It is negated by, and negates, the effect of any Light spell. While it is in effect, only the Caster, persons that he is in contact with and creatures that can see in magical darkness can see. Darkness is total. It allows no light whatsoever. Any non-magical light, or item that gives off non-magical light, within the effect radius is extinguished by the spell.

If the spell causes a damage effect when cast, it is consumed in doing so. The Damage listed is only scored against creatures that have innate Light Powers or supernatural forces that are aligned with Law.

RANGE — **EL**+1" (*A diameter*).

DURATION — 2 turns (*EL factor applies as power*).

DAMAGE — $(\text{EL}+1) \times 2$ per phase.

EXAMPLE — With **EL**7, the spell has a diameter of 8". The duration is 2 to the 8th power. The Damage scored against any creature that can be affected, that is within the effect, is $3 \times (7+1)$, 24 hit points.

NOTE — *Any creature that is damaged by this spell will fight the Caster, with Uncontrollable Battle Fury, until one or the other is killed. No AV affects damage that is inflicted in this way.*

The Dark Companion The Caster can weave a living, human form, servant from the Darkness. The servant will obey any order given by the Caster. It will be damaged by any contact with Light, magical or non-magical. (Non-Magical Light will score **1D3** hits per phase). The companion is speechless. To give orders, the Caster must use the communicate spell or know the tongue of Dark Chaos.

The powers of the Dark Companion are:

- A) He may automatically hide in any darkness.
- B) He will score DOUBLE damage, as for a Weapon-User with **EL**8 and **SB**+2, in normal combat.
- C) His **AV** against damage will not apply to damage caused by Light, Magic or Silver coated weapons.
- D) If his **HPV** reaches zero or less for any reason, he is dispelled.

OPTIONAL — A form of this spell may be cast that allows the Caster to send a Companion to seek out a specific enemy. The Mana Cost, when the spell is used in this way, is multiplied **times 10**, the Duration is unlimited. One Mana Point per **EL**+1, per day, must be paid to maintain the Companion while it searches the darkness for its prey.

When the Companion finds the enemy it will attack. If the person is driven into unconsciousness or killed, the victim's spirit is captured by the Wizard and the Companion takes possession of his body, under the perpetual control of the Wizard.

After possession has taken place, the maintenance cost is no longer required.

DURATION — **EL**+1 strategic turns.

RANGE — 2" (*If the Companion moves farther away from the Caster, he dissolves. EL factor applies as a Power*).

OCV — **EL**+4

DCV — **EL**+2

HPV — **DCV** × 2

AV — **EL**+4

MR* — $(\text{EL}+1) \times 2''$

MDV — OCV

*If the Seeking Companion is created, this is the tactical rate. The Companion can only move at night or in darkness. He will never enter the light willingly.

EXAMPLE — **EL**2 companion lasts 3 strategic turns. It must remain within 8" of the Caster. It is **OCV**6, **DCV**4, **HPV**8, **AV**6, **MR**6, **MDV**6.

Dark Sight**Alignment — Shamanic**

The power to see in any darkness. The spell applies for the Caster AND any person that he includes in it. The number of inclusions possible equals the **EL** of the spell, in terms of a number of persons other than the Caster that can be affected.

The specified range is BOTH the range that people included must be from the Caster, or less, to remain included and the range that persons affected will be able to see in the darkness.

DURATION — 2 phases (*EL factor applies as a Power*).

RANGE — $(\text{EL}+1) \times 3''$

EXAMPLE — With an **EL**4 spell, the Duration is 32 phases. The range is 15".

Dark Sight**Alignment — Shadow**

The Duration is as for the Shamanic spell of the same name. The range is $(\text{EL}+1) \times 5''$. The caster may not use the spell to include others. It is not usable in total darkness and does not grant better than normal vision.

NOTE — *Innate Shadow Weavers have total Dark Sight at no cost. They see in the dark as well as they can in the day. (Their sight is as good as an Elf at night and as good as a man in the day.)*

Deadly Shadow**Alignment — Shadow**

The victim's own shadow is turned against him. To use this spell, the caster needs blood and hair from the person to be affected OR he must have cast Soul Sight on that person's shadow within the last 24 hours. If neither is true, the spell is an abysmal failure. If both are, the caster may subtract TEN from his roll in addition to normal modifiers.

A victim cursed with a Deadly Shadow can only be cured with a Negate Curse spell. Each day that he fails to roll his Will, the shadow's attack drains **2D6+EL** energy points from him. When his **EnL** reaches zero he is dead. While the Shadow drains its victim, the victim loses Strength, Stamina and Constitution equal to $\frac{1}{2}$ the energy lost. When one characteristic reaches zero or less, the victim's **MR**, **OCV** and **DCV** are reduced 50%. When two are at zero or less he is in coma. If all three reach zero, he is dead (even if he still has a positive **EnL**).

Death Blast

Alignment — Shamanic

The spell will totally destroy the Spirits of both corporate and disincorporate enemies. Persons affected by success drop dead. All targets add DOUBLE their **MDV** to the Caster's roll.

A **MDV** limit applies for this spell. If the **MDV** of the target, after doubling, exceeds the limit for the **EL** he cannot be killed by it. If success is rolled, he will be stunned, moving at 2 speed and fighting with 2 **OCV** and **DCV** rounded up, for a number of phases equal to the **EL** of the spell.

MDV LIMIT — $(\text{EL}+1) \times 5$

RANGE — $(\text{EL}+1) \times 2''$

NOTE — *This spell is cast at a specific target only*

Death Powers

Alignment — Chaos

The member spells in this family are:

THE FOG OF DEATH
THE HAND OF DEATH

The spells are described in alphabetical order below:

The Fog Of Death The spell creates a noxious cloud that is fatal to all life. Anyone that enters the cloud, other than its Caster, and is affected, is killed. Add **MDV**×2 to the Caster's roll for success. This roll must be taken each phase that a new creature enters the fog. Abysmal failure will only apply to the Caster's initial success roll.

RANGE — $(\text{EL}+1)/2''$ (*A Radius*).

DURATION — $(\text{EL}+1) \times 2$ phases.

Once cast, the spell will move with the Caster. He will always remain at the direct center of the effect. If he attempts to cast any other Magic while the effect remains with him, or suffers any damage, he must roll to be affected by his own spell. Any Missile Fire into, or out of, this cloud will use the Obscured Range values.

The Hand Of Death The Duration, is 50% of that specified for the Fog of Death. It has no range. The Caster affects specific targets by touching them with his left hand, or closest approximation thereto. Any person touched, that is affected, dies. The **MDV** is used as normal in resisting this spell.

The Caster can make one touch per phase for as long as the spell lasts. If a target is not affected by the first touch he will add his **MDV**×3 thereafter. (*If the duration for his **EL** is 7, the Caster can touch as many as 7 people*).

Decay

Alignment — Chaos

This spell interferes with the Healing process. It may only be cast against damaged enemies. It will only affect living creatures. It has no affect on Supernatural forces.

The effect of the spell inflicts a number of hit points each day for a number of days determined by the **EL**. The effect is only stopped by a Negate Curse spell. Otherwise, the best that the Character affected can do is to heal faster than he is damaged by the spell.

Without healing magic of some kind, the victim's Healing Chance is reduced by **EL**×4 until the spell is negated. If healing magic is used, the reduction equals **(Decay EL—Healing EL)×4**. If the result is negative, increase the Healing Chance. If the final Healing Chance, after applying the reduction, is zero or less, the Character cannot heal without magical aid.

NOTE — *For Natural Magic items that do not have a precise **EL** listed, the **EL** used above equals Healing Chance increase/5 rounded up.*

DURATION — **EL**+1 days squared.

HIT POINTS PER DAY — **EL**+1

RANGE — **EL**+1''

EXAMPLE — An **EL9** spell will inflict 10 hit points per day for a maximum of 100 days. (At this level, if the spell is not negated death is certain).

Delusion

Alignment — Shadow

The victim sees movement in the shadows around him. Positive that he is surrounded by an overwhelming force, he will surrender unless he rolls **Will**, minus the **EL** modifier. On this roll, failure causes the victim's immediate surrender, partial success causes him to flee in a random direction (intent on fighting his way to freedom). On success, he may ignore the spell.

Cast at DOUBLE cost, this spell affects everyone in a circular area defined by its radius. All act as specified above. Any whose **MDV** is higher than the **MDV** limit automatically ignore the spell. Where such a person is within the effect area, affectable persons may roll **Will**×2 to resist instead of **Will**.

RANGE — $(\text{EL}+1) \times 4''$ (*The maximum distance from the caster that the person affected, or the center of the radius cast, can be.*)

RADIUS — $(\text{EL}+1) \times 2''$

DURATION — 2 turns (**EL** factor applies as a power).

MDV LIMIT — $(\text{EL}+1) \times 4$

EL MODIFIER — **EL**+5

Desert Powers

Alignment — Varies

The members spell of this family are:

DESICATION
GRASPING SANDS
HEAT
NAVIGATION
WHIRLWIND

The descriptions follow in alphabetical order:

Desication The spell affects the Energy Level of the victim. Per phase of its duration, the damage specified is scored against this value. Per 3 Energy Points lost, the victim will take 1 Hit Point in physical damage (Round Down). If the Energy Level reaches zero, the victim is a dried out, dead husk.

DURATION — $(EL+1)$ phases.

DAMAGE — $1D10+(EL\times 2)$

RANGE — $(EL+1)\times 2''$

Grasping Sands The spell causes the sand to rise up and grasp a specified enemy. They surround it and encumber its limbs. After it has been encumbered, the Caster may cast the spell again and attempt to crush the enemy. When this attempt is made, the Mana is allocated and the Crush chance is rolled. If success occurs, the enemy suffers the damage indicated each phase.

DURATION — $(EL+1)\times 2$ phases.

RANGE — $(EL+1)\times 3$

CRUSH CHANCE — $(EL+1)\times 10\%$ (MDV and any AV are added to the roll).

DAMAGE — $EL+1$ per phase.

The AV of the victim will apply against this spell's damage effects. All damage blocked, or in excess of the AV, is taken as damage by the armor.

EXAMPLE — A person in Plate Mail is not crushed by an $EL3$ attempt. The sands inflict 4 hits per phase, His armor stops it all but it will take 4 hits per phase for a maximum of 8 phases. The Armor is nearly worn away.

Heat The spell assails a general area with furnace-like heat. The damage listed is suffered each phase that any creature that can be affected remains within the radius of the spell. No armor values apply against this effect. If the HPV is reduced to zero or less, the creature affected is dead. The Caster must remain within the effect area throughout the spell's Duration. He may move anywhere within this area. He is never affected by his own spell.

DURATION — $(EL+1)\times 2$ phases.

RANGE — $EL+1''$ (A radius).

DAMAGE — $EL+2$ per phase. (No armor values apply against this effect).

If the Caster moves out of the effect area, the spell is negated by his exit. This spell does not affect Jinn, Ifreet or any creature with innate Fire Powers.

Navigation This spell allows the Caster to find his way under any conditions, in any desert. The Caster must have a specific place, within the desert, in mind when he casts the spell. If not, failure is automatic. Success with this spell gives the Caster a course directly to the place that he wants to go to. Failure yields a course in the correct general direction but not directly to the objective. Abysmal Failure yields a course that is totally wrong. (The Referee should take this roll secretly. It is up to the Character to figure out whether the spell is working correctly.)

After casting the spell, the Caster is entranced. He will remain in this trance until he reaches his goal. While effected his OCV, DCV, D, A and S are reduced 50%, rounded down. He may not cast any other magic without negating the effect.

RANGE — $(EL+1)\times 10$ miles (The distance away that the desired object can be. If it is farther, Success results in Failure).

EXAMPLE — $EL4$, range is 50 miles. If the Caster has OCV5, DCV6, D12, A13 and S9 they are reduced to OCV2, DCV3, D6, A6 and S4 while he is affected.

Whirlwind The spell creates a twisting current of air and sand. The effect can be used to move and inflict damage. The Whirlwind rises around the Caster and anyone that he is in physical contact with. Any other person in the effect area, or that enters it, suffers the listed damage and is thrown out of it. If the spell does not succeed in damaging the person, through Failure, he may penetrate into the eye of the funnel, where the Caster is located. To do so, he must roll less than or equal to his Dodge Value on 1D10.

The Caster may move the affect a given distance each phase. He must remain at the center of the affect when he does so. Any person in physical contact with him will also move with it. Any that release their hold, or that he Succeeds in throwing out, are subject to the effects of the whirlwind.

DURATION — $5 \text{ turns}\times((EL+1)\times 2)$.

DISTANCE PER PHASE — $(EL+1)\times 4''$

DAMAGE — $2D6+(EL\times 3)$.

RADIUS OF FUNNEL — $1''\times(EL/3, \text{ rounded up; } 1 \text{ if } EL \text{ equals zero})$

EXAMPLE — With the $EL3$ spell, $2D6+9$ hit points are scored. The funnel will move up to $16''$ per phase for up to 40 turns.

Destruction

Alignment — Chaos

The spell will only affect inanimate material. It will totally destroy any such material that it succeeds in affecting.

When used offensively, the spell is cast at a specific target. It will shatter a number of cubic feet of material in or on that target. The Damage listed is scored on persons that are in the area destroyed. It reflects failing rubble, etc. It is only scored in cases where such debris is created.

Defensively, the spell creates a zone of destruction around the Caster. Any inanimate object that enters this zone, and is affected, is destroyed. Unless an item is magical, it has an MDV of zero. If it is magical, it will use its MDV $\times 2$ in resisting Destruction.

DURATION — $(EL+1)\times 2$ phases.*

RANGE — $2''$ (EL factor applies, for offensive use the base factor is 2 cubic feet instead. Defensively, the value specified is a diameter).

DAMAGE — $1D6+(EL\times 2)$.

*The duration applies in defensive use only. In this case, the effect moves with the Caster and cannot affect any item that weighs more than $10\times(EL+1)$ pounds.

EXAMPLE — $EL7$. Defensive duration is 16 phases. The diameter is $16''$. The damage scored on persons trapped in rubble is $1D6+14$ hit points. It will destroy 14 cubic feet of matter, i.e. it can destroy a wall 14 feet in height.

Detection

Alignment — Varies

The Detection spell allows the Caster to detect for a specific class of thing that he specifies to the Referee. Success will tell the Caster that something of that type is present and

will give a general direction. Failure indicates that something is present but no direction is given. Abysmal Failure yields nothing.

The spell may also be used to analyse a specific object that the Caster is in Physical contact with. In this case, the Spell will inform the Caster of any magical value and, if there is any, the basic type of magic. Failure does not yield the type, i.e. alignment. Abysmal Failure yields nothing. The spell may only be used in this way when the Caster is touching the item. The Referee may give the Caster other information from its successful use at his discretion.

RANGE — **EL+1** inches, squared.

Disease

Alignment — Chaos

The target is infected with a potentially fatal disease. Diseases created with this spell are not contagious. The duration listed is the number of days that the Disease will take to kill the person. On success, the victim's Energy Level is reduced by the Damage factor listed, rounded down.

The basic effect of the Disease is determined by rolling **2D10** and subtracting the **EL** from the roll. Consult table 5.10.

Table 5.10: Disease Effect

Net Roll	Effect
3 or less	The Character is in Coma until he is cured or he dies.
4–10	The Character passes out. He wakes off and on throughout the duration of the spell. He may not move under his own power.
11–20	Divide the Character's St by the Duration and round up. The result is subtracted from St each day. When St reaches zero, the Character passes out.

Any Stamina or Energy Points lost to this spell will return if the Character survives the disease.

After the duration ends, the Character will **DIE** if he rolls greater than his current Energy Level with **D100**. The victim may subtract his Poison Resistance from his roll. Touch is required to affect the target.

DURATION — **(10–EL)** days. (*If 0 or less, the death roll is taken immediately*).

DAMAGE — **5%×(EL+2)**

EXAMPLE — A Character is affected by an **EL10** spell. He rolls immediately to die. His Energy Level is reduced 60%, i.e. if it is 84 it becomes 33. If he rolls a 34 or higher, he is dead.

Disintegration

Alignment — Chaos

This spell will only affect animate objects. Success causes the total, irrevocable dissolution of the entity. The victim dissolves into a pile of fuming powder. To affect a target, the Caster must touch him. If the target is larger than the **MDV** specified, he cannot be affected. If he is not, he can be killed. The Maximum **MDV** equals **(EL+1)×3**.

At no time will armor have any affect on this power, unless it grants an Immunity against it.

Disorder

Alignment — Chaos

Those affected lose the ability to control their actions. While affected, victims will move in a random manner. Roll on the table below, for each person affected, every phase. (Whenever a move is taken, the victim will move at $\frac{1}{2}$ speed rounded down).

Table 5.11: Disorder Directions

Roll	Direction
1	North
2	Northeast
3	Southeast
4	South
5	Southwest
6	Northwest
7–9	No Movement allowed
10	Any direction of the Player's choice

NOTE — *The table is set for movement with a Hexagonal map surface. You may modify it as desired if you do not use this type of surface*

Victims of this spell are required to attack any target that is within melee range at the end of all movement. Due to the spell, they are unable to distinguish friend from foe.

The Roll Modifier below is added to all attack rolls taken by affected persons.

The spell affects an area. An affected person that wanders out of the area is stunned for one phase. In the next phase, he returns to normal. Other than this exclusion, the effect lasts until the spell ends. It cannot be dispelled or cured.

Once the spell has been cast, the Caster may leave it. He is not required to stay and may cast any other magic that he desires. Missile Fire into the effect area is not obscured in any way.

ROLL MODIFIER — **EL**

DURATION — **(EL+1)×4** phases.

RANGE — **(EL+1)×2"** (*A diameter*).

No Missile Fire is allowed by affected persons that are within the effect area.

Disorder

Alignment — Shadow

As for the Chaos spell of the same name. This spell weaves misleading shadows that delude the mind and make it impossible to judge distance and direction. The caster is not affected by this spell. While it is in effect, he may not cast any other type of magic, including shadow magic.

Dispell/Banish

Alignment — Varies

This spell is cast either to counter the effects of magic or to banish supernatural forces. It is learned separately for each alignment.

When the spell is gained, the Player will select ONE alignment that he knows how to work against. If the spell is used to effect the magic or forces of another alignment, without learning the special rites that are potent against that alignment, the **MDV** of the magic or force is **DOUBLED**.

The spell must always be used against a specific target, be it a demon or a spell.

Dispell Spells are dispelled by success, they cease to exist.

In defense, the **MDV** of a spell equals the **MEL**+**EL** of its Caster. The Caster of this spell may attempt to dispell a spell that is in the process of being cast by an enemy.

Banish Supernatural forces native to the Upper or Lower Worlds can be banished. Success will cause them to vanish. They are returned to their world by the spell. Failure does nothing. Abysmal Failure has the normal abysmal failure effect and the force that the Caster attempts to banish is free to attack the Caster. In such cases, the Caster will be attacked with modifiers for his being unable to move.

RANGE — **EL**+1"

MDV LIMIT — **(EL+2)×3** (*The limit is based on the MDV before any multiplication takes place. Multiplication will not raise a force or spell beyond the limits of this spell*).

Divination

Alignment — **Varies**

The spell allows the Caster to make a general forecast of one person's future, per use of the spell, for the duration specified. The information gained is given in generalities. No specific data is gained with this spell.

Success gives a correct prediction, Failure is ambiguous, and Abysmal Failure is wrong. The Referee will roll and tell the Caster what he has determined that the subject's future will be.

DURATION — 2 hours (**EL** factor applies as a power).

RANGE — The Subject must be known to the Caster or within **2"×EL** of the Caster's location. If 0, the Caster must touch him.

Dreams

Alignment — **Law**

This spell can only affect sleeping targets. It may be used either to interrogate or attack the mind of the sleeper. When used to interrogate, the spell reaches into the mind of the person affected and replays the events of the past THAT HE REMEMBERS. The Caster must touch the target to affect him in this way. All parameters for knowledge that can be gained are as specified for **AKASHA** in **ASTRAL POWERS**.

The dream attack allows the Caster to assault the subconscious of the sleeper with a supernatural creature from his own mind. Combat ensues immediately. Damage inflicted by, and to, the creature is subtracted from the victim's Energy Level. If the Energy Level reaches zero, the victim is a catatonic, insane vegetable. He can only be cured by a Sanity spell. Until he is, he can do nothing for himself, including move.

DAMAGE — **EL**+1 (*Each hit by the creature scores the damage listed*).

HIT POINTS — **(EL+1)×3** (*The HPV of the creature created*).

COMBAT FACTORS — Identical to that of the Victim.

NOTE — *The victim sees himself as fighting a creature. He will resolve this as if he was actually in combat, except no physical damage results. He will use all of his skills in combatting the Dream.*

Earth Powers

Alignment — **Varies**

The members of this family are:

AVALANCHE
EARTH STRENGTH
EARTHQUAKE
FIRE RESISTANCE
LOCATION
TRANSPORT

The descriptions follow below in alphabetical order:

Avalanche The spell can only be cast when the Caster is underground, in mountains or in hills. The spell causes a slippage of the earth that will create an avalanche within the range specified. For the spell to work, there must be stone near the Caster that is at a higher elevation than he is. The Damage suffered by persons that are within the fall created is **1D6+(EL×2)**. The Caster can be damaged if he is within the effect area created.

In casting the spell, the Caster will specify the center of the desired fall. The center must be within his range. Any secondary falls will extend from either side of his fall for a distance determined by the **EL**.

RANGE — **EL**+1 (*50% of this value is the area of tunnel, ravine or pass that is closed by the falling debris.*)

SPEED — **(4+EL)×2** (*The MR with which the stones will move down*).

NOTE — *It is at the Referee's discretion whether the Avalanche created by the Character causes a greater avalanche that he had not planned on. If you decide that it will, you should indicate such by hinting that the walls are crumbly, falling rocks come down now and again, etc. If a fall occurs, it is as specified above. The additional area covered is 2D6+EL hexes in each direction.*

Earth Strength The spell doubles the Strength and Stamina of the person affected. It will also have the affects of **REGENERATION** with an **EL**, equal to it's **EL/2** rounded up. To affect a person with this spell, the Caster must touch him.

While affected, the person draws Strength from physical contact with the earth. If this contact is broken for any length of time, he will weaken to his normal values and pass out for a number of hours equal to the number of points that his **S** and **St** were raised.

EXAMPLE — **S92, St60**. They are raised to 184 and 120. If contact is broken, the Character passes out for 152 hours, more than 6 days.

DURATION — **(EL+1)** hours.

EXAMPLE — If the **EL** is 5, the duration is 6 hours.

Earthquake This spell allows the Caster to open chasms in the earth. It may also be used to close chasms that already exist. Targets that are in the area where the chasms are created are killed if they roll higher than their **A—(EL×2)** on **D100**. If they are not killed, roll **1D6**. On a **1–3** they are on the side of the chasm opposite the Caster, **4–6** they are on the same side as the Caster.

In rolling the death chance, the **AB×5** is added to the success roll in addition to the **MDV**. One roll is taken for success. All death chance rolls are additional rolls.

The chasm created will be the size specified for the **EL**. At the higher **ELs**, the spell may be used to undermine buildings and walls. The **EL-4** is the **EL** that it will have as a Destruction spell. If the result is negative, it may not be used as such.

RANGE — **(EL+1)×2"**

WIDTH — **EL+1** (*This is the number of feet wide that the chasm is or the number of feet that it can be narrowed by closing it.*)

LENGTH — **EL+1"** (*This is the number of hexes that the power can open or close.*)

DEPTH — **2 (EL factor applies as a power. The depth of the chasm created or the distance closed from the ground down).**

EXAMPLE — The **EL** is 4. A chasm can be created with a center anywhere within 8" of the Caster. The width is 5 feet, the length 5 hexes and the depth 32 feet.

The Caster determines the direction of the split. It must be a straight line. ANYONE in the hexes that it travels through can be effected.

Fire Resistance The spell gives the person effected a measure of resistance to damage caused by Fire. The Damage listed is the number of hit points that the person must suffer before he will begin to suffer any real damage. The spell ends when these points are suffered or the duration ends.

DURATION — **EL+1** hours

DAIMAGE — **(EL+1)×5**

To cast this spell, the Caster must have some type of fire in the hex with him and he must touch the person to be affected.

Location The spell is used to find any treasure, or other item, that you have PRECISE knowledge of, that is in the earth. The Caster must state exactly what he wishes to find. It may only be something that he has seen or that he has precise, detailed knowledge of. If the item specified is within the range of the spell, the Caster will see its location, the direction in which it lies and the distance away. With Failure he will see the location. Abysmal Failure will yield nothing.

RANGE — **2 Miles (EL factor applies as a power).**

NOTE — *In the earth means underground. Nothing above ground can be found with this spell.*

Transport The spell creates "mild" peristaltic waves in the earth and gives the Caster the power to ride them. Any person that the wave passes under, that is not included in its effect, will suffer **1D6+(EL×2)** hit points and be knocked down. The wave created will travel in the direction selected for its entire duration. Once cast, it must be dispelled to stop it before its duration ends.

DURATION — **(EL+2) squared** tactical turns.

RANGE — **(EL+1)/2"**. (*This is the length of the wave created. It will lie lengthwise in the direction selected by the Caster. The Caster will be at the midpoint at all times. Unless he flies, he cannot move from this position without sustaining damage.*)

SPEED — **(EL+2)×2**

EXAMPLE — An **EL6** wave will last 64 turns and move at a rate of 16" per phase. (If it runs under someone, it will inflict **1D6+12** hit points and knock him over).

Elemental Powers

Alignment — Elder

This spell must be cast in an area where the element that the Character wishes to deal with is dominant. The Caster must be within one hex of that element in a free state.

If the spell succeeds, the Caster forms a pact with the element. He gains knowledge and the ability to summon Elementals. The knowledge gained starts at the **EL** of this spell and may not exceed the **EL** of this spell at any time. The specific knowledge varies with the element as follows:

Table 5.12: Knowledge Gained from Elemental Powers

Element	Knowledge Gained
Air	Storm Powers, Flight
Fire	Fire Powers, Fire Resistance
Earth	Earth Powers
Water	Water Powers, Water from Stone, Sweeten Water

When summoning an Elemental, from an element that this alliance has been made with, the Caster will **DOUBLE** his Summoning **EL**. The Elemental will always add his **MDV** to the Caster's success roll. If a magic-user attempts to summon an Elemental without first making an alliance with the element, any failure is Abysmal and the Elemental will add **TWICE** his **MDV** to the Caster's success roll.

RANGE — **(EL+1)×2"** (*The distance from the Caster that the Elemental will appear within. The Caster will determine the exact placement of the arriving Elemental. It must appear in its element and cannot be summoned if its element is not present.*)

DURATION — **2 turns (EL factor applies as a power. If the Elemental is not dispelled BEFORE the duration ends, the Elemental alliance is broken and the Elemental will attack the magic-user that summoned it).**

Elf Shot

Alignment — Sidh Magic

Casting of this spell requires a Bow and Arrow. The Bow and each Arrow to be used must be dedicated to the spell at a cost of 10 Mana for the Bow and 5 for each arrow. Once dedicated, they may not be used for any other purpose. If they are, the Mana is lost.

If the spell succeeds, and a hit of any kind damages the victim, roll on the Combat Table, the victim's **HPV** is reduced to zero and he is paralyzed. Subtract the **EL** from the roll on the Combat Table in addition to all normal combat modifiers. The Duration listed is the number of days that will pass before the paralysis ends. After this, he may move normally. A Hit Point limit applies with this spell.

Once used, an arrow need not be rededicated.

If the target is too large to be affected, he will suffer **(EL×2)+Normal Damage from the arrow**. (*It will score damage as an Elven Arrow if it is not fired as part of a spell.*)

DURATION — **(EL+1)×3**

RANGE — The Range of the Bow used times 2.

HIT POINT LIMIT — $10 \times (\text{EL} + 1)$.

EXAMPLE — At **EL**5, the spell will effect up to a 60 hit creature for 18 days if the spell succeeds and the arrow hits. If the arrow scores a severe hit on a larger creature, it scores **2D10+5** hits.

NOTE — *Success rolls are required to dedicate the Bow and each arrow. They are not required for each shot.*

Energy

Alignment — Shadow

This spell regenerates the caster's Energy Level. If an additional Mana Point is paid, it may be used to raise the energy level of some other person on touch. When using the spell on himself, the caster subtracts his **MDV** from the roll in addition to normal modifiers. If the spell results in failure, the energy recipient loses $\frac{1}{2}$ the energy he stood to gain. If it is an abysmal failure he loses as much energy as he would have gained. If the loss lowers the **EnL** below zero, the recipient is dead. At zero he is in coma.

This spell may not be cast on the same person more than once in a given day. If it is, the target is in coma for one hour per energy point he would have gained. Unless he rolls his current energy level or less, his **EnL** is reduced to zero and he is in coma until a Negate Curse spell wakes him. After the initial duration, one roll is allowed every 24 hours.

RANGE — Touch only

ENERGY GAIN — $2\text{D}6 + \text{EL}$ energy points

Exorcism

Alignment — Shamanic

A Banishment rite that affects all Ghosts and Edimmu. All attributes are as for Dispell/Banish. Success can also banish a possessing Demon from its victim.

NOTE — *Dispell/Banish has no effect on Ghosts and Edimmu.*

Fascination

Alignment — Varies

The spell is cast at a specific target. If it succeeds, the victim is enthralled by the Caster. He will be the pawn of the Caster until he is cured, released by the Caster or manages to resist the effect of the spell.

Only Dispell/Banish and Negate Curse can affect this spell. The Caster may release it at any time that he chooses. Until he does he must maintain it with ONE Mana Point per **EL+1** per day.

The chance to resist the spell, roll **D100**, equals the victim's **MDV** minus the **EL** of the spell. If the result is zero or less, he is helpless against it. The factor determined for resistance is not additive.

If the spell is resisted, the person will have **2D10 minus EL turns** before the Caster realizes that his control has lapsed. What he does is up to him.

While the spell remains in effect, the Caster may give his orders to the thrall non-verbally as long as he is in range. The Caster does not have to be able to see him to do so.

RANGE — $(\text{EL} + 1) \times 2''$ (*The victim must be in range for the spell to be maintained*).

MAXIMUM DURATION — $2 \times (\text{EL} + 5)$ weeks.*

*At the end of the Maximum Duration, the spell can no longer be maintained without destroying the soul of the victim. If it is, he is a total thrall powered by your will. If your magic is withdrawn or the spell broken, he is dead.

Fatal Shade

Alignment — Shadow

The spell forms a dark shade that attaches itself to the victim and drains his soul. Unless it is dispelled, or the caster is killed before it has its full effect, the victim is doomed. If the caster has the target's blood, hair or spit to use in casting, the shade must be banished magically if the person is to be saved. It cannot be affected by any weapon or spell except a Dispell/Banish spell.

DAMAGE — $(\text{EL} + 1)$ (*The number of energy points lost by the target every hour.*)

MDV — $\text{MEL} + (\text{EL} \times 2)$ (*The MDV of the spell.*)

RANGE — $(\text{EL} + 1) \times 2''$ (*The maximum distance from the caster to his target for the spell to succeed.*)

Fatal Spear

Alignment — Elder

As for Elf Shot. In this case, if the spell works and a hit is scored, the target is killed. All other rules are identical to those listed for Elf Shot. A spear must be dedicated to the spell. The Mana Cost is as specified for the Bow in Elf-Shot.

Fate

Alignment — Balance

The spell places a bane on the victim. The bane allows the Caster to specify a particular creature and situation that will be the death of his enemy. The effect starts 24 hours after it is cast. From that point on, when the victim fights the specified creature in the situation defined ALL damage scored by it will be one level lower on the Combat Table, i.e. Misses are Shield Hits, Severe Hits are Deadly Hits, Deadly Hits are automatically fatal, etc.

Finally, any damage that the victim scores on his bane is applied as if the **NAV** was 2 higher than it actually is. If the Character manages to kill his bane after all of this, the spell is broken.

If the spell is broken, or fails abysmally, the bane selected will rebound on the Caster. It will be HIS bane from that point onward.

To cast this spell, the Caster must have an object that the enemy used within the last week. No range or limit applies to the effect.

OCV — $(\text{EL} + 1) \times 3$ (*The Maximum OCV of the Bane that the Wizard can select for his enemy*).

Fire Powers

Alignment — Law

The members of this family are:

COMBUSTION

FIRE BALL

FIRE DARTS

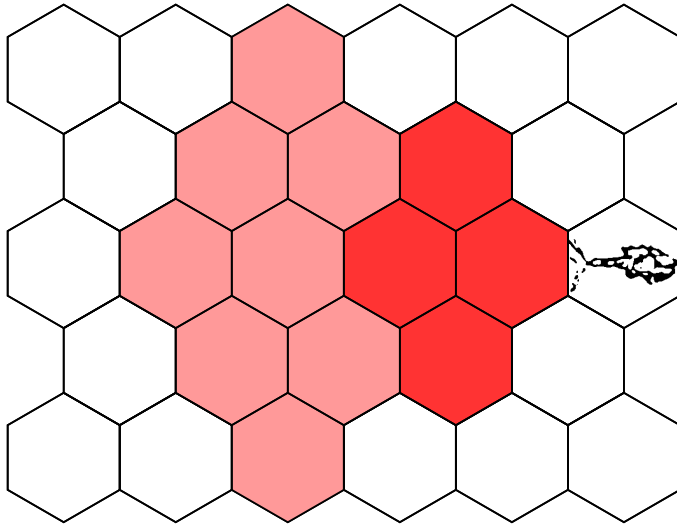
FIRE DETECTION

FIRE SHOWERS

The descriptions follow below in alphabetical order:

Combustion The spell is used to ignite inanimate, combustible matter. Matter of this kind is necessary to start the spell. Once the spell takes effect, however, it will feed on itself. No further matter is required.

Fire, used in this manner, must be started in the hex that the Caster is in. From that point, the Caster can extend it into other hexes at the speed specified for the **EL** used.

Figure 5.1: **EL1** Fire Ball Example

As long as the Caster remains motionless, he controls the direction and speed of the spread. If he moves, the spell stops spreading, unless the Referee determines that the fires spread naturally.

DISTANCE — **EL+1**. (*The number of additional hexes that the effect of the spell can cover*).

SPEED — **(EL+1)/2"**. (*The **PMR** of the spreading fires*).

DAMAGE — **(EL+1)×2**. (*The Hit Points are suffered by anyone, except the Caster, that enters a hex in which this fire is burning. The potential victim may add his Dodge Value in resisting the Caster's roll to affect him*).

DURATION — **(EL+1)×2**. (*The number of tactical turns that the fire will continue to burn, minimum, after reaching it's maximum spread or after the Caster moves and it stops spreading*).

Fire Ball The spell creates an expanding sphere of flame.

The spell is cast as shown in the diagram above, from the front of the Caster. The Range is the length of the sides, and the distance straight ahead, for the 60 degree cone created. The first hex of the effect is the hex directly in front of the one that the Caster is in.

The speed listed for the spell is the **PMR** of the sphere. It remains in effect until, at this rate of speed, it reaches the end of its range.

RANGE — **(EL+1)×2"**

SPEED — **EL+1"**

DAMAGE — **1D10+(EL)D10**

DURATION — **2** phases

EXAMPLE — At **EL6**, the spell has a Range of 14", a **PMR** of 7 and will do **7D10** to any target within the cone that is affected by it.

Fire Darts The spell creates a single tongue of intense flame that is cast at a specific target. The Range is a

straight line to that target. The Damage listed is the number of hit points inflicted. The spell has no duration.

RANGE — **EL+1"**

DAMAGE — **1D6+(EL)D6**

EXAMPLE — At **EL4** the spell has a Range of 5" and scores **5D6** on any target hit.

Fire Detection The spell locates the **CLOSEST** body within its Range. If no actual fire is present, the spell will locate items or creatures that possess Fire Mana, i.e. can use Fire of some kind as an innate or learned ability. If there is no other possibility within its Range, the spell will tell the Caster that there is Fire 0" away from him, i.e. it detects the Caster.

On success the Caster learns the direction and distance to the closest body of fire within his range.

RANGE — **EL+1** miles, squared.

Fire Showers The spell covers an area, centered on a point within the Caster's range, with a rain of intense flame. ALL persons within this area are affectable. This includes the Caster.

If the Caster remains stationary and does not cast any other magic, he can maintain the spell for the Duration specified. If he moves or casts any other magic, or if he is forced to defend himself in normal combat, the effect of the spell ends immediately.

RANGE — **(EL+1)/2"**, **EL+1"**. (*The first factor is the diameter used for the area affected by the spell. The other factor is the maximum distance away from the Caster that the center can be placed at*).

DAMAGE — **1D10+EL** (*The listed damage is inflicted each phase that an effected target is in the effect area starting with the first phase*).

DURATION — **EL+1** turns.

NOTE — The Damage listed is scored against every creature that is within the effect area that is affected by the spell. If the Caster is immune to fire he can be within the effect area without being subject to the effect.

Flaming Death

Alignment — **Elder**

The target affected by this spell burns. The spell is cast at a specific, animate target. If it succeeds, the target suffers the Damage listed each phase until the Duration ends or the spell is dispelled.

RANGE — **EL+1"**

DURATION — **EL+1** phases.

DAMAGE — **2D6+(EL×3)**, **EL+1**. (*On the first phase the first factor is scored. In each phase thereafter the other factor is applied*).

Forgetfulness

Alignment — **Elder**

The spell buries a person's memories for the Duration indicated. Anything that was learned during this period, excluding physical skills, is forgotten.

The period of time that is forgotten begins when the spell takes effect, moving back in time from that point. The period of time that is affected remains blank. Optionally, the spell may be cast at three times its normal Mana Cost. In this case, the Caster is able to implant memories of his

own choosing at a rate of ONE day's memories per tactical turn spent implanting. Once the Caster starts this process, he must finish or his own mind is left blank for the period that he does not finish blanking out.

DURATION — **EL+1, squared** days.

TIME TO REGAIN MEMORY — **EL+1** weeks (*The time required to remember the memories that were blanked out. If the Caster substitutes new memories for those that he takes, multiply the base factor times FOUR. After the normal regaining time for the EL ends, memory slowly begins to return to the victim.*)

RANGE — **EL**

Foyson Theft

Alignment — Sidh Magic

"Foyson" is a Scotch term meaning "the goodness in food". The spell allows the Caster to extract the goodness from any food within his Range. The appearance of the food affected is unchanged. It appears wholesome but has no nutritional value. The foyson extracted materializes in the hand of the Caster as a fine flour like substance.

This material contains ALL of the nutritional value of the food affected by the spell.

The spell will only affect raw or prepared foods. It has no effect on animate or magical creatures.

RANGE — **EL/2"**

FOOD POINTS — **2** (**EL** applies as a power).

WEIGHT — The weight of the powder created is $\frac{1}{4}$ pound per 16 food points converted.

Freezing Hand

Alignment — Shadow

A powerful paralytic spell that inflicts physical damage on its victim. The caster must touch the specified target within the number of phases in Duration One. If he doesn't, he loses energy equal to the damage specified below and the spell is wasted. Duration Two is the number of phases the victim is affected after being touched. The caster may perform no other magic while he wields this spell. If he does, the spell ends. Any part of Duration Two that remains for any victim is lost when another spell is begun.

RANGE — Touch only

DURATION I — **(EL+1)×2** phases

DURATION II — **2** turns (**EL** factor applies as a power)

DAMAGE — **EL+2** (*Hits inflicted on the target each phase OR energy lost by the caster if he fails to touch the target.*)

MAX. STRENGTH — **(EL+1)×20** (*As specified for Paralysis*)

Hatred

Alignment — Varies

The victim becomes obsessed with a burning hatred for a person specified by the Caster. The person specified must be known to the Caster. Effected targets will dedicate their existence to the death of this enemy, caring for nothing else. This condition will last until the spell is dispelled.

When the effected victim enters combat against the enemy, he will fight with Uncontrollable Battle Fury. See the Special Attribute section.

RANGE — **(EL+1)×2"**

Healing

Alignment — Varies

A successful healing spell heals a number of hit points, dependent on the **EL** of the Caster, AND increases the injured person's Healing Chance for his next normal healing roll. In all cases, the Caster must touch the person that he wishes to heal to have any effect.

DAMAGE HEALED — **1D6+StB+EL** (*The number of hit points that are healed when the spell succeeds.*)

HEALING CHANCE INCREASE — **(EL+1)×5** (*The amount that the Healing Chance of the person affected will be increased in his next, normal roll. This effect is not additive.*)

STAMINA BONUS INCREASE — **EL/3** round down (*The amount that the StB is increased for the next, normal, healing roll. This factor is not additive.*)

EXAMPLE — Vozar of the Hills has **EL4** in this spell. He successfully heals Sasabre of Pelara, **HC** 30%, **StB+1**. Sasabre immediately heals **1D6+1+4** hit points. On his next normal healing roll, he will have a 55% Healing Chance and a +2 **StB**. After the normal roll is taken, his values return to their normal level.

IMPORTANT — The benefit on the next healing roll only applies if the person affected is still damaged after this spell succeeds. If more than 24 hours pass between this spell's success and the next normal roll, the **HC** and **StB** advantage are lost.

Healing Light

Alignment — Law

If the spell succeeds, the Caster heals **2D10+(EL×2)** hit points for targets within his effect area. He may choose which targets in this area are healed and how many points each will heal. He may not heal himself with this spell.

Healing Light will take one turn to heal the persons that are affected by it. It can heal any creature. While it does, the Caster is unable to cast any other magic. Both he and the entities that are being healed will be unable to move in any way.

IMPORTANT — Even if it means that you must heal your enemy, all hit points that are healed above must be assigned if it is at all possible to do so.

RANGE — **(EL+1)/2"** (*A diameter*).

EXAMPLE — An **EL3** spell is cast. A hostile Ogre and a friendly warrior are in the effect area. The warrior has taken 12 hits, the Ogre has taken 22. Fifteen hit points are healed. The warrior is healed totally and the Ogre heals 3 hit points.

Hell Powers

Alignment — Chaos

The members of this family are:

FIRE DARTS

PAIN

FIRE RESISTANCE

SUMMON DEMONS

The descriptions of the member spells are as follows:

Fire Darts As specified in FIRE POWERS for the spell of the same name. If the Caster expends THREE times the normal Mana Cost of the spell he can create a wave of darts that will have a chance of affecting every target along his Range. Add five to the Success Roll per target affected. Always determine the effect on the closest targets first.

Fire Resistance As specified in EARTH POWERS for the spell of the same name.

Pain The spell afflicts the victim with wrenching spasms of searing pain. The effect reduces his speed by a percentage factor and reduces his chance of hitting in combat.

The Range is the distance to the target selected. If THREE times the normal mana is paid, the Range is the diameter of a sphere that will have this effect on EVERY animate being within the area. This includes all persons except the Caster.

RANGE — $EL+1$ "

DURATION — $EL+1$ turns.

ROLL MODIFIER — $EL \times 2$

SPEED REDUCTION — $(EL+1) \times 5\%$ (round down).

EXAMPLE — The EL is 5. The victim must add 10 to his Combat Rolls, including Missile Fire and the casting of any Magic. His speed is reduced by 30%. If it was 12, it is reduced to 9.

NOTE — *Repeated application of this spell has an additive effect. If the speed is reduced 100% or more, the victim will pass out until the Duration ends.*

Summon Demons The cost to summon any being listed as a DEMON in Book Three is reduced by 50%, rounded up. Beyond this, the basic rules for SUMMONING are used. The rules that apply are listed as for SUMMONING.

Illusion Powers

Alignment — Varies

The members of this family are:

ACTIVE ILLUSION

GLAMOURS

MAJOR ILLUSION

PERSONAL ILLUSION

The descriptions applicable follow below:

Active Illusion Active Illusions are illusions that move, seemingly with a life of their own. They may be used to attack the Caster's enemies. If they are believed, they may strike and inflict damage. If they are not believed, they can do nothing against the enemy.

NOTE — *Belief in the reality of an Illusion completes the fabric of its "reality". Contact with it is perceived by your mind as contact with the authentic article. It can kill if it is believed. It can do nothing if it is not believed.*

If the spell succeeds, the perceivers will roll against their Will, for creatures use $MDV \times 4$ for this, adding the $EL \times 5$ to the roll. If the net roll is less than or equal to Will, the Illusion is not believed. If it is greater, it is believed.

The Range for this spell is the maximum distance that the Illusion can be separated from its creator. It may be created anywhere within this range. If it is made permanent, it must remain within this area, i.e. the Range is a diameter with the point where the Illusion first appeared at the center. He remains forever, regardless of the location of the Caster, when permanent.

IMPORTANT — *If an Illusion is believed, and in Combat the perceiver kills it, it does not die but it is automatically disbelieved. Where and how this will apply will depend on what the Illusion is.*

RANGE — $(EL+1) \times 2$ "

DURATION — $(EL+1) \times 3$ turns.

HPV — $(EL+1) \times 5$ (*The maximum number of hit points that the Creature can take. Per ten, rounded down, increase the Mana Cost by 1*).

MDV — $(EL+1) \times 2$ (*The MDV maximum of the creature simulated AND the MDV of the illusion*).

OCV — $(EL+1) \times 2$ (*The maximum OCV of the creature simulated. Per 3, round down, increase the Mana Cost by 1*).

DCV — EL

EXAMPLE — If the EL is 4, the maximum creature created will have HPV25, MDV10, OCV10 and DCV5. The values actually created by the Wizard must be less than or equal to ALL three factors for the Illusion attempt to succeed.

IMPORTANT — *If the Illusion created is capable of casting magic, the Caster may create the semblance of any spell that he knows through the Illusion. The Mana Cost of this semblance equals the cost of the actual spell. It will appear as if the Illusion cast it. If it is believed, it can effect the perceiver as if it is the real spell.*

Glamours Glamours are used to change the appearance of an inanimate object. The spell alters the shape of the object or conceals it's presence. If the spell succeeds, the glamour is automatically believed. The Weight Limit listed is the number of pounds that the Caster can alter without trouble. Per 10% increase over this factor, round up, the Caster will add 5 to his roll.

RANGE — $(EL+1) \times 2$ "

DURATION — 2 hours (*EL factor applies as a power*).

WEIGHT LIMIT — 2 pounds (*EL factor applies as a power*).

EXAMPLE — At $EL9$, the range is 20", the duration is 1024 hours and the weight limit is 1024 pounds. (A half ton for about 42 days).

NOTE — *The spell only affects appearance. It does not alter physical reality in any way. If a wall appears to be a doorway, the perceiver will still bash his head if he tries to walk through. Any result that occurs that creates a physical situation that does not fit the appearance of the Glamour will cause disbelief in it, i.e. if you can't walk through the open doorway you won't believe it is a doorway. In all such cases, the Glamour is dispelled by the disbelief of the perceiver involved.*

Major Illusion Major Illusions are cast over an area. They affect everything that is in that area. If the Illusion is believed, roll as for Active Illusion, the perceiver is required to act as if the objects perceived are real.

NOTE — *As for Glamour, if something in the Illusion does not conform to physical reality, disbelief is automatic.*

This spell alters the appearance of all things in the area. This can include the appearance of animate creatures and the Caster.

RANGE — $EL+1$ " (*A radius of affect*).

DURATION — $(EL+1) \times 2$ minutes.

EXAMPLE — At $EL0$, the Caster can change the appearance of every object within 1" of his position.

IMPORTANT — If animate objects have their appearance changed, and they move outside of the effect area, the appearance reverts to normal. While the spell is in effect, the Caster may not cast other magic but he may move. If he moves, the Illusion remains in the area in which it was created. As for Glamours, these Illusions require something to work with. They are not created out of thin air as are active illusions.

Personal Illusions The spell changes the appearance of a specific animate being. If the Caster uses this spell on himself, he will subtract his **MDV** from his success roll in addition to the **EL** modifier.

The spell only affects appearance. It has no effect on size or basic shape. If the spell succeeds, it is believed. If it fails, any person with Will higher than the **EL**×2, or **MDV** higher for Creatures, will be able to see through it.

To effect a target with this spell, the Caster must touch it and it must, be motionless. If the target moves while the spell is being cast, it fails.

DURATION — 2 hours (**EL** applies as a power).

Insanity

Alignment — Chaos

The insanity that can be created is based on the **EL**. A given **EL** can create the insanity type for it's **EL** or any type below it. Consult table 5.13.

Table 5.13: Types of Insanity

EL	Form of Insanity
0-3	Neurosis
4-6	Paranoia
7-8	Schizophrenic
9+Up	Catatonia

Neurosis allows the Caster to force a specific trait on the victim. This can be an unreasonable reaction to a given circumstance, a reaction to a type of person or thing that is unreasonable hostile, friendly, etc. or minor impediments that the Referee explicitly allows.

Paranoia will convince the victim that the world, especially the part that he knows, is out to destroy him. As a result, he is hostile to anything that he encounters and is incapable of trusting anyone. If given any cause, or a good opportunity, he will attack any other creature. (The Paranoid is clever. Persons that he encounters will not be able to tell that he is insane unless they roll their Empathy or less).

A Schizophrenic will have **1D3** personalities in addition to his normal personality. The major emotion or tendency that drives each is determined by rolling on table 5.14.

Each day, the Referee will take a random roll to determine which personality is in control. All personalities, except the original personality, are **EXTREMES** for the behavior listed. (If a personality is quiet, it will take great effort to get him to talk at all. If he is cowardly, he will flee from any chance at combat).

Catatonic Characters are incapable of voluntary movement. If they are not cared for, they are dead.

Table 5.14: Schizophrenic Personalities

Roll	Trait	Roll	Trait
1	Generous	6	Sadistic
2	Vicious	7	Masochistic
3	Quiet	8	Flighty
4	Self-Effacing	9	Braggart
5	Cowardly	10	Overbearing

The spell lasts until it is cured with a Sanity spell, the Caster is killed or the victim dies.

RANGE — **EL+1"** (A radius of affect).

MDV LIMIT — (**EL+1**)×3

An Insanity spell can only be used against Intelligent enemies. It has no effect on un-intelligent creatures. Non-Humans may add their **MDV**×2 to the success roll.

Invisibility

Alignment — Varies

The spell is cast, by the Caster, on himself. It effects him and any person or thing that is in contact with any portion of his body. It has no effect on the surface that the Caster walks on. Persons that are made invisible by contact with the Caster become visible when this contact, or the duration, ends. All persons that contact the Caster, or any item held by him, during the Duration can see him whether contact is maintained or not. Per person that comes into contact with the Caster, reduce the Duration by **1 turn**.

DURATION — (**EL+1**)×5 turns.

Invisibility

Alignment — Shadow

As for normal Invisibility, except the spell may only be used when the caster is in shadow.

NOTE — *Innate Shadow Weavers are not required to cast this spell. Whenever they enter a shadow, and choose to be invisible, they pay the mana points required for the **EL** used and are. If trained, they may use an **EL** less than or equal to their innate **EL**.*

Invisibility Sphere

Alignment — Law

An invisibility sphere is a spherical area, which has no effect on the earth or inanimate structures. All persons who are within the sphere, or who enter it, are invisible to people outside of it AND visible to anyone inside of it.

The spell may be cast, by the caster, on others without including himself in its effect. It is cast to effect a specific number of beings and is negated when any of those beings leave the sphere, or when the duration ends.

DURATION — (**EL+1**)×5 turns (If the spell is cast at three times the normal cost, the duration can be doubled.)

NUMBER OF INCLUSIONS — **EL+1**

RANGE — **EL**×1/2" (A diameter)

NOTE — *If the spell is cast at increased power, it will only effect entities that are specifically included in it regardless of who may enter the diameter at a later date.*

Invulnerability**Alignment — Chaos**

The spell enhances the target's resistance to physical damage. The damage gained will apply to any damage suffered in normal combat from NON-MAGICAL weapons. The Damage listed is the number of hit points that must be inflicted before damage actually begins to effect the **HPV** of the Character.

To effect a target with this spell, the Caster must touch him. It may only be cast on persons that are undamaged at the time. If the target has any damage, the spell is automatically an Abysmal Failure. If the Caster uses the spell on himself both the Duration and the Damage factors are reduced by 50%, rounded down.

The spell ends when the Duration is exceeded or all resistance has been eliminated by the damage suffered.

DURATION — $(EL+1) \times 10$ phases.

DAMAGE — $(EL+1) \times 5$

EXAMPLE — **EL4** will last 50 phases and yield a benefit of 25 hit points to the person affected.

Knowledge**Alignment — Varies**

The spell is used to gain general information about a specific thing from the supernatural forces. It may be used to acquire Expertise in any spell, educational skill or other area. It may not be used to gain skills that require extensive physical activity to learn, i.e. Combat Skills, Swimming, etc.

The spell will have the orientation of its Caster. When it is cast to gain magic of that alignment, or any skill, the cost is normal. When it is cast to gain magic from another alignment, the cost is modified by the Orientations, see 4.4.1.2.1. Sidh Magicians may only use it to gain Sidh or Elder Magics.

The Frequency factor listed is the number of days that should pass between uses of this spell. If it is cast more frequently than this, any failure is Abysmal.

EXPERTISE GAIN — **1D6+EL** (*The total gained will never exceed the Expertise required to learn the spell or increase to the new EL for a skill, or spell, known before the spell is cast*).

FREQUENCY FACTOR — **15-EL** days (*The number of days that should pass between uses*).

NOTE — *This spell may only be cast in an area that has been purified for casting magic with the same alignment as the Caster's orientation. In any other case, failure is automatically abysmal.*

Leeching**Alignment — Chaos**

The spell allows the Caster to consume the energy possessed by intelligent, animate life. The effect of success increases the Casting Ability of the Caster as listed and kills the victim affected.

For a person to be affected with this spell, the Caster must touch him. The contact must be maintained for a full turn. At the time of effect, the victim must be alive.

INCREASE GAINED — **3+(EL squared)** Mana Points.

IMPORTANT — **Regardless of EL, the points that can be gained from any one creature cannot exceed the victim's Energy Level. The Mana gained may not increase the magic user's Casting Ability beyond his Current Ability.**

Leeching**Alignment — Shadow**

This spell allows the caster to leech energy from the shadow of another being. The target receives his full **MDV** in defense. Success increases the Energy Level and/or Casting Ability of the caster from the victim's **EnL** and Casting Ability (if he has one).

RANGE — **EL**

DAMAGE — $(EL+1) \times 5$

EXAMPLE — An **EL4** spell is cast and succeeds. The caster's **EnL** and Casting Ability are increased by a total of 25. The victim's current Energy Level and Casting Ability, if he has one, are EACH reduced 25.

IMPORTANT — **If a spell takes more energy or mana than a person has, it takes what he has in that area and no more. At no time may the total points received by the caster be greater than 2 the amount drained, rounded up.**

EXAMPLE — An **EL4** spell succeeds against a man with **EnL20** and no magical training. The caster drains 20 killing the man. He receives 10 points to assign to his **EnL** or Casting Ability.

IMPORTANT — **No more than $\frac{2}{3}$ of the points gained, rounded up, can be assigned to any one area. The remainder must be assigned to the other area. No points may be assigned to an area where none have been used or lost. Points that cannot be assigned due to this are lost.**

EXAMPLE — An **EL2** spell gains the caster 15 points. He assigns the maximum, 9, to his **EnL**. The other 6 are subtracted from his Mana Points used, moving him back towards his full Casting Ability. If his energy level is at full strength, he loses the 6 that have to go there (assigning the minimum there).

Liberate Shadow**Alignment — Shadow**

As for Liberate Spirit below, except the caster sends his shadow on a specific mission. It returns when the mission is complete or it is recalled. While the shadow is gone, the caster is unaware of his surroundings and of what the shadow is doing. He is defenseless. The only action he can take is to recall his Shadow, which requires a Will roll. The **EL** modifier for this spell increases his chance of a successful recall. Once the shadow returns, the caster will know what it saw and did while it was gone. Per turn that it is gone, the caster loses **1D6** energy points. After a successful recall, the shadow returns in **1D2** turns. If it exceeds the recall range in performing its mission, it must be summoned (**CL1**) to be recalled.

This spell can be cast at **THREE** times normal cost on a willing person other than the caster. When this is done, that person suffers the disadvantages above. However, the caster will be able to monitor the activities of that person's shadow and direct its performance of the mission in an intelligent manner. The person whose shadow is sent must still recall it. He is allowed to add $\frac{1}{2}$ the caster's Will to his own in doing so. If he fails the caster must summon the shadow and force it back into the person's body before that person dies.

RANGE — $(EL+1) \times 25''$ (*The distance the shadow can be sent from the caster and still be recalled without Summoning.*)

SPEED — **MDV** (*MR equals the Caster's MDV*)

EL MODIFIER — $(EL+1) \times 5$

NOTE — *Shadow Weavers have this as an innate power. Their **EL** is determined as specified in Book One. They may liberate their spirit, with no **EL** modifier, at their innate **EL**. They may operate as normal while it is gone except they may not cast Shadow Magic. If trained, they cast the spell at $\frac{1}{4}$ mana cost, rounded up, at any **EL** less than or equal to their innate **EL** AND receive the normal **EL** modifier. They may not liberate another person's shadow unless they are trained.*

Liberate Spirit

Alignment — Law

The spell releases the spirit of the Caster. While liberated, the spirit is capable of travelling, unhindered by physical reality, through Middle World areas. The Speed of the spirit is its **PMR**. The spirit can only be affected by attacks that have a magical or supernatural basis. It is immune to normal damage.

The Duration is the number of turns that the spirit can remain outside its body. While it is gone, the body is defenseless. If the spirit does not return before the duration ends, the body dies. If he returns before, he may enter the body and end the spell.

DURATION — $(\mathbf{EL}+1) \times 5$ Turns.

SPEED — **EL**+Mana Level (The **PMR**).

Lichcraft

Alignment — Chaos

To perform this spell, the Caster must also be trained in Necromantic Powers. Success with the spell will make the Caster a Lich. Failure of any kind kills him.

As a Lich, the Caster becomes nearly the ultimate in evil. He will use all Necromantic Powers at two levels higher than his Current, and Maximum, **EL**. In addition:

- A) **Invulnerability** — The spell requires that the Caster disembowel himself. On success, he is sustained totally by his magic and is immune to physical damage from any weapon not specially dedicated to combating Liches or the Dead.

IMPORTANT — **The Viscera of the Mage are kept in a specially constructed apparatus. The destruction of the apparatus, and its contents, is the only way that a Lich can be killed in normal combat. In general, it is hidden and Warded with potent magics.**

- B) **Immortality** — The Lich is immune to death. If the result of any magic used results in his destruction, and his viscera are unharmed, he will reform in **1D6** days.
- C) **Self Sustaining** — The Lich is required to cast 2 Mana Points per day to sustain himself. (*Success is automatic*). He does not require any form of normal sustenance, i.e. food, water, etc.
- D) To destroy a Lich, other than through destruction of the apparatus supporting him, 100% of the hit points that he can take must be inflicted in ONE Phase by a power that is capable of affecting him. If not, the damage has no effect on him.

This spell is only cast once. It fails automatically if the Caster does not have a Chaos orientation. Once it succeeds, the Caster may only use Chaos Powers and General Skills.

The power of the Lich is derived from the apparatus that supports him. The Range listed below is the MAXIMUM distance that he can be separated from this device and survive.

In all cases, at all times, he will know the precise location of his apparatus. He is also aware of any person or thing that touches the apparatus as soon as such contact is made.

RANGE — $(\mathbf{EL}+1) \times 10$ miles*

*The Lich is not locked into the **EL** at which the spell is initially cast. He may improve the apparatus without Mana Cost as his **EL** in this spell is increased. The time to do so is one day per **EL**.

NOTE — *In Persian myth, the Lich is truly immune to death. When he is killed, his soul turns into a black mouse. As a mouse, he must kill a rat. When he does, he becomes a rat. As a rat, he must kill a cat. Becoming a cat, he must kill a dog. As a dog, he must kill a leopard; becoming a leopard, he must kill a Man. On killing the Man, he returns to human form and regains all of his magical powers. If, in any stage of the rebirth process, he is killed or dies, he is truly dead.*

OPTIONAL — If the rebirth process indicated in the note is used, and a Lich succeeds in regaining human form, he must rededicate himself as a Lich to regain his status as one. He is reborn as a normal human who is as old as the Lich was when he first succeeded with the rite. He will lose ONE Energy Point per day until he completes his re-dedication. Points lost in this way are only regained if and when he rededicates himself as a Lich.

Light Powers

Alignment — Law

The members of this family are:

LIGHT

KILLING LIGHT

RADIANT LIGHT

The descriptions follow below:

Light The creation of magical light in an otherwise dark area. It can only be created in darkness. The Range is its radius of effect. The Damage listed is only suffered by creatures that are afflicted by Light. No damage is scored against any other creatures. The Duration is the number of phases that the effect will last.

RANGE — **EL**+1"

DURATION — $4 \times (\mathbf{EL}+1)$ phases

DAMAGE — $(\mathbf{EL}+1)$ per phase

Killing Light This spell is projected at a specific target. If the spell succeeds and, on a second roll, HIT or better is scored on the Combat Table, using the **EL** as the **OCV**, the target is dead. In any other case, success results in scoring the damage below. The **BL** on the Combat Table equals **MEL**+**EL**.

EXCEPTION — **If the creature is afflicted by light, the second roll is taken. Any type of hit will kill. If the spell succeeds and a miss is rolled, the damage determined for the spell is increased by $(\mathbf{EL}+1) \times 2$.**

RANGE — $(\mathbf{EL}+1) \times 2$ "

DAMAGE — **3D6**+**EL**

Radiant Light The spell creates a blinding flash of light in its effect area. Any creature affected by the light is stunned for the duration indicated. Creatures afflicted by light suffer the damage indicated and are stunned for twice the normal duration.

The effect of being stunned will reduce **OCV** and **DCV** by 50% each, rounded down. In addition, the **EL** must be added to all combat rolls for as long as these factors are affected.

DURATION — **EL+1** phases (*The time that an affected victim is stunned. The effect itself has no duration to it*).

RANGE — **(EL+1)/2"** (*A radius*).

DAMAGE — **(EL+1)×3** hits

Lower World Travel

Alignment — Shamanic

With this spell, the Shaman liberates his spirit and enters the Lower World. The journey is only made spiritually, his body remains in the Middle World. The effects are as for Liberate Spirit except that the spirit of the Shaman can physically alter the environment that it travels through, i.e. the spirit is capable of using any magic that the Shaman can use. In spirit form, the Shaman is automatically oriented to his magic. He is not required to cast an Orient Self spell or utilize his magic drum to cast magic.

The Shaman's spirit is a physical presence in the Lower World. The spirit can be damaged as normal by any type of attack. Damage that he suffers appears immediately on his body in the Middle World.

Luck

Alignment — Sidh Magic

The spell is used to increase or decrease the luck of the person affected. The result is a modifier that is subtracted from, or added to, ANY roll that the victim takes while the effect lasts.

DURATION — **(EL+1)×5** phases.

RANGE — **EL+1"**

MODIFIER — **EL+1**

EXAMPLE — A Character's luck is increased with an **EL5** spell. The effect lasts 30 phases. While affected he subtracts 6 from all rolls, whether jumping a wall or engaging in combat.

Masquerade

Alignment — Elder

The spell makes the actual features of the Caster indistinguishable. On success, each person that sees him will see him as a valued friend or relative. The effect lasts until the Duration ends or until the Caster attacks a person who is fooled by the spell. In either case, he assumes his true appearance.

To cast the spell on a person other than himself, the Caster must expend double the normal mana and the person must be willing. The spell only affects the sight of intelligent, humanoid creatures. Others are unaffected.

DURATION — **(EL+1)×20** turns

RANGE — Touch required.

Might

Alignment — Law

The person affected will have his Strength increased for the duration of the spell. The amount of increase, divided by 5

and rounded up, is the damage resistance gained from the spell, as for Invulnerability.

To affect a target, the Caster must touch him. The magic user will never cast this spell on himself.

DURATION — **2** turns (*EL factor applies as a power*).

INCREASE — **(EL+1)×5** (*The points that the Strength rating is increased for the entire duration*).

NOTE — *At the Referee's option, this spell will have a draining effect on the person affected. Per point of increase, reduce the Energy Level by 1. If the result is zero or less, the Character will go into a Coma when the duration ends. A Cure Disease spell will be required to regenerate his Energy Level to a rating of 1. Until then, he can do nothing.*

Music

Alignment — Law

The spell has a soothing effect on dumb opponents. Any nonintelligent creature that is affected will be unable to attack while the duration lasts. If attacked, he is taken unaware. Any combat will instantly negate the effect of this spell. It will not operate in a hostile area. Once the spell is in effect, the Caster may move and cast other magic without restriction.

If the target affected is Intelligent, he will be stunned for one phase, i.e. he is hesitant while trying to figure out where the music is coming from.

Non-intelligent indicates a creature with an Intellect of 4 or less. Those with higher intellect ratings are considered to be intelligent.

While creatures are mesmerized by the music they will not move more than one hex per phase, or 4 movement rounded down, whichever is less.

DURATION — **(EL+1)×2** turns

RANGE — **EL+1"** (*A radius*).

Necromantic Powers

Alignment — Chaos

The members of this family are:

ANIMATION

COMMUNICATE WITH THE DEAD

CONTROL THE DEAD

CORRUPTION

DARK KNOWLEDGE

DECAY

THE BLACK CURSE

THE SEEKING DEATH

NOTE — *Only Wizards that have a Chaos orientation may gain these powers. Other Wizards may use Dark Knowledge but no other Necromantic spell.*

The descriptions follow below:

Animation The spell gives the dead the power of movement. It can affect any corpse or skeleton. The **MDV** is 1/2 of that for the living creature, rounded down. On being animated, the corpse remains unmoving for **1D6** phases. During this period, it must be controlled. If it is not controlled, it will attack any living being including the Caster.

To affect the corpse or skeleton, the Caster must touch it.

DURATION — **2** days (*EL applies as a power*).

Communicate With The Dead As for the Communicate spell. This spell is used to give commands to dead beings that are under the Necromancer's control.

Control the Dead The spell allows the Caster to completely control the actions of any dead creature, that he animated, that is in his effect area. The Caster can see through the eyes of his dead and does not have to be able to see them in order to exercise his control. Once control has been achieved, it lasts until it is dispelled or until the corpse is no longer animate.

RANGE — **2"** (**EL** factor applies as a power. A diameter).

NOTE — *Per corpse controlled, the Caster must spend 1 Mana Point per day. If this magic is not allocated, control is lost and the being will turn on the Caster and all other living beings.*

Corruption As for the Corruption spell.

Dark Knowledge The spell is used to question the spirits of the dead. The spell can only be cast when the Necromancer is within his range of the corpse or skeleton of the spirit that he is attempting to question.

If the spell succeeds, the spirit will answer a number of questions equal to the **EL**+1. The answer will be literal truth and, whenever possible within this limitation, should be misleading or specious.

In all cases, the spirit can only answer questions that the Referee determines that it would know. If a question is asked, and it does not have the knowledge, it will disappear and the spell is broken.

Any person, other than the Caster that is not protected explicitly, that is in the sight of the spirit, is subject to attack by it. The attack will be as for an EDIMMU. The cost to protect others is an additional 2 Mana Points per person.

RANGE — **EL/2"**

Decay As for the Decay spell.

The Black Curse The spell only affects bound, animate beings. The Caster must have portions of the being's anatomy, i.e. hair, nails, etc., and must be within 2" of the being himself. THE MAGICAL OPERATION MUST BE CAST ON A FORMAL ALTAR PURIFIED FOR THE PRACTICE OF NECROMANCY. If any of the above conditions do not exist, the spell fails.

If the spell succeeds, the victim becomes the total slave of the magic-user. He has no chance to rebel. He dies and is automatically animated and controlled, without cost.

The spell will only affect Humans. The spirit is blasted into the hells by success. What remains is a will-less zombie. The effect lasts until a Negate Curse spell is cast against the Zombie or until the Caster dies.

The Zombie created will have the following attributes:

- A) **I**, **W**, **E** and **Em** reduced to 0.
- B) **A** and **D** reduced 80% rounded down.
- C) **S** and **St** doubled.
- D) **OCV** equals **HPV/5+SB+StB**

E) **DCV** equals **2+AB+DB**. The minimum **DCV** for any Zombie equals ZERO.

F) **MR** equals **8**, **C** and **EnL** both equal zero.

G) The Zombie will only heal if the Caster heals him magically. In any other case, damage is permanent.

Remember that the Zombie's **MR** is calculated in when determining its **DCV**.

The Seeking Death The spell creates an avenging death spirit to attack a specific enemy. To attempt the spell, the Caster must have a fragment of the enemy's anatomy, i.e. hair, nails, etc. If the spell succeeds, a figure in white of terrible power will begin to materialize in sight of the enemy. It will only be visible to the Caster and the enemy. As it grows, it darkens and becomes solid. When it reaches full maturity, it will attack the enemy. The time to maturity varies with the **EL**.

The attributes of the creature are:

- A) Identical to those of the enemy, except no expertise and its **HPV** equals his **HPV/2** rounded up.
- B) The Hand of Death, **EL** equals the Caster's **EL** in the Seeking Death. **MEL** equals the Caster's **MEL** divided by 2, rounded down.
- C) **MDV** equals the Caster's **MDV**.
- D) **PMR** 8.

EXAMPLE — A Seeker is created to destroy Vlad Stonehand. The Seeker will have the physical characteristics above. The **PMR** is 8. Each time that it hits, a saving throw is required against the Hand of Death. If the Caster has **MEL** 6, **EL** 5 and **MDV** 12, it has **EL** 5, **MEL** 3 and **MDV** 12.

The Range of this spell is unlimited. It lasts until the creature is dispelled, killed or kills the enemy. The creature can only be seen at night. It will have a twisted version of the appearance of the person that it is intended for. It will always be within **1D10-1"** of the enemy that it is created to kill.

TIME TO MATURITY — **30 days-(EL×2)**.

NOTE — *While the Seeker is maturing, the Caster may not cast any other magic. He is consumed by this effort. If he casts any other spell, the Seeker will turn on him. Until it is fully formed, and the attack is resolved, the Caster must spend every night administering to this spell. If not, it will attack him.*

Negate Curse

Alignment — Law

The power operates as for Dispell/Banish against those spells that specifically state that this spell will negate them. The Caster must touch the person or thing that is to be affected.

Oblivion

Alignment — Balance

The spell transports the victim to oblivion. From that point, he ceases to exist in any meaningful sense. The Caster who sent him can recall him at any time. The cost to recall is twice that required to send him in the first place.

While a victim is in oblivion, he does nothing. He is not affected by the passage of time in any way. When the Duration of the spell ends, he will return to the place from

which he was sent exactly as he was when he was sent. To him, it will seem that he had a momentary blackout though years may have passed.

A Hit Point Limit applies with this spell. If the creature is larger, the amount of the excess is added to his **MDV** in defending against the spell. If the result of this spell is Abysmal Failure, the Caster is sent into oblivion by the spell. He must remain there until the Duration ends.

DURATION — 2 months (**EL** applies as a power).

RANGE — $(\mathbf{EL}+1)\times 2''$

POINT LIMIT — $(\mathbf{EL}+1)\times 6$

EXAMPLE — **EL**10 Oblivion. Range 22'', Duration 2048 months (over 170 years) and Hit Point Limit 66.

Open Prison

Alignment — Law

The spell opens every lock within it's effect area. Magical locks may use an **MDV** to resist the influence of this spell, they are the only locks that do not open automatically.

The Range for this spell is a 60 degree cone, as for the Fireball. Any doors unlocked in this way automatically swing open. If a door is not locked, but is barred or bolted, the spell has no effect on it.

RANGE — $(\mathbf{EL}+1)/2''$ (Value is length of sides).

NOTE — This applies to all locks in the zone whether the Caster knows they exist or not.

Orient Self

Alignment — Shamanic

Success with his spell is required before a Shaman can cast any other Shamanic magic. For this spell only, the Shaman may subtract his **MEL** $\times 2$ from his roll, in addition to his **EL** modifier and **MDV**. The trance created lasts for the specified duration.

Once a Shaman is attuned to the source of his magical powers, his use of the power becomes almost innate. To reflect this, all Shamans may add their **EL** in the Orient Self spell to their Casting Speed with all other Shamanic spells. The increase gained in this way may not be used to effect the casting speed of the Orient Self spell and may not be used to more than DOUBLE the Casting Speed of his other Shamanic spells.

EXAMPLE — Kaiepas of the Eponischa is **MEL**12. His **EL** in orient Self is 7. He can increase his Casting Speed by 7 for all Shamanic spells in which his normal speed is 7 or more. (Where his speed is less, the speed is doubled.)

NOTE — The spell only affects the Shaman. It places him in a hypnotic trance in which his arts can be focused. While in this state, his mind operates on two levels of consciousness, one magical and the other physical. The Shaman's drum is required to enter this state regardless of the experience of the Shaman.

DURATION — $(\mathbf{MEL}+\mathbf{EL})\times 2$ phases.

Origin Powers

Alignment — Shamanic

The members of this family are:

DISSOLUTION

INANIMATE CREATION

REPULSION

The descriptions follow below:

Dissolution The spell requires the specific description of a person or creature AND the possession of material derived from its anatomy. If the spell succeeds, and both factors are correct, the victim ceases to exist. He dissolves into the earth. For the spell to succeed, the victim must be in contact with the earth when it is cast. If he isn't, the spell is automatically an abysmal failure.

RANGE — Unlimited

NOTE — Preparation for this ritual will take two weeks. It can only be cast after this period is expended. All days expended must be consecutive and the spell must be cast on the 14th day.

Inanimate Creation The spell requires 2 weeks of preparation, as for Dissolution. By the precise definition of all attributes of an inanimate item, the Caster can cause it to come into being next to him. The spell must be cast at night. If it is cast at any other time, it fails.

To succeed, the item created must:

- A) Be something that the Shaman has made a detailed inspection of.
- OR
- B) Be something that the Shaman has the skill to make in the normal manner.

The Permanence Factor is the chance that the item created is a permanent feature of existence. If the value determined or less is rolled, it is. If not, it will fade away in **EL**+1 days.

Per Magical trait that is placed on the item, add 10 to the roll for Permanence.

PERMANENCE FACTOR — $30+((\mathbf{EL}+1)\times 5)$, (The percentage chance that it is permanent)

Repulsion The spell will repel every creature that fits the general description given, that is affected. Effected creatures will be stunned by the effect. They must flee for a number of phases equal to the number of turns that they are stunned. Flight is directly away from the Shaman.

While the spell is in effect, the Shaman may not leave the place that he cast it from. All creatures described must roll to be affected each phase that they are in the effect area. Any that are affected twice are killed.

RANGE — $(\mathbf{EL}+1)/2''$

DURATION — $(\mathbf{EL}+1)\times 2$ turns

TURNS STUNNED — **EL**+1

NOTE — The effect of being stunned is as mentioned for other spells.

EXAMPLE — The general description of a Goblin will serve to repel all Goblins. The Shaman cannot use this spell against any creature that he has never seen. Three phases are required to prepare for the casting of this spell. The Orient Self spell is cast on the third phase of preparation.

Painlessness

Alignment — Law

The effected target is immune to any adverse movement effect from damage. For magic-users, damage will not disrupt their concentration. The spell may be used to cure the effects of a Pain spell. The **EL** of the spell must be

greater than or equal to the **EL** of the Pain spell that is to be negated.

RANGE — **EL**+1”

DURATION — (**EL**+1)×3 turns.*

*If this spell ends before the Pain spell that it is negating, the Pain begins anew.

Paralysis

Alignment — **Varies**

The spell freezes the voluntary muscles of the victim. For the Duration specified. He may not move.

RANGE — (**EL**+1)×2”

DURATION — (**EL**+1)×2 phases.

MAXIMUM STRENGTH — (**EL**+1)×10*

*If the victim is stronger, the **EL** is added to all combat rolls and the **MR** is reduced by 50%, rounded down. The victim can move with a struggle. The effects of multiple spells are not additive.

Peace

Alignment — **Elder**

The spell creates an area in which the creatures affected cannot engage in hostile activity of any kind. On Success, all affected creatures will cease fighting. Any combat in the area afterwards will negate the effect of the spell for the combatants involved. At all times, the Caster is affected by his own spell.

Once cast, the area remains in place. The Caster may move and cast other magic if he desires to do so. Any creature that enters the effect area can be affected by the spell. Missile fire or magic cast into the area is considered to be combat in the definition above.

RANGE — **EL**+1” (A radius)

DURATION — (**EL**+1)×2 turns

Perception

Alignment — **Shamanic**

The spell is cast to learn the benefits and uses of a specific item or thing that is in the possession of the Shaman. While it is cast, the item must be in contact with the Shaman. If the spell succeeds, the Shaman learns the basic attributes that it has, it's alignment and the correct means of using it's powers.

This knowledge is not possessed on a conscious level. It is his only known when he is in the trance created by the Orient Self spell. At other times, he will know it has value but will not know exactly what that value is.

Permanent Magics

Alignment — **Varies**

Various spells and rites that are used to give permanence to the affects of magic, to create ward pacts and to give magical value to items created by the Caster or materials that no other magic-user has ever cast magic upon and that are not manufactured goods.

The various types of Permanent Magic that can be created are detailed in the sections that follow:

Curse or Ban The spell is cast on a specific person or creature. The Caster must have a portion of the victim's anatomy, or something that has been in contact with that person within the last 48 hours, to cast the spell.

A Curse is cast to punish a person for a previous action or to force him to perform a future action. A Ban is cast to

prevent the person from performing a specific action, entering a specific place or meeting a specific person or persons.

The actual parameters of the Curse or Ban, or any combination of the two where a Curse is activated by violation of a Ban, is up to the imagination of the Caster and the sufferance of the Referee. The effect can be anything that the Referee will allow.

For a Curse, the effect determined occurs immediately upon success. For a Ban, it occurs if the condition specified by the Caster is violated. The effects of both last until a Negate Curse spell cures them. If the spell affects the mind of the victim, a Sanity spell will break it as well.

NOTE — *Curses must have a way that the person can redeem himself and negate the affect without inagic. It need not be easy, It must be possible.* (This restriction does not apply to cursed magic items).

Enhancement This form of the spell is used to enhance dead and inanimate material that has some natural magic value, as determined by the Referee or specified in the Natural Magic section in Book Four. Successful enhancement brings out the enhanced values of the material. Failure destroys 1/2 of the material used and does not bring out the enhanced values. Abysmal Failure destroys all of the material. Material destroyed in this way is destroyed only in the sense that it is, forever after, worthless for enhancement.

The amount of material that the Caster can affect with one spell depends on the type of material, as follows:

- A) Plant derived, liquid—(**EL**+1)×2 doses.
- B) Gem, metal, manufactured item—1 item.
- C) Other material—**EL**+1 doses (*If it is consumed in use*).
1 item (*If it is not consumed in use*).

Once material that is subjected to this spell has been enhanced, it is enhanced forever. A Negate Curse or Dispell/Banish spell can eliminate the enhancement. In doing so, the material is always destroyed, as specified above.

NOTE — *Enhancement of natural materials is not possible without knowledge of the specific enhancement rites that apply for each material. For each material, this knowledge must be learned educationally. The Referee may allow the characters to start with knowledge of the enhancement rites of a number of materials equal to 1D6. Shamans learn these rites in addition to knowledge of the materials they gain as detailed in 4.4.2 C.*

Enchantment The spell may only be cast on a material object that the Caster created with his own hands from VIRGIN material. It will enhance the natural attributes of the item in it's normal function, i.e. it will make a chair more comfortable, a sword keener, etc.

In all cases where more than one normal function can be enhanced, the spell will enchant the ONE specified by the Caster. To enchant more than one, the spell must be cast successfully for each attribute. Success will enchant it, failure will make it impossible to enchant it in that way and abysmal failure has the effect of failure as well as making it impossible to enchant it further.

The basic attributes that can be modified are:

Weapons

- A) Hit Chance—**EL**+1
- B) Fatigue Value—**1**+(**EL**×2).
- C) Strength—**EL**/2, round up (*The increase in the normal WSB*).

Armor

- A) Armor Value—(**EL**+2)/2 round up (*Increase over normal AV*).
- B) Weight—(**EL**+1)×5% (*A percentage factor that the weight can be increased or decreased with the spell*).

Shields

- A) Armor Value—**EL**+1 (*The increase over the normal AV*).

Other Items

- A) Attribute Increase—(**EL**+1)×20% (*The percentage that the normal values of the item are increased with the spell without modifying the size, encumbrance or any other factor. Referee discretion will be the primary modifier that applies here*).

sword example — At **EL**4, the caster makes a Magic Bastard Sword. The maximum Fatigue Value is increased from 11 to 20, the **WSB** increases from +1 to +3 and an increased chance to hit of +5 is added, i.e. 5 is subtracted from combat rolls in attack and applied as Expertise for damage inflicted.

armor example — The **EL** is 7. The **AV** can be increased by 5. The weight of the suit or helmet can be increased or decreased by 40%, i.e. if the item weighs 60 pounds it can weigh between 36 and 84 pounds after enchantment. AT NO TIME CAN THE ARMOR VALUE OF A SUIT OF ARMOR OR HELMET BE MORE THAN TRIPLED WITH ENCHANTMENT.

shield example — The **EL** is 1. The **AV** can be increased by 2. At no time can the **AV** be more than doubled with enchantment.

other example — A Wizard makes a Magic 5 quart skin. His **EL** is 11. The capacity, i.e. the normal attribute of the item, is increased 240% from 5 quarts to 17 quarts without increasing its size or the Strength required to carry it.

For all items of this type, the effect of the spell will be at the final discretion of the Referee. The player will say what he is trying to do with the enchantment, the Referee will tell him what it is that he did.

Enchanted Dedication Weapons may be DEDICATED to the destruction of a specific creature, to combat a specific alignment or to aid a creature or alignment when it is threatened in specific ways or in danger of death.

To dedicate an item, the Caster must have something that is derived from the thing that it is to be dedicated for or against, preferably blood. The spell is cast at DOUBLE the normal cost. The effect doubles the enchanted values of the weapon against, or for, the creature selected and reduces them against all other forces by 50%, rounded up.

EXAMPLE — An **EL**3 sword is dedicated to destroy Dragons. Against all Dragons, the enchanted **WSB** of +2 is +4. Against anything else, the **WSB** is +1.

Ensorcelled Items This method allows an item to employ a specific magical power. The wizard must create the item from virgin material AND be able to cast the spell that he places in, or on, it.

The item can be created to cast the spell, defend against it, grant immunity against it or attack anyone that touches it with the power that it possesses.

The **MEL** of the item equals the Caster's **MEL**. The **EL** is any **EL** selected by the Caster that is less than or equal to his current **EL** in the spell that he is placing on the item. The item may only cast the spell at that **EL**, defend against it at that **EL** or less, grant immunity at that **EL** or less, etc. All items of this type will be able to cast their magic a number of times per day equal to the (**EL**+1)/3, rounded up. No limit applies to the number of times that they can add defensively or grant immunity.

Defensive items will add their **MDV** to that of the person that has them against the spell involved. If 3 times the normal cost is paid, this addition can be made against all forms of a specific alignment of magic. If 5 times the amount is paid, it applies against all magic.

Immunity costs twice the normal cost. It preserves the user from the affects of a specific spell. While he has the item, he cannot be affected by that spell unless it's **EL** is greater than or equal to that of the item. The formula for determining the effect of immunity is:

Attacking **EL**—Immunity **EL**=Effective **EL**

If the result above is less than zero, the attacking spell has no effect. Any other result is the **EL** that it will have if it succeeds.

An item that attacks those that touch it is a booby trap. The power that it has only operates when it is touched. The person that touches it is the one affected. The Caster may exclude specific persons from this affect. The cost is an additional Mana Point per person excluded.

This method of using Permanent Magic requires that this spell be cast before the spell that is to be made permanent on the item is cast into it. Both must succeed or the procedure fails.

EXAMPLE — The Mage wishes to create a Whirlwind Talisman, to cast the Whirlwind spell. He will first cast Permanent Magic of this type and then the Whirlwind spell. If both succeed, the talisman has the power. If either fail, it doesn't and the Caster must recast the spell that failed.

NOTE — *The mana that an item has will be sufficient to cast the spell that it possesses the number of times that it is capable of doing so. Defensive and Immunity items have no caslable mana. Mana that is present in items can only be cast for the spell or spells that it is capable of using and only at the item's **EL**.*

Items that can cast magic will do so when the user desires. They must be exposed and fully visible in order to use the power, i.e. a sheathed sword with Dark Lightning power can do nothing. The same sword unsheathed can be used to cast Dark Lightning.

Optional Ensorcellments

- A) **Mana Storage** — Instead of a specific spell, the item stores raw mana that a Magic-User can use for any purpose. The points are cast into it by the Magic-User

in creating the item. The maximum number of points equals $(\text{EL}+1)\times 10$. The item will recharge $\text{EL}+1$ Mana Points per day.

EXAMPLE — **EL1**. The Permanent Magic is cast and the Caster casts 20 Mana Points into the item. When points are expended, the item regenerates 2 Mana Points per day. (No other Mana is required in recharging).

- B) **Intellect** — Items can be given intelligence. The cost is twice that listed for Swords and ten times that listed for any other item. The gain is an Intelligence of $(\text{EL}+1)\text{D}10$. Items of this kind are intelligent beings. (Essentially, the spell traps a spirit or demon in the item).

EXAMPLE — The casting cost for **EL2** Permanent Magic is 13. If the spell is cast to give sword intellect the casting cost is 26. If it is cast to give a staff intellect the casting cost is 130.

- C) **Communication** — Items with Intellect that can also use a power that allows communication are able to communicate with the user of the item. They will have Eloquence and Empathy of $(\text{EL}+1)\text{D}6$.
- D) **Emotional Constraints** — Items with Intellect and the ability to communicate may be assigned personalities by the Referee. The actions of the "being" will follow its created personality. Some possible features are loyalty, independence, egoism, etc. Factors of this nature are assigned by the Referee at his discretion. The basic emotions assigned must fit the powers possessed by the item, i.e. a Chaos Death Sword will never be self-sacrificing and merciful.

Ward Pacts A Ward Pact allows the Caster to place permanent enchantments on specific places and things. The spell is activated by any person entering the area or touching the thing protected. The exact parameters that will cause the effect to occur are at the discretion of the Player. If the Ward created is a spell with a Range, or a Being, the Ward will have Range.

When the spell is activated it will strike out in the direction of the person that activated it. For Range, the focal point of the spell, the thing touched or the symbol of the ward, will serve as the Caster.

Ward Pacts can be created to cast spells, warn the violator, warn the creator, summon supernatural forces to attack the violator, curse the violator, etc. Once formed, a Ward Pact is eternal. It remains in effect regardless of the fate of its creator. It can only be affected by a Dispell/Banish spell that has an **EL** higher than the **EL** of the Ward.

Finally, Ward Pacts can be given immunities. These immunities will affect any personified guardian that is summoned through the pact. The Guardian will be immune to the power specified. They may not be made immune to a Dispell/Banish spell.

The Method of forming a Ward Pact is:

- A) Cast the Pact.
 B) Cast the Spell, for personified Guardians Summoning is cast.
 C) Pay $2\times(\text{EL}+1)$ Mana Points to place the Ward into effect.

EXAMPLE — A Wind Ward is created at **EL2**. 13 points are cast for (A), an **EL2** Wind spell is cast for (B), costing 6 points, and finally $2\times(2+1)$, 6 points, are cast for (C). The total cost to create a Ward Pact that will cast an **EL2** Wind spell is thus 25 points.

NOTE — The **EL** of a spell castable by a Ward may not exceed the **EL** of the Permanent Magic cast.

NOTE — The potential effect of Permanent Magic are unlimited. How it is used is at the discretion of the Referee. All spells made permanent are at the **EL** selected by the Caster, obeying any restrictions that apply to the type. Spells with a harmful effect are never activated by the touch or presence of their creator. Powers, i.e. family spells are made permanent as individual spells, i.e. a specific spell is used, not the entire family.

In all cases, the Permanent spell will have the attributes listed in its description for the **EL** cast. In special cases the Referee will be required to modify the method of effect and/or the target to make the spell a rational construct. Do so at your discretion.

Petrify

Alignment — Chaos

The spell turns any living matter, and other matter in contact with it, to stone for the Duration specified. It can only be broken with the Negate Curse spell before the Duration ends. A magic-user may attempt to use a simple Dispell/Banish spell. The cost is three times normal. If he fails, he is turned to stone by the spell as well. If the failure is abysmal, he is turned to stone permanently.

To affect a target with this spell, the Caster must touch it. The Hit Point limit applies as for Paralysis.

DURATION — 2 Days (**EL** applies as a power).

HIT POINT LIMIT — $(\text{EL}+1)\times 5$

Plague

Alignment — Chaos

The spell infects the victim with a virulent, contagious disease. Until he is cured, or dead, every person that comes into contact with him must roll the Infection Chance. The Damage listed is an amount subtracted from the Energy Level each day until death occurs. Other effects are listed in table 5.15.

Table 5.15: Plague Effects

Roll	Effect
1	Mind Fever, the victim is in Coma.
2+3	Accelerating Pain. Each Energy level point lost is added to the victim's rolls in Combat.
4-7	Wasting Plague. S , St and C are temporarily reduced. The total reduction for the three equals the Energy lost. The player will decide where the points are lost.
8+9	Balance affected. The victim's D and A are reduced as for 4-7 above.
10	Emotional effect. The victim has a progressive insanity until death. The Referee will determine the type and the effect

NOTE — Roll **1D10**.

Healing has no effect on this spell. Only the Cure Disease spell will apply against it. If the Energy Level reaches zero or less before the Duration ends, the victim is dead.

RANGE — **EL+1**"

DURATION — **(EL+1)×3** days.

DAMAGE — **(EL+1)D6** (*Deplete Energy Level*).

INFECTION CHANCE — **(EL+1)×15%** (*The Constitution of the person exposed is added to the roll*).

Planar Travel

Alignment — **Varies**

The spell allows the Caster, and those that he includes, to physically traverse the Upper World and enter entirely different planes of reality. The latitude of difference that will apply is entirely at the discretion of the Referee, as he will be required to establish parameters for the alternate worlds that the Players explore.

The Duration listed is the time that can pass in the alternate plane before the travellers rebound back into their world. The Caster has the option of travelling with the people sent or staying where he is. If he does not travel with them, double the Mana Cost for the spell.

The chance exists that the party will not arrive in the plane that the Caster intends them to arrive in. This chance doubles if the Caster is not present. If they do not arrive correctly, the Duration above does not apply. They remain in the new plane until they are found and recalled. The cost to recall a person equals twice the cost to send him.

NOTE — *When in a new plane, Characters are subject to the rules of existence that operate in that area. If, for example, magic is not possible in that plane, the magic-user loses his ability to cast magic. The only way to know such particulars is to enter the plane or have a Planar Map of some kind.*

DURATION — 2 days (**EL** factor applies as a power).*

ERROR CHANCE — **40%—(EL×2)**.

MAXIMUM INCLUSIONS — **EL**.

*Time may flow differently in the planes. The Duration above is in the time of the plane that you enter. It may be seconds or centuries in Middle World time.

Preservation

Alignment — **Law**

The spell preserves food and prevents infection, depending on the item that it is cast on. Living things cannot be infected while the duration lasts. Food will not rot.

Any food that is protected with this spell is immune to Foyson Theft. If it is attempted, Abysmal Failure is automatic.

RANGE — Touch only.

DURATION — **2** days (**EL** factor applies as a power).

Preserve The Dead

Alignment — **Balance**

The spell stops the deterioration of dead bodies for the duration specified. It is only effective if the body is complete and dead. While the duration lasts, the body is immune to decay, rot and the passage of time. It retains the appearance that it had on the day that the spell succeeded.

RANGE — Touch only.

DURATION — **2** weeks (**EL** factor applies as a power).

EXAMPLE — The spell is **EL10**. The body is successfully preserved for 2048 weeks, slightly less than 40 years. It will not deteriorate in any way due to natural causes.

NOTE — *A body preserved in this way can be Resurrected at any time during the Duration of the spell. When the spell ends, it can no longer be Resurrected.*

Protection

Alignment — **Varies**

This spell is learned, as for Dispell/Banish, to protect against creatures, supernatural forces and spells of a specific alignment. When the spell is learned, the Caster will select one alignment. The spell must be relearned to learn how to protect against other alignments. If it is used without this knowledge, triple the **MDV** of the creature, force or spell that it is used against in resisting its effects. If the spell succeeds, the listed Roll Modifier is added to the enemy's attack rolls and magic success rolls when he is attacking any person within the spell's range. The spell will NOT protect any person or creature that has the same alignment or orientation as the spell is intended to oppose. In this case, the spell will effect this person as well as any enemies.

DURATION — **(EL+1)×2** turns.

RANGE — **EL/2"** (*A radius*).

ROLL MODIFIER — **EL+2**

EXAMPLE — Oom, a Balance Wizard, casts Protection against Balance to oppose a Chaos Demon. If he succeeds, the spell will affect Chaos, while retaining its virtue against Balance. The attacking demon and Oom both add the Roll Modifier above.

Punishment

Alignment — **Sidh Magic**

The spell will only affect persons that have violated the mores of the Sidh and personally affected the interests of the Caster in doing so.

The effect of the spell strikes the victim with a wasting disease. The disease is immune to Cure Disease. Only the Negate Curse spell will have any benefit against it. (It will reduce the Duration by 50%, retaining fractions). Only the performance of a Caster's specified action can end the spell short of the victim's death or the end of the duration.

RANGE — Unlimited (*As long as the criminal is known to the Caster or retains something gained as a result of his crime, the spell can strike him*).

DURATION — **EL+1** weeks.

DAMAGE — **EL+1** (*This is the Energy level loss suffered each day*).

NOTE — *The most common use of this spell is to force the return of stolen items by the thief. They are returned or he dies.*

Purification

Alignment — **Varies**

The spell is used to prepare an area for the casting of a specific spell. Cast at 10 times the Mana Cost, it will benefit a specific alignment's spells. The effect of its success increases the chance that the spell will succeed. The Roll Modifier is subtracted from the success roll for the spell that the area has been purified for in addition to the normal **EL** modifier.

ROLL MODIFIER — **(EL+2)×2**

NOTE — *The spell is cast permanently to create altars and other magically significant casting areas. It may also be cast to oppose a certain spell. In this case the Roll Modifier is added to the Success Roll.*

Quarrels**Alignment — Varies**

The spell causes persons within its effect area to fight their allies and friends. The Caster may exempt a limited number of people from the effect of the spell. The Caster must be one of the people specifically exempted if he does not wish to risk being effected.

DURATION — **EL+1** turns.RANGE — **(EL+1)×2"** (*A Diameter*).EXCLUSIONS — **EL+1**MDV LIMIT — **(EL+2)×3** (*If the MDV is higher than the limit for the EL, the spell cannot affect the creature*).

NOTE — *The Duration above is the number of turns that persons affected will continue to fight their allies. The spell itself has no Duration except for this.*

Regeneration**Alignment — Law**

The spell accelerates the healing ability of the person affected at the expense of his Energy Level. It will heal the Damage specified each turn while the effect lasts. Per hit point healed, the Energy Level of the person who is healing is temporarily reduced by 1. If it is reduced to zero or less, the person dies unless the Caster specifically casts additional mana to replace the energy lost. One Mana Point is required to replace each Energy Point. Mana may never be used to increase the value above 1. It can only be used to sustain the life.

RANGE — Touch only.

DURATION — **(EL+1)×2** turns.DAMAGE — **EL+1**

EXAMPLE — **EL6** heals 7 points per turn for 14 turns.

NOTE — *The Caster can negate the remaining portions of the spell at any time during its Duration that he desires to do so. The cost equals the EL of the spell to be negated.*

EXAMPLE — To negate **EL0** costs the Caster nothing. To negate **EL10** costs 10 Mana Points.

IMPORTANT — **Energy loss continues until the Duration ends or the spell is negated by the Caster. (Even if the target is totally healed before either case applies).**

Restoration**Alignment — Shamanic**

The spell is used to restore the Tonah tie of a Shaman, create a new tie or return a spirit to its body. If the spell succeeds, the desired result occurs.

To return a spirit to its body, the Shaman must first release or capture that spirit. He will then bring it to its body and, with the spell, reestablish its tie thereto. Failure at any stage of the process will cause the spell to fail.

When the Shaman tries to restore a tie he must have a proven action accomplished solely to placate the wrath of his Tonah. If the spell is attempted without such being the case, it automatically fails and the tie with that species is severed permanently. Any future encounters with the species will result in automatic hostility on their part.

To create a new tie, the Shaman must first successfully cast the Lower World Travel spell. This spell is then cast and the tie is formed with the first Tonah that the Shaman encounters in his journey. The type of Tonah is at the Referee's discretion or random. When the spell is cast to

create a tie, the cost is double that listed. No Shaman may have more than **(MEL+1)/5**, rounded up, Tonah ties.

Resurrection**Alignment — Varies**

The spell returns the dead to life. If it is attempted, and fails the person is dead beyond recall. If it succeeds, any damage that he has suffered is healed and he is alive. The Reduction Factor is used to determine the level of the Character's statistics on returning to life. The percentage determined will be the temporary reduction in every characteristic. For Constitution, it is a permanent reduction.

RANGE — Touch only. (*The Corpse must be available*).MAXIMUM TIME TO RECALL — 2 days (**EL** factor applies as a power).REDUCTION FACTOR — **100%−((EL+1)×10)** (*The percentage that all characteristics are reduced, rounded up*).

NOTE — *Resurrection automatically fails if the corpse has been subjected to ANY Necromantic power. Corpses so handled cannot be resurrected. Any person that dies as a result of the consumption of their Energy Level cannot be resurrected, there is nothing to recall — the soul is dead.*

Revelation**Alignment — Law**

The spell negates the effect of any type of Illusion, Invisibility or Shape Changing spell. If the **EL** is less than the **EL** in this spell, the spell is automatically negated. If not, a success roll must be taken. The Range is a 60 degree cone that will affect all possible targets within the area. It has no duration.

RANGE — **EL"** (*The length of the sides of a 60 degree cone*).**Revivification****Alignment — Law**

The spell revives any person that is unconscious for any reason. This includes coma, magical trances and as a result of damage suffered. When excess damage is the reason for unconsciousness, the Damage listed is the number of points that will be healed by the spell.

If this is not sufficient to raise the **HPV** to 1 or higher, the spell fails and none are healed.

RANGE — Touch only.

DAMAGE — **(EL+1)×2**

NOTE — *When the spell is used on Non-humans, add 10 to the success roll. The spell has no effect on unconsciousness caused by Disease or Plague. If this is the cause, Cure Disease is required.*

Sea Powers**Alignment — Varies**

The members of this family are:

CALM SEA

FRIENDLY CURRENT

WATER BREATHING

NAVIGATION

The descriptions follow below:

Calm Sea The spell will end any Storm encountered if it succeeds. (In effect, the storm continues but the vessel is an island of calm within it). The spell may not be used to negate the effect of storms that are created magically.

RANGE — $(EL+1) \times 2''$

Friendly Current The spell creates a current that will propel the vessel that the Caster is on. It may also be used to oppose the progress of an enemy ship. The listed Speed is subtracted from an opponent's speed or added to your own. The effect lasts until the duration ends. If the result of a subtraction is negative, the vessel affected will be pushed back.

RANGE* — $(EL+1) \times 10''$

DURATION — $EL+1$ strategic turns.

SPEED — $(EL+1) \times 3$

*Range is used only when the power is used against another vessel. It is the distance that the current created remains effective.

EXAMPLE — The **EL** is 5. The Duration is 5 strategic turns. The effect increases the speed of the vessel by 15 miles per strategic turn and 15" per tactical turn.

NOTE — *The effect lasts only so long as the Caster does not cast any other magic.*

He is considered to be using magic throughout the entire duration of this spell, for Mana Regeneration purposes.

Navigation The magic-user can command the Sea to take him to a specific place. The spell has twice the Speed stated for Friendly Currents. While the vessel travels, the magic-user remains in a deep trance. If he is awakened, the spell ends. He automatically wakes when the vessel arrives. The Spell lasts until he arrives, it is dispelled or he awakes. The destination desired must be within $100 \times (EL+1)$ miles and in contact with the sea, i.e. an island or coastal area.

Water Breathing The person affected is able to breathe sea water for the entire duration of the spell. He loses the ability to breath air for the entire duration of the spell. The spell has no effect on creatures that are naturally able to breath sea water.

Any person in contact with the person affected is also affected while the contact lasts. If contact is broken, the person loses the ability to breath in the water immediately.

RANGE — $EL/2''$

DURATION — 2 turns (*EL factor applies as a power*).

NOTE — *Sea Powers may only be used when the Caster is in or on sea water. They automatically fail in any other case.*

Sanity

Alignment — Law

The spell negates Insanity, Disorder, Compulsion, Terror, Hatred and any other spell that functions by affecting the mind of its victim.

The effect that this spell has depends on its **EL** and the **EL** that it is cast to oppose. (*See Revelation*).

RANGE — Touch only.

Shadow Bands

Alignment — Shadow

The caster can create dark bands, within his range, to chain one enemy per band created. If the strength of the target exceed the strength for the **EL** cast, the bands can not affect him. If not, they enfold him and prevent him from taking ANY action for the entire duration. Once the spell is in force, the caster can direct the bands against any target he desires as long as he does not move and does not cast any other magic. He must hit these targets, using his **MEL** $\times 2$ as his **OCV** on the Combat Table. Against the initial targets of his spell this restriction does NOT apply.

RANGE — $(EL+1) \times 2$ turns

NUMBER AFFECTED — $EL+1$ (*The number of bands created. One band is used per target. If not used immediately, a band may be used later against any target that enters the radius. If the caster moves or casts any other magic, bands not in use are lost.*)

STRENGTH — $(EL+1) \times 10$

Shadow Cage

Alignment — Shadow

As for the Shamanic Spirit Cage spell, with restrictions as specified for Deadly Shadow. The caster must have a crystal sphere or prism to serve as the cage. It can be cast against shadows that are still tied to their body. If it is cast against free shadows, subtract TWENTY when rolling for success.

A person whose shadow is stolen in this way wastes away, losing 1D6 energy points per day until he dies. The only way to save him is to find the item containing his shadow and smash it to release the shadow.

Shadow Command

Alignment — Shadow

Anyone affected by this spell rolls **Will**+MDV, minus **EL modifier**, to resist the wishes of his soul. If he makes this roll, he may attack the caster but must add the **EL** modifier to all combat and magic rolls. If the roll is not a success, he must work towards performing the command that has been placed on his shadow. Only a single command may be placed. In all other ways, it operates as for Compulsion.

RANGE — $EL \times 2''$

EL MODIFIER — $(EL+1) \times 3$

Shadow Plague

Alignment — Shadow

The spell strikes the victim with Plague by affecting his shadow. In all other ways, its effect is as for the Plague spell, except the contagion is passed when his shadow comes in contact with the shadow of another living creature. Only a Negate Curse spell can cure the spell before the duration, as specified for Plague, ends.

INFECTION CHANCE — $(EL+1) \times 5\%$ (*Constitution has no effect on the chance of infection.*)

Shadow Sculpting

Alignment — Shadow

The caster can sculpt shadow into usable inanimate objects. He is limited in the number of shadow objects he can have at one time. Unless he makes the item permanent by recasting the spell at five times normal cost for the **EL** used, items that he creates dissolve if anyone else touches them.

Items created with this spell must be items that the caster has personal knowledge of or that he is capable of making normally. Cast at the normal cost they are dark objects

of solidified shadow. At double the normal cost they have a normal appearance AND can be animated if they have the shape of an animate creature. To animate such an item the caster must allocate **EL**×**2** points from his **EnL** to the item. While the item lives, it retains these points and the caster cannot regain them. When it is dispelled or dies, he may regenerate them as normal. In essence, the caster breathes a soul from himself into the item. Animated items of this type have stats as for Creations and will defend their creator fanatically at all times.

RANGE — Touch only

DURATION — **2** days (*EL factor applies as a power, the shadow will dissolve at this time if it has not been made permanent.*)

ITEM LIMIT — **EL**+**1**

Shape Changing

Alignment — **Varies**

The spell allows the Caster to change into a **SPECIFIC** form from his natural form. The knowledge for each form of life is distinct. (*The ability to take the form of a Hawk does not grant the ability to take Wolf form, each requires a separate spell.*)

At no time will a change in shape change the **HPV**, **OCV** or **DCV** of the Caster. He retains his normal value regardless of the shape that he takes.

At all times, the Caster must have a portion of the anatomy of the creature that he wishes to take the shape of, i.e. hair, claw, tooth, scale, etc. This is required for the spell to succeed.

The spell will only affect the Caster. (*See Transmutation*).

Once the spell is cast, the Caster will remain in the form taken until, the Duration ends. For an additional 1 Mana Point, added when the spell is first cast, he may increase the duration 100% of the value for the **EL**. The maximum number of increases is equal to the **EL**.

EXAMPLE — **EL**3 can pay 3 extra Mana Points and increase the **EL**3 duration by 300%.

DURATION — (**EL**+**1**)×**20** turns.

NOTE — *Close examination of any creature that is really a shape changed human will reveal the change. The eyes of the Caster are never changed when his shape is, they remain as normal for his race. Any Character may roll against his Empathy to detect this difference.*

Silence

Alignment — **Chaos**

The spell creates a sphere of total Silence. Within this area, sound is impossible. Any target that enters the area, and is affected, will suffer irreversible Catatonia.

OPTIONAL — At the Referee option, Revivification can be used to end the Catatonia. If so, the **EL** must be greater than the **EL** of the Silence spell. If not, Abysmal Failure is automatic.

RANGE — **EL**+**1**" (*A radius*)

DURATION — **2** phases (*EL factor applies as a power*).

NOTE — *The spell has no effect on supernatural forces of Chaos.*

Silent Terror

Alignment — **Chaos**

The spell gives the person affected visions of the Abyss and a taste of its unnatural essence. The effect destroys their ability to function as individuals. They will do nothing on their own volition. They are incapable of speech and will flee from contact with any other life form, be it Dragon or ant. Unless they are restrained, and cared for, victims will die within 48 hours.

The only cure for the affect of this spell is Forgetfulness. Sanity will have no effect. They must be made to forget what they have seen, they can never be made to accept it.

RANGE — **EL**+**1**"

MDV LIMIT — (**EL**+**1**)×**4**

Slay The Tame

Alignment — **Sidh Magic**

The spell will only affect domesticated creatures. (*The others have Tonah granted immunity or other guardians*). If the spell succeeds, the target is killed.

If the spell is attempted on a wild creature, at the option of the Referee, the animal will add **MDV**+**15** to the roll. It is killed if the spell succeeds.

RANGE — **EL**+**1**"

HIT POINT LIMIT — (**EL**+**1**)×**7**

NOTE — *If the size exceeds the limit specified, the target cannot be affected.*

Sleep Powers

Alignment — **Varies**

The members of this family are:

PERPETUAL TRANCE

SLEEP TOUCH

SLEEP MIST

The descriptions follow below:

Perpetual Trance The victim is placed into a deep slumber from which he can only be awakened magically. To cast this spell, the Caster must have a portion of the intended victim's anatomy. While the person is affected he will not age and can only die if he is killed.

RANGE — **2**" (*EL factor applies*).

DURATION — **EL**+**1** years (*After the specified duration ends the sleeper can be awakened by a touch or any loud noise within 1" of his resting place*).

NOTE — *Sleepers of this type are surrounded with a pale radiance. Any person that touches it can be affected by the spell. If they aren't, and they move the sleeper, he wakes and the spell is broken. If they are affected, they sleep (as for Sleep Touch).*

Sleep Mist The spell covers an area with a fine mist. The Range is the radius of the area covered. Any living creature in this area can be affected.

RANGE — **EL**+**1**" (*A radius*)

DURATION — (**EL**+**1**)×**5** turns (*The number of turns that the victim remains asleep*).

MDV LIMIT — (**EL**+**1**)×**2** (*If the MDV is higher than the factor for the EL, the mist has no effect*).

EXAMPLE — **EL4**. The mist can affect any creature with **MDV** 10 or less. The range is 5" in any direction. If affected, the victim sleeps for 25 turns. If the **MDV** is 11 or higher, the mist has no effect.

NOTE — *Any sleeper that suffers damage while affected is automatically awakened.*

Sleep Touch The victim is placed into a deep trance by the Caster's touch. Nothing will awaken him before the duration ends, except the appropriate spell or physical injury.

Slime **Alignment** — **Chaos**

The spell creates a pool of acidic slime from the earth in the area affected. Anyone within the area will sink into this pool and be attacked by it. Hits scored by the semi-animate liquid will consume metal objects and damage animate ones.

If the item is magic, each hit does 1 hit damage. For other Metal objects, a hit dissolves it totally. Each damage point will reduce the **FV** of a Weapon, or the **AV** of armor, by one. When the value reaches zero, the item is dissolved.

The pool grasps at those in it. The Strength listed is the Strength required to move 1". Per 50%, round up, increase over this value the creature can move an additional inch. If the total Strength is more than triple that of the pool, the victim can move as normal.

DURATION — 2 hours (**EL** factor applies as a power).

MDV LIMIT — $(\text{EL}+1) \times 2$ (As for Sleep Mist. The limit only applies against inanimate objects. All animate creatures in such an area can suffer damage regardless of their **MDV**.)

CASTING RANGE — **EL+1"**

EFFECT AREA — $(\text{EL}+1)/2"$

DAMAGE — **2D6+EL** per phase.

STRENGTH — $(\text{EL}+1) \times 5$

DEPTH — $(\text{EL}+1) \times 6$ inches. (*This is the physical depth of the pool created, i.e. at EL 1 it is a foot deep, It is not a tactical distance reference*).

PERSISTENCE — **EL+1** phases. (*After exiting the pool, this is the number of phases that the acid will continue to have its effect unless the affected object is totally immersed in water*).

NOTE — *The Caster selects a center point anywhere within his Range. The Effect Area radiates from this point. If the Caster is within the area created he CAN be affected by the Shine.*

The Slime is semi-animate. Once attached to an object it begins to creep up his body and along his limbs. It will advance EL+1 inches up the victims body each phase. In doing so, it will insinuate itself into any crack or crevice available to it. Its only goal is to consume.

Slime is not immune to Astral Fire. It can effect creatures with Earth Powers.

Smokeless Flame **Alignment** — **Elder**

A flame of incredible intensity drawn from the essence from which Fire was born. Success will damage the target. Abysmal Failure will damage the Caster.

The spell has no effect on Creatures with innate Fire Powers, Elementals of Fire, Jinn and Ifreet. It is cast under the restrictions specified for FIRE DART in Fire Powers. The factors below apply for this spell:

RANGE — **EL+1"**

DAMAGE — **3D10+(EL×4)**.

EXAMPLE — At **EL4**, the spell does **3D10+16** hits.

NOTE — *No smoke is given off by this flame or the damage that is inflicted by it.*

Soul Sight **Alignment** — **Shamanic**

Success can yield the following information:

- A) The basic orientation of the person it is cast on.
- B) Whether the person is a magic-user.
- C) The basic emotion that the person is experiencing at the time.
- D) Whether the person is telling the truth.
- E) Whether the person has any innate magical ties or talents and what they are.
- F) A reading of the person's Probable Intent.
- G) Whether the person is possessed or otherwise plagued by Supernatural forces and what forces are responsible.

All persons in the Caster's effect area are readable, The time required to read for each item above, per person, is 1 phase.

RANGE — $(\text{EL}+1)/2"$ (A radius).

DURATION — $(\text{EL}+1) \times 2$ turns.

NOTE — *If the spell works, it works for everyone in the area. MDV does not apply unless the target is a magic-user and he is aware of what the Caster is doing. To make any reading, the Caster must be able to see the eyes of the person to be read.*

Soul Sight **Alignment** — **Shadow**

As for the Shamanic spell of the same name. Sometimes used with the Deadly Shadow spell to curse enemies.

Speed **Alignment** — **Varies**

This spell increases the **PMR** of the person affected. When the Caster casts it on himself, he will subtract 20 from his success roll, in addition to normal modifiers.

The speed increase gained can never more than quadruple the current **PMR** of the person that is cast on, i.e. if your current **PMR** is 1, an **EL9** spell will only increase it to 4.

RANGE — Touch Only.

DURATION — $(\text{EL}+1) \times 3$ turns.

PMR INCREASE — **EL+1**

EXAMPLE — If the warrior affected has a **PMR** of 2/2/2, and an **EL2** spell is used, it is increased to 5/5/5.

NOTE — *This is for ground movement. It grants no ability to fly or walk on water.*

Spirit Cage **Alignment** — **Shamanic**

The spell allows the Caster to create a cage of mystic power that will imprison the spirit affected. The Caster must have a wicker cage to use as the foundation of the spell. If it succeeds, the spirit is trapped therein.

The spell is cast at a specific target. It has no effect on corporate spirits. It will only affect spirits that are not in a body. To steal a person's spirit, the Shaman must first sever it's tie to the body. See Spirit Death.

The Shaman can freely communicate with any spirit that he has imprisoned. A Communicate spell is required to do so. If it fails, the Spirit escapes from the cage.

Spirit Death**Alignment — Shamanic**

The spell severs the tie of a spirit to its body. As a result of success, the spirit will wander the night searching for its physical self, unable to find it. While the spirit searches, the body is comatose and suffers from Disease at the **EL** of this spell.

To use this spell the Shaman must create a fetish that contains elements of the intended victim's anatomy, i.e. hair, nails, etc. The person must be asleep when the spell is cast. If he isn't, the spell fails.

In all cases, if the spell fails, the fetish is worthless for any further attempts at casting magic. A new one must be created in order to re-attempt the use of this spell.

OPTIONAL — The Referee may allow severed spirits a chance to find their body. The base chance per day equals the **MDV** of the Character. If the body dies before they find it, they can become Edimmu or Ghosts at the Referee's option.

RANGE — 2" (**EL** applies as a power. *The Maximum distance that the Shaman can be separated from the body for the spell to work AND for the spirit to be restricted from finding it*).

DURATION — Unto death or until the body is found.

NOTE — *The Spirits created operate on the metaphysical plane that Shaman's induce their consciousness into with the Orient Self spell. They are trapped in this World unless they can focus on their body to draw themselves out of it.*

Stillness**Alignment — Chaos**

The spell makes it impossible for the victim to make a sound. This includes speech, footfalls or any other sound initiated by the victim. Cast on a Magic User, the spell will make it impossible for him to cast his magic. (*He may still use innate powers. He cannot cast any spells that draw their force from his Casting Ability*).

RANGE — **EL+1"**

DURATION — 2 phases (**EL** factor applies as a power).

EXAMPLE — The **EL5** spell has a range of 6". The victim is unable to make a sound for 64 phases, more than three minutes.

Storm Powers**Alignment — Varies**

The members of this family are:

FLIGHT

LIGHTNING

LIGHTNING SWARM

THUNDERHEAD

WIND

The descriptions are as follow below:

Flight The spell causes air currents to lift and propel the Caster. The Caster, and any person that is in physical contact with him, can fly.

The spell has Maximum and Minimum Speed values. When the **MR** falls below the Minimum Value the spell ends, immediately. The Maximum is the fastest **PMR** that the Caster is capable of with the spell.

DURATION — 2 turns (**EL** applies as a Power).

MINIMUM SPEED — **(EL+1)/3**, round up (*The Minimum **PMR** required to stay aloft*).

MAXIMUM SPEED — **EL+4** (*The Maximum **PMR***).

EXAMPLE — At **EL3**, the Caster can fly for 16 turns at a rate of up to 7 per phase. If in any phase, he moves less than 2 the spell ends immediately. If in the air, he falls.

Lightning The spell releases a bolt of energy against the target specified by the Caster. Only Magical Armor will apply its **AV** against this power. Normal armors have no effect. Shields of all kinds are usable.

If the Wizard has success the Damage listed is scored.

Shields are only usable if the optional Dodging Magic rules are in use. They have no other effect.

RANGE — **(EL+1)×3**

DAMAGE — **(EL+1)D10+EL**

Lightning Swarm The spell unleashes a swarm of charged particles from the location of the Caster. Any creature in the effect area can be hit by the effect. Hostile Magic cast into it will add the **EL** of this spell to the roll for success, i.e. it has some defense powers.

No Missile Fire is allowed into a spell of this type. If the Referee chooses to allow it, add the **EL×5** to the combat roll.

DURATION — **EL+1** phases.

RANGE — **EL+1"** (*A diameter*).

DAMAGE — **1D6+(EL×2)** (*Scored each time that a target is affected*).

NOTE — *The Caster is always the center of this effect. If he casts any other magic or moves, the spell ends.*

Thunderhead The spell creates a localized Thunderstorm. It may only be cast in the open air. Regardless of the casting cost, the time to marshal the forces of the air, after the spell succeeds, equals 10 minus **EL** turns or 2 phases, whichever is greater.

The spell strikes the entire area with Wind, 50% of the Caster's **EL** in this spell rounded down, and the ability to cast Lightning Bolts from the clouds. With these bolts, success kills any target that is not immune to the **EL** cast.

RANGE — **2"** (**EL** applies as a power. *A diameter*).

DURATION — **EL+1** turns.

EXAMPLE — **EL4**. The effect area has a diameter of 32". The Duration is 5 turns. The Caster may call one Lightning Bolt per turn from the clouds. Every turn he controls **EL2** winds to use against anyone in the area.

NOTE — *The spell requires that the Caster have open access to the sky. It may not be used in an area other than this. The winds may enter enclosed areas. The Lightning, as it comes from the sky, may not be used against persons that are not exposed to the sky.*

Wind The spell slows or fells the opponents of the Caster. The Range specified is the distance that the winds can be away from the Caster and retain their effectiveness. The Damage listed is the subtraction from the target's **PMR** when the hostile winds blow. If the resulting **PMR** is 0, he may not move. If it is negative, he is blown over. Per 10 points of strength, rounded down, the victim can negate 1 point of the spell's effect. All persons in the effect area are subject to the effect.

RANGE — **(EL+1)×2"**

DURATION — 2 phases (**EL** factor applies as a power).

DAMAGE — **EL+1** (*The reduction in PMR. See above*).

EXAMPLE — **EL7** winds blow against Vlad Stonehand and Jaxom of Gom. Vlad has **PMR** 2/2/2 and Strength 92. Jaxom has **PMR** 3/3/3/2 and Strength 34. The spell has no effect on Vlad, his Strength more than negates it. Jaxom, however, is bowled over by the spell. He can neither move nor stand.

NOTE — *Once the spell is set in motion, the Caster may leave it. If he casts other magic, the spell is negated. He is never affected by his own winds.*

Strange Powers

Alignment — Balance

The members of the family are:

ASTRAL ILLS

AUTOMATA

SIMULCRA

The descriptions are as follows:

Astral Ills The effect area is bathed with unnatural radiations. The result causes a permanent reduction in Constitution and Stamina. In addition, the victim suffers from the equivalent of Plague at the **EL** of this spell. If either Stamina or Constitution are reduced to zero or less, the victim is killed. Any Constitution reduction will affect the Energy Level of the person affected.

The **HPV** of the victim is also permanently affected by the loss in characteristics. Any attributes that are reduced in this way can be regained with a Negate Curse spell.

RANGE — **(EL+1)/2"** (*A radius*).

DURATION — **EL+1**, phases.

CHARACTERISTIC EFFECT — **1D6+EL** (*Roll for both St and C*).

NOTE — *The victim has a separate chance to be affected each phase that he remains in the effect area. Once the spell fails, he cannot be affected further in that encounter. While the spell is in effect, the Caster may not move or cast magic. If he does, he suffers Abysmal Failure immediately and the spell is negated.*

Automata The spell is cast on inanimate matter. The effect allows the Caster to give that matter the ability to move along the ground AND the ability to follow and understand orders given to it. They do not gain any power to communicate from this spell. They merely understand and obey when a Communicate spell is cast to speak with them.

NOTE — *The mode of movement actually depends on the physical form of the automaton. If it has no legs, it slithers. If it has legs, it walks. If it has wings, it can fly. The spell will allow it to use what it has as best it can.*

To animate an object, the Caster must touch it. To end the affect the Caster must dispell it. At the end of the Duration specified, the Automaton becomes uncontrollable and will attack the Caster. This will be it's first priority.

Only the Caster responsible for creating the Automaton is capable of dispelling it. No other magic-user can do so.

For the Automata to be considered to be magic or enchanted, the caster must cast Enhancement AFTER he has

succeeded in forming the creation. All Permanent Automata are magic or enchanted. Non-permanent ones are not and the listed duration will apply for them.

The Maximum Damage that the Automaton can take equals the **EL times the Damage factor** listed for the material in table 5.16.

Table 5.16: Damage Factor and Armor Value for Automata

Material	Damage Factor	Armor Value
Soft, Cloth	1/2	1
Wood, Leather	1	2
Metal	2	4
Stone	4	8
Magic Enchanted	×2	+EL

EXAMPLE — A Stone Golem, magically enhanced, with an **EL** of 5 for this spell, takes 40 hits and has an **AV** of 13. To chip it you must score 14 hit points.

Automata cannot be killed. The best that can be done, without magic, is to temporarily stop them. The spell is cast to animate a specific form. When the Damage above has been scored, that form is scattered. The Automata will take 1 phase per hit point to reassemble itself before attacking anew. If any piece of it is taken, it will follow the thief until it retrieves it.

The Damage scored by an automaton, in combat, equals the normal armed values PLUS the **AV** of the creature.

EXAMPLE — For the Stone Golem above a Normal Hit will inflict **1D6+13** hit points.

DURATION — 2 hours (**EL** factor applies as a power).

The **OCV** and **DCV** equals the **EL** of the spell. The **MR** formula that applies is listed in table 5.17.

Table 5.17: Movement Rate for Automata

Form	MR
Legless	(EL+2)−DF*
Legged	(EL+2)×2−DF*
Winged	(EL+2)×5−DF*

***DF** equals Damage Factor in this table. If the **MR** derived from this formula is zero or less, the magic-user cannot create a mobile automata of that type at his **EL**. The automaton can move its limbs but it does not move rapidly enough to have an effective tactical movement rate. (As an option, the Referee can allow it to have an **MR** of one with movement allowed every second turn.)

EXAMPLE — The **EL5** Stone Golem, **DF8**, has an **MR**, for a legged creature, of, $((5+2) \times 2) - 8$, 6 hexes per turn.

NOTE — **MR** is the Movement Rate for the tactical turn. The Damage Factor is listed in the table above and is based on the material that the Automata is made from.

Simulcra The spell creates a replica of the Caster, in miniature form, that is tied to his life force. Any hostile physical effects that the Caster suffers, when so protected,

are passed into the Simulcrum. While the Simulcrum remains active, the Caster is immune to age and physical damage.

The Simulcrum is limited in the total damage that he can take. If this value is exceeded, he dies. The Simulcrum also has a 24 hour limit. If this limit is exceeded, he dies.

If the Simulcrum dies, the Caster passes out for one hour per $(EL+1) \times 2$ of the spell that created it.

Damage scored DIRECTLY on the Simulcrum of it person is passed on to that person, not suffered by the Simulcrum. Used in this way it will cause the simultaneous effect of a PAIN and DISEASE spell at the **EL** of the spell that created the Simulcrum. Neither is curable as long as the Simulcrum is under attack.

To create a Simulcrum requires the blood of the Caster and a special essence that can only be decanted from Mandrake. Without both, it cannot be made.

No person may not be tied to more than one Simulcrum at one time.

RANGE — 2 miles (**EL** factor applies as a power)*.

TOTAL DAMAGE — $20 + (EL \times 3)$.

24 HOUR DAMAGE — $10 + (EL \times 2)$.

*Either for attack or normal use. This is the maximum distance that the Caster can be separated from the Simulcrum and continue to gain its benefits. If he is separated by more than this distance, for more than 48 hours, the Simulcrum dies.

Summoning

Alignment — **Varies**

This spell allows the Caster to summon supernatural forces not native to the Middle World. (*This includes all forces native to the Upper World, Tonahs and other Guardian spirits, Spiritual forces and Elementals*). When the spell is learned the Caster will know the rites for summoning forces of his orientation, i.e. if he is Law-oriented he knows how to summon Law forces. To learn the rites for others, the spell must be relearned. If a creature is summoned without knowledge of the correct rites its **MDV** is doubled in resisting the summons. Failure indicates that it does not come. Abysmal Failure indicates that it comes, breaches the Caster's defenses and attacks him. (*The Caster will defend as specified for a target that is unable to move*).

After the spell succeeds, the force summoned will arrive in **1D6** \times **Contact Level** phases. If the Caster casts any other magic during this period, he loses all control over the force's actions and may be attacked by it if it chooses to do so.

The Range specified is the maximum distance away from the Caster that the force may appear at. The Caster will place it, as he desires, within this area.

For a creature to be summoned it must have a listed Contact Level (**CL**) that is NOT NA, i.e. a numerical value must be listed.

RANGE — **EL**

MAXIMUM CONTACT LEVEL — $EL/3$, round up.

DURATION — $(EL+1) \times 2$ turns (*The number of turns that the Caster may maintain control over the force. If the force is not dispelled before this period ends, it will attack the Caster if it sees fit to do so*).

COST PER ENTITY — **Mana Cost** \times **Contact Level** (*The cost to summon one member of the force*).

NUMBER SUMMONABLE — $(EL+1)/2$, round up.

NOTE — *If control of a supernatural force is lost, the Caster may attempt to influence it if he has a fanatical tie with its alignment. All influence attempts require that the Caster promise the force something that is of greater value to it than is the death of the Caster. Failure to provide the promised item within **EL+1** weeks will result in the death of the unfaithful Caster at the hands of the betrayed force.*

In all Summoning attempts where more than one entity is summoned, all entities summoned must be members of the same supernatural force.

EXAMPLE — A magic-user summons three entities. If one is an Alal, all three must be Alal.

Sustenance

Alignment — **Law**

The spell creates edible food from inorganic, inedible matter. If the matter is Poisonous, the food is created BUT it retains the Poison in it. (A Turkey formed from Arsenic has food value and is poisonous).

The Duration of the spell is the number of hours the change will last. If the food is eaten before this time expires, it is fully nutritious. If the Duration expires first, it returns to its former state.

The spell requires that the caster have a weight of matter equivalent to the weight of the food points that he wishes to create. The matter must be within his range to be affected. (The standard food point weighs $\frac{1}{4}$ pound).

RANGE — $(EL+1)/2$ " (*A radius*).

DURATION — 2 hours (**EL** factor applies as a power).

FOOD CREATED — 2 Food Points (**EL** factor applies as a power).

Sweeten Water

Alignment — **Elder**

The spell will turn sea water, in a closed container, into drinkable water. The Caster must be in contact with the container and have the **EL** required to affect all of the fluid within it. If he does not, the spell fails.

DURATION — 2 hours (**EL** factor applies as a power.

As for Sustenance).

ABILITY — 2 ounces (**EL** factor applies as a power. *The number of ounces of Sea water that can be changed*).

NOTE — *At the Referee's discretion, the Caster may be allowed to use this spell to change any fluid into drinkable water.*

Telepathic Powers

Alignment — **Chaos**

The members of this family are:

CONTROL

MIND BURN

MIND SEARCH

MIND SHIELD

SENDING

SUGGESTION

The descriptions follow below:

Control All parameters are as for Fascination. If the control lapses, the caster may subtract 10 from his roll when he attempts to regain it.

Mind Burn The spell destroys the mind of the victim. The Damage listed is subtracted from the Intelligence, Will, Empathy and Eloquence of the person affected. If any of the factors are reduced to zero or less, the Caster gains control of the target's voluntary muscles. While the Duration lasts, he may do what he will with them.

DURATION — **EL+1** phases.

DAMAGE — **(EL+1)×2**

RANGE — **EL/2**

Mind Search The spell allows the Caster to detect the presence of other minds, their relative intelligence and whether they have any magical power. The Range represents the sides of a 60 degree cone. Any creature within this area is found by the spell if it succeeds. The Range is not impeded in any way by non-magical obstacles.

RANGE — **EL+1"**

Mind Shield The spell cloaks the mind of the Caster. A mind so protected cannot be detected by Telepathy or read by Soul Sight. The spell may only be cast on the Caster himself or a mind that he has contacted telepathically.

The Maximum **EL** spell that the spell will cloak the Caster against equals the **EL** that he cast.

DURATION — 2 hours (*EL factor applies as a power*).

Sending The parameters are as for Communicate except that there must be a common tongue for meaningful communication to take place. If not, the Caster will pick up surface emotions and nothing else. Once the Caster has contacted a mind in this way, he may subtract 20 from his roll to do it again.

All factors of Range for the first touch are as for Communicate. Once a mind has been touched, the Caster can contact it at the Range values specified below.

RANGE — 2 miles (*EL factor applies as a power*).

Suggestion The spell allows the Caster to force the victim to perform **EL+1** Specific Actions for him. The Suggestion implemented may not be an order to commit suicide. It must be a specific command that can be stated in five words or less.

Suggestions implanted will be carried out in order. They will consume whatever time is necessary to complete them. The effects are totally at the discretion of the Referee and the imagination of the Caster.

With Intelligent Creatures, the **MDV×2** is added to the Success Roll. If the spell succeeds, the number of suggestions listed above are reduced 50%, rounded down.

EXAMPLE — At **EL2**, a Dumb creature can be given 3 suggestions and an Intelligent creature can be given 1.

RANGE — **EL+1"**

Terror **Alignment** — **Chaos**

Victims of the spell flee directly away from the Caster for the entire duration of its effect. The person is either fully affected by the spell or totally unaffected.

RANGE — **(EL+1)/2"** (*A radius*).

DURATION — 2 turns (*EL factor applies as a power*).

EXAMPLE — Vobal of Salaqara is affected by an **EL8** version of this spell. He will flee directly away from the Caster for 512 tactical turns, i.e. about an hour and forty minutes.

Theft

Alignment — **Chaos**

The spell, if successful, will find the item specified and bring it to the Caster. For the spell to succeed, the Caster must know the precise appearance of the item AND its exact location. If either is off by the slightest amount, the spell fails. The spell can only be used to affect inanimate objects. If the property belongs to the Caster, he may subtract his **MEL×2** in addition to the normal **EL** modifier IF he was the last person, other than the thief, to touch the item.

The spell cannot affect any item that is magical in nature. It cannot affect any item that is protected, or warded, magically. If it is attempted in these cases, failure is automatically Abysmal.

RANGE — **2"** (*EL factor applies as a power*).

Time Powers

Alignment — **Varies**

The members of this family are:

CURE AGE

TIME STOP

TIME SLOW

TIME TRAP

TIME TRAVEL

The descriptions follow below:

Cure Age The spell reduces the physical age of the target affected and temporarily increases his Constitution rating.

RANGE — Touch only.

DURATION — **EL+1** months.

CONSTITUTION INCREASE — **(EL+1)×2**

EFFECT — 2 weeks (*EL factor applies as a power*).

NOTE — *The Age Effect is permanent. The Constitution Effect lasts for the Duration specified. If the spell is cast on the same target more than once during the Duration, and both succeed, the total increase in Constitution+the decrease in Age, ignoring the signs, is the chance that the victim is killed.*

Time Slow The spell slows the passage of time for entities that are affected by it. Its Range is expressed as an effect radius. The Percentage Reduction is the amount that the victim's **MR** is reduced by success. The Roll Modifier is an amount that victims must add to all attack rolls in combat.

RANGE — **(EL+1)/2"** (*A radius*).

PERCENTAGE REDUCTION — **EL×5%** (*The MR reduction. Round down*).

ROLL MODIFIER — **(EL+1)×2**

DURATION — **EL+1** turns.

EXEMPTIONS — **EL** (*The Caster is automatically exempt*).

EXAMPLE — **EL6**. The spell has a radius of three and a half hexes and lasts for seven turns. The Caster can exempt up to six people, in addition to himself, from its power. If it affects a creature with an **MR** of twenty, the creature must add fourteen to all attack rolls and it moves with an **MR** of thirteen.

Time Stop The spell stops the flow of time for any person that is affected, and not exempted from its effect. They experience no passage of time while they are in the effect area. They are literally frozen in place.

As new creatures enter the effect, roll to see if they are affected each phase that they remain within it. All unaffected creatures will move normally. If an exempted person leaves the area of the spell, he loses his exemption. If he returns, he can be affected.

The spell is negated for any effected target that is touched in any way by an uneffected one. They may not be affected again without recasting the spell.

The spell affects both animate and inanimate objects. (*An arrow fired into the area will stop in midair until the spell ends*). The spell is blocked by any physical obstructions of a non-organic nature. Only those creatures that the Caster can see can be affected. If he casts any other magic during the Duration, or suffers physical damage, the spell is negated.

RANGE — $(\text{EL}+1)/2''$ (A radius).

DURATION — $\text{EL}+1$ turns.

EXEMPTIONS — **EL**

NOTE — *The Duration is the number of tactical turns that the spell remains in effect. Persons affected remain affected only so long as they are within the Range specified. The effect moves with the Caster if he moves.*

Time Trap This spell can be cast on any creature that has already been affected by a Time Stop spell, i.e. is currently under this influence. If it succeeds, the victim is locked into null time. Until it is dispelled, he will remain motionless and will be unaffected by the flow of time. He will be immobile and totally oblivious to what is happening around him. If a victim is touched after the effect begins he is freed from its grasp.

The spell is cast at a specific target. The Duration is the time that he will be trapped in null time.

RANGE — Touch Only.

DURATION — 2 weeks (**EL** factor applies as a power).

MDV LIMIT — $(\text{EL}+1)\times 5$

Time Travel The spell allows the Caster, and any persons included, to move forward, or backward, in time. If the Caster does not choose to travel when the spell is cast, the Mana Cost of the spell is tripled.

RANGE FORWARD — 2 minutes (**EL** factor applies as a power).

RANGE BACKWARD — 72 months (**EL** factor applies as a power).

INCLUSIONS — $\text{EL}/2$, round up.

NOTE — *To be affected, every person included must be in contact with the Caster.*

Per person included, the Mana Cost required to cast the spell must be paid.

EXAMPLE — If two persons travel with the Caster of an **EL3** spell the cost is 3 times the Mana Cost stated, i.e. multiply the base cost times the number of people actually making the journey.

Tongues

Alignment — Elder

The spell allows the Caster to communicate with ANY animate or inanimate object that he touches. The quality of the conversation, and the knowledge that can be gained thereby, varies with the intellect and awareness of the item that he speaks with.

EXAMPLE — If seeking detailed information about a person that passed by, it is better to ask a bird than to ask a rock. The bird may have taken notice of the person, the rock could care less.

If the spell is cast at double the Mana Cost, the Caster can serve as a conduit to allow a person that is in contact with him to question the item that it was cast for.

If the Caster casts the spell at FIVE times the Mana Cost, and rolls less than his **Will+Empathy**, he will gain the Language that the spell is cast for permanently at the maximum **EL** possible. From that point on, he will not be required to cast magic to understand it.

When the spell is cast with extra Mana, in the previous ways, neither the Range nor the Duration are affected in any way. The factors below will always apply.

For a Caster to talk to something with this spell, the entire entity must be within the Range of the spell. If not, speech is heard but it is only partially intelligible.

The spell in no way compels the object affected to talk. The Caster must cajole it into doing so if it is not willing.

DURATION — $(\text{EL}+1)\times 2$

RANGE — 2'' (**EL** factor applies as a power, a radius)

Tracking

Alignment — Law

The spell allows the Caster to unerringly track any intelligent creature. When the creature's path is within the Caster's Range he will see it as a faint glow. The Caster must possess an item that was in contact with the person up to 72 hours before the spell to track him. If he has a part of the person's anatomy, i.e. hair, fingernails, blood, etc. he may subtract ten from the success roll.

The Success Roll is taken each day. While the Caster is under the influence of the spell, he cannot tire. He may move and cast any magic that he desires.

If the spell is cast at three times the Mana Cost it will reveal the present location of the target. This effect will yield the distance away and the direction to travel to get there by the shortest route.

Cast in the extended form, the Range is unlimited and the Caster is compelled to pursue the target.

RANGE — 2'' (**EL** factor applies as a power).

Transmutation

Alignment — Varies

The spell changes the shape of objects other than the Caster himself. It can affect both animate and inanimate forms. If the spell is cast such that animate creatures take inanimate forms, the Caster will add 20 to his success roll, in addition to the **MDV**. He may cast it to make an inanimate object animate. Any attempt to do so adds 25 to the roll.

Victims of this spell will have the physical attributes of the new form in every detail. Mentally, inanimate objects changed will be totally unintelligent. Animate objects will have the intellect that they had in their normal form.

EXAMPLE — A Rock that is changed into a horse has the intellect of a rock and can run as a horse does. A Man turned into a table has the physical attributes thereof with the intellect of a man.

The Duration is the number of hours that the change will last. The Extensions are a number of times that it can be extended at its **EL**. Each extension requires an additional five Mana points. All that are to apply must be cast at the same time that the original spell is cast.

DISPELLING — The Caster of this spell can automatically dispel it. Any other magic-user that attempts to do so must add the **MDV** of the spell to his roll. If he fails, the failure is Abysmal.

DURATION — 2 hours (**EL** factor applies as a power)

EXTENSIONS — **EL**/2, round down (*Each extension has the Duration of the basic spell at the **EL** cast*).

RANGE — **EL**+1"

EXAMPLE — A Mage, **EL**7 in this spell, is angered at Aldwulf the Black. He casts his spell with all 3 extensions that he is capable of. If he succeeds, Aldwulf will take the form of a Snail for, $256 + (256 \times 3)$, 1024 hours (Around 45 days).

IMPORTANT — Any person that is in a form that is not naturally capable of using magic will be unable to use magic while affected. Any form that does not have hands or the power of speech, i.e. speech that is normally understood to be language, without the use of magic, is incapable of casting magic.

The HPV of the person, when changed, is not modified. Otherwise he will be the size of the creature that he has become and will have all normal attributes of that species. Mentally, he will operate as normal for his new species unless the Caster specifically states that his normal intellect is retained.

Travel Powers

Alignment — Varies

The members of this family are:

INSUBSTANTIABILITY

INTERWORLD TRAVEL

LEVITATE

TELEPORT

The descriptions follow below:

Insubstantiability The spell allows the Caster to WALK through material objects. While the Duration lasts, he cannot suffer any physical damage and is unable to cast other magic, except for other Travel Powers. If he is attacked by a creature that drains the Energy Level, or a spell that does so, without taking blood, the effect of that attack is doubled.

Unless the Caster is in the air, i.e. not surrounded by solid or liquid material, when the duration ends he will die. The Movement Rate while affected equals **MR**+**EL**.

This spell does not confer any special movement abilities on the caster. Unless he also casts the Levitate spell, or originally casts this spell at three times the normal Mana Cost, he may not move in any way that he could not if he was solid (except that he may pass through physical obstructions such as walls, doors, etc.). To alter his position higher or lower, without a clear path of access such as a

staircase, requires additional mana or the successful casting of Levitation.

Only Travel Powers may be cast while Insubstantial.

DURATION — 2 turns (**EL** factor applies as a power).

NOTE — *The Referee may allow the Caster to affect others. If you choose to do so, contact with the Caster will make the person contacted insubstantial for as long as the contact is maintained. Unless the Caster is also affected by Flight, Levitation, etc., he may not fly or levitate.*

Interworld Travel The power to enter the Lower, Middle or Upper World. The spell is learned separately for each world. A person in the Lower World may only travel to the Middle. A person in the Upper World may only travel to the Middle. From the Middle, a person may travel to either. Supernatural forces native to the Upper World, excluding Elder aligned forces, are unable to enter the Lower World. They will never be found there and cannot be summoned while the Caster is there. This will also apply to any Character that has a Fanatical Tie to Law, Chaos or Balance.

If the spell succeeds, the Caster, and any persons included, may pass the barriers that separate the world that he is in from the world that he wishes to enter. It is only castable in an area where such a barrier exists. If the attempt fails, each person included in the spell, including the Caster, suffers the damage specified.

DAMAGE — (**EL**+1) \times 3 (*A number of hit points*).

INCLUSIONS — **EL**

NOTE — *The Lower, Middle and Upper Worlds are the three fragments of what was the True World. Travel from the Upper World to the Lower was forbidden in the Convocation of the Gods which ended the conflicts which led to the three worlds. In essence, they are different realities which occupy identical space. Further details will be found in various parts of this book and Book Three.*

Levitate The spell warps gravitic mana to alter the spacial position of the Caster. With the spell, the Caster may move up, down, parallel to the ground or he may hold his position in relation to the ground. After his first move into the air, the spell will end when the Caster comes into contact with solid ground OR any object that is on or attached to solid ground. If he is still in the air at the time, he will fall.

DURATION — (**EL**+1) \times 2

PMR — **EL**+1 (*The speed that he may rise, fall or move each phase*).

INCLUSIONS — **EL** (*The maximum number of persons, in addition to the Caster that can be included in the effect of the spell. Per additional person, the Mana Cost is increased by 1*).

RANGE — **EL**/3, round down (*If 0, others included must be in contact with the Caster, a radius*).

NOTE — *The spell must be cast to include every person within its range. If the Caster cannot include that many, the spell fails.*

OPTIONAL — To simplify use of this power, it is best to base the number of inclusions on the weight of the Caster. Any item with this weight or less is one inclusion, unless it is carried by a person that is affected in which case it will not count at all. Per 100% increase in weight, an item is an extra inclusion, i.e.

if the Caster weighs 120 pounds an item that weighs 121 to 240 counts as two inclusion, 241 to 360 counts as three, etc.

NOTE — *All inanimate material included in the spell, that are not carried by another person, will move in exactly the same way that the Caster does. If he moves 2" straight up, so do they.*

Any Caster that has a range for his effect can narrow the spell at any time that he desires, after initial success. Any thing that is left outside of the effect due to this, or that moves out of it on his own volition, will fall immediately.

Teleport The spell allows the Caster to instantaneously alter his spatial position in physical reality from one point to another. All factors of Range and Inclusions are as for Levitate. The Distance listed below is the number of miles that he can travel. No Duration applies. The spell may never be used to travel from one world to another. (It alters space, it does not affect dimensional realities in any way.)

DISTANCE — 2 miles (**EL** factor applies as a power.
The number of miles that the Caster and those with him can travel).

NOTE — *The Levitate optional rule applies for this power as well. It is the best way to handle the various factors that are involved in the shaping of the power.*

IMPORTANT — **if the Caster teleports to a location that he does have precise, personal knowledge of there is a chance that error occurs. The chance, per journey, equals 20–EL. If this value or less is, rolled with D100, he teleports erroneously. The effect of this, rolling 1D10 and subtracting the EL is listed in table 5.18.**

Table 5.18: Errors in Teleport

Modified Roll	Error Effect
–9 or less	The Caster lands 2D10 feet away from the desired landing point.
–5 to –8	The Caster lands D100×10 feet away from the desired landing point.
0 to –4	The Caster lands D10 miles away from the desired position.
1 to 7	The Caster arrives 1D10×5 feet higher than the intended location.
8 and 9	The Caster lands 1D10 feet lower than the intended location.
10	The Caster lands 1D10×10 feet lower than the intended location.

The number of miles travelled, divided by 100 and rounded up, is subtracted from the D100 roll for error. If the landing is too high, the Caster will fall. If it is too low, he can die.

NOTE — *The result of error must be varied by the attempt that the Caster was making. If he was trying to land in the first floor of a building, being too low could put him in the basement. In ALL cases, the spell must be cast in such a way that, all things working perfectly, the Caster arrives on a solid surface. It will never be cast otherwise.*

OPTIONAL — If the Caster does not have precise knowledge of where he is going, he may cast the spell anyway. Add 20 to

the Success Roll and subtract 40 from the roll for error. If error occurs, it is modified as normal.

Truth

Alignment — Law

The spell creates a tie between the Caster and the person touched. While the Duration lasts, neither may lie and both are compelled to answer any question that the other asks. The answer must be the exact truth as known to the person answering.

While the spell is in effect, the Caster is conscious. The person affected by his touch is in a trance. Neither may move or engage in any other action while the Duration lasts.

DURATION — **EL+1** turns.

NOTE — *Each phase is sufficient to ask or answer one question. If any target resists the effect, he will take 1D3 phases to answer any question put to him.*

Vengeful Horror

Alignment — Elder

The spell may only be cast against a person that has harmed the Caster in some way. The result of success creates a monster, drawn from the subconscious of the victim, that will attack to destroy him.

The horror created is a product of the person that is attacked by it. It is in his mind. It cannot be seen or attacked by any other person. The presence of this phenomena can be detected magically. If it is, the magic-user who detected it can attempt to dispell it by Dispelling Magic or casting a Sanity spell on the person affected.

Due to the nature of the beast, essentially the one thing that the victim most fears, the victim will have a reduced **OCV** against it, i.e. to reflect his Hesitation and Terror. Reduce the **OCV** of the person by 50% rounded down.

On any turn that the victim fails to roll his **Will×2** or less, he will turn and flee. He will continue running until he cannot see the Horror or until he succeeds on the morale throw, rolling every turn.

Once created, the Horror lasts until it is dispelled or killed. If it kills the person that it was set on, it will disappear.

RANGE — **EL+1"** (*The distance away from the Caster that the Horror will first appear at*).

HORROR **OCV** — **EL×2**

HORROR **DCV** — **EL+3**

HORROR **MR** — **(EL+2)×3**

HORROR **HPV** — **10+(EL×5)**

HORROR BONUSSES — **MR/10**, round up (*The number of bonuses possessed. The Referee will place them in any characteristic that he desires. In general, they should be in characteristics where the victim is weak. They are only placed in physical characteristics*).

HORROR **NAV** — **EL**

HORROR **MDV** — **MEL+EL**

EXAMPLE — A Horror is created with an **EL5** spell by an **MEL** 10 wizard. It has an **OCV** of 10, **DCV** of 8, **MR** of 21, **HPV** of 6D10, 3 bonuses (+1 **DB** and +2 **AB** in this case), **NAV** of 5 and **MDV** of 15.

NOTE — *The target need not be present when the horror is created. If he isn't, the Caster must have a portion of the victim's anatomy in order to cast the spell.*

Wakefulness**Alignment — Law**

While effected, the victim is immune to Sleep, normal or magical. He will be unable to sleep. When the spell ends, he will immediately fall to sleep. He will sleep 1 hour for every 3 that the spell has kept him awake. If multiple spells are cast on a person, to extend the duration, the after effects are additive.

RANGE — Touch only.

DURATION — $(\text{EL}+1) \times 12$ hours.

EXAMPLE — An **EL5** Caster affects a guard with his spell. The Guard will remain totally alert for 72 hours. At the end of this time, he will sleep for 24. If the Caster affects him with the spell again, before the first is finished, he stays awake an additional 72 hours and sleeps for 48 when he comes out of it.

Wasting Hand**Alignment — Shadow**

The basic parameters of this spell are as specified for the Freezing Hand. If the caster touches his chosen victim the spell drains energy from him and causes him to age. If he fails to touch him, he suffers the damage he would have done to that person. For Range and Duration see Freezing Hand.

DAMAGE — $(\text{EL}+1)\text{D}10$ (*The energy points lost AND the number of months that the person ages.*)

IMPORTANT — Those effected are stunned one phase per year that they are aged by this spell. If they are aged more than four years, they pass out for $2\text{D}10$ turns. This spell has $\frac{1}{2}$ its energy draining effect and no age effect on creatures with greater than human life spans.

Watchful Sleep**Alignment — Balance**

The spell allows the Caster to Sleep AND remain aware of everything that occurs within his effect area. He will not awaken before the expiration of the Duration unless he, or friends with him, are threatened. If they are, he wakes immediately.

If the Duration of this trance is more than 4 hours, the Caster will regenerate while under its effect. The Damage listed is the number of hits that he will heal AND the number of Mana Points that he will regenerate. For either to occur, he must sleep for the entire duration of the spell.

If the spell is cast at double cost, the Caster may place it on another person. To do so, he must touch that person.

DURATION — **EL**+1 hours.DAMAGE — **EL**+2

RANGE — $(\text{EL}+1) \times 2''$ (*The radius of the area in which the Caster is aware.*)

Water From Stone**Alignment — Law**

The spell creates water from inorganic, inanimate matter. It has no effect on pure or refined metals. It will affect any inanimate stone or crystalline substance.

The water created is drinkable. it pours out of the stone, leaving a depression of appropriate size. It is up to the Caster, or those with him, to catch the water if they want it.

DURATION — **EL**+1 hours. (*At the end of the duration the water becomes mist and disappears.*)

QUARTS PRODUCED — **2** (**EL** factor applies as a power).

RANGE — **EL**/3, rounded down (*If 0, the stone to be affected must be touched.*)

NOTE — The Caster must have material sufficient to produce the volume of liquid desired. As a general rule, a 6 inch cube of stone will produce 1 quart of fluid and will disappear in the process. (This is not a tactical measurement, i.e. 6 inches as in $\frac{1}{2}$ foot).

Water Powers**Alignment — Varies**

The members of this family are:

FLOOD

FRIENDLY CURRENT

WATER BREATHING

WATER WALKING

The descriptions follow below:

Flood The spell causes bodies of FRESH WATER to rise or fall in elevation. The Range listed is the area affected. The Depth is the amount that the waters can rise or fall. The Duration is the number of turns that the spell lasts. The Speed is the **MR** of the waters while obeying the spell. When the Duration ends, all waters affected VIOLENTLY return to their original condition. Anyone that is in a flooded area is washed into the lake if he rolls higher than his Strength with **D100**. Persons washed in are killed. Anyone that is in the bed when the water returns is drowned.

NOTE — The primary value of this spell, in play, is to put impediments in the way of enemies, cross water and get at of treasures on the bottom of Lakes, etc.

RANGE — $(\text{EL}+1) \times 2''$ DURATION — $(\text{EL}+1) \times 3$ turnsDEPTH — $(\text{EL}+1) \times 2$ feetSPEED — **EL**+1

EXAMPLE — An **EL10** flood will affect a Radius of 22" around the Caster for 33 turns. In this area, he can raise or lower the waters by 22 feet. The waters move at an **MR** of 11 to accomplish this goal. When the spell ends, they return.

IMPORTANT — The returning waters have an **MR** of $40+\text{EL}$.

Friendly Current As for the Sea Powers spell. The Speed is $\frac{1}{2}$ that listed there, rounded up. The spell may only be used to make the current flow down stream. It may not be reversed or stopped.

Water Breathing As for the Sea Powers spell. This version of the spell will only give the ability to breathe in Fresh Water.

Water Walking The spell allows the Caster, and any creature included by him, to walk on water. The Caster must remain in motion. At any time that he stops moving, the spell is negated. All persons supported by the spell will sink immediately.

The speed walking is the **MR** normal for the Caster or any creature included. No added speed is gained. The Caster may walk in any direction on the water.

DURATION — $(\text{EL}+1)$ squared+10 turns

INCLUSIONS — **EL**/2, round up (*The number of entities that can be included by the Caster. The cost per inclusion is 1 Mana Point.*)

Wildness **Alignment** — Elder

The spell affects any specified domestic creature within its Range. The effect causes the creature to revert to its wild state. It will forget any training that it has ever received and will react as a wild animal to anything that it encounters. It will make every attempt, beginning immediately, to escape what it now considers to be captivity.

If the creature escapes, the effect is permanent. If it doesn't it ends when the Duration expires. The only way to cure this effect is with a Sanity spell. If it is cured, or the Duration ends, the animal will remember it's skills and training.

While affected by this spell, the creature will never attack the magic-user that cast it. If he can speak its tongue, and helps it to escape, he can consider it to be a Personal Contact, i.e. friend, forever.

RANGE — **EL+1"**
DURATION — 2 phases (**EL** factor applies as a power).

Withering Hand **Alignment** — Chaos

The spell allows the Caster to kill Plant life with the touch of his hand. It will also affect any material that is derived from any plant. It will not affect any material that is magical in nature, or protected by magic, unless the Caster rolls success against the object.

The Duration of the spell is the number of phases that the hand retains the withering power. One touch is allowed each phase. The effect is automatic unless magical resistance is encountered.

DURATION — (**EL+1**)×2

Wounds **Alignment** — Chaos

The spell creates a lance of dark power that radiates from the fingers of the Caster. With this lance, he can inflict damage in Combat. The Length of the weapon is as listed in table 5.19.

Table 5.19: Wounds: Length of Weapon

EL	Length
0-2	Fighting Dagger
3-5	Sword
6-8	Heavy Sword
9+up	Polearm

The Weapon Expertise equals the **EL**×2. The Strength Bonus equals the **EL**/2, rounded up. All other factors are as for the normal combat values of the Character using the spell.

EXAMPLE — A Character uses the **EL**4 version of the spell. His **OCV** is 3. He will use an **OCV** of 3 in combat. He subtracts 8 for Expertise and uses 2 as a Weapon Strength Bonus. If his Character has normal bonuses of his own, they will apply as well.

DURATION — 4 turns (**EL** factor applies).

NOTE — The Success roll is taken to get the spell to work. It is not taken for each individual hit that is scored on a target. Once the Caster has successfully cast this spell it

remains in effect until the Duration ends, regardless of any damage that he may suffer.

OPTIONAL — The spell has, under certain circumstances, a Leeching effect on the target. If a Deadly or Severe hit is scored, the target's Energy Level is reduced by the number of hits scored, in addition to the physical damage. The amount of the reduction, divided by 5 rounded up, is taken as Hit Points healed by the person using the spell and as Mana regenerated.

NOTE — The preceding spell list gives a solid foundation upon which the magic of a world can be built. The Referee is free to modify, delete or add as he feels is necessary to improve his individual campaign.

As a general rule, a Magic-User must have free use of his senses in order to cast magic. He should also be required to maintain a stationary position while performing any magic rite.

5.5 Supernatural Language Power (Optional)

Any supernatural language is magically potent in the force that it is derived from. At the Referee's discretion, a spell that is spoken in the tongue of the force that its power is derived from will have the following advantages:

- A) Reduce the casting cost by 20%. The amount of the reduction is rounded down.
EXAMPLE — A spell that costs 4 Mana Points will still cost 4 if it is cast in its tongue. A spell that costs 16, however, will only cost 13 if the correct tongue is used.
- B) Increase the **EL** for the spell by one.
EXAMPLE — If your current **EL** in Darkness is 3, you cast Darkness, when speaking in the Tongue of Darkness, at **EL**4.
- C) Any result, after modification, of Abysmal Failure on the Magic Table will have an additional 5 subtracted from it. if Failure results, the expertise point gains specified for Failure are received in the spell and in the language even though Abysmal Failure occurs.
- D) Any expertise points gained for success with the spell are also gained in the caster's ability with the language that he used.
- E) Any Summoning, Dispell/Banish or Exorcism spell that is attempted is rolled with 10 subtracted from the roll IF the Caster speaks the spell in the tongue of the force that he is attempting to summon or oppose.

EXAMPLE — If a Banishment rite is spoken to an Edimmu in the Tongue of Hecate, subtract 10 from your roll for success.

- F) The spells that each supernatural language will apply for are listed on table 5.20. The advantage is only gained when they are used by a trained magic-user, or Natural Magician, in casting magic derived from the languages alignment.

Table 5.20: Spell Languages

Tongue Of:	Spells Effected
The Abyss	Hatred, Slime, Insanity, Terror, Disorder, Stillness, Silent Terror, Silence
The Blasted Soul	Leeching
Darkness	Darkness Powers, Disintegration
Death	Death Powers, Plague, Disease, Withering Hand, Destruction, Chaining
The Dead	Necromantic Powers, Lichcraft
The Desert	Desert Powers
Dvalinn	Permanent Magics
The Earth	Desert Powers, Elemental Powers (Earth)
The Elder	Illusion, Masquerade, Abandon, Peace, Vengeful Horror, Flaming Death, Blood Vengeance
Elder Water	Sweeten Water, Elemental Powers (Water)
Elder Fire	Smokeless Flame, Flaming Death, Elemental Powers (Fire)
Fiery Chaos	Earth Powers, Hell Powers, Fire Dart, Quarrels, Invulnerability, Petrify
The Giant	Cold, Illusion, Storm Powers, Smokeless Flame, Earth Powers
Hecate	Purification, Summoning, Protection, Divination, Hell Powers
The Jinn	Hatred, Illusion, Desert Powers, Shape Changing, Tongues, Smokeless Flame
The Kotothi	Quarrels, Telepathic Powers, Choking Moisture, Flaming Death
Lawful Fire	Purification, Protection, Fire Powers, Storm Powers, Truth, Resurrection
Light	Divination, Detection, Summoning, Cure Disease, Healing, Sanity, Sustenance, Wakefulness, Light Powers, Open Prison, Negate Curse, Revivification, Healing Light
Lilith's Command	Fascination, Compulsion, Wounds, Paralysis, Shape Changing
The Primal	Clairvoyance, Damage Reversal, Watchful Sleep, Oblivion, Preserve the Dead, Astral Fire, Astral Powers, Time Powers, Fate, Strange Powers, Planar Travel
Shadow	All Shadow Magics
The Sidh	All Sidh Magics, Concealing Mist, Wildness, Forgetfulness
The Tonah	Communicate, Orient Self, Protection, Soul Sight, Perception, Shape Changing, Lower World Travel, Knowledge, Restoration, Summoning
The Wind	Storm Powers, Travel Powers, Elemental Powers (Air)
Young Chaos	Hell Powers, Theft, Storm Powers, Decay, Corruption

NOTE — You will find that not every spell is covered by the initial languages that are presented above. As Referee, you are free to add other languages to this list if you desire to do so. If a language is added, you should also add creatures that speak it. No language should exist on its own unless you choose to add dead languages that have magical power.

Whenever a supernatural language is used, the Caster must first successfully use the language and then the spell. If he has partial success with the language, he casts the spell at his normal EL with no special advantage. If he fails with the language, the spell automatically fails. A success roll is taken in any case to see if an abysmal failure results.

6 Innate Magics

All Innate Powers, Fanatical Powers, powers used by creatures and any form of innate ability that requires the casting of mana are used in obedience to the rules in this section.

6.1 Starting MEL

The starting **MEL** for any of these powers is determined by the Character's HIGHEST Maximum Ability in Intelligence, Will or Empathy. Consult the table below to determine the **MEL**:

Table 6.1: Starting MEL

Highest Characteristic	MEL	Highest Characteristic	MEL
1–10	0	66–85	4
11–25	1	86–105	5
26–45	2	106+Up	6
46–65	3		

IMPORTANT — When the starting MEL is determined, record the points listed for that MEL, Book One, section 4.6, on your record sheet. They should be recorded, and increased, separately from any points earned for any other innate or learned ability.

6.2 Starting EL

The **EL** for these powers is a function of the Character's characteristics. The normal rules for **EL** advancement do NOT apply to Innate Magics. The **EL** will only increase as the Character's characteristics do. Where a different formula for this is not specified, use the formula specified for Innate Powers in Book One to determine this factor.

EXCEPTION — Any power that is learned by a Natural Magician is improved according to the normal rules for **EL** advancement.

6.3 Casting Speed

The casting speed for any Innate Magic power equals **MEL+EL**. Regardless of this cost, no power may be used more than once in a given phase.

6.4 Casting Cost

The Mana Costs that are specified in section 3.2 of this book also apply for Innate Magics. All Innate Magics are cast at the current **EL** of the Caster. Innate magic-users may NOT vary the **EL** of the spell that they cast, as a trained magic-user can.

If an Innate magic-user's Energy Level is not higher than the cost to cast his power, he cannot cast that power until it is higher.

6.5 Casting Ability

The basic Casting Ability of an innate magic-user equals his **Energy Level**. Any mana that he casts, in his innate power, is deducted directly from this value. Like all other Characters, if his Energy Level ever reaches zero, he is dead.

EXCEPTION — The Energy Level listed for creatures that have innate powers represent the safe expenditure for that creature. They may expend the entire value listed without adversely affecting themselves (The Referee may increase the value by 50% if he wishes to allow them a chance to cast Magic into death. It is not suggested that you do so).

EXAMPLE — A Character has innate Lightning Bolts. His Energy Level is 80. When he casts his bolt, the number of points cast are subtracted from 80 and the result is recorded in the Current Energy Level box on the record sheet. Continue to subtract from the Current Energy Level as long as any energy remains.

6.5.1 Natural Magicians

Natural Magicians fall into two classes; those that can cast mana without any training and those that require training to tap their talents in a specific type of magic. In the sections that follow, the first type is termed an **INNATE NATURAL**. The second is a **TRAINED NATURAL**. Consult the rules that are appropriate in your case.

6.5.2 Innate Naturals

Untrained, the Innate Natural has the ability to learn any spell that he wishes. He will cast these spells obeying the rules specified in 6.3, 6.4 and 6.5. When he is trained, he may continue to draw directly from his Energy Level AND/or use mana points derived from his Casting Ability as a trained magic-user.

EXAMPLE — Travus Caldo is an Innate Natural Magician. Untrained, his spells tap his Energy Level of 92. Trained, MEL5, Mana Level 12, he has a Casting Ability of 120. He may use either his Casting Ability or his Energy Level for any spell that he knows.

IMPORTANT — Natural Magicians with a Casting Ability will obey all normal Energy Level rules including the recuperation rate and the basic restrictions on Casting Ability.

EXAMPLE — If Travus is operating with an Energy Level of 73, his usable Casting Ability is 73 unless he has a magic item that allows him to exceed normal restrictions.

NOTE — In essence, the most that a trained Innate Natural can do in one day, in casting magic, equals his **Energy Level**×2 unless he has a toot that allows him to exceed his limitation.

6.5.3 Trained Naturals

Trained naturals are those Characters that are considered to be Natural Magicians for certain types of magic IF they are trained to use their gift. They may only draw the power for their spells from their Casting Ability. They may not directly tap their Energy Level.

NOTE — *The only way to be an Innate Natural Magician is to roll the Special Attribute — Natural Magician — for your Character. Trained Natural Magicians are those Characters that roll Intellectual or Empathic Power — and are subsequently trained as Wizards or Shamans, as appropriate to the gift. Other than some creatures, no other type of Natural Magician exists in this game.*

6.6 Magical Training and Innate Powers

When a person that has an innate power, other than Natural Magicians above, is trained as a conventional magic-user, he continues to draw the force for his innate abilities from his Energy Level. Only spells that he has specifically learned as a magic-user may draw force from his Casting Ability. Take care to remember this distinction and record your expenditures in the area where they apply.

6.7 MEL and EL

An Innate magic-user will increase his **MEL** in the normal manner specified in these rules. His **EL** always remains a function of his characteristics and will increase **ONLY** as these values are improved.

EXCEPTION — All Natural Magicians obey the normal **EL** rules — at all times. If they require training, they will receive starting Expertise as specified for normal magic-users. If not, their starting Expertise will equal their Energy Level \times 2. If they do not require training, but they are trained, they will receive the normal starting Expertise plus their Energy Level \times 2.

EXAMPLE — Travus has a starting expertise of 200 for his training. His Energy Level is 92. As a trained Innate Natural, he has 384 magic expertise points to allocate in creating his Character.

6.8 Success and Failure

When Innate Magic is cast the normal success and failure rules apply **EXCEPT**:

- A) The Caster receives no expertise, unless he is a Natural Magician.
- B) The Caster cannot be affected by Abysmal Failure, unless he is a Natural Magician that is trained as a conventional magic-user **AND** is drawing the force for his spell from his Casting Ability. (*If the force is drawn from his Energy Level, Abysmal Failure does not apply. It is treated as a simple failure except no expertise is gained*).

6.9 Resistance

Entities that have Innate Magic power are less likely to be affected by the power that they possess. Whenever that power is used to attack them, their **MDV** is doubled in defense.

EXCEPTION — Natural Magicians enjoy this resistance to magic in general. If they are an Innate Natural magician, their **MDV** equals (Mana Level \times 2)+**MEL** for all spells used against them. If they are Trained Naturals, this increased resistance will only apply if they are trained and only against the type of magic that they are potent in.

EXAMPLE — A Character has Empathic Power. His Mana Level is increased against all Shamanic spells if he is a trained Shaman. A Character has power in Cold. His **MDV** is doubled against the Cold spell at all times.

If the spell that the entity has power in is beneficial to it, i.e. incapable of harming it, it is more likely to be effected. Subtract the increased **MDV** from the Caster's roll instead of adding it.

EXAMPLE — A Character has innate power in healing. A Shaman casts healing on him and he wishes to be affected. If his base **MDV** is 10, the Shaman will subtract an additional twenty from his success roll, i.e. **normal EL modifier+20**.

NOTE — *Where a CHARACTER has this attribute, he may decide whether he wishes to resist or not. In all other cases, the entity automatically resists any spell that can harm it and aids those that will have a beneficial effect. If neither extreme clearly applies to the spell being cast, the entity should resist.*

Any Abysmal Failure that occurs against a Character that has innate power in the spell used will have the following effects:

- A) The entity will immediately regenerate **EL \times 2** energy and mana points (*Mana points are only regained if the entity has a Casting Ability*).
- B) The spell automatically rebounds and strikes the Caster at the **EL** at which it was cast.

EXAMPLE — A magic-user foolishly casts an **EL4** fireball at a Dragon. The result is Abysmal Failure. The Dragon regenerates 8 energy points and the magic-user is hit by his own **EL4** fireball. (*Had the failure occurred against a trained magic-user with innate Fire Powers, he would have regenerated 8 energy points and 8 mana points*).

All entities that are powerful in a **SPECIFIC** spell, or family of spells, also have immunity to that power. Their level of immunity equals their **EL** in the power that they possess.

EXCEPTION — **If the talent that the entity has is in a spell that can only have a beneficial effect on him, he will not have immunity to it at any EL.**

EXAMPLE — The average Dragon has **EL7** in Fire Powers. Any fire spell cast at them, from **EL0** to **EL6** automatically has no effect.

Spells of **EL7** and up will have a greatly reduced effect. An **EL8** Fireball, against a Dragon, will have **EL1** effect if it works at all. (*See Immunity in Book Four for the proper method of using immunity*).

NOTE — *Immunity does not apply to entities with general powers, such as Natural Magicians. Certain creatures have stated immunities whether they are magic-users or not.*

6.10 General Note

In the course of play, you may discover that some factors of the Innate Magic system escaped explicit detailing. If this is the case, or if you discover some seeming ambiguity, you must utilize your discretion to create or modify the rules to a more usable form.

As a final note, the Referee must be cognizant of the immense power potential that lies in some of the stronger Innate Magics. To balance them somewhat, he may, at

his own discretion, set limits on the Character's use of the power, modify his appearance to reflect the orientation of the power that he has or otherwise place a compensating liability on him. In all cases, the Referee is the final arbiter of what these Characters can and cannot do with their power.

7 The Priesthood

Priests have abilities that wizards do not, the ability to perform exorcisms for example. Without Priests, Shamans are the party's only defense against possession and other supernatural ills. Wizards and Sidh Magicians can do nothing against them. Also, the parties potential resources against poisoning, disease, etc., are restricted more than they would be with an active Priesthood.

7.1 Types of Priests

7.1.1 Urigallu

Cost to Learn — 200.

The Urigallu are the administrators, executives and main celebrants of the faith. They celebrate masses, administer temple lands and see to the welfare of the faith. Only male characters are allowed to become Urigallu priests. Exceptions may be made for female characters who roll **Native Will**×3 or less on **D100**. (In Clima and L'p'nth only females are Urigallu and no exceptions are ever made.)

7.1.1.1 Vestments

The normal vestments of an Urigallu class priest are white and purple. Depending on rank, the percentage of the costume that is white increases. At the highest rank, the Urigallu Mah (High Priest of the Temple), they are white with a thin purple border.

7.1.1.2 Starting Skills

Urigallu priests receive a Starting Level as a Scholar in the Cosmology of their chosen alignment plus Starting Rank non-combat skills with a cost to learn greater than 35. They may choose any skill of sufficient cost that is artistic, creative or scientific in nature. They may also use it to gain any appropriate (Referee discretion) language. They may never practice any form of magic other than the rituals they gain through the Priesthood.

In addition to the knowledge above, Urigallu Read and Write their native tongue at their maximum **EL**. If they learn any languages with their starting knowledge, they Read and Write that language at their maximum **EL** at no additional cost.

NOTE — *While supernatural language knowledge is not mandatory, progress to high rank (Ranks 8–10) is impossible unless the Urigallu speaks the tongue of his deity.*

7.1.1.3 Magic Knowledge

Starting Urigallu know Purification, Summoning and a number of alignment spells equal to their Rank. The Summoning rites known are for creatures of the Priest's alignment. The spells must be spells that benefit from being cast with the language of the Priest's deity with a Base Mana Cost less than or equal to the Priest's Starting Rank.

EXAMPLE — A player wishes to start an Urigallu of Inanna. His Starting Rank is 2. He may learn two general or law spells with a Base Mana Cost of 2 or less that are benefitted when used with the Tongue of Light (see section 5.5). His possible

choices are Divination, Detection, Cure Disease, Healing, Sanity, Sustenance and Wakefulness.

7.1.1.4 Wealth

In addition to any wealth purchased. Urigallu priests have Rank squared GC as starting wealth. These funds represent savings from the priest's salary. The basic salary of an Urigallu is **(Rank+1) squared** GC per month. It is only received when he serves full time at a church or major temple. It is for personal upkeep and religious projects not directly supported by the faith.

EXAMPLE — At Rank 0 an Urigallu receives 1GC per month, at Rank 4 his salary is 25GC per month and at Rank 10, the highest possible rank, he gets 121GC per month.

7.1.2 Kalu

Cost to Learn — 150

The Kalu priest is a master musician. His duties revolve around the use of music in major rituals, feasts and daily worship. In most societies Kalu priests are male, though this is not a strict bias. (Females roll **maximum EL as Musicians**×10 for an opportunity to gain acceptance as Kalu priests.)

7.1.2.1 Vestments

The robes of the Kalu are yellow in color. The higher the rank, the deeper the shade of yellow.

7.1.2.2 Starting Skills

Kalu Priests gain Rhetoric at a starting **EL**, one artistic or creative skill with a cost to learn greater than 35 and a maximum **EL** as a Musician in a number of instruments equal to his **Rank+1**. They gain Read and Write as specified for the Urigallu.

7.1.2.3 Magic Knowledge

See section 7.3.7

7.1.2.4 Wealth

No additional starting wealth is gained. The salary of a Kalu priest is **(Rank+4) squared** CC per month. It is intended solely for personal upkeep and he is not held accountable for it.

7.1.3 Ashipu

Cost to Learn — 200

The Ashipu priest is the temple exorcist. He is responsible for protecting the faithful from hostile supernatural forces and inimical powers (disease, injury, etc.). He is the religion's primary warrior against supernatural enemies. All Ashipu priests are male. In some faiths (L'p'nth's faith is an example) this specialty does not exist because of sexual bias.

7.1.3.1 Vestments

Ashipu vestments are red. The higher the rank, the deeper the shade worn.

7.1.3.2 Starting Skills

Ashipu Priests gain a Starting Level as a Healer and in the tongue of a hostile supernatural force. They are also trained as Herbalists and in the tongue of their deity to their maximum **EL**. They Read and Write their Native Tongue and their deity's tongue at no extra cost.

7.1.3.3 Magic Knowledge

All Ashipu start with knowledge of Exorcism (see Shamanic spell of the same name), Purification, Protection (enemy alignment) and Dispell/Banish (enemy alignment). They also know **Rank**−1 other spells, benefitted by their god's tongue, with a Base Mana Cost less than or equal to **Starting Rank**×2.

7.1.3.4 Wealth

In addition to any other starting wealth, Ashipu priests get **Rank squared** SC. Their salary is **Rank**+2 GC per month. They only receive this stipend when they work at a temple. At other times they support themselves by charging for their services as an exorcist and healer. They may not refuse anyone service because he cannot pay their fee. (The average fee is **Station squared** CC.)

7.1.4 Mashmashu

Cost to Learn — 275

Mashmashu are temple wizards, trained in spells derived from their deity and some priestly skills. They may not learn magic of another alignment or magic derived from a deity who is hostile to theirs. Within these restrictions, they are the same as any other Wizard and obey the same rules. Their main duty in the temple is to combat magical threats and, in some areas, to destroy enemies of the Faith, i.e. heretics and servants of enemy forces.

7.1.4.1 Vestments

The robes of the Mashmashu are orange and black. In most faiths the higher the rank, the greater the percentage of orange. In Chaos faiths, the reverse is true. In either case, only a Mashu'mah is allowed to wear solid orange or black.

7.1.4.2 Starting Skills

Mashmashu gains **Rank**+1 creative or scientific skills, as specified for the Urigallu and the supernatural tongue of his deity at his maximum **EL**. He may Read and Write as specified for the Urigallu.

7.1.4.3 Magic Knowledge

Mashmashu are trained wizards with **1D3**+**Rank** General Skills, excluding Divination, and **Rank**+3 alignment spells.

7.1.4.4 Wealth

As for the Urigallu except in SC instead of GC for both starting wealth increase and salary. These funds are for personal maintenance and magical research.

7.1.5 Baru

Cost to Learn — 175

Baru priests specialize in Divination. Either sex has access to this specialty. In general, they are only found in heavily populated areas. Their duties are to divine the will of the worshipped deity, deal with the faithful and perform placatory rituals when the gods are angry. They are important functionaries in major temples.

7.1.5.1 Vestments

Baru priests wear blue. The higher the rank, the lighter the shade of blue worn.

7.1.5.2 Starting Skills

Baru priests have **one** Scholar skill and **Rank**+1 other skills, as defined for the Urigallu. They can read and write any language that they can speak.

7.1.5.3 Magic Knowledge

Baru priests are trained in Divination, Purification, Knowledge and the tongue of their deity. Their starting **EL** in their spells equal their rank or the maximum possible for them, whichever is lower. They have a maximum **EL** in the tongue of their deity. They may not start with any other magical knowledge.

7.1.5.4 Wealth

As for the Mashmashu. No starting wealth increase is gained.

7.1.6 Qadishtu Mah

Cost to Learn — 200

The Qadishtu Mah are the female equivalent of the Ashipu. They are temple healers with some training as exorcists. In faiths where both specialties exist, the Ashipu specialty stresses exorcism and this one stresses healing. Where Ashipu do not exist, both functions are stressed in this class. Except for Vestments, all other factors are as specified for the Ashipu.

7.1.6.1 Vestments

The robes of the Qadishtu Mah are red and green. If Ashipu exist, the higher the rank the greater the percentage of green worn. If not, those who stress exorcism increase the percentage of red, those who stress healing increase the green.

7.1.7 Qadishtu

Cost to Learn — 150

This class specializes in the use of music and dance in the practices of the faith. The class is restricted to female members. Males who wish to enter it, rather than become a Kalu, roll their **maximum EL as a Dancer**×5 on D100. All factors except vestments are as specified for the Kalu except the entertainment skills gained are not restricted to knowledge of musical instruments. In all cases, the first entertainment skill selected must be Dancer.

7.1.7.1 Vestments

The robes of the Qadishtu are varying shades of brown, especially tans. The higher the rank of the member, the lighter the robes and the finer the material they are made of.

7.1.8 Tariti (Allani)¹

Cost to Learn — 200

The Tariti are specialists in sacred temple rites, ritual eroticism and other skills. All members are female. In certain societies (L’p’nth and Clima for example) they rule the temple and the Urigallu are little more than clerks and administrators. In others (Shurikal and Kacili) they are unimportant sacrificial victims. In general, the more Patriarchal a society is, the less important this class is.

7.1.8.1 Vestments

Members of this class are robed in white. The higher their rank, the purer the shade of white worn and the finer the material used, i.e. the Tariti Ai wear a coarse white linen that is almost gray, the Tari Mah wears pure white vestments of the finest silk.

7.1.8.2 Starting Skills

Eroticism plus the skills listed for the Qadishtu. Members of this class may not practice any form of wizardry. They may not learn rites of exorcism.

7.1.8.3 Magic Knowledge

The powers available to this class will be described in section 7.3.8.

7.1.8.4 Wealth

Their starting wealth is not increased. Their salary equals **Rank squared+Appearance CC** per month in societies where their function is not dominant. In other societies, it is as specified for the Urigallu and Urigallu income is decreased by 90%, i.e. a Rank 10 Urigallu gets 12GC and 1SC per month instead of 121GC.

7.2 Priests in Society

7.2.1 Setting Up a Nation’s Faith

The underlying rationale that drives a nation’s religious belief is generally, in early societies, found in how they interact with their environment. This includes their most important survival methods, the way they interact with other peoples and internal social dynamics. To judge which gods in a given court are dominant, these factors should be weighed.

An example of this is the Fomorian Empire, specifically the island of Fomoria. They worship the Court of Ashur. Because the pre-eminent facet of their culture is their control and utilization of the sea, for protection and trade, their great god is Enki. Because they built their empire through violent expansion, and are a major military power, they also have large temples worshipped Inanna, her secondary gods (T’aritu and Mushru) and Vahagn. Their emphasis on legal action and devotion to the law are the center-point of their worship of Ashur, though he is also a god of power and war. The needs of their people for food and other goods gives them increased incentive to worship both Inanna and Taritu. On a mountainous island with ready access to the

seas and little arable land, the fertility and optimum utilization of what arable land is present is critical. This is especially true among the common people.

Thus, on the island of Fomoria we find that Enki is the god all worship while Inanna, Ashur and Vahagn (in that order) are worshipped extensively by various fractions of the population. Inanna is most favored by soldiers and the common people. Ashur is the god preferred by those in government, the legal profession, officers and most intellectuals. Vahagn finds a good deal of support by individuals, across the spectrum of society, who are concerned with power and adventure. His most common worshippers are mercenaries, sea traders, high-risk merchants and the more active and forceful followers of Ashur. The other gods of the court find their importance in their relationship to these four major gods. They receive worship as much for their connection to a greater godhead as they do for their own divinity, in the society as a whole. Each has a certain strata of society that considers them to be patrons or protectors and therefore grants them worship. None are worshipped with the pageantry and emphasis that is given to the “big four”.

7.2.2 Ranks of the Priesthood

Priests are ranked from Rank 0 (the lowest) to Rank 10 (the highest). This applies to all faiths. The meaning of the various ranks are listed in table 7.1.

EXAMPLE — The titles listed are appended to the class name. Thus, a rank 9 Baru priest is a Baru Lama, a rank 2 Kalu is a Kalu Cai, a rank 6 Ashipu is Ashipu Hora, a rank 7 Qadishtu Mah is a Qadishtu Ma’Inai, etc.

EXCEPTION — The Mashmashu only use their full name when they refer to the class as a whole. For personal rank the term “Mashu” is used, i.e. a rank 4 Mashmashu is a Mashu’Ea, rank 10 is Mashu’Mah.

A rank 10 Qadishtu Mah is the Qadishtu Mah. All other ranks append the rank title to the word Mah, dropping the “h”, to get their full title, i.e. rank 2 is Qadishtu Ma’Cai, rank 8 is Qadishtu Ma’Kah.

Finally, at ranks 6 and up, the Tariti delete the “ti” from their name in forming their title. Thus, a rank 7 Tariti is Tari Inai and rank 9 is Tari Lama. The same is true of Allani, i.e. a rank 7 Allani is an Alla Inai.

7.2.3 Station and the Priesthood

Historically, advancement in the priesthood had a great deal to do with the power and station of a priest’s family. The sons of noble houses rapidly achieved high rank. Others, possibly more deserving, spent their lives as village priests despite their ability. The rules listed in table 7.2 reflect this factor.

7.2.4 Acceptance Chance

The chance of being accepted into the priesthood equals:

$$W + Em/2 + \text{Acceptance Modifier}$$

Where the class you wish to enter concentrates on magic or healing, Will may be replaced by Intelligence. Where it requires dancing or musical skill, Agility or Dexterity may be used in the place of Will. These are the only modifications allowed.

¹In Chaotic temples this class is called the Allani instead of the Tariti. The title Tariti is derived from the Law Goddess Taritu. The title Allani is from the Chaos Goddess Allatu.

Table 7.1: Ranks of the Priesthood

Rank	Title	Equivalent	Special
0	Ai	Acolyte	Acolytes are restricted to their temple, and the surrounding area. This restriction is often relaxed for the Cai rank.
1	Bana		
2	Cai		
3	Dama	Priests	Lesser priests who serve as in major temples or as priests in rural areas. Those with potential and Fama rank usually serve in major temples.
4	Ea		
5	Fama		
6	Hora	Senior Priests	Important priests who serve as major temple leaders, important missionaries or as the Abbots of monasteries in villages. small cities or rural areas.
7	Inai		
8	Kah	Bishop	A major leader of the class. Often in charge of training, temples of minor gods, small cities or rural districts.
9	Lama	Archbishop	Among the chief elders of the class. Rarely found outside of major temples or monasteries.
10	Mah*	Cardinal	The leader of the class in the nation, i.e. the single most important churchman of that type. Only found in the largest temple of the faith in the nation.

*The Urigallu Mah of a faith is its spiritual leader. His title is Sangu Mah. In faiths where the Taritu dominate, the Taritu Mah rules the faith as Sangu Tari Mah or Sangu Alla Mah depending on the type of faith.

If your attempt to enter fails you may try at a lower class level. You may never attempt to enter at the same or higher level as your failure. If your final failure is at the third level, your character may not start as a Priest. His only option is to win favor in play and be admitted for training as a result.

7.2.5 Starting Rank

A Character's Starting Rank in the priesthood is determined as in table 7.3.

To the rank listed, add **Station/3** rounded down. This is your final rank. If it is less than zero, you were admitted but failed to become a priest because of incompetence, poor attitude or some other reason. They bounced you.

7.2.6 Promotion

A Character's rise in the ranks of the Priesthood is determined with a yearly roll of **2D10**. This roll is modified by the basic promotion modifier and the modifiers listed in table 7.4.

Table 7.2: Initial Station Table

Station	Level of Class*					
	Acceptance Modifier			Promotion Modifier		
	I	II	III	I	II	III
0	-30	-15	-10	+4	+2	+1
1	-20	-10	-5	+2	+1	0
2	-10	-5	0	+1	0	0
3	5	0	5	0	0	-1
4	0	5	10	0	-1	-2
6	5	10	15	-1	-2	-3
10	10	15	20	-2	-3	-4

*The level of the various classes varies with the basic alignment of the faith. For LAW religions the levels are:

I Urigallu

II Ashipu, Baru, Qadishtu Mah and Tariti

III Kalu, Mashmashu and Qadishtu

For CHAOS religions the following levels apply:

I Urigallu or Allani**

II Ashipu and Mashmashu

III All others

ELDER religions use the following levels:

I Urigallu, Qadishtu Mah and Ashipu

II Kalu, Mashmashu, Qadishtu

III Baru and Tariti

Certain KOTOTHI faiths (Shurikal for example) vary from standard Elder practice as follows:

I Urigallu and Mashmashu

II Ashipu and Baru

III Kalu Qadishtu Mah, Qadishtu and Tariti

** If the nation is matriarchal, the Allani rule and the Urigallu are level III. If the nation is strongly patriarchal, the Urigallu rule and the Allani are level III. If neither applies for a Chaos nation, the table is used as is.

Table 7.3: Starting Rank

W+Em	Rank
3-25	-1
26-50	0
51-80	1
81-120	2
121+Up	3

To determine whether a Character is promoted add all of the applicable promotion modifiers to his Next Rank times TWO. The result is a number that he must roll HIGHER than with **2D10**.

EXAMPLE — Laran Shovan is a Mashu'Lama of Ashur in the city of Pelara. During the year he has gained a net modifier of -3. His personal modifier is -2. To be promoted to Mashu'Mah he must roll, $20 + (-3 + -2)$, higher than 15 on **2D10**.

After a promotion is received, new promotions are less likely for a period of **6-Original Station** years, or one, whichever is greater. During this period, the next rank is multiplied times THREE in the formula above instead of two.

EXAMPLE — An Ashipu Bana was just promoted. His original

Table 7.4: Promotion Modifiers

Item	Yes	No
1) Has been actively performing his duties (at least one week a month spent on church business).	0	+3
2) Has come to the attention of higher ranking priests, favorably.*	-2	0
3) As 2 except to his disfavor.*	+2	0
4) Has been a driving force behind a major victory for the faith.*	-3	0
5) Held responsible for a major defeat for the faith.*	+4	0
6) Popular with the people.	-1	+1
7) Popular with secular rulers of the area.**	-2	0
8) Disliked by the secular rulers of the area.**	+2	0
9) Noted for piety, dedication and/or combatting the enemies of the faith.*	-1	+1
10) Possesses secondary skills that are of value to the faith, i.e. skills not gained through the priesthood.	-1	+1

*These factors continue to the Character's benefit or detriment, for **1D6** years after they are earned, at $\frac{1}{2}$ the value above rounded up.

** These factors apply at full value as long as the Character is in the area and the feelings of the local rulers remain the same.

NOTE — *Determination of when these factors apply is left to the Referee and is based on the Player's use of his Character in play.*

station was three. For the next three years he will triple rank in attempting to become an Ashipu Cai. The base number is 9 instead of 6.

IMPORTANT — Character's do not automatically have a chance to be promoted. Beyond Rank 4 there must be a vacancy to be filled or a new posting, requiring additional rank, that he is being considered for. The chance that a Character can be promoted is determined rolling **1D10**. If the roll is greater than or equal to the New Rank+his Promotion Modifier for original station, he has a chance. Regardless of modifiers, if the roll of **1D10** is a 10 the Character is automatically considered for promotion. There is always a chance, even if you were born a serf.

7.2.7 Multiple Training

A starting character with sufficient rank to be considered a Priest (rank 3 or higher) can train as a member of another class, serving a lesser god than his primary god. This requires the following:

- Sufficient rank.
- Existing skills that would be worthwhile to the class of Priests you wish to join in the performance of their duties.
- An acceptance roll with $\frac{1}{2}$ the normal chance of acceptance before the acceptance modifier is added.
- Enough expertise points to buy the skill.

If all the above is done, the character will start with $\frac{1}{2}$ the rank determined for his primary priest class, rounded down. If he is not accepted, he may not have more than one class.

NOTE — *In general it is best to refrain from trying for multiple specialties until the character is established and has made connections within the temple. It is more fun to win something in play than to simply throw dice for it.*

7.3 Magic for Priests

7.3.1 General Rules

The general rules for trained magic use apply for all Priests when they draw power from their Casting Ability. When they draw the power of a spell from their Energy Level, the rules for Innate Magic apply.

Unless specified otherwise above, a Priest's Starting **EL** in any magic spell that he knows equals his Starting Rank divided by 2, rounded down. His Starting **MEL** is based on Current Will for all classes except Mashmashu (Intelligence), Qadishtu Mah (Empathy) and Tariti (**Eloquence+Empathy**)/2.

The maximum **EL** a Priest can attain in Priestly magic equals: **W+Em+MEL divided by 15**, round down.

If a Character has Supernatural Will and Empathy he is a Natural Priest. All rules applying to Natural Magicians apply in his use of Priestly magic.

7.3.2 Basic Powers

The spells listed in this section are those that all priests can use after they have completed their training (*See table 7.5*).

Table 7.5: Basic Powers Table

Roll	Spell	Mana Cost	Source
01-20	Bless	1	CA
21-40	Healing	1	CA/EnL*
41-60	Insight	2	CA
61-75	Detect Evil**	2	CA
76-90	Presence	2	EnL
91-100	Purification	2	CA

* Priests of the types devoted to the Healing Arts may have special healing powers that are drawn from either Casting Ability or Energy Level. These will be covered in the appropriate sections.

** Evil as defined by Priests equals the enemy alignment. For Law: it is Chaos, and vice versa. For Elder it is the Kotothi, if Sidh oriented or whichever force is the greatest danger in the area. The Referee must determine that for the area.

7.3.2.1 Basic Spell Descriptions

The descriptions that follow detail the six basic spells that all Priests can use. Variations to these rules may occur based on the Priest's type. Where such is the case, the rules listed for the type have precedence over these basic descriptions.

Bless

When a Priest lays a blessing on an individual he may grant a temporary increase to a characteristic or give combat advantages for attack or defense. The amount of improvement to the blessed's **OCV** or **DCV** equals the Priest's **EL+1**. His advantage for blessing a characteristic equals his **EL+1**

times TWO. The duration of the Priest's blessing is a number of days equal to his **EL+1**. To bless a person the Priest must touch him and the person must be willing to accept the blessing.

If a Priest pays double the normal mana requirement, he can lay conditions on his blessing. This lets him limit the use of the blessing to uses that are in the interest of the faith. He may also pay double mana to double the duration. Per increase cost paid, the number of days the person is affected is doubled.

EXAMPLE — An **EL4** Priest blesses a soldier with Strength, +10. This lasts five days and costs nine mana. If he pays eighteen, it lasts ten days. Twenty seven points gets him twenty days. If he chooses to limit the blessing with conditions, he doubles the amount paid for the duration given. If he grants the blessing for twenty days, cost twenty seven, the total cost of the blessing is fifty four mana.

Healing

As for the Wizardry spell of the same name.

Insight

This spell is a limited form of Shamanic Soul Sight combined with an Elf's ability to perceive the intent of others. Successful use of the spell gives the Priest the following information:

- 1) The basic attitude of the person.
- 2) The person's orientation, i.e. Law, Chaos, etc.
- 3) Whether the person has supernatural powers of any kind and, if so, the orientation of those powers.

A Priest who uses this power successfully gets the information above. In addition, he may add twice his **EL+1** to his Influence Chance in talking to this person if the person is not hostile to him.

Detect Evil

As for Mana Reading. The Priest must be actively searching for Evil. When he is, he finds that which is within his range and gets an indication of how strong it is.

Presence

Presence has two effects. First, it grants the Priest an increased chance to influence others (**EL+1**) and an increased **DCV** in physical combat, (**EL+1**)/3, rounded up.

Second, successful use of presence has a chance to repel enemy aligned forces. The maximum **MDV** that can be affected by this equals the Priest's **EL times 5**. Those who can not be affected ignore the spell. Others use their **MDV** to resist it. The **BL** on the Magic Table equals the Caster's **EL+one half his MEL**, rounded up. Success means that the target affected cannot approach within **BL** inches of the caster. If he is already within that range he must flee out of the radius of effect. While doing so, he can do NOTHING else. He must move directly away as fast as possible.

EXAMPLE — An **MEL8/EL6** user of this spell affects a Demon. The Demon must stay at least 6 inches away from the Priest for the entire duration of this effect. If he was within 2 when the spell succeeded, he must flee immediately.

DURATION — **EL+MEL** in turns.

Purification

Priestly Purification grants the advantages specified in P & P. It also repels supernatural forces hostile to the caster's alignment. The rules specified for Presence apply here as well. Those forces who are too strong to be repelled are infuriated. They will go to any lengths to defile the blight on their land and slay its creator.

RANGE — **EL+1** inches (*A diameter with the caster created focus at its center.*)

7.3.3 Urigallu Magic

In most societies, Urigallu are the masters of the temple. As the administrators and main celebrants of the faith, their magic is dedicated to the greater rituals of the faith. As they are also masters of temple forces and church law, they wield powers to find truth and administer church law. They are the Master Shepherds who give faith and justice to their flock.

In the spell table below, spells are marked with an R or a C. Spells marked with an R are ritual spells that require preparation and the proper environment. Spells with a C are castable using the normal rules for casting magic.

Table 7.6: Urigallu Spell Table

Roll	Spell	Cost	Type
1	Blessed Truth	2	C
2	Ceremony	8	R
3	Curse	6	R
4	Judgment	4	C
5	Command	3	C
6	Hidden Truth	5	C

7.3.3.1 Spell Descriptions

Blessed Truth

Unlike other Truth spells, the person affected by this spell remains completely aware. He is not compelled to speak truth in any way. However, if he lies, he can be in BIG trouble.

There are two forms of this spell that the Priest can use. The first, cast at the cost above, grants him a chance to tell when someone is lying to him. This chance equals:

The Priest's Will+(EL×5).

If the roll succeeds or partials, the Priest is aware of the lie. If it fails, he believes the lie to be truth.

This spell can also be cast at TRIPLE normal cost. When this is done, the Priest can impose a minor curse on the affected person. In this case, whenever the person lies the curse strikes him. This automatically occurs with any lie the person may tell. The types of curses that can be tied to this spell are nervous twitches, boils, minor disease symptoms (vomiting, sneezing, etc.) and other such things. In all cases, the curse ends when the spell ends and leaves no lasting damage.

Blessed Truth can only be cast in the second manner described above when the Priest is on ground purified for his alignment by Priestly magic. It is not usable in any other situation.

Ceremony

The term Ceremony defines basic forms of ritual worship that a Priest engages in. All such rites require preparation of materials, purification and a prepared altar and/or sacred ground. The forms a ceremony can take are:

- A) **Worship** — Worship of the deity to give praise. Rites used vary from simple prayers to complex festivals.
- B) **Placation** — Rites intended to appease the anger of the deity and renew the ties between the deity and the people.
- C) **Dedication** — Special services dedicating a person, place or thing to the service of the deity. These ceremonies are the holiest rites of the church. They are always performed with the greatest care. Good examples of such ceremonies in our culture are Marriage, Ordination of a Priest, Confirmation and Baptism.
- D) **Holy Observances** — Major rituals celebrating high holy days and other periods of significance. These ceremonies always require the services of other types of Priest in addition to the Urigallu present.
- E) **Funerals** — In a fantasy world, with evil spirits under every rock and twig, giving the fallen a proper funeral is very important. Basic funeral rites are done by a single Priest. More complicated rituals, appropriate for heroes and the society's elite, require the aid of other types of Priests and elaborate preparations.

The relevance of ceremonies depends on the significance that the Referee places on the supernatural and religion. In all cases, the effect of a given ceremony varies with the power of the Priest celebrating it. The base chance that a benefit is gained, if one is requested, equals the caster's **EL**×5. The benefit granted is determined by the Referee. The factors of importance, each weighted from +20 to -20, in deciding what is done are:

- A) How fitting is the request?
- B) How frequently does the person who will benefit ask for aid from the Gods of that court?
- C) Does the Priest perform the ritual correctly?
- D) What environmental factors, if any, predispose the god to a friendly or unfriendly response?

Fittingness is a measure of the desires of the deity. Where the request asked is a function, interest or power of the deity, the deity will be more likely to grant the request. Where it runs counter to the deity's power, function or interest, the deity will be more likely NOT to grant the boon asked.

Frequency is a measure of how dependent the Character is on divine intervention. The more a deity is asked for aid by a given individual, the less likely that the deity will grant the request.

If the Priest rolls SUCCESS on his spell roll, the full **EL**×5 benefit is gained. If the result is PARTIAL SUCCESS the benefit equals the Priest's **EL**+His Rank. If a FAILURE results the Priest's **EL** is subtracted from the chance of success.

For environment, the more sacred a place is to a deity, the more likely that deity is to hear a request. The more it is opposed to the deity, the less likely that deity will respond.

EXAMPLE — Jeina of Asidan wants a blessing before going to A'Korchu. She seeks aid from the Priests of Inanna in the city of Fomoria. As she states her willingness to serve, they perform a ritual of Confirmation on her in the Temple of Inanna and beseech the goddess' aid for her newest warrior. Jeina is a faithful worshipper of Inanna who frequently asks for aid and is sometimes offensive when it appears that she will be refused. The factors weigh out as follows:

- A) **Fittingness** — Granting aid against servants of Abaddon's court is fitting. (+10)
- B) **Frequency** — Jeina often asks for aid and can be a petulant child when the goddess withholds it. These factors are bad. Her attitude and her tendency to lean on divine intervention make this factor a minus. (-20)
- C) **Performance** — The ritual is performed by a rank 5 Urigallu (**MEL7/EL3**). In this case, he achieves a Partial Success for a small plus. (+8)
- D) **Environment** — The ceremony is performed in Inanna's most sacred temple. She is more likely to grant the request because of this. (+20)

To determine the chance that the request is granted, total the factors assigned. The result is the percentage chance that the deity bestows the benefit requested. In our example, this is an 18% chance of a boon being granted.

As Referee, you may modify the final chance determined as the campaign situation demands. The rule above is a guideline to give you an idea of the probability of success. You may wish to modify it and include other negative factors.

EXAMPLE — Gods have a tendency to be temperamental. To reflect this, a request roll that fails by more than 50 can result in angering the God. The effect of this can be anything from no further help from that God for a substantial period of time to a bolt of lightning between the eyes. The response in this case is varied by the nature of the God who is angered and the game situation at the time.

Curse

Curses cast by Priests are generally meant to affect the victim in the afterlife. An example is Excommunication. Where a Priest desires a more immediate effect, he must cast this spell at double its normal casting cost. If this is done, he can achieve any effect as specified for Curses under Permanent Magic in Powers & Perils.

Judgment

This spell is intended for use in church trials. If it succeeds, the caster becomes aware of EVERY crime that the person affected has committed against the God that the Priest calls on. Cast at double cost, it grants this awareness for the God's entire court. Cast at triple cost, the knowledge is gained for the God's entire alignment.

For this spell to operate, the victim must be willing OR prevented from resisting. The rites demand that he be relatively motionless while his Judgment is read. In most societies where this spell is used to any great extent, refusal to undergo the rite is the same as an admission of guilt.

Command

With this spell the Priest uses his power to force a person to perform an action the Priest wishes him to do. Unlike other spells of this nature, the victim has a choice under this spell.

If he makes a Will roll, the victim may flee rather than obey the command.

Targets who worship the God called on by the Priest have a +20 chance of the spell working on them and a -20 subtracted from their Will if they choose to resist the order. The commands possible with this spell are limited to things that can be performed immediately, i.e. with ten seconds of effort or less. If desired, the spell can be cast to have a greater effect. In this case, it must be cast on purified ground and the target must be willing or restrained. When this is done, the casting cost is tripled and no Will roll is allowed to resist its effect. Success at this level places a Geas on the victim as specified in Powers & Perils.

RANGE — **EL** (*If the **EL** is zero, the Priest must touch his target.*)

Hidden Truth

A Priest who successfully casts this spell on himself can't be lied to easily. His chance to detect the unstated truth behind any statement equals his **Em**+(**EL**×5) if the speaker makes an Influence roll to conceal the fact that he has hidden something. If the speaker does not succeed on this roll, the Priest automatically learns the full truth.

This spell does not place the Priest or any speaker in any kind of trance. Both are fully aware for its entire duration.

RANGE — **EL**+1 (*The maximum distance between the speaker and the Priest.*)

DURATION — (**EL**+1)×10 (*The number of minutes that the spell remains in effect.*)

7.3.4 Ashipu and Qadishtu Mah Magic

These Priests are the guardians of the faith and the faithful. Their purpose is to heal the faithful and destroy their enemies. Their magics center around advanced healing arts, exorcism, rites of banishment and powers of both defense and attack. Against their enemies, they are a force to be feared. They are the Shield and Sword of the Faithful.

7.3.4.1 Ashipu/Qadishtu Mah Powers

The table below lists the major powers available to Priests of this class. They are divided, in the table, between Offensive Powers and Healing Arts. The section following the spell descriptions explains the relevance of this distinction.

7.3.4.2 Spell Descriptions — Healing Powers

Healing Hand

This spell is a special power of these classes. It heals **1D10**+**EL** hit points when a success occurs. A partial success, using the rules for normal skills, heals **EL** hit points. All persons who are affected by this spell are immune to infection for 48 hours. They also have the normal benefits to future Healing rolls, as specified for the Healing spell in Powers & Perils.

Under no circumstances can the Priest use this spell on himself. It may only be used on those aligned with his alignment or those with no alignment. If it is attempted on persons who are tainted with evil, as viewed by the Priest's alignment, both the Priest and the person to be affected suffer damage equal to the number of hits that would have been healed by Success.

Table 7.7: Ashipu/Qadishtu Mah Spells

Healing Powers		
Spell	Mana Cost	Source
Healing Hand	3	EnL
Dispell/Banish	3	CA
Regrowth	5	CA
Energy	6	CA/EnL
Negate Poison	6	CA
Negate Magic	7	CA
Exorcism	8	CA
Offensive Powers		
Spell	Mana Cost	Source
Repel Evil	2	EnL
Paralyze Enemy	3	CA
Purifying Lance	5	CA
Inner Revelation	5	CA/EnL
Absorption of Evil	8	CA
Dispersion	10	CA
Damnation	15	CA*

*This spell requires a complex ritual and other items to be used. It is not usable in day to day adventuring.

Dispell/Banish

As listed for the spell of the same name in Powers & Perils. This spell may only be used on supernatural forces of the enemy alignment.

Regrowth

This spell is used to cure permanent physical damage of many kinds. The basic cost specified is used when the spell is used to heal permanent losses to a Character's characteristics. Per success, a number of characteristic points equal to the Priest's **EL**+1 are healed.

In campaigns where the Referee allows permanent, debilitating Injuries, i.e. lost arms, eyes, etc, this power can be used to heal the damage suffered. The Casting Cost is tripled. Each attempt to use the spell in this way takes one day per normal phase required to cast the spell. If the spell succeeds, the injury is cured if the Priest rolls ten times his **EL**+1 or less on **D100**. Per additional successful attempt, if this roll fails, this chance is doubled. If the person to be affected is tainted with evil, as viewed by the Priest's alignment, the spell can't succeed.

EXAMPLE — An **EL3** spell is cast to regrow an arm. The Casting Cost is 33 (11×3). The Priest has a Casting Speed of 4. After nine days working this spell, there is a 40% chance that the arm is regrown. If it is not, another nine days of effort will yield an 80% chance.

Energy

This spell is used to return lost energy to others. Cast from the Casting Ability, it returns **2D6**+**EL** points to the affected person. Cast from the Energy Level **2D10**+**EL** points are returned with a minimum gain equal to the **EL** cast times two.

This spell has the use restrictions specified for Healing Hand above when it is used from the Energy Level. If it is being used from the Casting Ability, the Priest may heal himself but must obey all other restrictions. Damage suffered as a result of misuse of this spell is a number of

points subtracted from the Energy Level of the Priest and his intended target.

Negate Poison

Success or Failure will negate the effect of any Poison with a **BL** less than or equal to $(\mathbf{EL}+1)\times 2$. If the **BL** is higher than this value, a Success must result for the poison to be negated. If it is, it has no further effect but any effects suffered to that point are retained until normal recovery occurs. When Success is required, the Poison is allowed to use its **BL** as for **MDV** in resisting negation.

Negate Magic

This spell operates against evil magic, as defined by the religion, only. It can be used to negate a spell being cast if the Priest's Casting Speed is at least equal to that of his enemy. The effect, in this case, adds the **EL** $\times 2$ plus the Priest's **MDV** to the enemy's roll for success. If Success does not result, the spell is negated completely.

EXAMPLE — A Wizard is casting Lightning at a Priest's bodyguard. The Priest (**MDV**20) responds with **EL**3 Negate Magic. He succeeds with this spell. This requires the Wizard to add 26 to his roll in addition to the **MDV** of the bodyguard.

Exorcism

As specified for the Shamanic spell of the same name in Powers & Perils.

7.3.4.3 Spell Descriptions — Offensive Powers

Repel Evil

The Priest has the power, when concentrating on doing so, to repel forces of the opposite alignment. To be affected the enemy must be within range and have an **MDV** less than or equal to that determined with the **MDV** Limit formula. If either case is untrue, the spell has no effect. Use of this spell is obvious. While it is being employed the caster has a certain radiance about him, the greater the **EL**, the greater the radiance exhibited.

Persons repelled by the spell must flee from the Priest for a set number of phases. After this period ends, they can't enter his radius of effect as long as his spell remains in force. Those whose **MDV**'s are too high to be repelled must add the Priest's **EL** to all attacks that they attempt, magical or physical, while they are in his effect radius.

MDV LIMIT — $(\mathbf{EL}+1)\times 3$

RADIUS OF EFFECT — **EL** (If the **EL** is zero the effect applies if the enemy tries to touch the Priest.)

DURATION OF FLIGHT — $(\mathbf{EL}+2)\times 2$

DURATION OF EFFECT — $(\mathbf{EL}+1)\times 3$ (The number of turns the power remains in effect. Can be recast, without chance of failure, at full cost. This will increase the duration by $1/2$ the duration above, rounded down.)

Paralyze Enemy

To use this power the Priest must touch his enemy. If he does, and the enemy is of the enemy alignment, he is paralyzed by success. See Paralysis in Powers & Perils for details.

After casting the spell the Priest has a number of phases equal to his **EL**+1 to touch the enemy chosen. He must

score a hit or better in combat to do so. If the victim does not have a shield, a shield hit counts as a hit.

Purifying Lance

The effect of this spell is intensely variable. In essence, the Priest forms and casts a lance of his deity's power into the soul of his adversary. If the spell succeeds, a roll must be taken on the Combat Table using the **EL** $\times 2$ as the attack line, i.e. **EL**2 is line +4, **EL**7 is line + 14. The Referee will adjudicate its affect using the table below:

Table 7.8: Purifying Lance Effect

Hit Type	Effect of Power
Deadly	Target killed, converted or taken by the god, depending on the god's nature.
Severe	Target suffers major damage, is dazed or has a curse laid on him.
Hit	Target takes minor damage or fights under tactical disadvantage for a while.
Shield Hit	The spell has very little effect. Inflict subdual damage equal to the Priest's EL on his enemy.
Miss	As for a Shield Hit. If the roll exceeds the Priest's Hit Chance by more than 25, he suffers the subdual damage instead of his target.

Inner Revelation

This spell is akin to the Knowledge spell. It may only be applied to gain Priestly spell knowledge or Scholarly knowledge associated with the Priest's faith. The effect of this is as for the Knowledge spell in Powers & Perils. When the caster has access to purified ground, and a subject who is willing or confined, he may use this spell on others to gain knowledge about them. Used in this way, the Casting Cost is tripled. If the spell succeeds, the Priest learns **EL** $\times 20\%$ of what there is to know about the target. At **EL**5 and up, he learns all there is to know about that person's life history. In addition, he can gain some knowledge of his goals, subconscious fears, etc. At **EL**10 and higher, he gains all of this and can also learn something of his soul's past lives or other arcane knowledge. This can be a very powerful spell in the hands of a skilled practioner.

Absorption of Evil

The Priest sets himself as a barrier against evil. All evil magic or beings that enter his radius of effect are diminished by his power. He absorbs their vile essence into himself to preserve others.

The number of mana or energy points that the Priest can absorb in any one turn (four phases) equals his **EL** $\times 2$. When this value is exceeded, he can absorb additional amounts each phase equal to his **EL**+1. All points absorbed at this level reduce his Energy Level by the amount absorbed. If his Energy Level reaches zero, he dies. Any that are absorbed beyond his limit are applied to the death chance set below. The power remains in force for the Duration set below. It must remain in force for the entire period and can't be dispelled. It will affect any evil creature who enters its radius of effect. The Priest must take something from all such creatures.

IMPORTANT — In absorbing, active mana is taken before energy unless the target uses magic naturally. If the target is a normal wizard, the Priest must drain his Casting Ability before he can attack his Energy Level.

MAXIMUM DRAIN — **EL+1** (*The most that can be taken from any one individual.*)

MINIMUM DRAIN — **EL/2**, round up (*The minimum amount that must be taken from each enemy in range.*)

RADIUS OF EFFECT — **EL+1**

NOTE — *Instead of taking energy or mana, the Priest can use the power to inflict subdual damage. If he does so, no armor counts against the damage caused. However, the effect specified above is reduced by 50%, rounded down. Finally, in draining mana, mana being cast into a spell is always drained before dormant mana in the Casting Ability.*

7.3.5 Mashmashu Magic

Mashmashu are trained wizards who use their power for the good of the faithful. They learn their wizardry and gain advantages where the powers used are drawn from the essence of their chosen god. They are the Lance that drives through the heart of the faith's magical enemies. Their purpose is to vanquish the magics of evil for the good of all.

Magic, as done by the Mashmashu, is wizardry. They have the basic powers listed for all Priests previously. In addition, they may learn any spell of their alignment and wizardry general skills. For those spells that are drawn from the power of the God that the Mashmashu serves, the following special rules apply:

- A) The Priest casts the spell at one **EL** higher than his current **EL** at no additional cost, i.e. if a Priest has **EL2** he casts the spell at **EL3** paying the cost normal for **EL2**.
- B) Casting Speed for all spells derived from the God is as specified for Natural Magic users (**MEL+EL**). If the Priest is a Natural Magic user or Priest, his casting speed is twice that normal for Natural Magic users, in this case only.
- C) No abysmal failure is possible when using these spells UNLESS the Priest is in disfavor with his God for some reason.

7.3.5.1 God Spells

The spells derived from a given God's power can be derived from the attributes given him in the Site Book in Perilous Lands, a Powers & Perils supplement. Final ejudication of which spells receive the benefits above is left to your discretion. The example below, for Inanna, should give you an idea of how to go about making this decision.

EXAMPLE — The attributes of the Goddess Inanna are described, in the Site Book, as: INANNA — The Star of Lamentation, Courtesan of the Gods, Patron of Priestesses, Lady of Resplendent Light, Goddess of Battles, Mistress of Fertility and Sterility, Lady of Beauty and Charm, She who commands fear in men, She who brings to life and sends to death, Mourner in the Winter, the Questing Goddess, The Warrior Queen.

Given this description, it can be seen that Inanna is a very powerful Goddess. Her main powers lie in Light and Life. She grants Mashmashu increased effect with Light Powers, Revivification and Resurrection. She may also grant a bonus for Might

because of her position as a Goddess of Battle. At the Referee's discretion, favored servants could gain Luck in battle, increased Appearance, Eloquence and Empathy and enhanced abilities in Tracking when they are on a Quest in service of Inanna. There are many possibilities with a Goddess of this power. As Referee, in this case, you may assign disadvantages in the winter or other problems based on the darker side of her nature.

7.3.6 Baru Magic

Baru priests seek to divine the will of the gods for the good of the faith. They have great powers of Divination and magics that grant them a degree of Prescience. They are the Eyes of the Faith, finding its path into eternity with their rites.

7.3.6.1 Baru Spells

Baru magics are not intended for combat. The sole purpose of this Priest is to divine the will of his gods and assist in seeing that their will is done. They are mystics, not combat-oriented Priests such as the Ashipu and Mashmashu. Their spell knowledge reflects this fact.

Table 7.9: Baru Spells

Spell	Cost	Source
Awareness	1	EnL
Questing Sight	2	CA
Divination	3	CA
Knowledge	3	CA/EnL
Divine Vision	6	CA
Vision Trance	8	CA/EnL

7.3.6.2 Spell Descriptions

Awareness

Baru Priests receive training that, through meditation and other metaphysical skills, seeks to make them one with the world around them. Mastering this is important to any future prowess they may have in the arts of divination. To understand why this is important, realize that in many forms of divination the diviner is responding to signs and portents that exhibit themselves in the world around him. This given, his ability to develop a feel for his immediate environment is critical to his success at divination.

To use this talent the Priest must state that he is doing so. Per **hour** he is doing so, he expends **12–EL** energy points. When the power is used in this way, the a Priest increases his Empathy by **(EL+1)×5**. He will also have a chance equal to this increase times two to detect ambushes and other surprises that can give detectable clues before they strike. This allows him to give warning or react to the threat.

EXAMPLE — A Priest has **EL3** in this. One hour of its use costs him nine energy points. While affected his Empathy is increased by 12 and he has a 24% chance of detecting surprise occurrences before they strike, i.e. he hears the twig snap under an ambusher's foot, he senses the minute crack in the ceiling above that indicates a deadfall trap, etc.

Use of the power as specified above does not entail any casting cost, the wish to do so is sufficient. Regardless of

EL, the minimum cost to attune oneself in this way is one energy point per hour.

This spell can also be cast from the Energy Level in the conventional method. When this is done, the Priest places himself in a trance after stating to the Referee what specific influence he is sensitizing himself to. The influence chosen must be a specific class of thing, i.e. mana, animate life, supernatural beings, etc. While the spell remains in effect, the Priest is automatically aware of anything within his radius that fits within the class chosen. He will remain entranced for the minimum duration stated below. The maximum duration, in all cases, is ten times this minimum. Per minute, or less, that the Priest remains in this trance he must pay the casting cost for the spell.

IMPORTANT — As Referee, you may evolve other uses of this talent. Those above are only basic applications. Others can be mastered as you feel they are necessary or appropriate. For a use form to fit within this spell it must be something that heightens the Priest's awareness of his surroundings through meditational practices. The possible uses of this are virtually endless.

RANGE — $(EL+1) \times 3$ (*The Priest's range in hexes or inches*).

MINIMUM DURATION — $EL+1$ turns

Questing Sight

Use of this power allows the Priest to key himself to discover the whereabouts of a specific person or thing. To use this spell, the Priest must know the precise appearance of the person or thing or he must have something that has been in contact with the target sometime in the last $EL+1$ weeks. If either is the case, he will see the precise whereabouts of his target, i.e. its immediate surroundings, and learn how far away it is and in what direction it lies. The Referee will tell the player distance and direction and describe the surroundings. It is up to the Player to take it from there. Should the Player choose to do so, he may cast this spell at up to FIVE times its normal casting cost. Each increase of 100% taken doubles the range yielded.

EXAMPLE — A Priest uses $EL2$. His first attempt shows that his target is outside of his range. He casts the spell at five times normal cost, increasing his detection range from nine miles to forty-five miles. He sees his subject lost in the forest fifteen miles to the north.

MAXIMUM DISTANCE — $(EL+1)$ squared miles

Divination

As for the spell of the same name in Powers & Perils. Priests using this spell may subtract their Awareness EL in addition to the normal EL modifier.

Knowledge

This spell is one of the most important powers of the Baru Priest. His expertise gain varies with how he uses the power. The following categories apply:

A) **Used to Master Baru Skills** — When this spell is used to increase the Priest's ability in Baru Magic, Meditation or Scholarly skills associated with Divination he gains $2D6+EL$ expertise with each success.

B) **Used for Other Priestly Knowledge** — When the spell is used to gain knowledge from other classes of the the Priesthood, the normal expertise ($1D6+EL$) is gained.

C) **Used for Any Other Purpose** — If the spell is used to gain knowledge outside of that shown in the sections above the expertise gain equals the caster's EL . Except in emergencies, such use of the power is felt to be somewhat gauche by most Baru Priests.

At your option, you may allow other uses of the power when the Priest reaches higher levels of mastery. Examples are use of Knowledge as a more precise means of Divination, use of Knowledge to give expertise to others (if this is allowed, only knowledge that fits in category three above can be given in this way), etc.

All other parameters for this spell, include the restriction on the frequency of use, are as specified in Powers & Perils.

Divine Vision

This spell is only used on purified ground, preferably in a temple with other Priests monitoring the affair. In casting the spell the Baru Priest concentrates on a problem of importance and opens himself to the will of the gods, hoping to gain a solution to the problem. It is used to determine the best means of placating an angry god, how to overcome deadly adversaries of the god and, otherwise, for reasons of major importance. Use of the power frivolously can lead to the Priest's death. To determine the effect, determine the amount that the Priest makes or misses his roll on the Magic Table by and consult table 7.10

Table 7.10: Vision Effect Table

Amount	Effect
+50 and up	The god is completely open with his knowledge about the question asked. The Priest will get a definite response and the god is likely to give him some support in achieving his goal
+21–+49	The god favors the Priest and gives him a good response. He may, in the course of the mission, give the Priest signs to keep him from straying too far off his path.
–20–+20	The god responds. His answer is couched in riddles but, properly read, does contain knowledge of benefit to the Priest. At this level the god gives no other aid.
–21––40	The god is mitted. If he is whimsical, he may mislead the Priest to teach him a lesson. If he is deadly, or very peeved, he may visit some temporary disability or insanity on the Priest to teach him some manners.
–41 or less	The god is furious with the Priest. Depending on his attributes, the god will badly mislead the Priest, give him a permanent disability or strike him dead. When this result occurs there is no restriction on the severity of the response.

NOTE — A positive value on the table above indicates a roll less than or equal to the number the Priest needs to roll. A negative value is a number greater than the roll required.

Vision Trance

This power is used only in very serious instances when the Priest must have a precise view of the future for himself or some other individual. In casting the spell the Priest's enters into a trance in which he is comatose. While the trance lasts, he travels the future in spirit form. Per day in the future, ten minutes pass in the present. While in the future, he sees what is occurring for the person in question. The Referee gives this knowledge. It is up to the Player to determine a course of action based on the information gained.

DAYS FORWARD — $(\text{EL}+1) \times 2$ (*The number of days into the future that the Priest can travel before he must return to the present.*)

ENERGY LOSS — $20 - (\text{EL}+1)$ per day travelled

NOTE — *Spells that give the ability to see future time can be disruptive in play because of the parallelxes that they create, the pressure they place on the Referee and some Players tendency to use them as a crutch. In the case of this spell, the encounters are seen. Roll them out so the Player knows. However whatever the vision of the future seen, the Referee is under no compulsion to stick to it or change it unless the Players take meaningful, realistic action to avert their fate. Keeping this in mind will help you Referee and will compel Players to continue to play their role. They must use the vision in play, it is not a free ticket.*

7.3.7 Qadishtu and Kalu Magic

These Priests primarily assist other Priests to perform their most sacred duties. Through the power of music, dance and song, they enhance the effectiveness of their brothers. In addition to this function, these Priests have unique powers of their own that can be used to some effect. They are the Voice of the Faith who sing the beauty of the divine for all to hear.

7.3.7.1 Basic Powers

The major rites of these Priests are used in association with other specialists. Table 7.11 shows the basic spells available.

Table 7.11: Qadishtu/Kalu Spells

Spell	Mana Cost	Source
Spirit Blessing	2	CA/EnL
Blessed Sphere	3	CA
Ritual Music	5	CA
Punish/Satire	7	CA/EnL*
Sacred Bane	10	CA

*Only Sidh oriented or Druidic Priests may cast this spell through their Energy Level. They may only draw it from within when they are dying, as a last curse, or when they are damaged through some improper breach of hospitality.

7.3.7.2 Spell Descriptions

Spirit Blessing

This spell has the effect of Healing Light for replacing energy lost to disease, poison or soul-draining attacks of any

kind. The amount gained is divided evenly among all persons within the effect area. Any fraction resulting is rounded up.

If the target loses Energy as a result of an attack by a creature from the enemy alignment, he gains TWO energy points for every point of benefit received, i.e. if he gets four points of the effect he regains eight energy.

All parameters for range and effect are as specified in Powers & Perils for Healing Light. This spell, however, will NEVER grant any benefit to a member of the enemy alignment.

Blessed Sphere

The roll to affect enemies with this spell is taken each phase that it remains in effect. The spell creates an area that is hostile to the enemy alignment. This area will affect all supernatural members of that alignment each phase that it succeeds against them. It will also affect non-supernatural members to a lesser degree.

Supernatural members, those with a Contact Level, are affected by both Energy Loss and Damage. Other members are only affected by Energy Loss. While the spell remains in effect the Priest may not move and may not take ANY other action. His entire being is concentrated into his song.

RANGE — $\text{EL}+1$ (*The effect radius*)

DAMAGE — $\text{EL}/2$, round up (*Hit point damage taken by affected targets. This damage is only reduced by armor that is dedicated against Priestly magic.*)

ENERGY LOSS — $\text{EL}+1$ (*The number of energy points lost each time the target is affected.*)

Ritual Music

This power is used to enhance the performance of allied Priestly magic that is used within the Priest's effect area. The diameter of this area equals the Priest's $(\text{EL}+1) \times 2$. The modifier granted to the other Priest equals $\text{EL}+1$. This spell may only be used to support other classes of Priests in performing their magic. It may not be used to enhance Qadishtu/Kalu magic.

Punish/Satire

This spell is the most potent and rarely used ability of the Qadishtu/Kalu class. To use this power the Priest must be trained as both a Musician and a Singer and, after casting, must succeed with both entertainment skills. (*For a success to be recorded the Entertainment Table result, using the target's MDV/2 rounded up as the Audience Type modifier, must be a sixteen or less. For the spell to succeed the Priest must succeed with all three rolls.*)

The possible affects of this spell are infinite. To help handle this, follow the procedure below when it is used:

- The Priest states the EXACT effect he wants AND what crime, known to the Priest, is his reason. (The fact that a target is known to be evil is insufficient. The Priest must personally know, or been affected by, an evil action that his target did. It can't be cast otherwise.)
- The Priest must define what conditions, if any, will lift the affect of the spell. If it can't be lifted through proper action, increase the target's effective MDV by five.

After the Priest delineates his spell, the Referee determines the effectiveness required for it to take effect. Effectiveness is determined by adding the amount the spell succeeded by to the amount that the Entertainment skills succeeded by times five.

EXAMPLE — The Priest is **MEL5/EL2**. His spell roll is a 31 against an **MDV** of 10. He thus succeeds by 13 with the spell. He is **EL6** with Music and Singing. He rolls a 17 (effectively 16) and a 9 (effectively 8). He succeeds by zero and by eight for, 8×5 , 40. His total effectiveness for the spell is 53.

This number determined, consult the table below. If the effect desired is greater than that allowed by the resulting effectiveness, the spell fails unless the Referee chooses to allow it to have a diminished effect.

Table 7.12: Punish/Satire Effects

Effectiveness	Desired Results
0 to 10	Minor malady, inconvenient physical or mental problem, target is hardly impaired.
11 to 25	Non-fatal illness, slight physical or mental problem, target is slightly impaired.
26 to 50	Significant mental or physical problem, target is impaired.
51 to 80	Lingering illness, major mental or physical problem, target is severely impaired.
81 to 120	Fatal illness, disabling mental or physical problem, transmutation, target is completely impaired.
121 and up	Anything the Priest wishes is possible.

This spell must be cast in the presence of the target to be affected. It may not be used unless the Priest has a Significant reason for doing so. It is primarily used as a spell of last resort to punish those who need it or who may profit from a lesson. It has no effect on non-intelligent (**INT** rating for species 4 or less) creatures or supernatural forces (creatures with a Contact Level). The range for the spell equals the Priest's **EL+1**.

Sacred Bane

This spell places a bane on the target which has the following affects:

- The victim suffers damage as for the Blessed Sphere spell if he enters ground purified for or sacred to the Priest's alignment.
- All members of the Priest's alignment may add the bane's **EL+1** to any damage scored on the target. (This is affected by armor.)
- All supernatural members of the Priest's alignment who encounter the victim attack with uncontrollable Battle Fury.

The range of this spell equals the Priest's **EL+1**. Once it succeeds, a Negate Curse spell is required to remove it. It is also dispelled with the death of the victim cursed with it.

MDV LIMIT — $(\mathbf{EL}+1) \times 5$ (*The maximum MDV that the Priest can affect with this spell.*)

7.3.8 Tariti (Allani) Magic

These Priestesses are important in many major rituals of the faith. In areas where they are dominant, they have the powers listed here plus the powers listed for the Urigallu. This is especially true in the nations of L'p'nth and Clima. The powers of the Tariti (Allani) center around love, fertility and the emotions. They are quite powerful in these areas. They are the Soul of the Faith.

7.3.8.1 Basic Powers

Tariti (Allani) powers are subtle influences that affect the mind and soul of their targets. Where they apply to the areas of Love and Fertility, they have little bearing over the majority of a campaign. Therefore, the precise spells of this type are omitted from this chapter.

Table 7.13: Tariti (Allani) Magic

Spell	Mana Cost	Source
Master Emotion	1	CA/EnL
Sublime Peace	2	CA/EnL
Inflict Emotion	3	CA
Destroy Emotion	5	CA
Soul Search	8	CA
Empathic Union	12	CA

7.3.8.2 Spell Descriptions

Master Emotion

Cast from the Energy Level, this spell allows the Tariti to control her emotions. Using her Casting Ability, she may lessen another person's response to an emotion. With success, the person affected ignores the effect of the emotion specified for the duration of the spell.

If a person is affected by a spell that forces extreme emotion on him, this spell negates the effect. In doing so, it operates as specified for Immunity. If her **EL** is greater, the enemy spell is negated. If not, it is ignored for the duration of her spell. When her spell ends, the enemy spell resumes at a reduced **EL**. When the spell is cast in this way it is always cast against the **MDV** of the spell and the person it is cast at is considered to have an **MDV** of zero for influencing the chance of success.

EXAMPLE — A person is affected by **MEL7/EL5** (for a spell **MDV** of 12) Silent Terror. A Tariti Priestess casts **EL2** versus Terror. She succeeds. While the duration of her spell lasts, the person ignores terror. When her spell ends, the Silent Terror spell starts again at **EL3**.

RANGE — **EL** (*The range the person to be affected must be within.*)

DURATION — $(\mathbf{EL}+1) \times 2$ turns

Sublime Peace

An enhanced version of the Peace spell that is cast at a single person. Affected targets are incapable of any hostile emotion and may not initiate combat for any reason. In addition, they have a heightened sensitivity to pleasant stimuli and cannot feel pain (other than magical pain whose **EL** is higher than the **EL** of this spell). It is an important

spell, often used to aid Healers and perform certain sacred rites. To affect anyone with this spell the Priestess must touch them.

When the Tariti uses this spell on herself, twice the normal Casting Cost is subtracted from her Energy Level. Used in this way, the spell has the range specified for Peace in addition to having the effect specified above on the Priestess and everyone within its radius of effect.

DURATION — **EL+1 squared** minutes

Inflict Emotion

As for Master Emotion above except this use of the spell increases the degree to which the target is affected by the specified emotion and the Priestess has no ability to cast it from her Energy Level. All other factors remain the same.

Destroy Emotion

A person smitten by this spell is no longer able to experience the emotion that the Priestess attacks. To use this spell the Priestess must touch the target. If she does, and the spell succeeds, the victim loses the emotion. Once success occurs, the spell remains in effect until it is cured by a Negate Curse spell. Cast at three times normal cost, the spell can eliminate only part of the chosen emotion, i.e. the emotion as it relates to a specific person, place or thing (love of a woman, hate for an enemy, etc).

Soul Search

This spell allows the Priestess to determine what the major motivations and desires of the target are. In play, this increases her Influence Chance with that person by **(EL+1)×5** and makes it extremely difficult for him to dislike her or to ever consider doing her harm. To cast this spell, the Priestess must be within one hex of the person. If she is actually touching him, increase her **EL** modifier by ten.

Empathic Union

This spell is cast to do many things. The Priestess must touch the person to be affected. Cast at half normal Mana Cost, the spell enables her to sense the CURRENT emotions of her subject and get an impression of what is causing those emotions. At normal cost she gains this knowledge and may use Master Emotion or Inflict Emotion (if she knows those spells) to modify emotions read. When used with this spell, the Emotion spell automatically succeeds. The Emotion spell may only be used to Influence the strongest emotion the target is feeling (the Priestess may exclude feelings the target may have for her IF she chooses to do so).

Cast at twice normal power, this spell reads the emotional history of the person's recent past and can modify emotional memories (*all factors are as for Forgetfulness*).

At three times normal cost the Priestess unites with her subject. This yields perfect understanding of all that that person is and grants the same understanding of the Priestess to her target. Both feel what the other is feeling as well as what they are feeling themselves. Neither are truly aware of themselves while they are affected by this spell. They become one.

After the Union, the Priestess retains perfect knowledge of the emotional foundation and personality of her partner. Her partner will retain only flashes of insight about her.

This spell can be cast at five times cost to forge a permanent Empathic Bond between the Priestess and ONE other person. If this is done, both retain awareness of their individuality while gaining the ability to feel the emotions of their partner when they choose to. When one experiences extreme emotion, such as in combat, under torture, etc, the other is allowed a Will roll to keep those emotions from affecting them as well. If the roll is a success, they are not affected. A partial success means they are visibly affected and a failure forces them to react to the emotion as if it was happening to them.

Emotional Union at this level is a permanent spiritual tie between two beings. Though they remain separate, they are one. This grants the following benefits:

- A) Either can track the other no matter how far apart they are.
- B) If physical damage, energy loss or illness afflicts one, the other can minimize its effect by taking half the effect on themselves.
- C) The **MDV** of each is increased by half the **MDV** of the partner with the highest **MDV** when that partner is in range.
- D) If either suffers an attack on their soul, both suffer equally.

EXAMPLE — A Priestess (**MDV15**) and her husband (**MDV20**) are united. Both increase their **MDV** by 10 and may choose to take injury and pain from the other. If either is struck by a soul-draining creature, both are affected, i.e. a Lamia bites the husband taking 40 energy. He and his wife both lose 20 energy and are subject to the Lamia's will (though the Lamia may not be aware of this fact).

These are the basic attributes of the spell. The last two forms must be cast on purified ground. Neither may be cast on an unwilling target. Both require a good deal of Ritual and specific environmental influences (Referee discretion) to succeed. If an Abysmal Failure occurs in either case, the spell may never be tried on that target again. The less powerful forms are usable without these restrictions.

DURATION — **EL+1 squared** minutes

MDV LIMIT — **(EL+1)×4** (*This limit applies when the target is not willing to be affected by this spell.*)

TRANSFER RANGE — **EL** (*The maximum distance, in hexes, that a united pair can be separated and still use the full attributes. If the range is zero, they must touch to use this power.*)

8 A Background

The sections that follow are provided as an aid to the Referee. All descriptions and rules in this section are optional. They include a basic description of the alignments, optional language rules and other information that can add flavor to your world.

8.1 The Alignments

An alignment system is used throughout these rules. If you do not care for alignment as a fantasy tool, it may be ignored. If alignment is used, the following system is used to categorize it.

The major alignments are Balance, Chaos, Law and the Elder. Within the Elder, there are four sub-groups. They are the Sidh, the Kotothi, the Elder and Shamanic Elder. A basic description of the concerns and proclivities of these groups can be found in the sections below.

8.1.1 Balance

Balance is devoted to preserving itself. They cunningly, and violently, insure that no other alignment can overpower its enemies by opposing the strong and aiding the weak. They are primarily concerned, at this time, with maintaining balance between Law and Chaos.

8.1.2 Chaos

Chaos is devoted, first, to the destruction of Law and, second, to the return of all existence to a state of primeval nothingness. It will choose to serve those that serve these goals through their actions. It will battle those that oppose them. It preys on those that do neither.

8.1.3 Law

Law is devoted to the total end of Chaos and Disorder. They seek to maintain that which maintains or strengthens Law. It strives to end things that maintain or strengthen the forces of Chaos. From a follower, Law will tend to demand and reward good actions, devotion to the goals above and practicing of the gentle emotions, i.e. love, mercy, generosity, etc.

8.1.4 Elder Forces

The Elder alignment is fragmented into four, more or less conflicting, groups. They are:

- A) **The Sidh** — The eldest of the elder, the Sidh are dedicated to preserving that which remains of their domains. Where possible, they may seek to expand their hold at the expense of their enemies. They will not do so if the effort is a major risk to what they already have.
- B) **The Kotothi** — The Kotothi are the children, and major creations of the God Kototh. They have a jealous hatred of most other races and are noted for their greed, cruelty and ferocity.
Some of the Kotothi, i.e. the Daoine Sidhe, Baobhan Sith, etc. are forces that were seduced into the service of Kototh by a fatal hatred that drives them. This

hatred, when applicable, will color the actions of these creatures. In general, the Kotothi seek to prove their own superiority through the destruction or humiliation of others, especially their enemies.

- C) **The Elder** — These races are capricious in their actions. They can be friendly, extremely deadly or deliberately mischievous. They have a definite opinion of what belongs to them and how they should be treated. The way that they treat those that they encounter depends on the actions of that person or party in relation to these perceptions. They tolerate nothing that assaults their rights or land. They can befriend those that show them honor and respect. They trick and mislead those who do neither or who show fear.
- D) **Shamanic Elder** — These forces are concerned with the preservation of wild, animate life. They are the patrons, friends and guardians of wild animals. They are the deadly enemies of people who assault that which they protect. Except for this protective function, and Shaman contacts, these forces avoid contact with other races.

8.2 Alignment Conflicts

As is noted throughout the creature descriptions, and other places, a great deal of conflict exists between the various alignments. In all cases, these conflicts evolve from one or both of the following causes:

- A) The alignments are diametric opposites in their power, moral orientation and goals.
- B) One or both of the enemy alignments, historically, have inflicted, or caused the infliction of, major reverses on the other. The major conflicts that exist, and that the Referee may use to color his game, are described in the section that follows.

8.2.1 Law vs Chaos

Both causes above apply to this confrontation. The alignments are diametrically opposed on all grounds and Chaos is irreconcilably furious at the creation of Law to forestall the return of nothingness. No peace can exist between these alignments. They will war until both are negated or one is destroyed.

8.2.2 Sidh vs Kotothi

In the Golden Age, the Elder and Sidh Gods were prolific creators of stunningly beautiful creatures. This irked a jealous Kototh and, in spite, he created races to counter, and better, the Sidh creations. When the Sidh ridiculed them as monstrosities, Kototh was furious at them.

With the betrayal of the True World to Chaos, by Kototh, the Sidh's feelings of disdain and distaste for the Kotothi became virulent hatred and disgust. To this day, nothing is more hated by a Troll than is an Elf, nothing is more disgusting to an Elf than is a Troll. The hatred festers unabated and the Kotothi war on, and are warred on by, the Sidh.

8.2.3 Kotothi vs Law

The Kotothi hatred of Law stems from its creation. Law was created from the sphere that was coveted by Kototh, the price of his betrayal as it was. When they were born, the Gods of Law fought Kototh and, defeating him, banned him from the heavens forever. By so doing, they deprived him of the fruits of his betrayal and brought forth the full flower of his hatred. To serve Kototh, the Kotothi hate Law. In most cases, this hatred is combined with a good measure of fear.

8.2.4 Shamanic Elder vs Law and Chaos

The hatred of Shamanic forces stems from the efforts made by Law and Chaos forces to subvert and control the forces that these forces protect. This opposition engenders a total suspicion of Law and Chaos that allows no margin of error. Any imposition on the freedom of the Shamanic forces is viewed as an attack and is repaid as such. As an alignment, they do not seek combat but they do revel in its arrival.

8.2.5 Elder vs Kotothi

The Elder despise Kototh for his treachery, which led to the fragmentation of their world. They hate his children and creations for their foul disregard of elder rights and property.

8.3 The God Kototh

Throughout these rules, the God Kototh is mentioned. He is one of the major gods in the mythos that has been created for this system. *(Due to space considerations, this cosmology could not be included in the basic rules. It will appear, in the future, as a Companion product).*

Kototh, the Great Serpent, plays a major role in the cosmology of these worlds. His historical actions were both a great aid, and terrible detriment, to the Elder. Philosophically, he can be viewed as combining the ambition, creative impulse and emotion of a Loki with the cunning and unpredictability of Coyote (*A Native American trickster god*). Among the races that he fathered, in an endless quest to prove his supremacy, were many serpent forms, Trolls, Trolld Folk, Goblins, Great Apes and the first Dragons. Of these, the Dragons and Great Serpents are his true children. The others are mere creations that are only secondarily related to him through their ruling gods.

8.4 The Sun-Shy

The majority of Elder races are nocturnal. The sun, a new creation in the history of this mythos, did not exist when they drew their first breath. They do not care for the harshness of its light and avoid it as much as possible. In some cases, the light of the sun is fatal to them. They were not created for a world heated by such an “odious” creation and do not approve of its existence in the least. *(Thus, in the Lower World, no Sun shines and all are happy in twilight).*

8.5 The Human Condition

The human race was born as a direct result of the conflict of the gods. They are not the children of any one alignment. Rather, in their genesis, they contain substance from all the

forces of existence. For this reason, mankind has a unique advantage over other races, vis-a-vis alignment, morality, etc. This advantage is Free Will. Because of this advantage, man is the key to the maintenance, or destruction, of balance and is subject to the jealous hatred of many. Because of the race’s relative youth, it is viewed with disdain and/or condescending respect by others. Because of the mixture of forces that are its essential core, it is despised by others, especially the Jinn Races.