



Magic is a fact of life in Tianguo. Even the most ignorant of peasants has seen the local shaman perform feats of magic, and no one doubts the power of spirits. Player characters have access to two kinds of magic, that of shamans and that of wizards. Shamans are granted spells by patron spirits and gods, while wizards manipulate the Five Elements to create spells of their own.

At the start of each day, all spellcasters must choose their spells. Both shamans and wizards can cast only a certain number of spells per day (see their class descriptions in Chapter 2: Character Creation), though the same spell may be selected more than once. Shamans must pray and offer sacrifices to their patron spirits, while wizards must memorize their spells from books and scrolls. Once spells are chosen for each day, they cannot be changed. Picking the right mix of spells for the day ahead is one of the challenges of playing a spellcaster.

### *Wizards' Spellbook*

Every wizard has a book that reveals the magical formulas and ritual phraseology that must be used to successfully cast spells. A wizard starts the game with eight spells in his or her spellbook, four of 1st level and four of 2nd level. The player can choose the spells, but these are the only ones the wizard can memorize until more are added to the book.

To add a new spell, the wizard must first find a scroll of the desired magic. Wizards often trade scrolls to learn new spells, and some scrolls can even be bought if the price is right. However it is acquired, the scroll must then be copied into the wizard's spellbook. This takes 2 hours per level of the spell, but once it is in the book it is available for use the following day.

**Example:** *Chao Tu buys a scroll with the spell poison needles on it. Since it's a 3rd-level spell, it takes 6 hours to copy into his spellbook. Once he is done, Chao Tu can memorize the spell the following morning.*

Shamans do not need to use a spellbook because they are granted their spells by higher powers. They simply choose which ones they'd like that day. As long as the patron spirits are happy with the shaman and are able to grant them, he or she should receive the requested spells. If the shaman's patron spirits are displeased, however, they can withhold some or all of their favors. This is entirely up to the DM, but it should be in keeping with the shaman's offense.

### *Spell Listings*

The spells are presented in two separate lists (one for wizards and one for shamans) but share a common format. Each spell entry is broken down into these component parts:

**Name:** Each spell is identified by a name. These are standardized for ease of reference, but players should feel free to rename spells to fit their character's style; for instance, calling their version of the rain of needles spell piercing needles of death.

Some spells are reversible, which means they can be cast for an effect opposite to that of the standard spell. This is noted after the spell name. Spellcasters must decide in advance which version they want to use that day. A shaman, for instance, could choose to memorize cure light wounds or its reverse, cause light wounds.

**Type:** This appears in parentheses following the spell name. Most spells are designated as either yin or yang. Yin spells have to do with earth, darkness, cold, wetness, and passivity, while yang spells have to do with sky, light, fire, dryness, and action. Those spells that are more concerned with the balance of yin and yang are known as chi spells.

**Range:** This lists the distance from the caster at which the spell effect occurs or begins. A 0 indicates a spell usable on the caster only, with an effect embodied within or emanating from him or her. Touch means the caster can use the spell on others by physically touching them. Unless otherwise specified, all other spells are centered on a point of the caster's choosing that is visible to him or her and within the range of the spell. That point is often another creature.

**Components:** This lists the categories of components needed to successfully cast the spell. V is for verbal (chanting), S for somatic (gestures), and M for material (physical objects or substances). When material components are required, these are usually specified in the spell description. Those spells that don't specify a component are assumed to need parchment and ink. Although it may seem inconvenient to be using a pen and ink during a battle, spellcasters in Tianguo can whip out the right charm in mere seconds.

**Duration:** This lists how long the magical energy of the spell lasts. Spells of instantaneous duration come and go the moment they are cast, although their results may be permanent. Spells of permanent duration last until the effects are negated by some means, usually dispel magic. Some spells have a variable duration. The caster cannot choose the duration in most cases. Spells with a set duration (for instance, 2 rounds per level) should be tracked by the player, while those with a variable duration (for instance, 3d4 rounds) are secretly recorded by the DM.

**Casting Time:** This is how long it takes to cast the spell. Most spells are rated as Slow (2), Average (4), or Fast (6), with the same numbers listed under weapon speeds. These are added to the stunt die roll to determine initiative. If a spell requires a round or a number of rounds to cast, it goes into effect at the end of the last round of casting time. Thus, a spell with a casting time of 2 rounds goes into effect at the end of the second round. Spells with a casting time of turns work the same way.

**Area of Effect:** This lists the creatures, dimensions, weight, etc., that can be affected by the spell.

**Saving Throw:** This lists whether the spell allows the target a saving throw and explains the effects of a successful save. Negates means the spell has no effect; 1/2 means the target suffers half the normal amount of damage, rounded up; and none means no saving throw is allowed.

**TABLE 4-1: WIZARD SPELLS**

1st Level	2nd Level	3rd Level
Backbiter		Delusion Blinding Flash
Charm Person	Doubt	Dispel Magic
Cobra's Breath	Entangling Scarf	Earthbolt
Detect Magic		Poison Needles
Elemental Charm	Heart Ripper	Scuttle of the Centipede
Give Me Face!	Ice Blast	Shield of Diao Zu'en
Iron Scarf	Kiss of the Toad	Waterskin
Light of Yang	Rain of Needles	Wood Shape
Read Magic	Terra Cotta Warrior	Woodskin
Scales of the Lizard		
Suppress Magic		
4th Level	5th Level	
Breath of Wind	Decapitating Scarf	
Dancing Weapon	Essence Absorption	
Earthskin	Fire Breath	
Needle's Puppet	Metalskin	
Shout	Scorpion Form	
Snake Darts	Tomb of Ice	
Stone Shape	Transmute Wood to Ash	
Terra Cotta Lion		

TABLE 4-2: SHAMAN SPELLS

**1st Level**

Ancestral Blessing  
 Commune with Local Spirit  
 Cure Light Wounds  
 Detect Harmony  
 Detect Magic  
 Eyes of Fire  
 Interpret Dream  
 Light of Yang  
 Mantle of Heaven  
 Oracle Bones  
 Suppress Magic

**4th Level**

Burning Ring of Fire  
 Cure Serious Wounds  
 Detect Lie  
 Fury of Ying Wei Han  
 The Hungry Earth  
 Neutralize Poison

**2nd Level**

Ancestral Vengeance  
 Cure Moderate Wounds  
 Divine Future  
 Flame Fist  
 Mediumship  
 Rebuke  
 Skyclimb  
 Spirit Barrier  
 Understand Curse

**5th Level**

Blood of Fire  
 Commune with Deity  
 Cure Contagion  
 Cure Critical Wounds  
 The Hand of Heaven  
 Return the Soul

**3rd Level**

Animate Dead  
 Cast Out Spirit  
 Commune with Major Spirit  
 Cure Disease  
 Dispel Magic  
 Dream Message  
 Earth to Heaven  
 Lash of Fire  
 Remove Curse

## Wizard Spells

### Level 1

#### *Backbiter (Yang)*

Range: 20 yards  
 Components: V, S, M  
 Duration: Special  
 Casting Time: Fa (6)  
 Area of Effect: 1 weapon  
 Saving Throw: None

This spell can be cast on any wooden hafted weapon within range. Such weapons include halberds, lances, monk's spades, and three-section staffs. The next time the weapon is used to attack, its shaft twists around so that the weapon strikes at its wielder. This attack hits automatically and includes all relevant damage bonuses. For instance, a fighter who had performed a Might stunt with a result of 3 would inflict the weapon's damage +3 to himself or herself.

The material component of this spell is a dagger. Magical weapons cannot be targeted with backbiter.

#### *Charm Person (Yin)*

Range: 120 yards  
 Components: V, S  
 Duration: Special  
 Casting Time: Fa (6)  
 Area of Effect: 1 person  
 Saving Throw: Negates

This spell affects any single person it is cast upon. The term person includes any bipedal human or humanoid of human size or smaller. Thus, a 10th-level fighter could be charmed, but an ogre could not.

The person receives a saving throw vs. spell to avoid the effect, with bonuses for any pertinent stunts (usually Insight and Charm). If the person receives damage from the caster's group in the same round the charm is cast, an additional bonus of +1 per hit point of damage is added to his or her saving throw.

If the spell recipient fails the saving throw, he or she regards the caster as a trusted friend and ally to be heeded and protected. The spell does not enable the caster to

control the charmed creature as if it were an automaton, but any word or action of the caster is viewed in the most favorable way. Thus, a charmed person would not obey a suicide command but might believe the caster if assured that the only chance to save the caster's life is to hold back an onrushing dragon for "just a minute or two." Note also that the spell does not endow the caster with linguistic capabilities beyond those normally possessed; he or she must speak the person's language to communicate commands.

The duration of the spell is a function of the charmed person's Intelligence and is tied to the saving throw. The spell may be broken if a successful saving throw is rolled, and this saving throw is checked on a periodic basis, according to the creature's Intelligence (see the following table). If the caster harms, or attempts to harm, the charmed person by some overt action, or if a dispel magic spell is successfully cast upon the charmed person, the spell is broken.

If two or more charm effects simultaneously affect a creature, the result is decided by the DM. This could range from one effect being clearly dominant, to the subject being torn by conflicting desires, to new saving throws that could negate both spells.

The subject has full memory of the events that took place while he or she was charmed.

**TABLE 4-3: SAVING THROW CHECKS FOR CHARMED SUBJECTS**

Intelligence Score	Time Between Checks
3 or less	3 months
4–6	2 months
7–9	1 month
10–12	3 weeks
13–14	2 weeks
15–16	1 week
17	3 days
18	2 days
19 or more	1 day

Note: The time between checks is the period during which the check occurs. The DM determines when to roll the check during this time. The roll is made secretly.

*Cobra's Breath (Yin)*

Range: 20 yards  
 Components: S, M  
 Duration: 3 rounds, plus 1 round/level  
 Casting Time: Fa (6)  
 Area of Effect: 10-foot-long × 10-foot-diameter cone  
 Saving Throw: 1/2

The wizard changes his or her saliva into a virulent poison and then spits it out in a cone 10 feet long and 10 feet in diameter at its widest point. Anyone inside this area must make a saving throw vs. poison or take 1d6 points of damage. Those who take damage from the poison are debilitated, and their Might stunts are reduced by one die type (for instance, from 1d8 to 1d6) for the duration of the spell. Those who make their save take half damage but are otherwise unaffected.

The material component of this spell is a cobra's fang.

*Detect Magic (Chi)*

Range: 0  
 Components: V, S  
 Duration: 2 rounds/level  
 Casting Time: Fa (6)  
 Area of Effect: 10-foot-wide path, 60 feet long  
 Saving Throw: None

When the detect magic spell is cast, the wizard detects magical emanations in a path 10 feet wide and up to 30 yards long, in the direction he or she is facing. By turning in place, the caster can scan a 60-foot arc per round. The intensity of the magic can be detected (dim, faint, moderate, strong, or overwhelming). The caster has a 10% chance per level to determine the type of magic (yin, yang, or chi, wizard or shaman, mortal or divine). The spell is blocked by solid stone at least 1 foot thick, solid metal at least 1 inch thick, or solid wood at least 1 yard thick.

*Elemental Charm (Varies)*

Range: Touch  
 Components: V, S, M  
 Duration: 1 day/level  
 Casting Time: 1 hour  
 Area of Effect: 1 item  
 Saving Throw: None

A wizard can use his or her knowledge of the Five Elements to craft protective charms. These can be small tokens like coins or rings, or organic charms that must be swallowed to be effective. When casting the spell, the wizard chooses which element the charm will protect against. Against attacks or spells based on that element, the user of the charm gets a +1 bonus to saving throws and reduces each die of damage by –1.

The type of this spell depends on the element to be protected against; it is the opposite of that element's type (see the table below).

**TABLE 4-4: TYPES OF CHARMS**

Charm Vs.	Spell Type	Protects Against
Earth	Yang	Falling damage, rock/stone spells
Fire	Yin	Fire, both mundane and magical
Metal	Yang	Metal weapons, needle spells
Water	Yin	Ice spells, drowning
Wood	Yin	Wooden weapons and spells

*Give Me Face! (Yang)*

Reversible  
 Range: Touch  
 Components: V, M  
 Duration: 1 turn/level  
 Casting Time: Fa (6)  
 Area of Effect: Creature touched  
 Saving Throw: None

"Face" is a very important concept in Tianguo. "Giving face" means showing the proper respect, and denying a powerful figure his or her due is a grave error. This spell surrounds the recipient with an aura of power and prestige. While it is in effect, the recipient receives a +4 bonus on all Charm feats related to social position and power. This is most useful in social situations.

The reverse, you lose face, makes the recipient appear foolish and ill-mannered and confers a –4 penalty on his or her Charm feats. The material component for either version is small porcelain mask.

*Iron Scarf (Yin)*

Range: 5 yards/level  
 Components: V, S, M  
 Duration: Instantaneous  
 Casting Time: Fa (6)  
 Area of Effect: 1 target  
 Saving Throw: None

When this spell is cast, the wizard seizes a silk scarf (which is also the material component) and lashes it towards one creature within range. The wizard must have a line of sight to the target but can ignore other targeting restrictions (such as those on shooting into melee). The scarf magically extends towards the creature and becomes as hard as iron on impact. The target is hit automatically and suffers 1d8 points of damage, plus 1 hit point per level of the caster.

*Light of Yang (Yang, yin for reverse)*

Reversible  
 Range: 60 yards  
 Components: V, M  
 Duration: 1 turn/level  
 Casting Time: Fa (6)  
 Area of Effect: 20-foot-radius globe  
 Saving Throw: None

This spell creates a luminous glow within 20 feet of the spell's center. The illumination is equal in brightness to torchlight. Objects in darkness beyond this sphere can be seen, at best, as vague and shadowy shapes. The spell is centered on a point selected by the caster, who must have a line of sight or unobstructed path to that point when casting the spell. Light can spring from almost any substance. The effect is immobile unless it is specifically centered on a movable object or mobile creature. If this spell is cast upon a creature, any applicable magic resistance and saving throws apply. Successful resistance negates the spell, while a successful saving throw indicates that the spell is centered immediately behind the creature, rather than on the creature itself.

The reverse of this spell, darkness of yin, causes darkness in the same area and under the same conditions as the light of yang spell. Magical darkness is equal to that of an unlit interior room—pitch darkness. Any normal or

magical light source of lesser intensity than full daylight does not function in magical darkness. A darkness of yin spell cast directly against a light of yang spell cancels both, and vice versa.

*Read Magic (Chi)*

Range: 0  
 Components: V, S, M  
 Duration: 2 rounds/level  
 Casting Time: 1 round  
 Area of Effect: Special  
 Saving Throw: None

With this spell, the wizard is able to read magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be totally unintelligible. (The wizard's personal books, and works already magically read, are intelligible.) This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed scroll. Once the spell is cast and the wizard has read the magical inscription, he or she is thereafter able to read that particular writing without another read magic spell. The wizard can read one page or its equivalent per round.

The wizard must have a clear crystal or mineral prism, which is not expended, to cast the spell.

*Scales of the Lizard (Yin)*

Range: 0  
 Components: V, S, M  
 Duration: 2 rounds/level  
 Casting Time: Fa (6)  
 Area of Effect: Caster  
 Saving Throw: None

To use this spell, the caster must have a tattoo of a lizard, which counts as the material component. When the spell is cast, the tattoo is activated, toughening the wizard's skin and giving him or her a +2 bonus to Armor Class. While this spell is in effect, the wizard's skin shimmers as if it were covered with scales.

*Suppress Magic (Yang)*

Range: 60 yards  
 Components: V, S  
 Duration: 1 round  
 Casting Time: Fa (6)  
 Area of Effect: 10-foot cube or 1 item  
 Saving Throw: None

Suppress magic has a chance to temporarily negate any spell or magical ability within its area of effect. Note that the wizard cannot pick and choose targets; everything in the area is affected. The spell resolves as a Savvy feat with a TN of 15, modified as follows. Compare the level (or number of Hit Dice if they have no level) of the original caster with that of the wizard attempting to suppress. If the wizard is of higher level than the original caster, subtract the difference from the TN; if the wizard is of lower level, add the difference. For example, a 7th-level Dragon's Breath attempting to suppress a curse cast by a 10th-level shaman needs to make a Savvy stunt with a TN of 18.

This spell does not normally negate the magical powers of items carried by a target within its area of effect. However, if the spell is cast directly at such an item, and the owner fails a saving throw vs. spell, then the item is rendered inoperable for 1 round.

*Level 2**Delusion (Yin)*

Range: 10 yards  
 Components: V, S  
 Duration: 1 round/level  
 Casting Time: Av (4)  
 Area of Effect: 1 target  
 Saving Throw: Negates

This spell magically fools the target into believing something that just isn't so. The wizard can make the deluded character mistake any one normal thing for a different normal thing. This can be an item, an emotion, or even a relationship. For instance, a person could be made to believe that her sword was a spoon, her hate for someone was really love, or that her brother was really her enemy. The wizard could not make someone believe that it is safe to jump off a cliff, or that

he can gain immortality by falling on a sword. As always, the DM is the final arbiter of what is an appropriate use of this spell.

*Doubt (Yin)*

Range: 10 yards  
 Components: V, S, M  
 Duration: 1 round  
 Casting Time: Fa (6)  
 Area of Effect: 1 creature  
 Saving Throw: Negates

The target of this spell is filled with feelings of self-doubt. Lacking faith in his or her own abilities, the target will not take undue risks in combat. On the round after this spell is cast, he or she can take actions normally but cannot perform a stunt or attempt a feat. So, for example, a fighter affected by doubt could make a melee attack, but could not supplement it with a Might stunt.

The material component for doubt is the foot of a hare.

*Entangling Scarf (Yin)*

Range: 5 yards/level  
 Components: V, S, M  
 Duration: 2 rounds/level  
 Casting Time: Av (4)  
 Area of Effect: 1 target  
 Saving Throw: Special

This spell is similar to iron scarf, but the wizard uses the scarf to entangle a foe instead of dealing damage. The target can do nothing as the scarf wraps around and around his or her body and is immobilized for the duration of the spell. However, each round the target can attempt a Might feat to break free. The Target Number of the feat is 12 plus the caster's level (for instance, the TN would be 17 for a 5th-level caster).

Entangled characters are hit automatically in combat and cannot perform stunts. Friendly characters can attempt to free them by making Might feats with the same TN as the target has to escape.



### *Fire Spikes (Yang)*

Range: 60 yards  
 Components: V, S, M  
 Duration: Instantaneous  
 Casting Time: Av (4)  
 Area of Effect: 1–3 targets  
 Saving Throw: None

This spell allows the wizard to create flying spikes wreathed in flame that streak towards the foes. The wizard must roll to hit and can add the results of an Acrobatics stunt if one is performed that round. Each fire spike causes 2d8 points of damage. Wizards of level 1 to 4 can throw one spike, those of 5 to 8 can throw two, and those of 9 and 10 can throw three. Each spike can target a different character or creature and requires a separate roll to hit. The material component of this spell is a small throwing spike made of jade.

### *Heart Ripper (Yang)*

Range: 15 yards  
 Components: V, S  
 Duration: Instantaneous  
 Casting Time: Av (4)  
 Area of Effect: 1d4 targets  
 Saving Throw: Negates

With the sweep of a hand, the wizard sends invisible bolts of power surging towards 1d4 targets within range. These targets, who must each have 2 or fewer Hit Dice, get a saving throw vs. spell. On a failure, the unleashed power caves in the target's chest and drives his or her heart out of the body. Needless to say, such victims are slain regardless of hit points. This spell has no effect on creatures or characters with more than 2 Hit Dice.

### *Ice Blast (Yin)*

Range: 30 yards  
 Components: V, S, M  
 Duration: 3 rounds  
 Casting Time: Av (4)  
 Area of Effect: 1d6 targets  
 Saving Throw: Negates

Calling upon the powers of the element of water, the wizard sends forth a blast of icy crystals, engulfing 1d6 target creatures. The wizard chooses a location within 30 yards, and the spell affects the targets closest to that spot. Affected creatures are covered with a thick layer of ice, which chills them and makes movement difficult. For the duration of this spell, targets' Might and Acrobatics stunt dice are reduced by one type (for instance, from 1d10 to 1d8).

The material component is mouthful of water, which the wizard spits out to begin the spell.

### *Kiss of the Toad (Yin)*

Range: 0  
 Components: V, S, M  
 Duration: 3 rounds  
 Casting Time: Fa (6)  
 Area of Effect: 1 creature  
 Saving Throw: 1/2

To use this spell, the caster must have a tattoo of a toad, which counts as the material component. While the spell is in effect, the caster's touch is poisonous. If the caster successfully hits an opponent, the victim must make a saving throw vs. poison or take 3d6 points of damage (half if the save is made). This damage replaces the wizard's normal martial arts damage. Any Charm stunts the wizard makes while kiss of the toad is in effect suffer a –2 penalty.

### *Rain of Needles (Yin)*

Range: 10 yards/level  
 Components: V, S, M  
 Duration: Instantaneous  
 Casting Time: Fa (6)  
 Area of Effect: Up to 1 target/level  
 Saving Throw: None

The caster takes a needle and, with a flick of the wrist, sends it hurtling towards one target



within range. The needle multiplies in flight, becoming a veritable hail by the time of impact and causing 1d4 points of damage per level of the caster. The wizard must roll to hit and can add the results of an Acrobatics stunt if one is performed the same round.

Alternately, the wizard can throw needles at multiple opponents, dividing the damage dice as he or she sees fit among up to one target per level. For example, a 4th-level wizard could launch one attack causing 4d4 points of damage, two attacks of 2d4 each, or four attacks of 1d4 apiece. A separate attack roll must be made against each target.



### *Terra Cotta Warrior (Yin)*

Range: 5 feet  
 Components: V, S, M  
 Duration: 2 rounds/level  
 Casting Time: Sl (2)  
 Area of Effect: 1 statuette  
 Saving Throw: None

Terra cotta statues are popular items of decoration and devotion. This spell turns an innocuous statuette into a full-sized warrior, ready to fight the wizard's foes. By manipulating the power of earth, the wizard causes the statuette to grow and animate. For the spell's duration, the terra cotta warrior will attack targets of the wizard's choice. The wizard can select a new target each round if he or she so desires. The terra cotta warrior is not intelligent as such and cannot perform other tasks. However, the warrior also cannot be affected by Charm stunts or by mind-altering spells or abilities of any kind.

The material component of this spell is a small terra cotta statue of a warrior (usually no more than 6 inches tall and costing an average of 10f). If the warrior survives the combat, the statuette can be reused. If reduced to 0 or fewer hit points, it is smashed

into pieces; a replacement is necessary before the spell can be cast again. Carrying several is common practice.

**Terra Cotta Warrior:** AC 18; HD 3; Move 120; Att/round 1; To hit +3; Damage 1d8+3 (regardless of statue's armament); Stunts—Fortitude 1d3.

## Level 3

### *Blinding Flash (Yang)*

Range: 10 yards/level  
 Components: V, S, M  
 Duration: Instantaneous  
 Casting Time: Av (4)  
 Area of Effect: 20-foot-radius sphere  
 Saving Throw: Special

This spell creates a flash of intense light that incapacitates all sighted creatures caught in its area or looking at the effect when it goes off. Those affected are automatically blinded for the next round and must make a saving throw vs. spell to avoid being blinded for an additional 2d10 rounds. Blinded creatures have a -4 penalty to their rolls to hit and a -20% chance to any pertinent thieving skills.

Forewarned creatures can avoid the effects merely by closing their eyes, if in the area, or averting their eyes, if outside it.

### *Dispel Magic (Yang)*

Range: 120 yards  
 Components: V, S  
 Duration: Instantaneous  
 Casting Time: Fa (6)  
 Area of Effect: 30-foot-cube or 1 item  
 Saving Throw: None

Dispel magic has a chance to negate any spell or magical ability within its area of effect. Note that the wizard cannot pick and choose targets; everything in the area is affected. The spell resolves as a Savvy feat with a TN of 15, modified as follows.

Compare the level (or number of Hit Dice if they have no level) of the original caster with that of the wizard attempting to dispel. If the wizard is of higher level than the original caster, subtract the difference from the TN; if the wizard is of lower level, add the differ-

ence. For example, a 7th-level Dragon's Breath attempting to dispel a curse cast by a 10th-level shaman needs to make a Savvy feat with a TN of 18.

This spell does not normally negate the magical powers of items carried by a target within its area of effect. However, if the spell is cast directly at such an item, and the owner fails a saving throw vs. spell, then the item is rendered inoperable for 1d4 rounds. The dispel magic has no other effect.

### *Earthbolt (Ujin)*

Range: 0

Components: V, S

Duration: Instantaneous

Casting Time: Fa (6)

Area of Effect: 5-foot-wide path, 10 feet long/level

Saving Throw: 1/2

With a shout, the wizard strikes the ground and creates a bolt of geomantic force. This bolt travels through the earth, tearing up the ground as it goes. Anyone caught in the area of effect takes 1d6 points of damage per level of the caster (maximum 10d6), although a successful saving throw vs. spell reduces the damage by half. Any target that made an Acrobatics stunt that round can add the result of the stunt die to this saving throw.

Earthbolt works on dirt, clay, stone, and even sand. However, it cannot be used on a different element (for instance, if the caster were standing on a wooden floor or walking on water).

### *Poison Needles (Ujin)*

Range: 10 yards/level

Components: V, S, M

Duration: Varies

Casting Time: Av (4)

Area of Effect: 1 target

Saving Throw: Negates

This spell is similar to rain of needles, but the magical needles created drip with poison. The spell can be cast at any target within range, and the wizard must roll to hit (adjusted by an Acrobatics stunt if he or she performed one that round). If hit, the target must make a saving throw vs. poison or suffer one of the following effects (wizard's choice):

- 1d6 damage per level of the wizard (10d6 maximum).
- Paralysis for 1d6+1 rounds.
- -4 penalty to all actions and AC for 1d6 turns.

### *Scuttle of the Centipede (Ujin)*

Range: 0

Components: V, S, M

Duration: 1 round/level

Casting Time: Fa (6)

Area of Effect: Caster

Saving Throw: None

To use this spell, the wizard must have a tattoo of a centipede, which counts as the material component. While the tattoo is activated, the caster moves with incredible speed, doubling his or her normal Move (this usually works out to 240 feet/round) and taking two major actions per round. So the wizard could, for example, move 120 feet, then attack or cast a spell. However, the wizard cannot cast two spells in a round, although each round does count double for spells with a casting time of more than 1 round.

While scuttle of the centipede is in effect, the caster must move at least 60 feet and take one major action per round. Failure to do so results in the wizard taking 1d10 damage as the magical energy burns up his or her body.

### *Shield of Daio Zu'en (Ujin)*

Range: 0

Components: V, S, M

Duration: 1 turn/level

Casting Time: Av (4)

Area of Effect: Caster

Saving Throw: None

This spell surrounds the caster with swirling winds that provide immunity to nonmagical missiles of all kinds. While protected by the shield of Daio Zu'en, the wizard simply cannot be hit with normal arrows, spears, and so on. The wizard can cast spells normally but cannot use nonmagical missile weapons. The shield offers no protection against martial arts or hand-to-hand attacks.

The material component of this spell is a turtle shell.

*Waterskin (Yin)*

Range: 0  
 Components: V, S, M  
 Duration: 3 rounds  
 Casting Time: Av (4)  
 Area of Effect: Caster  
 Saving Throw: None

When this spell is cast, the wizard becomes so completely attuned to the element of water that his or her skin becomes as malleable as liquid. This makes the wizard's body extremely flexible, so as to change and distort his or her features (useful for scaring opponents or for impersonations). For the duration of the spell, the wizard's Acrobatics and Charm stunts are increased by one die type. However, he or she cannot perform Fortitude stunts and suffers a -2 penalty to saves vs. yang spells while waterskin is in effect.

The material component of this spell is a vial of water.

*Wood Shape (Yang)*

Range: Touch  
 Components: V, S, M  
 Duration: Permanent  
 Casting Time: 1 round  
 Area of Effect: 1 cubic foot/level  
 Saving Throw: None

This spell allows the caster to reshape wood into any desired form. For example, the wizard can cast it upon any appropriate-sized piece of wood to fashion a weapon, make a rough door, or create a crude statue. The spell also allows the caster to reshape an existing wooden door, perhaps to escape imprisonment. Again, the volume of the wooden object must be appropriate to the desired result and fit in the area of effect.

Normally, such objects are crude and undetailed. A wizard who wants to craft a higher-quality piece can spend 1 turn casting the spell instead of a round. If the extra time is taken, the wizard can attempt a Savvy feat with a TN of 20; if this is successful, the object appears handcrafted and suitably artistic.

The spell's effect is permanent, although the wood can still rot or be physically destroyed. The material component is a sprinkle of fertile soil.

*Woodskin (Yang)*

Range: 0  
 Components: V, S, M  
 Duration: 1 round/level  
 Casting Time: Av (4)  
 Area of Effect: Caster  
 Saving Throw: None

When this spell is cast, the wizard becomes so completely attuned to the element of wood that his or her skin sprouts thorns all over. These thorns do not damage the wizard in any way, since they are but a manifestation of this attunement. However, they make the wizard's martial arts attacks more deadly, increasing his or her damage by one die type (for instance, from 1d6 to 1d8) for the duration of the spell. The downside of the attunement is that wizard suffers a -2 penalty to saves vs. yin spells while woodskin is in effect.

The material component is, of course, a thorn.

*Level 4**Breath of Wind (Chi)*

Range: 0  
 Components: S  
 Duration: 1 round  
 Casting Time: Av (4)  
 Area of Effect: 30-foot-long × 10-foot-diameter cone  
 Saving Throw: Negates

The wizard draws in chi from the surrounding air and then blows out a great gust of wind in a cone 30 feet long with a 10-foot diameter at its widest end. Anyone in the area of effect must make a saving throw vs. breath weapon or be knocked over. Characters that made a Fortitude stunt that round can add the result of the stunt die to their saving throw. Those blown off their feet lose any remaining actions this round and must spend next round getting up (unless they have Wind in the Reeds or a similar ability).

In addition to knocking over opponents, breath of wind extinguishes small open flames (such as torches), disperses fog and other vapors, and blows down light objects. Even those who make their save cannot

move towards the caster during the round the spell is cast. The caster is also immune to missile attacks coming from his or her front.

### *Dancing Weapon (Yin)*

Range: Touch  
 Components: V, S, M  
 Duration: 1 round/level  
 Casting Time: 1 round  
 Area of Effect: 1 weapon  
 Saving Throw: None

This spell allows the wizard to animate a nonmagical weapon, causing it to “dance” in the air and attack those designated by the caster. Any weapon can be so animated, but the wizard must be able to touch it while casting the spell. Once the spell is cast, the weapon remains within 10 feet of the wizard, moving to intercept anyone who tries to attack him or her. If the wizard is slain, the weapon falls to the ground.

The weapon attacks as if the wizard were wielding it but has two attacks per round. Controlling the weapon requires no concentration, and the wizard can cast further spells or take other actions. However, if the wizard spends a round performing a Savvy stunt to control the weapon more actively, the result of the stunt die adds to rolls to hit and do damage that round. Otherwise, the weapon inflicts its normal damage.

The material component of the spell is a small puppet of the caster.

### *Earthskin (Yin)*

Range: 0  
 Components: V, S, M  
 Duration: Special  
 Casting Time: Av (4)  
 Area of Effect: Caster  
 Saving Throw: None

When this spell is cast, the wizard becomes so completely attuned to the element of earth that his or her skin becomes as hard as stone. The wizard gains complete immunity from a limited number of hand-to-hand and missile attacks (but not from spells). The spell blocks 1d4 attacks, plus one attack for every two levels of the caster. Note that the spell does not discriminate against attacks, and it blocks the first attacks made against the wizard regard-

less of their source. For example, a wizard with earthskin is protected against five attacks; five bandits shooting arrows will use up the spell’s protection, allowing the bandit leader to close and attack the wizard as normal.

The caster suffers a –2 penalty to saves vs. yang spells while earthskin is in effect. The material component is a piece of granite inscribed with the character for earth.

### *Needle’s Puppet (Yin)*

Range: 10 yards  
 Components: V, S, M  
 Duration: Special  
 Casting Time: Sl (2)  
 Area of Effect: 1–2 targets  
 Saving Throw: Special

This spell allows the wizard to shoot out five needles from each hand, each of which trails a strong thread. Each set of needles can pierce a different target, one needle attaching to each of the four limbs plus the torso. Once the needles are in place, the wizard can manipulate the target like a puppet, causing him or her to move or attack at the wizard’s will.

This spell has two applications. First, it can be used on living targets. These creatures get a saving throw vs. spell, which if successful negates its effect. If the save is failed, the wizard can control the targets’ actions for as long as he or she continues to manipulate the strings. However, each round the victims can make Might feats with a TN of 18 to break free.

The spell can also be cast on the recently slain. In this case, the dead get no saving throw, and the wizard can manipulate them at will. The corpses get no bonuses to hit and cannot perform stunts. However, attacks against them have no effect (they are, after all, dead).

In both cases, the wizard must perform an Acrobatics stunt every round he or she wishes to continue the spell. As well, the wizard receives a –2 reduction to AC; it is difficult to dodge attacks while manipulating the “puppets.” The controlled creature rolls to hit as if the wizard were attacking, but damage is based on the puppet’s weapon or martial arts technique. The creatures have the same initiative as the wizard.

Example: A wizard casts needle’s puppet at two targets, one alive and one dead. The liv-

ing target makes his saving throw, so the spell does not affect him. The corpse, however, is affected automatically and becomes the wizard's puppet. On the following round, the wizard can make the corpse attack a nearby foe. The wizard rolls an Acrobatics stunt die and gets a 4. This puppet's attack is at +4, but the wizard adds only +2 to her AC this round because of the -2 penalty. The corpse is armed with a battle-ax, so it will do 1d8 points of damage if the wizard scores a hit.

### *Shout (Yang)*

Range: 0

Components: V

Duration: Instantaneous

Casting Time: Fa (6)

Area of Effect: 30-foot-long ¥ 10-foot-diameter cone

Saving Throw: Negates

This spell greatly enhances the vocal power of the caster. The wizard unleashes a shout of staggering intensity: Those who fail their saving throw vs. spell are deafened for 2d6 rounds and suffer 2d6 points of damage. In addition, exposed brittle substances may be shattered. The wizard can cast this spell only once a day, as more frequent use results in permanent deafness.



### *Snake Darts (Yin)*

Range: 60 yards

Components: V, S, M

Duration: Instantaneous

Casting Time: Fa (6)

Area of Effect: 1-2 creatures

Saving Throw: 1/2

To use this spell, the caster must have a pair of snake tattoos, usually coiled around the forearm. These tattoos are the material component. When the spell is cast, the tattoos fly off

the caster's arm, turn into real snakes, and speed towards one or two target opponents. The snakes seek out their target(s) with unerring accuracy, hitting automatically. Victims take 2d6 points of damage from the impact and then must make a saving throw vs. poison as the snakes' venom takes effect. Those who fail their save suffer an additional 2d12 points of damage (half if the save is made).

On the following round the snakes fly back to the caster. Before the spell can be cast again, the wizard must swallow the two snakes (and yes, they are still alive), which causes the tattoos to reappear on his or her arms. Eating the snakes is a major action.

### *Stone Shape (Yin)*

Range: Touch

Components: V, S, M

Duration: Permanent

Casting Time: 1 round

Area of Effect: 1 cubic foot/level

Saving Throw: None

By means of this spell, the wizard can form an existing piece of stone into a shape that suits his or her purpose. For example, he or she can make a stone weapon, a special trapdoor, or an idol. This spell can also be used to reshape a stone door to escape imprisonment, providing the volume of stone involved is within the limits of the area of effect. The fineness of detail is not great in the created object; a wizard who wants to craft higher-quality piece can spend 1 turn casting the spell instead of a round. If the extra time is taken, the wizard attempts a Savvy Feat with a TN of 20. If this is successful, the object appears handcrafted and suitably artistic. The material component of this spell is a cupful of water.

### *Terra Cotta Lion (Yin)*

Range: 5 feet

Components: V, S, M

Duration: 2 rounds/level

Casting Time: Sl (2)

Area of Effect: 1 statuette

Saving Throw: None

A more powerful version of the 2nd-level wizard spell terra cotta warrior, this spell enlarges and animates a small statue of a lion (the

material component, usually costing 3 tael). These types of statues are often found at temples and monasteries, guarding the holy places from harm. All special rules and limitations of the terra cotta warrior spell apply.

**Terra Cotta Lion:** AC 22; HD 7; Move 150; Att/round 2; To hit +7; Damage 1d10+3; Stunts—*Might* 1d4, *Fortitude* 1d4. (H3) Level 5

### *Decapitating Scarf (Yin)*

Range: 5 yards/level  
Components: V, S, M  
Duration: Instantaneous  
Casting Time: Av (4)  
Area of Effect: 1 target  
Saving Throw: Negates

The most deadly of the scarf magics, this spell is rightly feared in the World of Martial Arts. The wizard sends a scarf streaking towards a single target within range. The scarf wraps around neck of the target, who must make a saving throw vs. spell. If the save is failed, the wizard yanks the scarf and decapitates the hapless victim. This kills the target outright, regardless of hit points or level.

### *Essence Absorption (Yang)*

Range: Touch  
Components: V, S, M  
Duration: Instantaneous  
Casting Time: Sl (2)  
Area of Effect: Creature touched  
Saving Throw: 1/2

With this dreaded spell, the wizard tears the yang energy out of an opponent and absorbs it into his or her own being. Favored by the Great Immortals, essence absorption is dangerous: Wizards who take on more yang energy that they can handle run the risk of damaging themselves.

To successfully cast the spell, the wizard first must hit an opponent with a martial arts attack. If hit, the target takes 5d10 points of damage (half if a saving throw vs. spell is made). Anyone who fails the save is also stunned for 1 round. The wizard then internalizes the stolen yang energy, regaining a number of hit points equal to the damage just inflicted. However, if this brings the wizard's

hit points over his or her normal total, the extra points are taken in damage instead. Great Immortals, due to their knowledge of yang magic, take only 1 point of damage for every 2 points over their normal total. Note that a wizard cannot steal more hit points than the opponent has; dealing 50 points of damage to a peasant with only 5 hit points does not earn 50 points of free healing.

Example: A *Dragon's Breath* wizard casts essence absorption on a foe. The wizard normally has 43 hit points, but he has taken 20 points of damage in an earlier encounter and now has only 23. He makes a successful martial arts attack and hits his opponent, who obligingly fails her saving throw. The wizard inflicts 30 points of damage, then absorbs the same amount. Unfortunately, he has taken on too much yang energy (he could absorb only 20 points). As a result, he is first restored to full hit points but then suffers 10 points in "overload" damage. After the attack, the wizard now has 33 hit points. Had he been a Great Immortal, he would have lost only 5 points to yang damage and would end the round with 38 hit points instead.

The material component of the spell is a jade dagger worth 100 tael. This component can be reused.

### *Fire Breath (Yang)*

Range: 0  
Components: V, S, M  
Duration: Instantaneous  
Casting Time: 1 round  
Area of Effect: 30-foot-long ¥ 15-foot-diameter cone  
Saving Throw: 1/2

This spell allows the wizard to breathe a cone of magical fire into the area of effect. All within the cone suffer 1d6 points of damage per level of the caster (half if they make a saving throw vs. breath weapon). Maximum damage is 15d6 (this maximum applies only to enemy creatures unless characters over 10th level are allowed by your DM). Combustible objects are ignited automatically. This may cause additional damage to those within the area. The DM must rule on these situations.

The material component for this spell is a piece of red-hot charcoal clenched between

the teeth of the caster. This charcoal does no damage to the wizard.

### *Metalskin (Yin)*

Range: 0  
 Components: V, S, M  
 Duration: 3 rounds  
 Casting Time: Sl (2)  
 Area of Effect: Caster  
 Saving Throw: None

When this spell is cast, the wizard becomes so completely attuned to the element of metal that his or her skin turns into gleaming bronze. For the duration of the spell, the wizard's AC is increased by 4 and his or her Might and Fortitude stunts increase by one die type. However, the caster's Move is reduced by half, and he or she cannot perform Acrobatics stunts. The wizard also suffers a -2 penalty to saves vs. yang spells while metalskin is in effect.

The material component of this spell is a small bronze gong, which may be reused.

### *Scorpion Form (Yin)*

Range: 0  
 Components: V, S, M  
 Duration: 1 turn  
 Casting Time: Sl (2)  
 Area of Effect: Caster  
 Saving Throw: None

To use this spell, the caster must have a tattoo of a scorpion, which counts as the material component. When the tattoo is activated, the wizard is transformed into a giant scorpion but retains his or her mental faculties, along with hit points, attack rolls, and saving throws. However, the wizard's Armor Class becomes 18, his or her Move increases to 150 feet per round, and he or she can make three attacks per round. The first two of these attacks are made with the scorpion's claws. These do 1d4 damage each, but their primary purpose is to hold the victim so that the third attack, the sting, can be delivered. For each claw that hits, the sting attack gets a +2 bonus to hit. The sting does 1d4 points of damage, and the stung opponent must make a saving throw vs. poison or die.

While in scorpion form, the wizard gets a +4 bonus to Charm feats related to fear, but

Acrobatics stunts suffer a -2 penalty due to the unfamiliar body. Also, the wizard can cast no spells while scorpion form is in effect, though he or she can choose to end the spell at any time.

### *Tomb of Ice (Yin)*

Range: 10 yards  
 Components: V, S, M  
 Duration: 1 turn  
 Casting Time: Sl (2)  
 Area of Effect: 1 creature  
 Saving Throw: Negates

Combining water with the strength of stone, this spell encases a single target in an enormous block of ice. The entombed being is completely protected from most forms of attack. However, the only action the prisoner can make is attempting to break out of the ice. This requires making a Might feat with a TN of 25, with one attempt each round. Every round that a creature is entombed, it takes 2d6 points of damage from chill and suffocation.

The material component of this spell is a small diamond worth 75 tael.

### *Transmute Wood to Ash (Yang)*

Range: 50 yards  
 Components: V, S, M  
 Duration: Permanent  
 Casting Time: Av (4)  
 Area of Effect: 10-foot radius  
 Saving Throw: None

This spell speeds up the natural transmutation of the elements by turning wood into ash. The caster chooses a point within range, which acts as the center of the spell. Any wood within a 10-foot radius of this point is instantly turned to ash. This includes both natural wood (trees) and crafted wood (such as planks and arrows). Nonwooden components of items remain intact, so a spearhead would survive the spell whereas the shaft would not.

The material component of this spell is an open flame of candle size or larger.

## Shaman Spells

### Level 1

#### *Ancestral Blessing (Uin)*

Range: 0  
 Components: V, S  
 Duration: 2 rounds/level  
 Casting Time: Av (4)  
 Area of Effect: Caster  
 Saving Throw: None

The shaman entreats his or her ancestor spirit for aid. If the shaman has faithfully made offerings to the spirit, the request is granted. For the duration of the spell, the shaman gains +1 to AC and +2 to all saving throws.

#### *Commune with Local Spirit (Yang)*

Range: 20 yards  
 Components: V, S, M  
 Duration: Special  
 Casting Time: 1 turn  
 Area of Effect: Special  
 Saving Throw: None

With this spell, the shaman can attempt to contact a local spirit, such as lake or forest spirits or ghosts who haunt a particular area. The shaman must dance and chant and make an offering of food and wine (the material component). If the shaman knows the name of the spirit, the spell automatically succeeds. Otherwise, the chance of success is 10% per level of the shaman. The DM can secretly modify this based on the sacrifices made and any other pertinent conditions.

If the spirit answers the summons, the shaman can ask it one question per level. The spirit will answer to the best of its ability, though its knowledge is usually limited to the immediate surroundings.

Alternatively, the shaman can forgo questioning and attempt to gain the spirit's aid. These negotiations are best roleplayed out. Remember, however, that spirits rarely do favors without requiring something in return.

#### *Cure Light Wounds (Uin)*

Reversible  
 Range: Touch  
 Components: V, S  
 Duration: Permanent  
 Casting Time: Av (4)  
 Area of Effect: Creature touched  
 Saving Throw: None

Upon touching a wounded being, the shaman instantly heals 1d8 points of damage, so long as the recipient has a solid body and is still alive. The shaman can perform an Insight stunt on the same round to increase the number of hit points restored by the result of the stunt die.

The reverse, cause light wounds, inflicts 1d8 points of damage on an opponent, who must be hit in melee combat as normal.

#### *Detect Harmony (Chi)*

Range: 0  
 Components: V, S, M  
 Duration: 1 turn  
 Casting Time: 1 round  
 Area of Effect: 10-foot-wide path, 30 yards long  
 Saving Throw: None

When the detect harmony spell is cast, the shaman detects the balance of natural forces in a path 10 feet wide and up to 30 yards long, in the direction he or she is facing. By turning in place, he or she can scan a 60-foot arc per round. The shaman can detect yin and yang energy and ascertain the relative strength of each.

#### *Detect Magic (Chi)*

Range: 0  
 Components: V, S, M  
 Duration: 1 turn  
 Casting Time: 1 round  
 Area of Effect: 10-foot-wide path, 30 yards long  
 Saving Throw: None

This spell works the same as the 1st-level wizard spell of the same name.



*Eyes of Fire (Yang)*

Range: 0  
 Components: V, S, M  
 Duration: 1–3 rounds  
 Casting Time: Sl (2)  
 Area of Effect: Caster  
 Saving Throw: 1/2

This spell causes the shaman's eyes to glow with an unnatural light. Once each round, the shaman can focus his or her eyes on a target within 30 feet and cause it to burst into flames. If focused on a living target, the spell causes 1d8 points of damage (half damage on a successful saving throw vs. spell). The duration is 1 round per 4 levels of the caster (1 round for shamans of level 1 to 4, 2 for those of level 5 to 8, and 3 for those of level 9 to 10). Using eyes of fire in subsequent rounds counts as the shaman's major action for that round; he or she cannot use the spell and attack with a weapon, for instance.

*Interpret Dream (Yin)*

Range: Touch  
 Components: V, S, M  
 Duration: Instantaneous  
 Casting Time: 1 turn  
 Area of Effect: Creature touched  
 Saving Throw: None

Shamans are famed for their ability to interpret dreams. Their advice is often sought regarding strange or disturbing visions, and whether they might contain warnings or advice. This spell allows the shaman to tap into the spirit world to correctly interpret a dream.

The dreamer approaches the shaman, who lights a fire and listens to the account of the dream. As the dreamer talks, images begin to flicker in the fire. When the dreamer is finished, the shaman touches his or her own head and interprets the dream. (The DM tells the shaman's player what the spell has revealed.) This information is usually both general and correct. Details are up to the DM, but dream interpretation is a great way to pass along information to the players.

*Light of Yang (Yang, yin for reverse)*

Reversible  
 Range: 120 yards  
 Components: V, S  
 Duration: 1 hour + 1 turn/level  
 Casting Time: Fa (6)  
 Area of Effect: 20-foot-radius globe  
 Saving Throw: Special

This spell works the same as the 1st-level wizard spell of the same name.

*Mantle of Heaven (Yang, yin for reverse)*

Reversible  
 Range: 0  
 Components: V, S  
 Duration: 2 rounds/level  
 Casting Time: Av (4)  
 Area of Effect: 10-yard radius  
 Saving Throw: None

When this spell is cast, the shaman is bathed in the light of Heaven. All can see that he or she has the favor of powerful spirits. Those allied to the caster draw inspiration from this display and receive a +1 bonus to hit. NPCs are also far more likely to give weight to what he or she has to say, giving the shaman +2 to Charm feats.

The reverse of this spell, mantle of Hell, imposes a –1 penalty to hit on enemies of the caster within range, and also confers a bonus on Charm feats by the caster as above.

*Oracle Bones (Yang)*

Range: 0  
 Components: V, S, M  
 Duration: Special  
 Casting Time: 2 rounds  
 Area of Effect: Caster  
 Saving Throw: None

The shaman attempts to predict good or evil fortune by reading the oracle bones. He or she picks an action that has just taken place or will take place in the next hour and records the details on the shoulderblade of a cow, or the shell of a turtle, through which a hole has been drilled. A hot iron rod is then thrust through the hole, creating cracks in the bone, which the shaman interprets. The base

chance of a successful reading is 70% plus 1% per level of the caster. The DM decides the answer, which is always stated in general terms. This spell never reveals precise details, but only whether the given action will be auspicious or inauspicious. A failed reading generates no answer or, at the DM's option, a false answer.

### *Suppress Magic (Yang)*

Range: 60 yards  
 Components: V, S  
 Duration: 1 round  
 Casting Time: Fa (6)  
 Area of Effect: 10-foot-cube or 1 item  
 Saving Throw: None

This spell works the same as the 1st-level wizard spell of the same name, but the shaman makes an Insight feat rather than a Savvy feat.

## *Level 2*

### *Ancestral Vengeance (Yin)*

Range: 10 yards  
 Components: V, S, M  
 Duration: Instantaneous  
 Casting Time: Sl (2)  
 Area of Effect: 1 creature  
 Saving Throw: None

The shaman calls out the crimes of the intended target to his or her ancestor spirit, enraging that forebear to such a degree that the spirit briefly manifests to deliver a sharp blow to the offending creature. The casting shaman must perform a Charm stunt on the round ancestral vengeance is cast, and the result of the stunt die is added to the spirit's damage (the better the stunt result, the more angry the spirit has become). The spirit's attack automatically hits and does a base damage of 2d8, which is increased to 3d8 if the target is undead. (Such creatures must realize the proper place for them is in a grave!)

### *Cure Moderate Wounds (Yin)*

Reversible  
 Range: 20 yards  
 Components: V, S  
 Duration: Permanent

Casting Time: Av (4)  
 Area of Effect: Creature touched  
 Saving Throw: None

This spell works identically to cure light wounds but heals 1d10+1 points of damage. Its opposite, cause moderate wounds, inflicts 1d10+1 points of damage on an opponent, who must be hit in melee combat as normal.

### *Divine Future (Yang)*

Range: Touch  
 Components: V, S, M  
 Duration: 1 round  
 Casting Time: Sl (2)  
 Area of Effect: Creature touched  
 Saving Throw: None

When this spell is cast, the shaman divines the best choice for the target creature's next stunt. On the following round, the affected creature may make two stunt rolls and keep the best result.

**Example:** A Black Lotus casts divine future and touches an allied Iron Monkey. The next round the thief makes an Acrobatics stunt (stunt bonus 1d8), but rolls two eight-sided dice instead of the usual one. The results are a 2 and a 7. The Iron Monkey happily takes the higher result.



### *Flame Fist (Yang)*

Range: 0  
 Components: V, S  
 Duration: 1 turn  
 Casting Time: Av (4)  
 Area of Effect: Caster  
 Saving Throw: None

The shaman uses mastery of fire to wreath

his or her hands in glowing flame. For the duration of the spell, the shaman's martial arts damage is increased by two die types (for instance, from 1d4 to 1d8), to a maximum of 1d12. Blows from flame fist can also set flammable objects alight.

### *Mediumship (Yang)*

Range: 50 yards  
 Components: V, S, M  
 Duration: Special  
 Casting Time: 3 turns  
 Area of Effect: Caster  
 Saving Throw: None

This spell is a long ritual in which the shaman invites a friendly spirit to possess his or her body. It is often used to communicate with ancestors, especially when important advice is needed.

The shaman sings and dances, and offers sacrifices of food and wine to the spirit, who must be within range. If the identity of the spirit is known, it will enter the shaman's body automatically after such an entreaty. The spirit then takes control of the body, gaining the power of speech and any other reasonable activity. Once possessed, the shaman cannot talk to the spirit, so others must be present to ask questions.

This spell can also be cast in regions where the presence of spirits is suspected, in the hopes of attracting a friendly one. It is up to the DM to determine the intent of local spirits. Malevolent spirits will attempt to take over the shaman's body permanently. The shaman receives a saving throw vs. paralyzation with a +1 bonus per level. If the save is successful, the spirit is driven off. Otherwise, the shaman is possessed.

This spell can also be used to bargain with demons, but the risks are much greater. Even members of the Black Lotus are loath to let demons possess them. In either case, the DM must determine what the entity hopes to gain through possession and under what circumstances it will return the body to its owner.

### *Rebuke (Yang)*

Range: 30 yards  
 Components: V, S  
 Duration: 2 rounds  
 Casting Time: Fa (6)  
 Area of Effect: 1 creature  
 Saving Throw: Negates

The shaman, invoking Heaven and Earth, stuns one opponent with a thunderous rebuke. The target receives a saving throw vs. spell; on a failed save, he or she is stunned for 2 rounds. Stunned characters and creatures are hit more easily (+4 to opponent's roll) and cannot perform stunts.

### *Skyclimb (Yin)*

Range: 0  
 Components: V, S, M  
 Duration: 1 turn  
 Casting Time: Sl (2)  
 Area of Effect: Caster  
 Saving Throw: None

By casting this spell the shaman can climb into the sky (that is, levitate) at a rate of 20 feet per round. This movement can be up or down but is strictly vertical. The shaman could move from side to side by pulling himself or herself along a wall, for example, but the spell itself does not enable horizontal movement. Once cast, the spell requires no concentration.

The material component of this spell is a "pill" of jade, which the shaman must swallow.

### *Spirit Barrier (Yin)*

Range: 0  
 Components: V, S  
 Duration: Special  
 Casting Time: Sl (2)  
 Area of Effect: 1 yard/level  
 Saving Throw: None

The shaman makes a circle on the ground with sticks of burning incense. Any mortal within the confines of the circle becomes immune to possession by spirits and demons, and receives a +2 AC versus attacks by such creatures. The circle has no adverse effects on the shaman's own abilities, but it does affect allied spirits. As soon as the caster leaves the circle, it ceases to function.

### *Understand Curse (Yin)*

Range: 10 feet  
 Components: V, S, M  
 Duration: Instantaneous  
 Casting Time: 1 turn  
 Area of Effect: 1 target  
 Saving Throw: None

This spell may be cast upon any person or object that is suffering from any harmful magical effect or the unwelcome attention of a supernatural power. The spell reveals to the shaman the manner of the target's curse, the reason for it, and who is responsible. Thus the shaman can discover the name of the person, creature, or power who cursed the target and what sort of being it is (spirit, demon, god, and so on). He or she can also learn whether the curse is punishment, revenge, or unprovoked assault, as well as its nature (whether from a curse spell, a spirit's power, or some other source). Note that the spell does not reveal the nature of the spirit, though the shaman may recognize the names of ancestors and patron entities.

The material component of this spell is a star chart, which the shaman uses to track correspondences.

## Level 3

### *(HA) Animate Dead (Yin)*

Range: 10 yards  
 Components: V, S, M  
 Duration: Permanent  
 Casting Time: 1 round  
 Area of Effect: Special  
 Saving Throw: None

This spell creates the lowest of the undead monsters—skeletons or zombies—usually from the bones or bodies of dead humans. The remains become animated and obey simple verbal commands of the caster, regardless of how the beings communicated in life. The skeletons or zombies can follow the caster, remain in an area and attack any creature (or just a specific type of creature) entering the place, and so on. They remain animated until destroyed in combat or immobilized; the magic cannot be dispelled.

The shaman can animate one skeleton or one

zombie per level. If creatures with more than 1 Hit Die are animated, the number of undead created is determined by the living creature's Hit Dice. Skeletal forms have the Hit Dice of the original creature, while zombie forms have 1 additional Hit Die. This is based on the standard for the creature's race; thus, a high-level human adventurer would be animated as a skeleton or zombie of only 1 or 2 Hit Dice, without special class or kit abilities. The caster can, alternatively, animate two small animal skeletons (1–1 Hit Die or less) for every level of experience he or she has achieved.

The spell requires a drop of blood, a piece of flesh of the type of creature being animated, and a pinch of bone powder or a bone shard. Animate dead does not return the souls to the dead but only gives them a hideous unlife. Treating the dead in such a manner is tremendously disrespectful and only those of a thoroughly evil character would consider using this spell.

### *Cast Out Spirit (Yang)*

Range: Touch  
 Components: V, S  
 Duration: Permanent  
 Casting Time: 1 turn  
 Area of Effect: 1 spirit  
 Saving Throw: Special

Through this spell the shaman can attempt to cast out a possessing spirit or demon. It can't be used to drive out spirits possessing willing hosts.

As the shaman dances, he or she berates the spirit and threatens it with spiritual retribution. When the ritual is complete, the shaman must make a Charm feat. The Target Number to successfully cast the spirit out is set out in the following table.

**TABLE 4-5: CASTING OUT SPIRITS**

HD of Spirit or Demon	TN
Fewer than caster	10
Same as caster	15
More than caster	20

*Commune with Major Spirit (Yang)*

Range: 100 yards  
 Components: V, S, M  
 Duration: Special  
 Casting Time: 2 turns  
 Area of Effect: Special  
 Saving Throw: None

This spell is similar to the 1 level spell commune with local spirit, but it allows contact with more powerful entities (such as the spirits of mountains and rivers, or deified heroes). These spirits must be treated with the utmost respect, and they will not even consider answering the summons unless generous sacrifices are made. The base chance of success is 7% per level of the shaman. The DM can secretly modify this based on the sacrifices made and any other pertinent conditions.

If the spirit answers the summons, the shaman can ask it one question per level. Generally, it will answer to the best of its ability. However, major spirits tend to pursue their own interests, so they often feed the shaman whatever information best serves those ends.

Alternatively, the shaman can forgo questioning and attempt to gain the spirit's aid. These negotiations are best roleplayed out. Remember, however, that spirits rarely do favors without requiring something in return.

*Cure Disease (Yin)*

Range: Touch  
 Components: V, S  
 Duration: Special  
 Casting Time: 1 round  
 Area of Effect: Creature touched  
 Saving Throw: None

This spell quickly removes the effects of any one disease. Symptoms usually disappear within a turn to a week, depending on the severity and advancement of the disease at the time of casting. The exact amount of time for complete recovery is up to the DM. Regardless of how long it takes to disappear, though, the disease causes no more damage to its victim.

*Dispel Magic (Yang)*

Range: 120 yards  
 Components: V, S  
 Duration: Instantaneous  
 Casting Time: Fa (6)  
 Area of Effect: 30-foot cube or 1 item  
 Saving Throw: None

This spell works the same as the 3rd-level wizard spell of the same name, but the shaman makes an Insight feat instead of a Savvy feat.

*Dream Message (Yin)*

Reversible  
 Range: 0  
 Components: V, S, M  
 Duration: Special  
 Casting Time: 3 turns  
 Area of Effect: Caster  
 Saving Throw: None

This spell allows the shaman to deliver messages to others in their dreams. The shaman must know the name of the recipient, who must be asleep when the spell is cast. The ritual takes half an hour, at the end of which the shaman falls into a trancelike state. At this point, the shaman's spirit leaves his or her body and travels instantaneously into the sleeping mind of the recipient (unless that person is protected against spirits in some way, such as by the spell spirit barrier).

If the spell is cast successfully, the shaman can deliver a message of any length, and this determines the spell's duration. Exactly how this is done is up to the caster. The shaman could appear in person in a dream and simply speak the message, or he or she could fill the recipient's mind with images meant to convey a warning. The dreamer cannot reply, and the shaman can glean no information from the other's mind.

Once the message is sent, the shaman's spirit returns to his or her body. If the body is disturbed in any way before then, though, the spirit has a 25% chance of becoming lost. In this case, the body remains comatose until the shaman's spirit can find its way back—which may take some time. There is a 5% chance per level of the shaman that the spirit succeeds. Roll percentile dice once for each day of game time.

The reverse of this spell, nightmare message, works in exactly the same way, but the shaman's goal is to frighten and disturb the recipient. The nightmare prevents restful sleep and causes 1d10 points of damage plus the result of the shaman's Charm stunt (representing the shaman's skill at creating unsettling images). A victim who has not rested cannot regain spells as normal. The victim of nightmare message is allowed a saving throw vs. spell to avoid its effects.

The material components of this spell are a bowl of incense and a small gong.

### *Earth to Heaven (Yin)*

Range: 0  
 Components: S, M  
 Duration: 1 turn/level  
 Casting Time: Fa (6)  
 Area of Effect: Caster  
 Saving Throw: None

This spell gives the shaman the power of flight. He or she is able to move both horizontally and vertically at a rate of 180 feet/round. While flying at less than 90 feet/round, the shaman can cast other spells, perform stunts, and attack in combat. If the shaman wants to extend the flight, he or she makes a Fortitude stunt to stay in the air an additional number of turns equal to the result of the stunt die.

The material component of this spell is a "pill" of jade, which the shaman must swallow.

### *Lash of Fire (Yang)*

Range: 0  
 Components: V, S  
 Duration: 2 rounds  
 Casting Time: Av (4)  
 Area of Effect: 20-foot-long ¥ 5-foot-diameter cone  
 Saving Throw: 1/2

With this spell, the shaman causes a jet of fire to burst from his or her outstretched hands. This cone of flame is 20 feet long and 5 feet in diameter at its widest end. In the first round, it inflicts 1d4 points of damage, plus an additional 2 points of damage per level of the caster; the spell inflicts half this amount on the second round. A successful saving throw vs. spell halves the damage dealt in either round.

### *Remove Curse (Yang)*

Reversible  
 Range: Touch  
 Components: V, S  
 Duration: Permanent  
 Casting Time: Sl (2)  
 Area of Effect: Special  
 Saving Throw: Special

By casting this spell, the shaman can usually remove a curse on an object, on a person, or in the form of some undesired sending or evil presence. Note that the spell does not remove the curse from a weapon or item, for example, although it typically enables the afflicted person to get rid of it. Certain special curses may not be countered by the remove curse spell, or may be countered only by a caster of a certain level or higher. Other curses require special circumstances or ingredients to remove. For instance, preventing someone from turning into a hopping vampire requires sticky rice.

The reverse of the spell, bestow curse, is not permanent; it lasts 1 turn for every experience level of the shaman. The curse can have one of the following effects: Reduce one stunt die by two die types (the shaman chooses which); lower the victim's attack and saving throw rolls by -4; or make the victim more susceptible to yin or yang magic (victim takes +1 extra damage per die from one type of the shaman's choice). The shaman must state who is being cursed and what form the curse will take. The subject of a bestow curse spell must be touched. If the attack succeeds, a saving throw vs. spell still applies; if the save is successful, there is no effect. The curse cannot be dispelled.

It is possible for a shaman to devise an original curse, which should be similar in power to those given here. The DM is the final arbiter of what is reasonable.

## *Level 4*

### *Burning Ring of Fire (Yang)*

Range: 0  
 Components: V, S, M  
 Duration: 1 round/level  
 Casting Time: Fa (6)  
 Area of Effect: Special  
 Saving Throw: None

This spell creates a hollow ring of fire up to 15 feet across around the shaman. The ring is stationary and does no damage to the shaman or any of his or her worn or carried items; he or she can pass through the ring at will. All other creatures take 3d6 points of damage from passing through any part of the ring, and 1d6 points of damage from each lesser contact. The ring can be up to 20 feet high.

The material component of this spell is a bit of flint.

### *Cure Serious Wounds (Ujin)*

Reversible

Range: Touch

Components: V, S

Duration: Permanent

Casting Time: Sl (2)

Area of Effect: Creature touched

Saving Throw: None

This spell works identically to cure light wounds but heals 2d8+1 points of damage. Its opposite, cause serious wounds, inflicts 2d8+1 points of damage on an opponent, who must be hit in melee combat as normal.

### *Detect Lie (Chi)*

Reversible

Range: 30 yards

Components: V, S

Duration: 1 round/level

Casting Time: Sl (2)

Area of Effect: 1 creature

Saving Throw: Negates

A shaman who casts this spell is immediately able to determine if the target creature deliberately and knowingly speaks a lie. It does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions. The target receives a saving throw vs. spell. If the shaman performs an Insight stunt on the round the spell is cast, the target receives a penalty on the saving throw equal to the result of the stunt die.

The reverse of the spell, undetectable lie, prevents the magical detection of lies spoken by the target for 24 hours. Members of the Black Lotus often cast this spell on themselves.

### *Fury of Ying Weihan (Uang)*

Range: 5 yards

Components: V, S, M

Duration: 5 rounds

Casting Time: Sl (2)

Area of Effect: 1 creature/level

Saving Throw: None

In the heat of battle, the shaman can call down the power of Ying Weihan [YEEN WAY-SUN], the God of War. The god's might spurs the shaman's allies on to greater deeds and fills them with battle lust. The shaman must perform an Insight stunt on the round this spell is cast. For the duration of fury of Ying Weihan, affected creatures are subject to the following rules:

- They receive bonus hit points equal to the result of the shaman's Insight stunt. These hit points are temporary, and any damage sustained is absorbed by them first. At the end of the spell, any remaining bonus hit points are lost.
- They receive a +2 bonus to all their damage rolls in combat.
- They must perform a Might, Acrobatics, or Fortitude stunt each round.
- They must try to attack their foes every round in some fashion (whether it be with weapons, martial arts, or spells).

The shaman must be one of the subjects of the spell, and he or she must strive to embody the precepts of the God of War on the field of battle. Should the shaman act in a cowardly manner (fleeing the battle, leaving others to fight, etc.), the spell automatically ends, and Ying Weihan will not let the shaman use it again until he or she has atoned for such cowardice. (This is best roleplayed out.)

The material component of this spell is a small bronze halberd (the symbol of Ying Weihan).



### *The Hungry Earth (Yin)*

Range: 30 yards  
 Components: V, S, M  
 Duration: Instantaneous  
 Casting Time: Sl (2)  
 Area of Effect: Circle with a diameter of 1 foot/level  
 Saving Throw: Negates

By casting this spell, the shaman rouses an angry earth spirit to attack his or her enemies. The shaman picks a point within range, and a circular pit with a diameter of 1 foot per level of the caster opens up on command. The earth gapes like a maw, then snaps shut with crushing force. Anyone within the area of effect must make a saving throw vs. spell or suffer 3d10 points of damage and be buried beneath the ground. Characters who made Acrobatics stunts that round can add the result of their stunt die to the saving throw; by making the save, they manage to jump away before the earth falls away beneath them.

Characters trapped below ground can attempt a Might feat with a TN of 15 each round to claw their way out. Those who fail take 1d10 points of damage per round from suffocation. Characters above ground can attempt Might feats with the same TN to free trapped friends. One is rescued per successful feat.

The hungry earth can be cast only on an

area with dirt underfoot, so it is ineffective in regions of stone or inside buildings. The material component of the spell is a bag of beans.

### *Neutralize Poison (Yin)*

Reversible  
 Range: Touch  
 Components: V, S  
 Duration: Permanent  
 Casting Time: Sl (2)  
 Area of Effect: Creature touched or 1 cubic foot of substance/2 levels  
 Saving Throw: None

By means of this spell, the shaman detoxifies any sort of venom in the creature or substance touched. Note that an opponent, such as a poisonous reptile or snake (or even an envenomed weapon of an opponent), unwilling to be so touched requires the shaman to roll a successful attack in combat. This spell can prevent death in a poisoned creature if cast before death occurs. The effects of the spell are permanent only with respect to poison existing in the creature at the time of the touch; thus, creatures and objects that generate new poison are not permanently detoxified.

The reversed spell, *poison*, likewise requires a successful attack roll, and the victim is allowed a saving throw vs. poison. If the save is unsuccessful, the victim is incapacitated and dies in 1 turn unless the poison is magically neutralized.

## *Fifth Level*

### *Blood of Fire (Yang)*

Range: 40 yards  
 Components: V, S, M  
 Duration: Instantaneous  
 Casting Time: Av (4)  
 Area of Effect: Special  
 Saving Throw: Special

A shaman casting this spell cuts a mystic pattern into his or her hand with a knife (causing 2 points of damage) and enchants his or her own blood. The shaman can then send four missiles of blood streaking from the upturned palm, which explode on impact. The shaman can choose a separate target for each missile and must roll to hit for each (modified by an



Acrobatics stunt if one is performed that round). A direct hit causes 2d8 points of damage with no saving throw possible. Those within 5 feet of the blast must make saving throws vs. spell or take the same damage.

The shaman's blood counts as the material component.

### *Commune with Deity (Yang)*

Range: Special  
 Components: V, S, M  
 Duration: Special  
 Casting Time: 3 turns  
 Area of Effect: Special  
 Saving Throw: None

This spell is similar to the 1st-level spell commune with local spirit, but it allows contact with deities (such as city or elemental gods). Gods, needless to say, must be treated with utter reverence, and they will not even consider answering the summons unless lavish sacrifices are made. The base chance of success is 5% per level of the shaman. The DM can secretly modify this based on the sacrifices made and any other pertinent conditions.

If the deity answers the summons, the shaman can ask him or her one question per level. The gods are well-known for doing what is in their own best interest, so there is no guarantee that they are telling the whole—or even part—of the truth. Shamans with a long history of generous sacrifice are more likely to be rewarded.

Alternatively, the shaman can forgo questioning and attempt to gain the deity's aid. These negotiations are best roleplayed out, but characters should be on their best behavior. Deities do things only when it suits them, so the PCs had best be convincing.

### *Cure Contagion (Ujin)*

Range: 10 yards  
 Components: V, S, M  
 Duration: Permanent  
 Casting Time: 1d8+2 hours  
 Area of Effect: 10 yards/level  
 Saving Throw: None

Disease kills more people in Tianguo than war ever has, but powerful shamans can combat its effects with this powerful spell. A lengthy ritual, cure contagion appeals directly

to the Jade Emperor for mercy. The shaman must spend 3 to 10 hours making prayers and offerings to the Lord of Heaven and must be accompanied by no fewer than fifty supplicants. As these cries rise to Heaven, the Jade Emperor focuses his power through the shaman, and a wave of purifying chi flows outward. Anyone within the area of effect at the conclusion of the spell is healed of all diseases, though lost hit points must be regained by rest or magic as usual.

Due to the power of cure contagion, the DM always has final say over whether the spell works or not. If the sacrifices are not appropriate, or the supplicants not fervent enough, the DM can rule that the spell does not take effect. Mercy is for the Jade Emperor alone to give or withhold.

### *Cure Critical Wounds (Ujin)*

Reversible  
 Range: Touch  
 Components: V, S  
 Duration: Permanent  
 Casting Time: 1 (2)  
 Area of Effect: Creature touched  
 Saving Throw: None

This spell works identically to cure light wounds but heals 3d8+3 points of damage. Its opposite, cause critical wounds, inflicts 3d8+3 points of damage on an opponent, who must be hit in melee combat as normal.

### *The Hand of Heaven (Yang)*

Range: Touch  
 Components: V, S, M  
 Duration: 1 round  
 Casting Time: 1 round  
 Area of Effect: Creature touched  
 Saving Throw: None

A spell no shaman casts lightly, the hand of Heaven is a direct appeal to the Jade Emperor. The shaman invokes the Lord of Heaven and begs for his aid in a specific endeavor. He or she then touches a target creature, who becomes filled with the power of Heaven. On the following round, if the target creature performs the action that the shaman described, the action is automatically successful. This is usually a feat of some kind, though the spell can be used in combat

to hit a target automatically with one blow. Should the target attempt a different action from that requested, the spell is wasted.

To gain the attention of the Lord of Heaven, the shaman must offer a jade sacrificial object of no less than 100 tael value. The DM should carefully monitor use of this spell. Should a shaman abuse the privilege, the Jade Emperor may simply deny the spell until he or she learns proper respect.

### *Return the Soul (Chi)*

Range: 30 yards

Components: V, S, M

Duration: Permanent

Casting Time: 1 hour

Area of Effect: 1 human

Saving Throw: Special

When a human dies in Tianguo, two souls leave the body. The hun ascends to Heaven and the po descends to Hell. These journeys, however, are not instantaneous. If a shaman acts fast enough, he or she can call the souls back into their body and return the dead to life.

The length of time the person has been dead is of vital importance. The shaman can attempt this spell only on someone who's been dead a number of days equal to or less than the shaman's level (for instance, a 10th-level shaman can attempt to raise someone who's been dead up to 10 days). The body must also be made whole before the souls can return. At least one cure spell must be cast on the corpse to remove the most grievous injuries. Similarly, diseases and poisons must be cured before the spirit returns, or the resurrected person will simply die again.

Once all the preconditions are met, the shaman can cast the spell. The dead character must make a Fortitude feat with a TN of 10 to survive the resurrection. If this roll fails, the body simply couldn't take the reanimation process and remains dead. If the feat is successful, the character loses 1 point of Constitution permanently but returns to life. The returned character is weak and needs at least 1 day of bed rest per day he or she was dead. Regardless of the healing spells cast on the corpse, the revived character has just 1 hit point and must regain the rest through natural or magical healing.

The shaman must sacrifice at least 100 tael worth of jade and gold to Heaven as the material component of this spell.