

# SUMMARY OF SPELL LISTS

## Elementalism Apprentice List

*Requirement: Career of Elementalist at d4 or better*

List	Rank	Name	Cost	Diff.	Type	Effect	Page
▲	Ⅰ	Avert Air	1	1d10	Regular	Shield a target from hostile Air Magic.	207
▼	Ⅰ	Avert Earth	1	1d10	Regular	Shield a target from hostile Earth Magic.	206
▲	Ⅰ	Avert Fire	1	1d10	Regular	Shield a target from hostile Fire Magic.	208
▼	Ⅰ	Avert Water	1	1d10	Regular	Shield a target from hostile Water Magic.	209
▲	Ⅰ	Create Air	1	1d10	Regular	Invoke Air from thin air.	207
▼	Ⅰ	Create Earth	1	1d10	Regular	Invoke earth from thin air.	206
▲	Ⅰ	Create Fire	1	1d10	Regular	Invoke Fire from thin air.	208
▼	Ⅰ	Create Water	1	1d10	Regular	Invoke Water from thin air.	208
▲	Ⅰ	Destroy Air	1	1d10	Regular	Destroy a small part of Air	206
▼	Ⅰ	Destroy Earth	1	1d10	Regular	Destroy a small part of earth	206
▲	Ⅰ	Destroy Fire	1	1d10	Regular	Destroy a small part of Fire	207
▼	Ⅰ	Destroy Water	1	1d10	Regular	Destroy a small part of Water	208
▲	Ⅰ	Mold Air	1	1d10	Regular	Manipulate a bit of Air.	207
▼	Ⅰ	Mold Earth	1	1d10	Regular	Manipulate a bit of earth.	206
▲	Ⅰ	Mold Fire	1	1d10	Regular	Manipulate a bit of Fire.	207
▼	Ⅰ	Mold Water	1	1d10	Regular	Manipulate a bit of Water.	208
▲	Ⅰ	Scry Air	1	1d10	Regular	Scan Air for information.	206
▼	Ⅰ	Scry Earth	1	1d10	Regular	Scan Earth for information.	205
▲	Ⅰ	Scry Fire	1	1d10	Regular	Scan Fire for information.	207
▼	Ⅰ	Scry Water	1	1d10	Regular	Scan Water for information.	208

## Air Journeyman List

*Requirement: Being Adept at all five Apprentice Air spells*

List	Rank	Name	Cost	Diff.	Type	Effect	Page
▲	┘	Air Magic Journeyman's Privilege	1	1d12	Defense	Instantly cancel any Apprentice Air spell	209
▲	┘	Call Sylph	4	4d12	Regular	Call an Elemental	209
▲	┘	Calming the Storm	3	3d8	Regular	Target suffers a -1 Penalty to Initiative Dice.	209
▲	┘	Haste of the Zephyr	3	3d8	Regular	Target gains double Initiative dice	209
▲	┘	Lightning Bolt	3	3d12	Targeted	Hurls 3d12 damage at Range	210
▲	┘	Thunder Clap	4	4d10	Explosion	Hurt a Cluster for 4d10 Exploding Damage	210

## Air Master List

*Requirement: Being Adept at any four Air Journeyman spells*

List	Rank	Name	Cost	Diff.	Type	Effect	Page
▲	M	Air Magic Master's Privilege	1	1d12	Defense	Instantly cancel any Journeyman Air spell	213
▲	M	Bind Sylph	3	3d12	Delayed	Captures an Air Elemental into a material object	213
▲	M	Chain Lightning	5	5d12	Homing	Damages a Group with hostile lightning	214
▲	M	Command Sylph	4	4d12	Regular	Force an Air Elemental to obey your whims	213

## Earth Journeyman List

*Requirement: Being Adept at all five Apprentice Earth spells*

List	Rank	Name	Cost	Diff.	Type	Effect	Page
▽	┘	Breaking the Foundations	3	3d8	Regular	Target suffers a -1 Penalty to Soak dice.	210
▽	┘	Call Gnome	4	4d12	Regular	Call an Elemental	210
▽	┘	Earth Magic Journeyman's Privilege	1	1d12	Defense	Instantly cancel any Apprentice Earth spell	210
▽	┘	Earthquake	4	4d10	Explosion	Hurt a Cluster for 4d10 Exploding Damage	210
▽	┘	Heart of the Mountain	3	3d8	Regular	Target may roll double their Soak dice	211
▽	┘	Stone Hurlant	3	3d12	Targeted	Hurls 3d12 damage at Range	211

## Earth Master List

*Requirement: Being Adept at any four Earth Journeyman spells*

List	Rank	Name	Cost	Diff.	Type	Effect	Page
▽	M	Bind Gnome	3	3d12	Delayed	Captures an Earth Elemental into a material object	214
▽	M	Command Gnome	4	4d12	Regular	Force an Earth Elemental to obey your whims	214
▽	M	Earth Magic Master's Privilege	1	1d12	Defense	Instantly cancel any Journeyman Earth spell	214
▽	M	Meteor Swarm	5	5d12	Homing	Damages a Group with hostile meteorites.	214

## Fire Journeyman List

*Requirement: Being Adept at all five Apprentice Fire spells*

List	Rank	Name	Cost	Diff.	Type	Effect	Page
△	┘	Call Salamander	4	4d12	Regular	Call an Elemental	211
△	┘	Cooling the Fires Within	3	3d8	Regular	Target suffers a -1 Penalty to their Resolve dice	211
△	┘	Fire Ball	4	4d10	Explosion	Hurt a Cluster for 4d10 Exploding Damage	211
△	┘	Fire Magic Journeyman's Privilege	1	1d12	Defense	Instantly cancel any Apprentice Fire spell	211
△	┘	Pilum of Flame	3	3d12	Targeted	Hurls 3d12 damage at Range.	212
△	┘	Untempered Soul	3	3d8	Regular	Target may roll double their Resolve dice	212

## Fire Master List

*Requirement: Being Adept at any four Journeyman Fire spells*

<b>List</b>	<b>Rank</b>	<b>Name</b>	<b>Cost</b>	<b>Diff.</b>	<b>Type</b>	<b>Effect</b>	<b>Page</b>
△	M	Bind Salamander	3	3d12	Delayed	Captures a Fire Elemental into a material object	215
△	M	Command Salamander	4	4d12	Regular	Force a Fire Elemental to obey your whims	215
△	M	Fire Magic Master's Privilege	1	1d12	Defense	Instantly cancel any Journeyman Fire spell	215
△	M	Tongues of Flame	5	5d12	Homing	Damages a Group with searing blasts of fire	215

## Water Journeyman List

*Requirement: Being Adept at all four Apprentice Water spells*

<b>List</b>	<b>Rank</b>	<b>Name</b>	<b>Cost</b>	<b>Diff.</b>	<b>Type</b>	<b>Effect</b>	<b>Page</b>
▽	└	Call Undine	4	4d12	Regular	Call an Elemental	212
▽	└	Clarity of the Spring	3	3d8	Regular	Target may roll double their Observation dice	212
▽	└	Clouding the Waters	3	3d8	Regular	Target suffers a -1 Penalty to their Observation dice	212
▽	└	Freeze Arrow	3	3d12	Targeted	Hurls 3d12 damage at Range	212
▽	└	Maelstrom	4	4d10	Explosion	Hurt a Cluster for 4d10 Exploding Damage	213
▽	└	Water Magic Journeyman's Privilege	1	1d12	Defense	Instantly cancel any Apprentice Water spell	213

## Water Master List

*Requirement: Being Adept at any four Water Journeyman spells*

<b>List</b>	<b>Rank</b>	<b>Name</b>	<b>Cost</b>	<b>Diff.</b>	<b>Type</b>	<b>Effect</b>	<b>Page</b>
▽	M	Bind Undine	3	3d12	Delayed	Captures a Water Elemental into a material object	216
▽	M	Command Undine	4	4d12	Regular	Force a Water Elemental to obey your whims	216
▽	M	Ice Storm	5	5d12	Homing	Damages a Group with searing blasts of Water	216
▽	M	Water Magic Master's Privilege	1	1d12	Defense	Instantly cancel any Journeyman Water spell	216

## White Magic Apprentice List

*Requirement: Career of Cleric at d4 or better*

List	Rank	Name	Cost	Diff.	Type	Effect	Page
☼	A	Circle of Protection	2	2d12	Regular	Guard a Cluster around you from danger	217
☼	A	Cure I	5	5d8	Regular	Attempt to cure an affliction with 5d8 effect dice.	218
☼	A	Flesh Ward I	4	4d4	Regular	Add phantom Hit Points as a 4d4 Damage Roll vs. Body	218
☼	A	Healing I	3	3d4	Regular	Heal a character as a 3d4 "attack" vs. Body.	218
☼	A	Life's Whisper	2	2d10	Regular	Lets the target re-roll their last Death Test.	219
☼	A	Scry Spirit	1	1d10	Regular	Scan the spirits for information	219
☼	A	Turn Unholy I	4	4d10	Explosion	Spirit Power for 4d10 Damage on Unholy targets only	219

## White Magic Journeyman List

*Requirement: Adept at any five White Magic Apprentice spells*

List	Rank	Name	Cost	Diff.	Type	Effect	Page
☼	J	Benediction	2	2d12	Regular	Delay any spell on the target, until they say a prayer.	219
☼	J	Circle of Recalcitrance	4	4d12	Regular	Guard a Cluster around you from danger	220
☼	J	Cure II	4	4d10	Regular	Attempt to cure an affliction with 4d10 effect dice.	220
☼	J	Flesh Ward II	4	4d6	Regular	Add phantom Hit Points as a 4d6 Damage Roll vs. Body.	220
☼	J	Healing II	3	3d6	Regular	Heal a character as a 3d6 "attack" vs. Body.	220
☼	J	Lazarus Heart	2	2d12	Delayed	Target automatically passes next failed Death Test	221
☼	J	Life's Breath	3	3d10	Regular	Lets the target re-roll their last Death Test.	221
☼	J	Turn Unholy II	4	4d10	Explosion	Cause 4d10 Damage to a Group of Unholy targets only.	221
☼	J	White Magic Journeyman's Privilege	1	1d12	Defense	Instantly cancel any White Magic Apprentice spell	221

## White Magic Master List

*Requirement: Being Adept at any four White Magic Journeyman spells*

List	Rank	Name	Cost	Diff.	Type	Effect	Page
☼	M	Circle of Invulnerability	6	6d12	Regular	Guard a Cluster around you from danger	222
☼	M	Cure III	3	3d12	Regular	Attempt to cure an affliction with 3d12 effect dice.	222
☼	M	Flesh Ward III	4	4d8	Regular	Add phantom Hit Points as a 4d8 Damage Roll vs. Body.	222
☼	M	Healing III	3	3d8	Regular	Heal a character as a 3d8 "attack" vs. Body.	222
☼	M	Life's Touch	4	4d10	Regular	Lets the target re-roll their last Death Test.	222
☼	M	Turn Unholy III	4	8d10	Explosion	Cause 8d10 Damage to a Group of Unholy targets only.	223
☼	M	White Magic Master's Privilege	1	1d12	Defense	Instantly cancel any White Magic Journeyman spell	223

## Green & Purple Apprentice List

Requirement: Career of Green & Purple Mage at d4 or better

List	Rank	Name	Cost	Diff.	Type	Effect	Page
☹	A	Blind I	3	3d8	Regular	Target must resist Body & Mind vs. 3d8 or be Blinded	224
☹	A	Confuse I	3	3d6	Regular	Group must resist Mind vs. 3d6 or become Confused	225
☹	A	Frightening I	3	3d8	Regular	Group must test Mind & Will vs. 3d8 or suffer Fear/Terror.	225
☹	A	Ivory Tower	2	2d8	Regular	Target gains extra 2d8 to use to resist Mind-affecting spells	225
☹	A	Paralyze I	5	5d6	Regular	Group saves Mind and Will vs. 5d6 or is paralyzed	225
☹	A	Rage I	2	2d8	Regular	Group must Save Mind vs. 2d8 or become Enraged/Berserk	225
☹	A	Scry Mind	1	1d10	Regular	Scan someone's spirit for information.	225
☹	A	Sleep I	5	5d6	Regular	Group saves Body, Mind & Will vs. 5d6 or falls asleep	226
☹	A	Thought-Reading I	5	5d6	Regular	Roll 5d6 vs. Mind to find a target's inner thoughts	226
☹	A	Thought-Sending I	3	3d6	Regular	Speak to your target, via their thoughts.	226

## Green & Purple Magic Journeyman List

Requirement: Being Adept at any give Green & Purple Apprentice spells

List	Rank	Name	Cost	Diff.	Type	Effect	Page
☹	J	Blind II	3	3d10	Regular	Target must resist Body & Mind vs. 3d10 or be Blinded	227
☹	J	Confuse II	2	2d8	Regular	Group must resist Mind vs. 2d8 or become Confused	227
☹	J	Frightening II	3	3d10	Regular	Group must test Mind & Will vs. 3d10 or suffer Fear/Terror.	227
☹	J	Green & Purple Journeyman's Privilege	1	1d12	Defense	Instantly cancel any Green & Purple Magic Apprentice spell	227
☹	J	Ivory Castle	2	2d10	Regular	Target gains extra 2d10 to use to resist Mind-affecting spells	227
☹	J	Lesser Marionette	5	5d6	Regular	Group tests Mind and Will vs. 5d6 or becomes controlled	227
☹	J	Lesser Mesmerism	3	3d8	Regular	Target must test Mind & Will vs. 3d8 or become Mesmerized.	228
☹	J	Lesser Mind Drain	3	1d12	Regular	Roll a 1d12 Attack vs. Target's Mind, Draining 1 Level per hit	228
☹	J	Lucid Dreaming	5	5d8	Synecdoche	Enter your target's dreams.	229
☹	J	Paralyze II	4	4d8	Regular	Group saves Mind and Will vs. 4d8 or is paralyzed	229
☹	J	Rage II	2	2d10	Regular	Group must Save Mind vs. 2d10 or become Enraged/Berserk	229
☹	J	Sleep II	4	4d8	Regular	Group saves Body, Mind & Will vs. 4d8 or falls asleep	230
☹	J	Thought-Reading II	4	4d8	Regular	Roll 4d8 vs. Mind to find a target's inner thoughts	230
☹	J	Thought-Sending II	2	2d8	Regular	Speak to your target, via their thoughts.	230

## Green & Purple Magic Master List

Requirement: Being Adept at any four Green & Purple Magic Journeyman Spells

List	Rank	Name	Cost	Diff.	Type	Effect	Page
☹	M	Blind III	3	3d12	Regular	Target must resist Body & Mind vs. 3d12 or be Blinded	230
☹	M	Confuse III	2	2d10	Regular	Group must resist Mind vs. 2d10 or become Confused	230
☹	M	Frightening III	3	3d12	Regular	Group must test Mind & Will vs. 3d12 or suffer Fear/Terror	231
☹	M	Greater Marionette	4	4d8	Regular	Group saves Mind and Will vs. 4d8 or becomes controlled	231
☹	M	Greater Mesmerism	4	4d12	Regular	Target must test Mind & Will vs. 4d12 or become Mesmerized.	231
☹	M	Green & Purple Master's Privilege	1	1d12	Defense	Instantly cancel any Green & Purple Magic Journeyman spell	231
☹	M	Ivory Fortress	2	2d12	Regular	Target gains extra 2d12 to use to resist Mind-affecting spells	231
☹	M	Kenning the Faraway Soul	4	4d8	Regular	Your next Green & Purple spell becomes a Synecdoche spell.	232
☹	M	Mass Mesmerism	4	4d8	Regular	Group must test Mind & Will vs. 4d8 or become Mesmerized.	232
☹	M	Paralyze III	3	3d10	Regular	Group saves Mind and Will vs. 3d10 or is paralyzed	232
☹	M	Rage III	2	2d12	Regular	Group must Save Mind vs. 2d12 or become Enraged/Berserk	232
☹	M	Sleep III	3	3d10	Regular	Group saves Body, Mind & Will vs. 3d10 or falls asleep	232
☹	M	Thought-Reading III	3	3d10	Regular	Roll 3d10 vs. Mind to find a target's inner thoughts	232
☹	M	Thought-Sending III	1	1d10	Regular	Speak to your target, via their thoughts.	233

## Apprentice Thaumaturgy List

Requirement: *Career of Thaumaturge at d4 or better*

List	Rank	Name	Cost	Diff.	Type	Effect	Page
☉	A	Dispel Magic I	3	3d12	Regular	Stop a spell from working, using 3d12 vs. its Difficulty	234
☉	A	Knock I	3	3d10	Regular	Forces open a portal with 3d10 force.	235
☉	A	Light	1	1d6	Regular	Create a magic ball of light.	235
☉	A	Locate	3	3d6	Synecdoche	Locate a target using a link	235
☉	A	Mage Lock I	3	3d10	Regular	Magically seals a door or similar portal with 3d10 force.	235
☉	A	Protection from Rain	2	2d8	Regular	No rain or snow falls on the target.	235
☉	A	Protection I	2	2d6	Regular	Target gains 2d6 protection	235
☉	A	Scry Magic I	1	1d10	Regular	Scan for information on magic.	236
☉	A	Silence I	5	5d8	Regular	Group must roll Body, Speed, Mind, and Will vs. 5d8 or be Silenced.	236

## Journeyman Thaumaturgy List

Requirement: *Being Adept at any five Apprentice Thaumaturgy spells*

List	Rank	Name	Cost	Diff.	Type	Effect	Page
☉	J	Delay	3	3d12	Regular	Makes the next spell you cast a "Delayed" one	236
☉	J	Dispel Magic II	3	3d12	Regular	Stop a spell from working, using 6d12 vs. its Difficulty	236
☉	J	Knock II	3	3d12	Regular	Forces open a portal with 3d12 force.	237
☉	J	Lesser Counter-Spell	3	3d12	Defense	Stop a spell from working, using 3d12 vs. its Difficulty	237
☉	J	Lesser Eidolon	5	5d8	Synecdoche	Create a magical representation of yourself, at a distance	237
☉	J	Mage Lock II	3	3d12	Regular	Magically seals a door or similar portal with 3d12 force.	237
☉	J	Protection from Weather	2	2d10	Regular	No rain or snow falls on the target.	238
☉	J	Protection II	2	2d8	Regular	Target gains 2d8 protection	238
☉	J	Reprisal	3	3d8	Defense	Reverse a Synecdoche to cast a spell back at another wizard.	238
☉	J	Scry Magic II	1	2d10	Regular	Scan for information on magic.	238
☉	J	Severance	7	7d6	Regular	Remove Synecdoche links from a target.	238
☉	J	Silence II	4	4d10	Regular	Group must test Body, Speed, Mind, and Will vs. 4d10 or be Silenced.	239
☉	J	Thaumaturgy Journeyman's Privilege	1	1d12	Defense	Instantly cancel any Thaumaturgy Apprentice Spell	239







## Master Thaumaturgy List

Requirement: *Being Adept at any four Air Journeyman Spells*

List	Rank	Name	Cost	Diff.	Type	Effect	Page
☉	M	Dispel Magic III	2	2d12	Regular	Stop a spell from working, using 6d12 vs. its Difficulty	239
☉	M	Greater Counter-Spell	3	3d12	Defense	Stop a spell from working, using 6d12 vs. its Difficulty	239
☉	M	Greater Eidolon	6	6d8	Synecdoche	Create a magical representation of yourself, at a distance.	240
☉	M	Knock III	3	3d12	Regular	Forces open a portal with 6d12 force.	240
☉	M	Mage Lock III	3	3d12	Regular	Magically seals a door or similar portal with 6d12 force.	240
☉	M	Protection III	2	2d10	Regular	Target gains 2d10 protection	241
☉	M	Reflect	3	3d12	Defense	Reflect a spell back at its caster, using 3d12 vs. Difficulty	241
☉	M	Scry Magic III	1	3d10	Regular	Scan for information on magic.	241
☉	M	Silence III	3	3d12	Regular	Group must roll Body, Speed, Mind, and Will vs. 3d12 or be Silenced.	241
☉	M	Synecdoche	4	4d10	Regular	Next spell becomes a Synecdoche Spell	242
☉	M	Thaumaturgy Master's Privilege	1	1d12	Defense	Instantly cancel any Thaumaturgy Journeyman Spell	242










## Black Magic Apprentice List

*Requirement: Career of Necromancer at d4 or better AND special permission from the Game Host*

List	Rank	Name	Cost	Diff.	Type	Effect	Page
	A	Curse I	5	5d8	Regular	Attempt to cause an affliction with 5d8 effect dice.	306
	A	Death's Whisper	3	3d6	Regular	Forces the target to re-roll their last Death Test.	306
	A	Scry Spirit	1	1d10	Regular	Scan the spirits for information	307
	A	Speak with the Dead	4	4d10	Regular	Return a spirit to a corpse to speak with them	307
	A	Steal Strength	3	3d6	Regular	Drains Fatigue from the target, restoring the caster.	307
	A	Wrack	3	3d12	Regular	Target must test Resolve vs. 3d12.	307







## Black Magic Journeyman List

*Requirement: Adept at any five Black Magic Apprentice spells*

List	Rank	Name	Cost	Diff.	Type	Effect	Page
	J	Black Bargain	3	6d6	Regular	Compare your Casting Roll vs. 6d6 to earn Magic Points	308
	J	Black Magic Journeyman's Privilege	1	4d6	Defense	Instantly cancel any Black Magic Apprentice spell	308
	J	Control Undead	4	4d10	Regular	Control a group of Undead creatures	308
	J	Create Undead	3	3d12	Delayed	Empowers a skeleton	308
	J	Curse II	4	4d10	Regular	Attempt to cause an affliction with 4d10 effect dice.	308
	J	Death's Breath	4	4d6	Regular	Forces the target to suffer Wounds and a Death Test.	309
	J	Drain the Soul	3	3d10	Regular	Drains Fatigue and Magic Points from the target, restoring the caster.	309
	J	Instrument of Vengeance	3	3d6	Regular	Empowers a weapon with a Black Magic spell	309
	J	Lesser Unmaking	5	5d12	Regular	Test 5d12 vs. a single target's Body, Speed, Mind, Will & Race	309

## Black Magic Master List

*Requirement: Adept at any four Black Magic Journeyman spells*

List	Rank	Name	Cost	Diff.	Type	Effect	Page
	M	Black Magic Master's Privilege	1	1d12	Defense	Instantly cancel any Black Magic Journeyman spell	310
	M	Curse III	3	3d12	Regular	Attempt to cause an affliction with 3d12 effect dice.	310
	M	Death's Touch	5	5d6	Regular	Forces the target to suffer Wounds and a Death Test.	310
	M	Greater Unmaking	5	5d12	Regular	Effect: Test 5d12 vs. a Group's Body, Speed, Mind, Will and Race	310
	M	Tapping the Soul	3	3d10	Regular	Drains Fatigue and Magic Points from the target in a repeated contest.	310
	M	Vessel of Unlife	4	4d12	Delayed	Bring someone back from the dead as an unholy creature	311

## Summary of Spell Types

<i>Type</i>	<i>Action Cost</i>	<i>Hits Target...</i>	<i>Defended by...</i>	<i>Notes</i>
<b>Regular</b>	Maneuver	Automatically	Resistance only	Max range 72 paces
<b>Targeted</b>	Maneuver	On a successful To-Hit Roll	Block or Dodge	As a Ranged Attack
<b>Homing</b>	Maneuver	Automatically	include Block or Dodge dice with Soak Dice	Max range 72 paces
<b>Explosion</b>	Maneuver	Automatically	include Dodge dice with Soak Dice	Max range 72 paces
<b>Defense</b> (AKA Reaction)	Defense	Automatically	Resistance only, if appropriate	Cast successfully on Ties on the Casting Test, unlike other spells. Focus does not reduce Magic Point cost.
<b>Delayed</b>	Maneuver	Varies	Varies	Magic Points spent are not recovered until the Delayed Spell is released. Cannot be Fast-Cast; Focus does not reduce Magic Point cost.
<b>Synecdoche</b>	Maneuver	Varies	Varies	Has no maximum range; depends on a material "link" to the target

## Advanced Combat Maneuvers for Magic Use

<i>Maneuver</i>	<i>Rank of Initiative</i>	<i>Move</i>	<i>Defense</i>	<i>Effect</i>	
<b>Cast</b>	Second	Stride	Normal	Cast a spell	
<b>Fast-Cast</b>	First	Stride	Normal	Cast a spell at +1 Magic Point Cost	
<b>Focus</b>		Third	Stride	Normal	Build up a +1 Bonus for next Round
<b>Concentrate</b>	First		Stride	Normal	Maintain a spell that requires Concentration.