

## WOIN Spells

The following spells are all made using the *Elements of Magic* spell creation system for the WOIN roleplaying game system. Players are encouraged to maintain their own personal spellbooks as they devise new spells to use.

As always, when an unwilling creature is targeted, a MAGIC attack must be made against an appropriate DEFENSE score.

It's easy to modify a spell on the fly. Elements like range, duration, casting time, and so on can be easily adjusted by simply adding or subtracting MP. In this way, it is a simple task to cast more powerful or lesser versions of specific spells. Equally, the target of a spell can be altered by using a different secret – switching *Heal Person* to *Heal Animal*, for example.

**Conditions.** As always, an inflicted condition can be shaken off. For spells with a duration, the condition ends when the duration expires, or when it is shaken off, whichever is sooner.

## Options

Choose one of the following options for magic in your setting. This should apply to all magic in the game.

**Rituals.** Casters cannot create spells on the fly or modify spells spontaneously. They must research and devise them, write them down, and memorize them. To devise a new spell, the caster must spend one day per MP cost of the spell. Any change in a spell, however small, requires a new spell to be devised.

**Sorcery.** As difficult magic, but casters can modify spells to an extent. They may alter range, area, duration, and casting time by simply adjusting the MP spent at the time of casting.

**Spellweaving.** Casters can create spells on the fly, effectively spontaneously devising them. While players are encouraged to keep a personal spellbook, the caster does not need one to cast.

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## **Airship**

*Move Object*

**Cost** 24 MP; **skills** *telekinesis* 18

**Casting time** 1 hour

**Duration** 1 day; **range** touch; **target** 1 touched object up to 30 tons

You can move an object of up to 30 tons through the air at a SPEED of 5, allowing it to travel at approximately 10 miles per hour, directed by your will. You must remain in physical contact with the object or the spell ends.

**Costs** 18 MP telekinesis, 6 MP duration, 3 MP object increase, -3 MP casting time.

## **Ambush of the Coward**

*See Person/Evoke Death*

**Cost** 25 MP; **skills** *divination* 5, *evocation* 10

**Casting time** 2 actions

**Duration** 1 minute, including 1 round of damage; **range** unlimited; **target** 20' diameter

With this powerful spell, an archmage need never leave the safety of his home. If the attack roll is successful, you can scry (visual senses only) on a humanoid target you have seen before, and then cast an evocation dealing 5d6 points of death damage to everything in a 20-ft. radius, centered on the target. Though this is hardly a major threat against powerful enemies, it is often enough to drive off weaker threats without the mage needing to risk his own life.

**Costs** 5 MP clairvoyance, 20 MP elemental damage.

## **Antipresence**

*Abjure Magic*

**Cost** 10 MP; **skills** *abjuration* 2

**Casting time** 2 actions

**Duration** 1 day; **range** self; **target** 20-ft. diameter, centered on you

You make yourself and the area around you very difficult to detect with divination, and hard to reach with teleportation for a whole day. You make a MAGIC check, and any divination or phase spells targeted within that area must exceed that check as a difficulty value or have that magic countered.

**Costs** 2 MP targeted antimagic (1 each against two magic skills), 6 MP duration, 2 MP area.

## **Arctic Blast**

*Evoke Ice*

**Cost** 8 MP; **skills** *evocation* 6

**Casting time** 2 actions

**Duration** instant; freezing lasts one minute; **range** 40'; **target** 5-ft. wide line

You release a mighty spray of ice shards and dense, frigid water, impacting foes and possibly freezing them. Creatures in the area of effect take 3d6 points of elemental ice damage from the cold. The area of the line becomes slippery.

Costs 6 MP ice damage, 2 MP area.

## **Aspect of Phoenix**

*Heal Person*

**Cost** 19 MP; **skills** *healing* 18

**Casting time** 1 minute

**Duration** 1 day; **range** touch; **target** 1 humanoid

Used by mighty clerics to protect their monarchs during times of war, the caster places a delayed ward on a humanoid creature, which lasts one day. If the creature dies during that time, it is immediately restored to life at 0 hit points.

Costs 3 MP duration with contingency, -2 MP casting time, 18 MP resurrection.

## **Beastform**

*Transform Animal*

**Cost** 8 MP; **skills** *transformation* 6

**Casting time** 2 actions

**Duration** 10 minutes; **range** self; **target** self

You turn yourself into any sort of animal with a maximum dice pool of 6d6, such as a bear, as long as the creature fits into the area of effect. After 10 minutes you revert back to your normal shape. You gain the creature's physical attributes, but not its mental attributes, retaining your own mind. Your gear subsumes into the new form and reappears when you transform back.

Costs 6 MP transform creature, 2 MP duration.

## **Bless Weapon**

*Infuse good*

**Cost** 5 MP; **skills** *infusion* 2

**Casting time** two actions

**Duration** 1 hour; **range** touch; **target** one weapon

One weapon becomes blessed, and does good damage for one hour.

Costs 3 MP duration, 2 MP elemental touch.

## **Bolster Undead**

*Heal Undead*

**Cost** 3 MP; **skills** *healing* 4

**Casting time** 2 actions

**Duration** instant; **range** touch; **target** 30-ft. diameter circle

Undead creatures in the area of effect heal 2d6 points of damage.

Costs 4 MP healing, 3 MP area.

## **Burglar's Slip**

*Phase Person*

**Cost** 6 MP

**Casting time** 2 actions

**Duration** 1 minute; **range** touch; **target** 10' diameter

One time during the spell's duration, an affected humanoid creature can use two actions to teleport 10 ft., usually enough to pass through a wall. A creature that teleports can bring along any objects it carries.

**Costs** 5 MP teleport, 1 MP range.

## **Call for Aid**

*See Creature/Create Sound*

**Casting time** 2 actions

**Cost** 4 MP; **skills** *divination 2, creation 2*

**Duration** 1 minute; **range** unlimited; **target** 1 creature

Choose a creature you are familiar with. You can communicate audibly with him, making conversation for one minute. Sounds within 20' of the target creature can be heard.

**Costs** 2 MP clairaudience, 2 MP create sound rider.

## **Call of Youth**

*Infuse Life*

**Casting time** 2 actions

**Cost** 15 MP; **skills** *infuse 9*

**Duration** 1 day; **range** touch; **target** one creature

Often used by very old mages, this spell lets even the oldest person be restored to the vigor of an adult for a day. Most ancient mages cast this each morning. The target is de-aged by 45 years, but not younger than a young adult.

**Costs** 9 MP de-age, 6 MP duration.

## **Chameleon Cloak**

*Illusion*

**Cost** 2 MP; **skills** *illusion 1*

**Casting time** 2 actions

**Duration** 5 minutes; **range** touch; **target** one creature

The affected creature is concealed by a simple illusion, changing its color to match the surroundings. The target gains +2d6 to attempts at stealth for the duration.

**Costs** 1 MP simple visual illusion; 1 MP duration.

## **Concussive Fireblast**

*Evoke Fire/Evoke Air*

**Cost** 12 MP; **skills** *evocation 4*

**Casting time** 2 actions

**Duration** instant; **range** touch; **area** 25-ft. cone

An explosion bursts outward from you in a conical shape, knocking creatures away with a

concussive blast of flames. Creatures take 2d6 points of fire damage and 2d6 points of air damage. Creatures in the area of effect successfully hit by the spell are blown back 5 ft. Swarms of tiny flying creatures are dispersed. Clouds of non-magical mist and smoke are dispersed automatically.

**Costs** 4 MP fire damage, 4 MP air damage, 4 MP area.

## Counterscry

*See Creature*

**Cost** 8 MP; **skills** *divination* 5

**Casting time** 1 minute

**Duration** delayed up to a day, then one minute; **range** unlimited; **target** 1 creature

You set a contingent spell to go off whenever you notice you're being scryed on. An automatic scrying attempt in response is activated to immediately see and hear the person scrying on you for one minute (this requires an attack check as normal).

**Costs** 5 MP clairvoyance, 2 MP clairaudience, 3 MP 1-day contingency, -2 MP casting time.

## Create Food and Water

*Create Life*

**Cost** 4 MP; **skills** *creation* 2

**Casting time** 2 actions

**Duration** persistent; **range** touch; **target** 5' diameter

You create fairly tasty food and fresh water in the area of effect, a 5-ft. square spread being enough to feed about ten people, enough to last a day, if a bit sparely.

**Costs** 2 MP enduring object (food), 2 MP enduring object (water).

## Demonbind

*Hex Evil*

**Cost** 12 MP; **skills** *hexes* 3

**Casting time** 2 actions

**Duration** 10 minutes; **range** 30'; **area** 20' diameter circle

Evil creatures in the area of effect are bound, unable to move outside the area of effect. None of the bound creature's attacks, spells, or abilities can cross the area. If the caster attacks the bound creature, it is freed entirely from the binding. Each minute, the target can make one attempt to cross the boundary.

**Costs** 3 MP binding, 2 MP greater binding, 2 MP duration, 3 MP range, 2 MP area

## Desert Cloak

*Abjure Fire*

**Cost** 3 MP; **skills** *abjuration*

**Casting time** 2 actions

**Duration** 1 day; **range** touch; **area** 10-ft. radius circle

Creatures in the area of effect gain SOAK 1 (fire) for one day, enough to survive temperatures as high as 300 degrees without negative effect. This spell is useful for small adventuring parties, but

creatures have to remain in the area of effect for the protection to apply. This resistance also applies to lava and lightning.

**Costs** 2 MP discounted duration, 1 MP area, 0 MP free cantrip effect.

## ***Detect Magic***

*See Magic*

**Cost** 5 MP; **skills** divination

**Casting time** two actions

**Duration** 5 minutes; **range** touch; **target** 30' diameter

You can determine the direction to the nearest significant quantity of magic within 15'. If there are several different things of the chosen type within the area, you are aware of roughly how many there are, and can concentrate on each one by one to determine its location.

**Costs** 1 MP duration, 3 MP area, 1 MP dowsing.

## ***Dimensional Sanctum***

*Create Space*

**Cost** 16 MP; **skills** *creation* 12

**Casting time** 1 minute

**Duration** One day; **range** touch; **target** 100' diameter area

You create a tiny demi-plane, complete with a small stone manor with modest furnishings, interior light, and breathable air of a comfortable temperature. The plane has a door-sized entrance which appears adjacent to the caster, and which can be closed (or opened) with two actions. If the dimensional sanctum expires while people are still inside, they are ejected into the real world, along with anything else which was brought into the new dimension.

**Costs** 12 MP (100' diameter pocket dimension), 6 MP duration, -2 MP casting time.

## ***Diogenes's Deshackling***

*Abjure Magic*

**Cost** 3 MP; **skills** abjuration 1+

**Casting time** 2 actions

**Duration** 1 round; **range** 30'; **target** 1 compulsion spell effect

The Great Diogenes, a renowned enchanter, made and sold many copies of this spell to aid people in dispelling compulsion spells. Anyone who casts this spell makes an opposed check vs. a compulsion spell effect within 30'. This spell can only be used as a signature spell, as it is specifically targeted against compulsions. The cost of the spell is 2 MP for the range, plus half the MP in the target compulsion spell.

**Costs** 1+ MP dispel magic, 2 MP range.

## ***Dispelling Gaze***

*Abjure Magic*

**Cost** 6 MP; **skills** *abjuration* 5

**Casting time** 2 actions

**Duration** instant; **range** 10'; **target** 1 spell effect

This is the standard dispel learned by all sufficiently experienced Ragesian Inquisitors, and is the default signature spell most rely on for counterspelling. This is mostly only useful against weak spells, but it can be effective in protecting the Inquisitor's warrior allies. It is used against minor spells of 5 MP or less.

**Costs** 5 MP dispel magic, 1 MP range.

## ***Domineer***

*Compel Person*

**Cost** 17 MP; skills *compulsion* 5

**Casting time** 2 actions

**Duration** 1 day; **range** 30'; **target** 1 humanoid

The subject becomes controlled (the extreme Autonomy condition) and will follow your commands to the best of its ability; you can also sense whatever the creature senses, even if it goes beyond range. The creature is unaware that it has been controlled, and cannot shake off the effect. The effect ends at the end of its 1-day duration.

**Costs** 1 MP senselink, 5 MP compulsion (extreme condition), 3 MP subtle compulsion, 6 MP duration, 2 MP range.

## ***Draco Slavu***

*Enchant Dragon*

**Cost** 12 MP; skills *charm* 3

**Casting time** 2 actions

**Duration** 1 hour; **range** 50'; **target** 1 dragon

You distort the thoughts of one of the mightiest creatures in the world, a dragon. It becomes enchanted (the severe Charm condition) helpful to you, acting as a staunch ally, though its alignment doesn't change, and it acts as it would to any other valued ally. It is not aware that it has been charmed, and thus cannot shake off the condition until the hour duration is up.

**Costs** 3 MP range, 3 MP duration, 3 MP charm (severe condition), 3 MP subtle charm.

## ***Dry Campsite***

*Abjure Water*

**Cost** 5 MP; skills *aburation*

**Casting time** two actions

**Duration** 1 day; **range** touch; **target** 30' diameter

This spell keeps a campsite dry and protected from rain for a day.

**Costs** 3 MP area, 2 MP duration.

## ***Elementalist Spirit***

*Evoke Fire*

**Cost** 11 MP; skills *evocation* 4, *abjuration* 5

**Casting time** 2 actions

**Duration** 10 minutes; **range** self; **target** 5' diameter



You are surrounded by a fiery nimbus, 5' in diameter, which does 2d6 damage to any who come into contact with you. You also gain SOAK 10 (fire).

**Costs** 2 MP duration, 4 MP fire damage, 5 MP withstanding.

## ***Festival of Dreams***

*Illusion*

**Cost** 17 MP; **skills** *illusion* 4

**Casting time** 2 actions

**Duration** 1 hour; **range** 30'; **target** 20' diameter

Creatures caught in the area of effect perceive that they have suddenly stumbled upon the middle of a beautiful fey festival, with gorgeous dancers and tantalizing food. The inhabitants of this illusory festival do all they can to please the guests, giving them strong wine and trying to dazzle them with numerous fleshly pleasures. If the character intentionally stays to enjoy the festivities, he'll usually end up spending an entire hour standing in an empty grove, thinking he's eating and partying. The small area of effect of the illusion actually appears to be a hundred-foot wide outdoor festival hall. Though none of the specific senses created by this illusion are complex, their sheer overwhelming number is enough to keep most from seeing through the illusion.

**Costs** 3 MP average visual, 3 MP average audio, 4 MP average tactile, 1 MP simple olfactory, 4 MP reactive, 3 MP duration, 2 MP range, 1 MP area, -4 MP bundled illusion senses.

## ***Field of Weakness***

*Inflict Metal*

**Cost** 8 MP; **skills** *infliction* 4

**Casting time** 1 minute

**Duration** 10 minutes; **range** touch; **area** 30' diameter

You set a triggered spell so that it takes effect whenever two or more medium-size or larger creatures enter the area of effect. This trigger can lay in wait for up to ten minutes. When the spell triggers, it evokes a field of deathly energy, draining STRENGTH of all creatures in the area by -1d6. This spell is typically used in front of an enemy force as the beginning of an ambush.

**Costs** 4 MP drain attribute, 3 MP area, 1 MP duration (with contingency).

## ***Firebolt***

*Evoke Fire*

**Cost** 4 MP; **skills** *evocation* 2

**Casting time** two actions

**Duration** instantaneous; **range** 30'; **target** 1 creature

A bolt of fire streaks out at the target, inflicting 1d6 fire damage.

**Costs** 2 MP range, 2 MP damage.

## ***Flaming Barrier***

*Create Fire*

**Cost** 10 MP; **skills** *creation* 6

**Casting time** 2 actions

**Duration** 5 minutes; **range** 30'; **target** 30' diameter

You create a solid wall of broiling flames with the hardness of steel, and let dangerous heat fill the rest of the area. The actual wall is solid, and you can choose any simple shape for it, as long as it fits inside the area of effect, from a simple flat pane to a ring of fire. Since these flames are actually solid, the wall must actually be supported by something at each end; it cannot simply float in the air. You can designate the rest of the area of effect to be filled with intense heat. Anyone in the area of heat or who touches the actual solid wall takes 1d6 points of fire damage.

Thus, you could create a solid wall across the center of the area of effect, and have the far side of the area be filled with heat, leaving you safe on the near side. Or you could create a solid ring to trap creatures inside, and have the center be filled with painful flames. The solid part of the wall cannot be created in an area occupied by a creature.

**Cost** 1 MP duration, 6 MP area with elemental object, 1 MP elemental damage, 2 MP range.

## ***Friendship***

*Enchant Person*

**Cost** 7 MP; **skills** *charm* 3

**Casting time** two actions

**Duration** 1 hour; **range** 10'; **target** 1 humanoid

One humanoid target becomes enchanted (the severe Charm status).

**Costs** 3 MP severe status, 3 MP duration, 1 MP range.

## ***Healing Burst***

*Heal Person*

**Cost** 5 MP; **skills** *healing* 2

**Casting time** two actions

**Duration** instantaneous; **range** touch; **target** 30' diameter

This spell heals all humanoid creatures within 15' of the caster by 1d6 HEALTH.

**Costs** 2 MP curing, 3 MP area.

## ***Healing Dose***

*Heal Person*

**Cost** 1 MP; **skills** *healing* 2

**Casting time** 2 actions

**Duration** instant; **range** touch; **target** 1 humanoid

The subject of this spell is healed 2d6 points of HEALTH.

**Costs** 2 MP cure wounds.

## ***Hey, Look! We're Cats!***

*Illusion*

**Cost** 9 MP; **skills** *illusion* 3

**Casting time** 2 actions

**Duration** 10 minutes; **range** touch; **target** 20' diameter

All creatures in the area of effect when the spell is cast are disguised as cute little kittens, visually and audibly seeming like cats. This illusion also disguises the actual sounds the group makes, but those who disbelieve it (including those under the spell's effect) can understand each other normally. Others will perceive them simply as meowing and purring, and not as talking. The illusion does not fool tactile or olfactory senses, so people who bend down to pet the kitties and instead bump into a disguised person's leg will be able to disbelieve easily.

**Costs** 3 MP average visual, 3 MP average audio, -1 MP bundled illusion senses, 2 MP duration, 2 MP area.

## ***Icewall***

*Create Ice*

**Cost** 9 MP; **skills** *creation*

**Casting time** two actions

**Duration** 1 hour; **range** 30'; **target** 50' line

You create a wall of ice up to 50' in length and 10' in height.

**Costs** 3 MP duration, 2 MP range, 4 MP area.

## ***Inevitability***

*Inflict Death*

**Cost** 7 MP; **skills** *infliction* 10

**Casting time** 2 actions

**Duration** 1 minute; **range** touch; **target** 1 creature

You infuse the targeted creature with entropic energy, causing it to suffer the debilitating effects of aging. Each round, for ten rounds (one minute), the victim ages 5 years. Often, only quick magical intervention can save the victim's life. The victim's age reverts to normal at the end of the duration.

**Costs** 10 MP aging, -3 MP duration spread.

## ***Infantry's Boon***

*Abjure Metal*

**Cost** 4 MP; **skills** *abjuration* 2

**Casting time** 2 actions

**Duration** 1 minute; **range** touch; **area** 20' diameter

Creatures in the area of effect gain SOAK 4 against metal weapons. Whomever the spell targets must be careful to make sure enemies do not make it into the area of effect, because they will gain the same defenses. Ingenious battle mages have been known to cast this on dangerous enemy warriors to make them less of a threat (because everyone nearby them is protected against their attacks), allowing friendly infantry to focus on other targets.

**Costs** 2 MP area, 2 MP SOAK.

## ***Invisibility***

*Illusion*

**Cost** 3 MP; **skills** *illusion* 3

**Casting time** 2 actions

**Duration** 1 minute; **range** touch; **target** 1 creature or object

The affected creature is protected by a complex visual illusion, rendering it completely invisible and gaining a +3d6 bonus to stealth attempts. A failed stealth attempt means that the observer knows where the invisible creature is due to other clues - sound, moving items, tracks, etc. but can't actually see it. If no attempt at stealth is made, observers will know where the invisible creature is.

**Costs** 3 MP complex visual illusion.

## ***Invisibility, Inscrutable***

*Illusion*

**Cost** 5 MP; **skills** *illusion* 3

**Casting time** 2 actions

**Duration** 1 minute; **range** touch; **target** 1 creature or object

The affected creature is hidden by a complex visual illusion, bolstered by an aura of silence. This works in the same way as the *Invisibility* spell, but grants +5d6 to stealth attempts.

**Costs** 3 MP complex visual illusion, 3 MP complex audio illusion, -1 MP bundled senses.

## ***Lesser Gaze of the Gorgon***

*Transform Earth*

**Cost** 15 MP; **skills** *transformation* 14

**Casting time** 2 actions

**Duration** 1 minute; **range** 10'; **target** 1 creature

If the target is successfully attacked, it is turned to stone for one minute. Unlike the true gorgon, this petrification wears off after the spell ends, but if the creature is disfigured or dismembered when in statue form, it will be similarly injured when the spell ends. Note that if the target is willing (for whatever reason), the cost is only 9 MP.

**Costs** 14 MP de-animate unwilling creature, 1 MP range.

## ***Lightning Trap***

*Evoke Lightning*

**Cost** 8 MP; **skills** *evocation* 6

**Casting time** 2 actions

**Duration** 4 hours with contingency; **range** touch; **target** one 5-ft. square

You touch the ground, a wall, a door, or container, and charge it with electrical energy that discharges on the next creature to touch the surface. That creature is attacked for 3d6 points of lightning damage. If no creature comes by within the 4-hour duration, the spell dissipates.

**Costs** 2 MP duration contingency, 6 MP damage.

## **Lupus Ally**

*Summon Beast, Compel Beast*

**Cost** 8 MP; **skills** *summoning 4, compulsion 4*

**Casting time** one minute

**Duration** 10 minutes; **range** touch; **target** 1 creature

You summon a wolf for 10 minutes, which remains dominated (will obey commands which do not overly conflict with its nature) for the duration. You must make a MAG vs. the wolf's MENTAL DEFENSE (14) check. The wolf does not gain any special intelligence, knowledge, or abilities, except for a special ability to understand your language.

**Costs** 2 MP duration, 4 MP summoning, 4 MP severe condition, -2 MP casting time.

## **Mage Armor**

*Abjure Self*

**Cost** 5 MP; **skills** *abjuration 4*

**Duration** 10 minutes; **range** self; **target** self

You encase yourself in invisible force armor, granting SOAK 4 for 10 minutes.

**Costs** 4 MP SOAK (half effect for *self* secret), 2 MP duration.

## **Mage Plate**

*Abjure Self*

**Cost** 10 MP; **skills** *abjuration 8*

**Duration** 10 minutes; **range** self; **target** self

You encase yourself in invisible force plate armor, granting SOAK 8 for 10 minutes.

**Costs** 8 MP SOAK (half effect for *self* secret), 2 MP duration.

## **Mage's Thrust**

*Move Creature*

**Cost** 6 MP; **skills** *movement 5*

**Casting time** 2 actions

**Duration** instant; **range** 30'; **target** 1 creature

You throw a Large or smaller creature 10' back. This spell is used primarily to knock creatures around like Saruman versus Gandalf. This is often taken as a signature spell for emergencies.

**Costs** 4 MP telekinetic thrust, 2 MP range.

## **Maleficient Misfortune**

*Hex Person*

**Cost** 6 MP; **skills** *hex 4*

**Casting time** 2 actions

**Duration** 1 minute; **range** 30'; **target** 1 humanoid

The affected creature becomes cursed by misfortune, unable to access its LUC pool for one minute.

**Costs** 2 MP range, 4 MP curse.

## ***Mantle of Antimagic***

*Abjure Magic*

**Cost** 9 MP; **skills** *abjuration* 5

**Casting time** 2 actions

**Duration** 1 hour; **range** touch; **target** 10' radius circle

Creatures within the area of effect gain an antimagic effect; make a MAGIC check when casting the spell. Any magical attacks directed at the recipients of the spell must exceed this value as well as the target's DEFENSES.

**Costs** 5 MP antimagic, 3 MP duration, 1 MP area.

## ***Mask of Nothingness***

*Illusion*

**Cost** 11 MP; **skills** *illusion* 3

**Casting time** 2 actions

**Duration** 10 minutes; **range** touch; **target** 1 creature or object

The ultimate in invisibility, this spell makes the subject completely undetectable by sight, sound, scent, or touch. The combination of different illusions is so powerful that it is not possible to detect the affected creature by normal means – no stealth checks are needed.

**Costs** 3 MP complex visual, 3 MP complex audio, 3 MP complex tactile, 3 MP complex olfactory, 2 MP duration, -3 MP bundled senses.

## ***Mend Gear***

*Mend Metal*

**Cost** 2 MP; **skills** *healing* 2

**Casting time** 2 actions

**Duration** instant; **range** touch; **target** 1 metal object

You repair 1d6 points of damage to a metal object, such as a sword or a suit of armor. Pieces that had broken off are reattached, dents are smoothed out, and so on. Similar spells exist to repair wood and cloth. It often takes several applications to repair a heavily damaged object.

**Costs** 2 MP healing.

## ***Mind Blast***

*Enchant Person*

**Cost** 9 MP; **skills** *charm* 4

**Casting time** 2 actions

**Duration** 1 minute; **range** touch; **target** 25' cone

You mentally overwhelm enemies in the area, stunning them (the extreme Alertness status).

**Costs** 4 MP area, 1 MP discerning, 4 MP extreme condition.

## **Mind Wipe**

*Compel Person*

**Cost** 14 MP; skills *compulsion* 6

**Casting time** 1 minute

**Duration** 1 day; **range** touch; **target** one humanoid

You spend a minute modifying the creature's mind, completely erasing the subject's memories and knowledge, leaving him with the mind of an infant. The subject is unaware that his mind has been altered. The subject's memories return at the end of the spell's duration.

**Costs** 6 MP mindwipe, 3 MP subtle compulsion, 6 MP duration, 1 MP range, -2 MP casting time.

## **Murder of Crows**

*Transform Animal*

**Cost** 9 MP; skills *transformation* 6

**Casting time** 2 actions

**Duration** 5 minutes; **range** self; **target** self

You turn yourself into six crows, with a total grade of 1. The crows recombine in five minutes, as long as at least one is left alive.

**Costs** 2 MP transform creature, 1 MP duration, 6 MP splitting.

## **Nightmare Beast**

*Illusion*

**Cost** 9 MP; skills *illusion* 3

**Casting time** 2 actions

**Duration** 1 minute; **range** 30'; **target** 20' diameter

This spell creates a horrifying illusory creature of up to Gigantic size, which attacks your enemies. Use the actual stats of whatever creature you choose, but any creature struck by it takes no damage, and automatically disbelieves the illusion.

**Costs** 3 MP complex visual, 1 MP simple reactive, 1 MP simple audio, 2 MP range, 2 MP area.

## **Nightmare Incarnate**

*Illusion*

**Cost** 15 MP; skills *illusion* 3, *charm* 4

**Casting time** 2 actions

**Duration** 1 minute; **range** 30'; **target** 50' diameter

Similar to *Nightmare Beast*, this spell creates a horrifying illusory creature of up to Gigantic size, which attacks your enemies. Use the actual stats of whatever creature you choose, but any creature struck by it takes no damage, and automatically disbelieves the illusion. However, this powerful variation on the spell includes a fear enchantment designed to render victims terrified (the extreme Fear status). For that reason, it has a larger area, and the fear affects those within the area although the illusory creature is no bigger.

**Costs** 4 MP extreme condition, 3 MP complex visual, 1 MP simple reactive, 1 MP simple audio, 2

MP range, 4 MP area.

## **Pocket Armory**

*Create Metal*

**Cost** 9 MP; skills *creation* 4

**Duration** 1 hour; **range** touch; **target** 20' diameter

You create weapons and armor worth up to 1,200gp, filling up an area 20-ft. in diameter. There can be any weapons and armor of your choice. The items disappear after an hour.

**Costs** 4 MP create object, 2 MP area, 3 MP duration.

## **Prince into Toad**

*Transform Animal*

**Cost** 12 MP; skills *transformation* 6

**Casting time** 1 minute

**Duration** 1 day; **range** touch; **target** 1 creature

You turn a normal person (or any other creature) into a diminutive toad (1d6) for a day.

**Costs** 6 MP duration, 6 MP unwilling subject, 2 MP transform creature, -2 MP casting time.

## **Protection from Evil**

*Abjure Evil*

**Cost** 1 MP; skills *abjuration* 1

**Casting time** 2 actions

**Duration** 1 minute; **range** self; **target** self

A short prayer provides protection from the touch and corruption of evil creatures. Evil creatures who try to touch the caster or try to target its MENTAL DEFENSE are subject to a MAG vs. MENTAL DEFENSE attack; if it succeeds, the creature cannot touch or attack the caster or make a MENTAL DEFENSE attack against it for one minute. While the hedging effect prevents the evil creature from making melee attacks at the caster, it can still use ranged attacks and spells which do not target MENTAL DEFENSE.

**Costs** 1 MP hedging.

## **Rain Dance**

*Create Water*

**Cost** 9 MP; skills *creation* 2

**Casting time** 1 minute

**Duration** 1 hour; **range** touch; **target** quarter-mile diameter

You cast this spell and lead your people in a ritualistic dance for ten minutes (technically the spell takes one minute to cast, but the weather appears 10 minutes later; the dance is optional, but it makes the spell more fun.) As the dance ends, rain comes in a quarter-mile diameter area if it is appropriate to the season. The rain lasts until the spell ends, and then normal weather takes its place.

**Costs** 2 MP create air, 4 MP area, 3 MP duration.



## Remedy

*Heal Person*

**Cost** 15 MP; skills *healing* 10

**Casting time** 2 actions

**Duration** 1 minute; **range** touch; **target** 1 humanoid creature

This powerful healing prayer negates any temporary conditions on a humanoid creature, and neutralizes all poison in its system. As a side effect, any poison that enters the creature's system in the next minute is also neutralized. This spell is often made into potions, albeit expensive ones.

**Costs** 10 MP remove all conditions, 5 MP negate poison.

## Rescue Featherfall

*Move Self*

**Cost** 4 MP; skills *movement* 1

**Casting time** 2 actions

**Duration** 1 day with contingency; **range** self; **target** self.

This is a contingency spell which activates after you fall, before you hit the ground. You fall at a safe speed of 60' per round, and take no damage (to a maximum of 600').

**Costs** 1 MP featherfall, 3 MP duration.

## Reshaping

*Transform Ooze*

**Cost** 8 MP; skills *transformation* 1

**Duration** 1 minute; **range** touch; **target** 5' diameter

You transform up to a 5-ft. area of nonliving matter so that it can be easily shaped, like clay. You can change the form of the affected material, and when the spell's duration ends, the matter will revert to its original substance, but keep its new shape. Thus, you could take a large chunk of glass, use this spell on it, reshape it into a swan, and the glass will keep the form of a swan. This spell is most commonly used by underground races to carve out tunnels and homes out of stone, though multiple uses are often needed to complete a task.

**Costs** 1 MP transform element, 7 MP medium size.

## Roaming Eye

*See Space*

**Cost** 8 MP; skills *divination* 5, *movement* 1

**Casting time** 2 actions

**Duration** 10 minutes; **range** unlimited; **target** 20' diameter

An invisible 'eye' is created with a 20' diameter viewing area; you can move the sensor for the duration of the spell at a SPEED of 5, letting you follow interesting leads. The initial location of the eye must be somewhere you have seen before; a common use is to create the eye adjacent to the caster and then have it scout ahead.

**Costs** 5 MP clairvoyance, 1 MP telekinesis, 2 MP duration.

## **Scintillating Evening Wear**

*Create Light*

**Cost** 5 MP; **skills** *creation* 2

**Casting time** 2 actions

**Duration** 1 hour; **range** touch; **target** 10' diameter

You create a gleaming set of clothing, enough for a single person. The light from the clothes shine out 10' diameter (and a further 5' of dim light), and though the clothes themselves are translucent, the light prevents them from revealing anything you don't want them to.

**Costs** 2 MP elemental object, 3 MP duration, 1 MP area.

## **Searing Fireball**

*Evoke Fire*

**Costs** 11 MP; **skills** *evocation* 6

**Casting time** 2 actions

**Duration** 1 round; **range** 50'; **area** 20' diameter

Searing flames fill the area of effect, dealing 3d6 points of fire damage. Highly flammable materials catch on fire.

**Costs** 6 MP fire damage, 3 MP range, 2 MP area.

## Shield of Glory

*Abjure Self*

**Cost** 6 MP; **skills** *abjuration* 6

**Casting time** 2 actions

**Duration** 10 minutes; **range** self; **target** self

The caster gains a +6 bonus to all its DEFENSEs.

**Costs** 6 MP shielding

## Shrieking Wall

*Create Sound*

**Cost** 5 MP; **skills** *creation* 1

**Casting time** 2 actions

**Duration** 1 minute; **range** 30'; **target** 40' line

You evoke a wall of hideous, roiling sound, filled with angry spirits. Each round, make a ranged attack against each creature in the area of effect (this represents the spirits aiming their shrieks at interlopers). Creatures struck take 1d6 points of sonic damage.

**Costs** 1 MP elemental damage, 2 MP range, 2 MP area.

## Sic 'Em

*Enchant Animal*

**Cost** 6 MP; **skills** *enchantment* 3

**Casting time** 2 actions

**Duration** 1 minute; **range** 30'; **target** 1 animal

Choose a target animal and a victim you want it to attack, both of which must be within range. The animal becomes angry (the severe Anger status) more violent toward the victim, its attitude changing as detailed in Table 3.16: Anger above. If hostile, the animal will attack. Each round, the animal receives a new save to reduce the effect of the Charm.

**Costs** 2 MP range, 3 MP severe condition, 1 MP targeted enchantment.

## Spellguard

*Abjure Magic*

**Cost** 8 MP; **skills** *abjuration* 6

**Casting time** 2 rounds

**Duration** 1 hour; **range** self; **area** 1 creature

This spell was originally designed to counter spells, but it can work on any spell in a pinch. You set this spell upon a creature or object with the contingency trigger, "Counter the first spell cast at this." When a spell targets the affected creature or object, the dispel triggers, making a Dispel Magic check. The shield can lay in wait for up to one hour, but triggers only once. The spell is only effective against spells of up to 6 MP.

**Costs** 6 MP dispel power, 2 MP contingency duration.

## Spookiness

*Illusion*

**Cost** 7 MP; **skills** *illusion* 1

**Casting time** 2 actions

**Duration** contingency one day, then one minute; **range** touch; **target** 20' diameter

Creatures in the area of effect perceive cold, semi-tangible hands touching them, caressing their faces and stroking their hair, trying to press them away. Additionally, the air is filled with a barely-audible murmur of voices, sounding like a crowd on the other side of a wall, from which a listener can occasionally almost make out what sounds like a disturbing statement of pain.

This spell is simply intended to unnerve people. Most untrained animals will flee the area of effect, and superstitious people may think the place is haunted. The spell's area of effect is usually enough to cover the entryway to a house, and the spell has a contingency that can wait up to a day, triggering whenever anyone approaches the area. Mages who value their privacy can cast this spell each day in the morning to ward off the curious.

**Costs** 1 MP simple audio, 1 MP simple tactile, 3 MP duration contingency, 2 MP area.

## Stormbolt

*Evoke Lightning*

**Cost** 11 MP; **skills** *evocation* 6

**Casting time** 2 actions

**Duration** instant; **range** 30'; **target** 20' diameter

Multiple thin bolts of blue lightning cascade from the sky, striking any number of creatures and objects in the area of effect. Those creatures you do not want to hurt are unaffected. Make a ranged attack for each target, and those struck take 3d6 points of electricity damage.

**Costs** 6 MP damage, 2 MP range, 2 MP area, 1 MP discerning.

## Soulswitch

Phase Person

**Cost** 11 MP; **skills** *phasing* 5

**Casting time** 2 actions

**Duration** 1 day; **range** touch; **target** 1 humanoid

You release your soul from your body and attempt to enter the body of another. The transition is not permanent - when the spell ends, your spirit leaves the host and tries to return to its own body, and the host's soul returns to its body. However, you cannot leave the host if your original body is not within range. If the spell ends and you cannot reach your original body, you die. This likewise happens to the soul of the host if its body is out of range when the spell ends.

**Costs** 5 MP possession, 6 MP duration.

## Telepresence

*Create Sound, Illusion, See Person*

**Cost** 11 MP; **skills** *illusion* 3, *divination* 5, *creation* 2

**Casting time** 1 minute

**Duration** concentration; **range** unlimited; **target** special

You send a detailed image of yourself to the location of an ally, to communicate with him almost as if in person, but with very little risk. Through your image you can see and hear normally.

**Costs** 2 MP elemental object, 1 MP complex sound, 3 MP average visual illusion, 5 MP clairvoyance, 2 MP clairaudience, -2 MP casting time.

## ***Thermonuclear Detonation***

*Phase Self*

**Cost** 10 MP; **skills** *phasing* 10

**Casting time** 2 actions

**Duration** 1 minute; **range** self; **target** self

You jump forward up to one minute into the future. When used in combat when you have allies, this is often enough time for your allies to finish off the opposing forces, so to you it seems as if a bunch of enemies suddenly died as a result of you using this spell. This is a popular spell among gnomes, and often results in the party beating them up in spite.

**Costs** 10 MP time hop.

## ***Titanic Might***

*Transform Giant*

**Cost** 20 MP; **skills** *transformation* 10

**Casting time** 2 actions

**Duration** 5 minutes; **range** touch; **target** 1 creature

You turn a willing target into a mighty hill giant for up to one minute. The target gains the giant's physical characteristics, but maintains its own mental characteristics.

**Costs** 10 MP transform creature (10d6).

## ***Toast to Unconsciousness***

*Compel Person*

**Cost** 1 MP; **skills** *compulsion* 1

**Casting time** 2 actions

**Duration** instant; **range** 10', **target** 1 humanoid

A simple compulsion, often learned by young apprentices with a sense of mischief or a hint of a bully. You hold forth a liquid of some sort and say "Drink this!" If your check is successful, the target creature will drink what you hold forth, unless it recognizes it as poison or some other dangerous substance. The typical drink to use with this spell is strong alcohol with a tranquillizing poison, but you must supply those yourself. If the creature does not finish drinking in the first round, it gets an additional saving throw each round.

**Costs** 1 MP range, 0 MP simple language command.

## ***Troll's Tenacity***

*Heal Person*

**Cost** 10 MP; **skills** *healing* 10

**Duration** 1 minute; **range** touch; **target** 1 humanoid

The person touched heals 1d6 points of damage per round for one minute (10 rounds).

**Costs** 10 MP enduring curing.

### **Turncoat**

*Compel Person*

**Cost** 10 MP; **skills** *compulsion* 5

**Casting time** 2 actions

**Duration** 1 minute; **range** 50'; **target** 1 humanoid

You telepathically compel the target to fight its allies; the target is controlled (the extreme Autonomy status).

**Costs** 5 MP extreme condition, 1 MP telepathic command, 4 MP range.

### **Turn Undead**

*Enchant Undead*

**Cost** 6 MP; **skills** *enchantment* 3

**Casting time** 2 actions

**Duration** 1 minute; **range** self; **target** 20' diameter

You channel holy power to awe and intimidate undead creatures within 10' of you, weakening them and driving them away. The undead is rendered afraid (the severe Fear status) and flees as well as it can from you, but once it leaves the area of effect it is free to act normally (though it cannot re-enter the area of effect).

**Costs** 2 MP area, 1 MP discerning, 3 MP severe condition.

### **Wallbuilder's Blessing**

*Mend Earth*

**Cost** 6 MP; **skills** *healing* 6

**Casting time** 2 actions

**Duration** instant; **range** touch; **target** 1 wall

Your touch mends damaged stone, strengthening the walls of a building, cave, or other structure. This repairs 3d6 points of damage that has been dealt to the wall. Note that you do not need to purchase an area of effect for this spell as long as you affect only one structure, just as you do not need to purchase an area of effect to heal a large creature.

**Costs** 6 MP curing.

### **Winter's Embrace**

*Abjure Ice*

**Cost** 14 MP; **skills** *abjuration* 5, *hexes* 4

**Casting time** 1 minute

**Duration** 10 minutes; **range** self; **target** 20' diameter

This spell creates an aura around you, benefiting allies and harming enemies. Allies gain SOAK 6 (cold). Enemies gain vulnerability 1d6 (cold). This aura travels with you, affecting all creatures that

are close enough.

**Costs** 6 MP withstanding, 4 MP vulnerability, 2 MP duration, 2 MP discerning, 2 MP area, -2 MP casting time

## ***Word of Sleep***

*Enchant Person*

**Cost** 4 MP; **skills** *enchantment* 2

**Casting time** 2 actions

**Duration** 1 minute; **range** 30'; **target** 1 humanoid creature

Though this spell creates just a light sleep from which the target can be easily awoken, it is easy to cast and can affect even the strongest minds as long as the caster is powerful enough. The target gains the snoozing status (the moderate Drowsiness status).

**Costs** 2 MP range, 2 MP moderate condition.